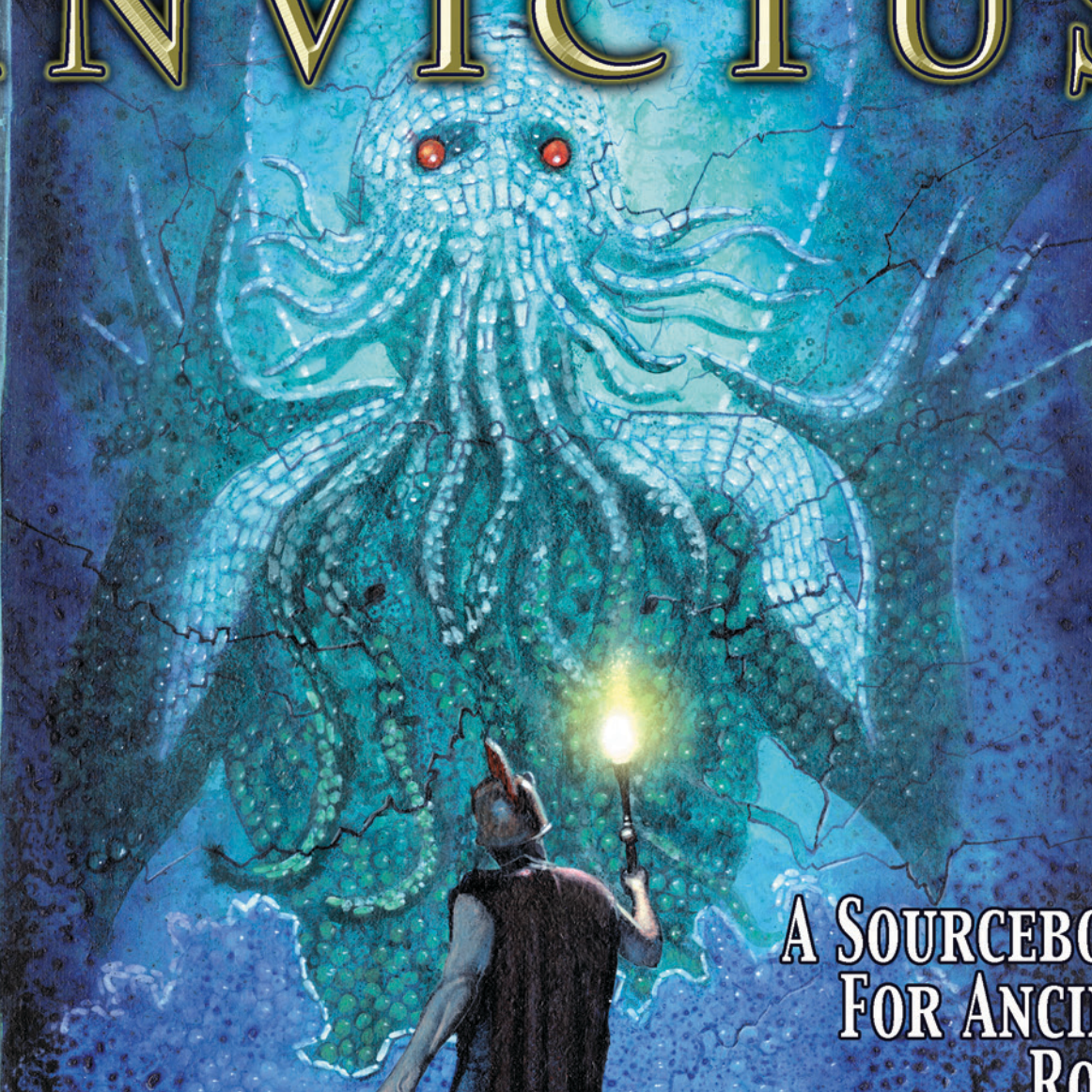


# CTHULHU INVICTUS



A SOURCEBOOK  
FOR ANCIENT  
ROME

CHAD BOWSER,  
ANDI NEWTON,  
& FRIENDS



5E © 2009



# CTHULHU INVICTUS







### A NOTE ON THE MAP.

*The fold-out map of the Empire is designed to be both functional and artistic, so some license has been taken. The map includes not only places discussed in the text, but other locations as well to give the Keeper freedom to explore the world. The map makes use of both Latin and English names, allowing the Keeper to easily match a spot on the map with the corresponding gazetteer entry.*

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Chaosium publication 23115.  
ISBN 10: 1-56882-305-3  
ISBN 13: 978-1-56882-305-8

Published in October 2009. Printed in the USA.



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JASON ELLIOT, OSCAR RIOS, POOKIE, STEPHANIE STEIN ELLIOTT, TOM LYNCH,  
AND WOOD INGHAM FOR THEIR SUGGESTIONS.

FOR ADWEN

CHAOSIUM IS  
LYNN, CHARLIE, DUSTIN, WILLIAM, FERGIE,  
MEGHAN, ANDY, NICK & A FEW CURIOUS OTHERS





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## ROMAN CHILDREN TREMBLE

in their beds as their mothers tell them stories of Medusa, the Hundred-Handed Ones, and the War of the Titans. They pray that the Fates have woven a long skein for them, free from encounters with the Minotaur and Cerberus. Little do they know that things more horrible than the creatures of myth and legend inhabit the world. A dark god stalks the streets of Rome stealing the souls of the rich and the poor, the young and the old, to populate his empire on the other side of the wall of sleep.

Thousands of miles away, on the coast of a freshly invaded island, Roman centurions huddle around campfires entertaining themselves with dice and ghost stories. They trust their fortifications to keep the barbarians at bay. But the barbarians are the least of their concerns. Outside the ramparts, small shapes scuttle through the darkness, looking for new hosts.

In the midst of the largest sea the world knows, an Egyptian merchant scans the horizon looking for land—and safety. Pirates prowl the sea, avoiding the Roman navy and preying on merchant vessels. The merchant's men are well-armed to fend off any pirates, but he won't relax until the coast is in sight. He doesn't notice the forms swirling under

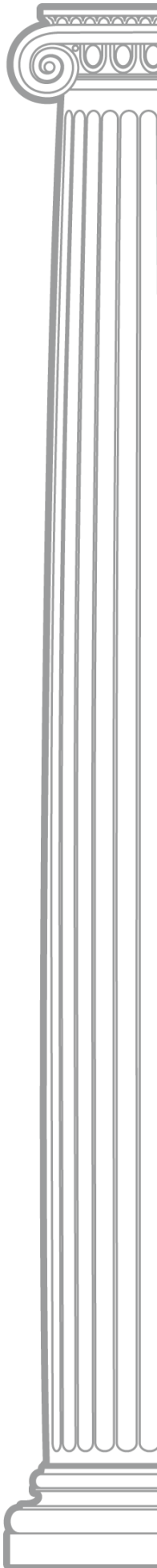
the waves, reaching up with their claws to pull the boat down. His men are ill-prepared to fight them.

Greek scholars in Athens are ecstatic when they uncover scrolls relating to an African god from the deepest interior of that dark continent. They're eager to read all they can in the cause of science. Their education hasn't prepared them for the fact that the god is already in Athens, and they fail to notice that the city hasn't changed for hundreds of years.

Young women scurry through the streets of Herculaneum to the Temple of Vesta, shunning the advances of lecherous old men and soldiers who've returned from the front looking to spend their coin. Only these women know that their chastity protects the world from an unspeakable horror. Should they fail in their mission, all of Rome is doomed to fall under a depraved god's whim.

Sweat and grime cover a young Persian woman as she pulls her sword out of yet another monster that's risen from the sand. As she glances around, several more unbury themselves and charge toward her. She casts one last look over her shoulder to make sure the families that were ambushed have escaped before she raises her sword and charges the monsters, her battle cry echoing over the dunes.

THIS IS THE WORLD OF CTHULHU INVICTUS,  
HORROR ROLEPLAYING IN THE FIRST CENTURY CE,  
THE TIME OF THE ROMAN EMPIRE.







**I**n 50 CE, Rome is a bustling city of over one million inhabitants. People flow into it from the provinces every day in the hopes of striking it rich, or at least earning a decent wage. Some succeed, but more often they end up destitute in the slums.

Once in Rome, new arrivals note that the city is built on seven hills, although some would be more aptly described as ridges, formed by tributaries to the Tiber River. At times, these ridges merge, making it difficult to tell where one hill ends and the next begins.

The Palatine Hill is the central hill, the site of Rome's legendary founding by Romulus. During the Republic, wealthy Patricians made their home there, where its height allowed them to avoid the mephitic that pervaded much of the valleys below. In the Imperial Age, the Emperor and his family claimed the Palatine as their home.

The Capitoline Hill, the steepest of the hills, has served as a fortress since the earliest days of Rome. When the Gauls invaded in 309 BCE, it alone did not fall. The citadel is built on one spur, called the Arx, while the other end, known as the Capitoline Proper, houses the Tabularium, the storehouse for state archives. A ridge stretching between the Arx and the Capitoline Proper contains the Asylum; the persecuted find protection from violence there. The



- Palatine Hill (Palatium)
- Capitoline Hill (Capitolium)
- Quirinal Hill (Quirinalis)
- Viminal Hill (Viminalis)
- Esquiline Hill (Esquiliae)
- Caelian Hill (Caelius)
- Aventine Hill (Aventinus)

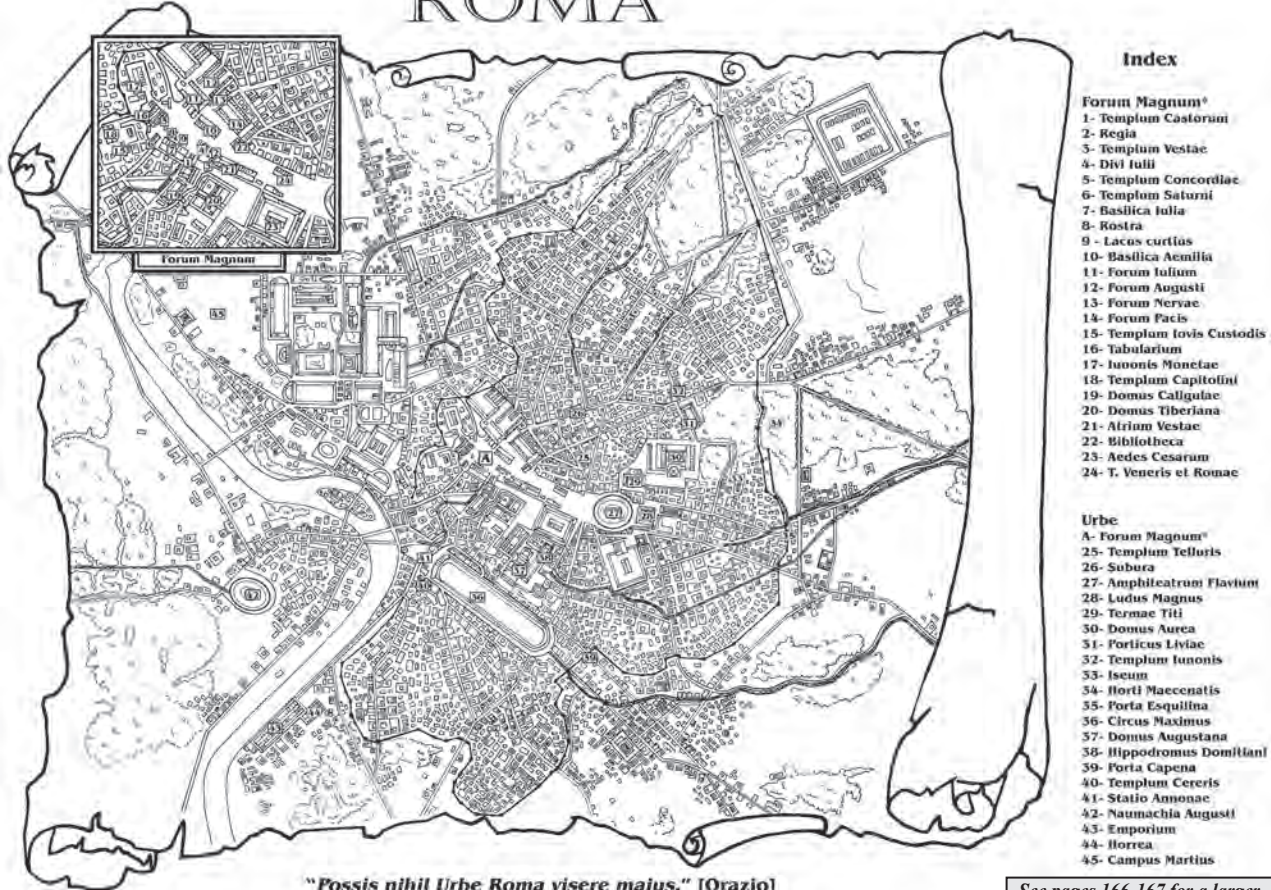
southern face of the hill is known as the Tarpeian Rock, from which convicted traitors are hurled to their deaths. The Capitoline is also home to the Temple of Jupiter Capitolinus, one of the largest temples in Rome.

The northernmost hill is the Quirinal Hill, which overlooks the Campus Martius. It was originally home to the Sabines, a tribe Romulus raided for women.

The Viminal Hill connects the Quirinal Hill to the Esquiline Hill. The smallest of the hills, the Viminal Hill boasts few monuments, and traffic



## ROMA



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*"Fossis nihil Urbe Roma visere maius."* [Orazio]  
*"You can never see anything bigger than Rome."*

*See pages 166-167 for a larger  
 2-page version of this map.*

tends to pass on either side rather than across it. It's used primarily for the growth of osiers, a willow tree that provides wood for basketry and furniture.

The Esquiline Hill is the largest of the hills. Originally used as a cemetery for the poor, villas for the wealthy were later built over the graves so the rich wouldn't have to live so close to the hustle and bustle of the Forum.

The Caelian Hill is the southernmost hill. It contains gardens, grottoes, and grazing areas for cattle, an escape from the city for the wealthy without their ever having to leave Rome.

The Aventine Hill is detached from the other six hills. Many temples and festivals important to the lower classes, particularly those honoring Minerva and Ceres, call the Aventine home.

The Servian Wall encompasses all seven hills, a massive tufa structure built in the fourth century BCE but attributed to a sixth-century BCE king. The wall stands more than ten meters in height and stretches from the Tiber, around the hills, and back to the Tiber for a distance of 11 kilometers. By the Imperial Age, the wall has lost its defensive

importance; the city spreads beyond it, and many of the gates that once restricted access now serve only as honorary arches.

The first stop for many visitors is the Forum Romanum, the religious, political, and economic center of Rome and the Empire. A large, paved plaza fronted by numerous buildings, it's located in a valley between the Capitoline Hill on the west, the Quirinal and Esquiline Hills to the north, and the Palatine Hill to the south. Temples to Saturn, Vesta, Castor and Pollux, and the Divine Julius Caesar are all located in the Forum Romanum. In addition, it houses the Curia, where the Roman Senate meets. The Comitium and Rostra, two public meeting places, are there, also. Juries hear court cases in the Basilicas Aemilia and Julia, although visitors interested in shopping prefer the small stores that front the two large structures. Numerous small stalls located on street corners in the Forum offer a variety of lamb, beef, and vegetable dishes for hungry travelers.

The Forum Boarium, a second forum sandwiched between the Tiber and the Palatine Hill, serves as a



## ROMAN STREET VENDORS

Close to ten thousand street vendors, or *thermopolii*, operate in Rome at any given time. They sell hot sausages, cheese, bread, figs, nuts, dates, cakes, and wine from their wheeled carts. In addition, while wealthy Romans have their food prepared in their houses by slaves, those who live in apartments must bring their wheat and other foodstuffs to *thermopolii*, taverns, and bakers to be cooked.

large, open-air fish and cattle market. Ships anchor in the Tiber to unload their livestock and fish for shoppers to peruse. Closely connected to the Cult of Hercules, several small, round temples dedicated to the god can be found here.

Romans in search of entertainment need look no further than the Circus Maximus. The largest of the circuses in Rome, it seats 250,000 spectators for chariot races and other special festivals. Situated in a valley between the Palatine and Aventine Hills, the Circus Maximus provides free entertainment for Roman citizens.

Another option is the Theater of Marcellus. This massive, semicircular structure situated on the banks of the Tiber just west of the Capitoline Hill seats 15,000 spectators. In addition to watching plays on festival days, spectators can see gladiatorial contests here. Like all theaters in Rome, it provides amenities such as latrines and food vendors.

The Theater of Pompey is older and smaller than the Theater of Marcellus, but still hosts many plays and gladiatorial fetes. It's located between the Campus Martius and the Theater of Marcellus.

Known as *thermae*, Roman bathhouses can be found throughout the city. Each is centered on a *tepidarium*, a large, vaulted room kept mildly heated, while side rooms feature a *calidarium* with a heated pool and a *fridiarium* with a chilled bathing pool. Men, women, and children of all ages visit the baths, regardless of class. Although they're a place of relaxation, the baths aren't just for leisure. Many

## PUBLIC SAFETY

In a city of a million people that lacks street lighting, a few quarrelsome troublemakers are bound to come out at night. Recognizing the need for safety, most wealthy Romans hire bodyguards. Lacking funds, the poor rely on the *cohortes urbanae* and the *vigiles*, two forms of urban security created by Augustus and commanded by the Prefect of Rome. The *cohortes urbanae*, or city cohorts, are comprised of three cohorts of 500 men who patrol public places, protecting shopkeepers and ferreting out ne'er-do-wells. The *vigiles*, initially recruited from freedmen, serve as firefighters. Seven brigades of 1,000 men patrol at night, carrying buckets and pumps in case of fire. In a city this large, the 1,500 police officers and 7,000 firefighters are often overwhelmed. As backup, they call on the Praetorian Guard, the elite Imperial Guard consisting entirely of Roman citizens born on the peninsula. Stationed in a large camp northeast of the city, they earn twice as much as the other legionaries and are commanded by the Praetorian Prefect, the pinnacle of equestrian advancement. The Praetorians aren't called upon for day-to-day troubles, however; they're reserved for riots, conspiracies, and other large-scale social upheavals.

political and business deals are sealed in the baths, and most bathhouses contain shops selling food, clothing, and lotions.

Just north of the city, travelers find the Campus Martius, or Field of Mars. This large, open field is bordered on the north and west by the Tiber and on the east by the Capitoline, Esquiline, and Pincian Hills. Since no military activities are allowed within the city proper, troops assemble here for war and to elect their commanders.

The Legions are garrisoned outside the walls in the Praetorian Camp. Located to the northeast of the city, the camp is situated on the Esquiline Hill to provide a commanding view of the roads leading



into Rome from the north and east. Built in typical military fashion, it is 440 meters long and 380 meters wide, with rounded corners. The longer axis, the *cardo maximus*, runs nearly north and south. At its ends, in the middle of the shorter sides, are the *porta praetoria* and the *porta decumana*. The walls surrounding the Praetorian Camp are made of brick-faced concrete and measure almost five meters high. Battlements and turreted gates provide additional protection.

Despite the best efforts of the Prefect, or governor, of Rome, a seedier side also exists. The Suburra, or Great Slum, is located between the Esquiline and Caelian Hills, not too far from the Forum Romanum. In fact, only one street, the Argiletum, stands between the Forum and the Suburra. In addition to the Great Market, which is home to food vendors, barbershops, and other stores, the Suburra is also home to prostitutes, the dispossessed, and thieves. Narrow cobblestone streets wind between tenements forming one of the most densely populated regions of the city. In addition, the Suburra is home to the office of the public executioner and the barracks of foreign troops stationed in Rome. It's not without reason that Julius Caesar always sent his troops here for relaxation after battle.

Regardless of where travelers walk in Rome, aqueducts arch overhead, rushing fresh water throughout the city. Another engineering marvel is the Cloaca Maxima, a massive drainage and sewer system. It begins in the Argiletum, where it collects the waters of the Esquiline, Viminal, and Quirinal Hills, and flows through the Forum Romanum and the Velabrum to the Tiber.

However, people, wagons, and animals pack the streets, so travelers can't afford to focus too intently on the city's towering statuary while walking through Rome. Construction crews haul limestone, marble, tufa, and wood without concern for pedestrians. Senators' slaves clear the way for litters, and if people don't move, they're run over. Even the hobnail boots of legionaries have broken many civilian toes.

Things aren't any easier at night. Because only construction wagons are allowed to travel on the congested streets during the day, merchants, vendors, and porters transport their goods at night. In addition, brigands and prostitutes waylay unwary passersby. Even when people bring candles and lanterns to illuminate the unlit streets, plenty of shadows remain for thieves to hide in.

## THE WRITING ON THE WALLS

Romans love to write, although most don't produce literature that compares to the works of Virgil or Seneca. Instead, they litter public and private walls with whatever thoughts come to mind, such as searing reviews of the latest gladiatorial spectacle. No wall is safe. Knives etch phrases and good luck charms into marble and paint while ink scribbles cover wood and plaster walls. Advertisements for upcoming gladiator bouts, current wagers on chariot teams, and notices of shops and rooms for rent can also be found on the walls, lost amongst the writings of the many.

Even when Romans vacation in Egypt or Syria, their graffiti tools accompany them. When in foreign lands, they prefer to extol the greatness of Rome or simply comment on the fact that so-and-so was there.

## A DAY IN ROME

The Roman day is divided into twelve hours from dawn to sunset and twelve hours from sunset to dawn. The length of each hour changes, however, depending on the time of year. On the summer solstice, when daylight is at its longest, an hour is 75 minutes long. On the winter solstice, the daylight hour is 45 minutes long. Lacking precise clocks, Romans don't have a concept of minutes. To tell time, they observe the sun and the shadows it casts. A *horologium*, or sundial, has been in the Forum since 264 BCE, and Augustus erected a large obelisk to serve as a sundial in the Campus Martius in 10 BCE. On cloudy days or at night, when a sundial is useless, many Romans consult a Greek water clock, or clepsydra, if they need to know the time.

Regardless of the length of an hour, the Roman day begins at dawn. Romans spend the first two hours of the day in a ritual called the *salutatio*. Lower class clients visit their upper class patrons to acknowledge their dependency. In return,





the patrons provide their clients with a basket of food or, in some cases, a small stipend of money. During this same period, boys go to their tutors and girls assist their mothers with administering the household.

After the salutatio and through to the end of the seventh hour, Roman nobles go to the Forum to plead cases or work in the political realm. During the same time frame, the lower classes work at day jobs. Since many lack permanent employment, they travel from job site to job site looking for work.

During the hottest part of the day, work stops and both the upper and lower classes take a siesta, visiting the baths to rest, gossip, and exercise. Both men and women attend the baths, but only in the largest bathhouses—which have separate facilities for men and women—can they bathe at the same time. Normally men and women visit the bath in shifts, with men having the first and longest shift. Classes end for upper class boys at this time, and they return home.

Between the ninth and twelfth hours, Romans eat dinner, visit friends and associates, and retire to bed.

## ROMAN SOCIETY

Although Rome is a highly stratified and class-conscious society, some room exists for advancement between the classes. At its simplest, two classes comprise Imperial Rome: the upper and the lower. There is no middle class, and the gulf between the upper and lower classes is immense. In almost all cases, a woman's place in society is determined by her father's place if she isn't married, or by her husband's place if she is. The most notable exception are the Vestal Virgins.

The emperor and his immediate family are at the very top of the upper class. Entry into this strata is prohibitively difficult.

The senatorial class, known as the *senatores*, falls below the emperor and includes all men elected to the senate or magistracy, and their families. Under the Republic, the *senatores* wielded power, but under the Empire they serve primarily at the whim of the emperor. Men of the senatorial class wear tunics with broad stripes and must prove they

## ROMAN EMPERORS

A brief timeline of the first century Roman emperors and when they reigned.

- Augustus (27 BCE–14 CE)
- Tiberius (14–37)
- Gaius Caligula (37–41)
- Claudius (41–54)
- Nero (54–68)
- Galba (68–69)
- Otho (69)
- Vitellius (69)
- Vespasian (69–79)
- Titus (79–81)
- Domitian (81–96)
- Nerva (96–98)
- Trajan (98–117)

own property valued at one million or more *sestertii*. Senators aren't paid a salary, and are legally forbidden to engage in non-agricultural business, public contracts, or trade.

The equestrian class is the lowest of the upper classes. Known as the *equites*, a man and his family can gain entry if he proves that he has at least 400,000 *sestertii*. An equestrian isn't prohibited from engaging in the types of business that senators are. If an equestrian is later elected to office, he's elevated to the senatorial class. Anyone capable of earning the requisite fortune has the possibility of entering the equestrian class. Men of the equestrian class wear tunics with narrow stripes.

The lower class in the Roman Empire is much more varied than the upper, and consists of five subgroups, each with progressively fewer rights and less legal protection.

At the top of the lower class, the commons, also known as *plebs* or *vulgus*, are freeborn Roman citizens. They have the right to marry other freeborn citizens, and their children are legitimate Roman citizens. Men of the commons class wear togas.

The latins fall below the plebs and are freeborn residents of Roman municipalities. They possess some legal rights, but not all those of a full citizen. A special category of latins, the Junian Latins, are



informally freed slaves.

Foreigners, also known as the *peregrini*, are free-born people born and living in Roman territories.

Freedpeople are slaves who have purchased their freedom, or whose masters have manumitted them. Known as the *liberti* or *libertini*, they aren't completely free because each must become a client of his former master and work for him an agreed amount of time throughout the year. The *liberti* also can't hold public office. Children of freedpeople become full citizens, however, and can enter the equestrian class if they amass the necessary wealth. The name of a *liberti* indicates his status, as does the Phrygian cap he wears.

Slaves are either born into slavery or sold into it. These *servi* are their owner's property and enjoy no legal rights. Custom dictates that some slaves, particularly urban slaves, are allowed to earn an income they can later use to buy their freedom. A slave can rise from this class by either buying his freedom or being manumitted by his master. Slaves have no special dress, but those with a tendency to run away are often forced to wear collars that read, "I have run away. Capture me. My master will reward you for returning me."

## ROMAN FAMILY

The Roman family, whatever its rank, is a patriarchal group. The eldest male in the family, the *paterfamilias*, holds complete control over those in his household, by virtue of Roman laws. If a child displeases him, he can disown the child, sell the child into slavery, or have the child killed. In addition, the father has the choice of whether a newborn is kept or exposed. After a baby is born, the midwife places it on the ground and the entire family waits for the *paterfamilias*. If he picks the baby up, it's accepted into the family. If the father ignores the baby, it's left to the elements. A father usually leaves an infant if it's obviously deformed, or the family can't afford to feed another mouth. Passersby usually pick up exposed babies and sell them as slaves.

The wife of a *paterfamilias* is the *materfamilias*. She's typically much younger than her husband. A man usually marries in his mid-twenties, but women are married in their early teens. Regardless of social class, a wife oversees the management of the household. In the upper classes, such as the

senatorial and equestrian, she's expected to behave modestly and conduct herself in ways that reflect well on her husband and family.

## ROMAN HOUSING

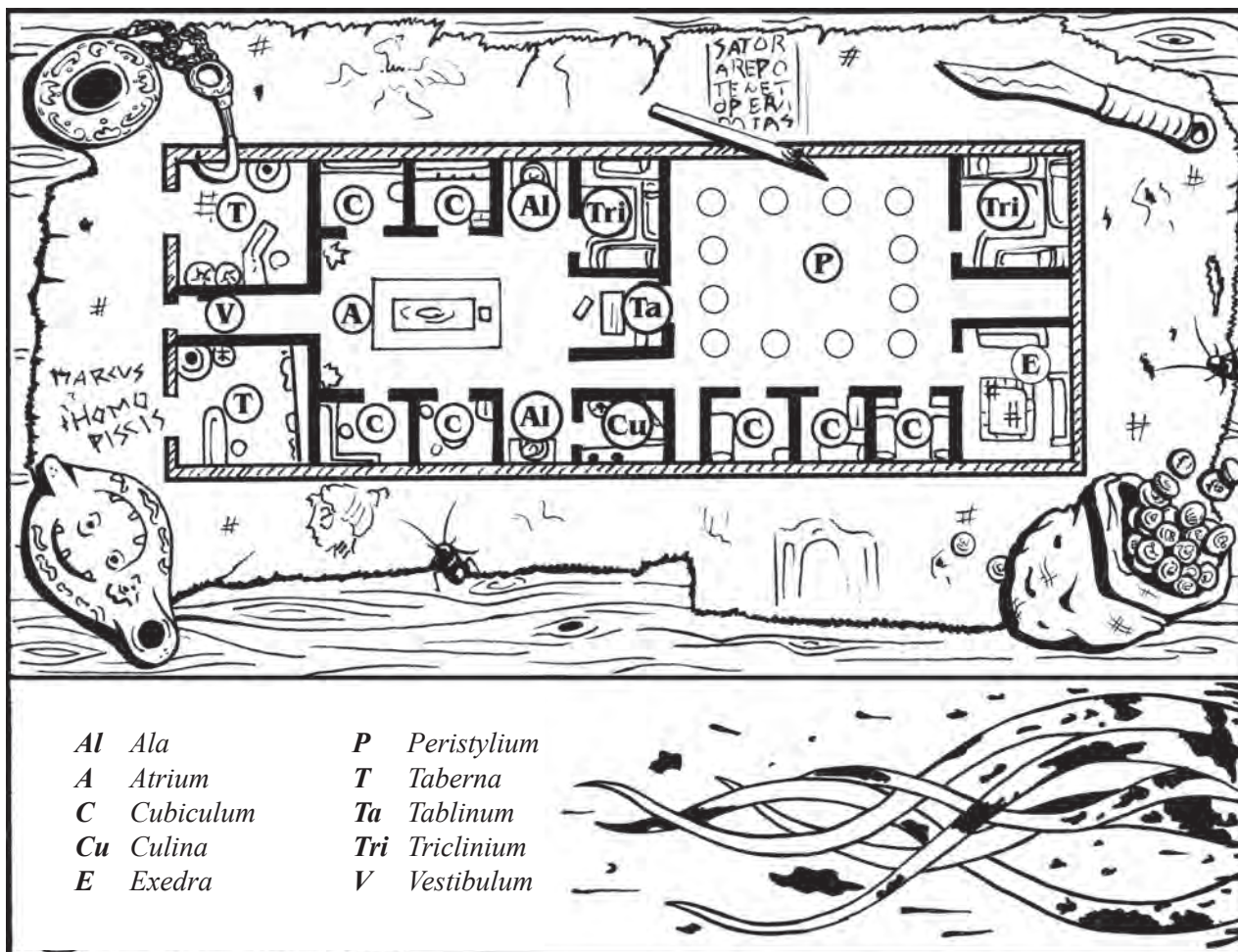
Houses in Rome run the gamut from large, sprawling residences to cramped tenements. The homes of the wealthy are single-family structures, although that single family includes the entire extended family. The buildings are typically made of bricks and have red-tiled roofs. The rooms are all arranged around a central courtyard, with windows and balconies facing it—instead of the street—to offer a measure of security against burglars. Frescos adorn the walls and mosaics cover the floors, to add a touch of art. Some mosaics also provide information to guests, such as one in Pompeii that says "*Cave Canem*" ("Beware of the Dog") and shows a picture of a fierce dog. Furniture is sparse, and carpeting is nonexistent. Most villas contain an atrium for greeting and entertaining guests, as well as bedrooms, offices, a kitchen, a dining room, a garden, a temple, a toilet, and a private bath. A spacious villa with all the amenities, including running water, can run the Roman citizen upwards of 600,000 sesterii.

Some wealthy citizens choose to live in an apartment, often above their shop. These apartments are spacious and sanitary, sometimes with running water. They contain bedrooms, a dining room, a kitchen, a small shrine for venerating ancestors, and sometimes toilets. If a tenant owns the building, he often rents other floors to families for extra income. An apartment of this nature costs 40,000 sesterii to buy or 5,000 sesterii a month to rent.

The poor live in tenements, tiny, squalid affairs without running water. Residents haul water up from public reservoirs and use public latrines. Many tenements are wooden structures reaching six stories in height and are prone to fire and collapse, often resulting in hundreds of deaths. Investigators can rent a tenement for as little as 200 sesterii a month.



# A ROMAN VILLA



<i>Al</i>	<i>Ala</i>	<i>P</i>	<i>Peristylum</i>
<i>A</i>	<i>Atrium</i>	<i>T</i>	<i>Taberna</i>
<i>C</i>	<i>Cubiculum</i>	<i>Ta</i>	<i>Tablinum</i>
<i>Cu</i>	<i>Culina</i>	<i>Tri</i>	<i>Triclinium</i>
<i>E</i>	<i>Exedra</i>	<i>V</i>	<i>Vestibulum</i>

**Ala:** An alcove where guests wait to be received

**Atrium:** The large open air reception area where guests are entertained

**Cubiculum:** A bedroom

**Culina:** The kitchen

**Exedra:** A garden

**Peristylum:** An open air garden surrounded by a colonnade of pillars

**Taberna:** A shop; wealthy Romans frequently rent the front areas of their homes

**Tablinum:** A study; the head of the household receive guests, conduct business, store records, and keep the *imago*, wax masks, of his ancestors here

**Triclinium:** The dining room

**Vestibulum:** The outer door of a house

**Lararium** (not labeled): The shrine of the household gods, found in a corner of the atrium.

**Impluvium** (not labeled): A basin for capturing rainwater that falls through a hole in the roof called the *compluvium*, found in the center of the atrium.

# ROMAN ENTERTAINMENT

Romans love a spectacle, and several forms of entertainment are free to the public. Plays, chariot races, and gladiatorial combat enthrall the rich and divert the poor from their destitution.

## THEATERS AND PLAYS

Plays, whether tragedies, comedies, farces, or pantomimes, are performed in the early morning or midday because artificial light is insufficient to properly illuminate a stage after dark. Typically, plays are performed on holidays and last about two hours. By the first century CE, there are 135 holidays in a year, so enterprising managers can stage a large number of plays. The majority of actors are slaves who aren't paid for their work, but are instead rewarded with a dinner after a successful performance. While theaters are rare and often temporary, Rome is host to two permanent theater buildings, the Theater of Pompey and the Theater of Marcellus. Some temporary theaters are little more than hillsides with the actors at the bottom and benches on the slopes.

## MUSIC

Music is integral to Roman life. Musicians play in the streets, hoping to coerce money from passersby. Wealthy Romans hire musicians to entertain them and their guests while they eat and relax. Music also plays a very important part in Roman religious festivals. The most common instruments in Rome are listed below.

**Drum:** Common in festivals and religious ceremonies to keep the beat for dancers.

**Flute:** One of the most common, and ancient, musical instruments. The Romans typically play a twin reed flute, where two flutes are held together while playing.

**Harp:** A stringed instrument commonly employed during plays and private performances.

**Lyre:** The most ancient of the stringed instruments, only the kithara is more popular in Rome. There are numerous varieties of lyres, all of which

## MUSICAL INSTRUMENTS

<i>Instrument</i>	<i>Cost in Sestertii</i>
Drum	5–75, depending on size
Flute	1
Harp	15
Lyre	60
Kithara	90
Lute	40
Organ	200–2,000, depending on size
Panpipes	20
Trumpet	40
Tympani	5

have seven strings. Some have sound boxes while others don't.

**Kithara:** Another stringed instrument, the kithara's ease of use and fine tuning capabilities make it more popular than the lyre. Even though it's larger and heavier than the lyre, the kithara is the premier instrument in Rome, played in both public and private venues.

**Lute:** The three-stringed lute is the easiest stringed instrument to play, but lacks both the versatility and popularity of the kithara.

**Organ:** The average organ has 30 pipes, but some larger ones exist, particularly at gladiatorial combats where the organists play while the combatants slaughter each other.

**Panpipes:** Associated with the god Pan, the panpipes are another popular instrument played during festivals.

**Trumpet:** Horns are used by the military, in parades, and at the games.

**Tympani:** Also known as the tambourine, these are played anywhere celebrations, theater, or dancing take place.

The table included above serves as a price guide for musical instruments in Rome. The price listed is an average price. At the keeper's discretion, less expensive and more expensive instruments can be purchased. Cheaper instruments produce a lower-quality sound while more expensive instruments might be ornately decorated, or so finely made that they produce a purer sound.





## CHARIOT RACES

Rome has two main hippodromes, or circuses. The larger, the Circus Maximus, is situated between the Aventine and Palatine Hills. The smaller, the Circus Flaminius, is located at the southern edge of the Campus Martius.

Chariot races are the most popular of the free entertainments in Rome. Each race consists of seven laps around a track. At the Circus Maximus, each lap is about 2000 feet. Some races involve two-horse chariots while others feature chariots pulled by four horses.

The seats in the Circus Maximus are bleachers made of either marble or wood. Only the highest rows are wooden. Closest to the track are private booths for the wealthy. At full occupancy, the Circus Maximus can seat 250,000 people. To protect the spectators, both a wire screen and a canal ten feet wide and ten feet deep separate the track from the citizens.

Drivers wear tunics and caps in the color of one of four teams, the Red, Blue, Green, or White. Each team maintains a very loyal following and plays to their supporters, often receiving gifts to supplement their incomes. To augment their racing prowess, the teams hire magicians to curse their opponents, and, if the curses fail, to drug their horses. Drivers typically come from the lowest ranks of society, but are well-compensated for the dangers they face. At one point even Juvenal referred to the exorbitant money charioteers make, writing, "Do your job well, and when the end of the year comes, we'll pay you for the twelve-month period the same amount that a chariot driver earns in one race." For the purposes of *Cthulhu Invictus*, charioteers earn 600 sestertii a race.

Two other types of shows are common in the circuses. In *desultores*, riders leap from horse to horse while the horses race around a track. In beast wars, wild animals are thrown into the circus to fight to the death for the enjoyment of the masses.

## GLADIATORIAL COMBAT

Criminals, war captives, slaves, and even some free men form the ranks of the gladiators. Some engage in *venations* and fight wild animals, while others fight in *muneras*, where they square off against other gladiators.

The roots of gladiatorial combat can be traced to the ancient societies that lived in Campania and

Etruria. In Campania, nobles forced their slaves to fight each other for the amusement of the wealthy, while in Etruria gladiators were war captives. Those who died in combat did so as a sacrifice to their gods. Rome took the ideas of Campania and Etruria and turned them into a spectacle for the masses. Initially, the combats took place in the Forum or at graveyards, but since that severely limited the number of spectators, wooden amphitheaters were built during the late Republic.

Combat is so specialized and stylized that Rome has a gladiatorial school to train combatants. Many gladiators learn to use non-Roman armor and weaponry so the populace doesn't receive the wrong political message. One of the most popular gladiator types is the Samnite, who carries an oblong shield and short sword while wearing a visored helm with a large crest or plume, and a greave on the left leg. Another popular type is the Thracian. He carries a small square shield and a curved sword, wears greaves on both legs, and has an open-faced helm with a wide brim. The Secutor takes his name from the Latin word for pursuer, fighting with knives and a large shield, wearing only a greave on the left leg. The Retiarius wears only a loincloth and a metal shoulder piece on the left arm. He fights with a net, dagger and trident.

Typically, gladiators who fight in *muneras* square off in pairs, one against the other. On special occasions, however, such as the crowning of a new emperor, mass fights are held with upwards of 700 gladiators per side.

When a gladiator is mortally wounded, the crowd yells "*Habet, hoc habet!*" ("He's had it!"). The officiator of the match then determines whether the loser lives or dies. If the loser is to die, the victor stabs him in the neck. Costumed attendants, one dressed as Charon and the other as Mercury, enter the amphitheater to remove the body. Charon first hits the body with a hammer, and Mercury stabs him with a heated iron rod, allegedly to represent the loser's journey to the afterlife. In reality, they're making sure he's dead.

If criminals, prisoners of war, or slaves survive two years of gladiatorial school, and three to five years of combat, they're freed. Few survive this long, though, and those who do are often so popular that public demand calls them out of retirement. These gladiators demand huge sums of money and can receive up to one thousand sestertii a fight. By comparison, the average gladiator earns only 300 sestertii a fight.

Gladiatorial combat isn't entirely a man's sport, however. Female gladiators dress and equip themselves like Amazons. They serve as quite a draw, and the amphitheater director who can stage gladiator fights between women is guaranteed a full house.

## EATING IN ANCIENT ROME

Like all things in Rome, social status determines diet. The senators and equestrians host lavish dinner parties while the poorest citizens rely on a monthly allotment of free grain—just enough to feed the male head of house—to make ends meet.

Most Romans eat three meals a day. The first two are light affairs consistent across social lines. *Ientaculum*, or breakfast, is often no more than bread dipped in watered down wine. Some people add a little honey to sweeten the wine, or some dates and olives to round out the meal.

Working Romans often skip the midday meal, *prandium*. Those who have *prandium* eat bread, cheese, and fruit, or leftovers from dinner the night before.

The main meal of the day is *cena*, or dinner, and is served in the late afternoon. The lowest classes

usually eat simple fare of vegetables cooked in olive oil. However, for the upper classes, *cena* is an opportunity to display their wealth, jockey for political favor, cement financial deals, or, in some cases, allow an extended family to come together.

These elaborate, three-course meals take place in a dining room called a *triclinium*. Couches called *summus*, *medius*, and *imus* are situated on three sides of a table, with people seated according to their social status. The most honored guests sit on the *medius*, which ranks the highest, and the host sits on the *imus* couch. The other guests sit on the *summus*. Each couch seats three people, so if more than nine people attend the dinner party, additional tables, each with three couches, are added.

To entertain the guests, the host not only provides poetry readings, music, and dancing, but also has the food brought out by attractive slaves of both genders.

The first course of the meal, *gustus*, is an appetizer consisting of salads, shellfish, eggs, and mulsum, or wine mixed with honey. *Lena* follows this, a meat course featuring pork, poultry, or fish served with vegetables. The final course, *secundae mensae*, is the dessert course. Typically comprised of fruit, honey cakes, nuts, and wine, it takes its name from the practice of removing the table used for dinner and bringing in a “second table.”

People in Rome eat with their hands. The only utensil they ever use is a spoon, and that only for porridges. Therefore, each guest brings a napkin to

*cena*, and a slave uses it to wipe the guest's hands between courses. If the guest wants to take anything home after the meal, he wraps it up in the napkin.

In contrast to the luxurious meals enjoyed by the wealthy, the typical legionary eats bread with a little porridge, beans, and wine. In extremely hot weather, they eat bread and drink





## THE ROMAN MENU

Vegetables comprise the majority of the Roman diet, with wheat—either boiled into porridge or baked as bread—a secondary source of nutrition. Meat and fish are such luxuries that only the wealthiest Romans can afford to have them every day, and even then only for dinner.

Roman gardens feature greens, marrows, sorrel, cucumbers, lettuce, leeks, and brassicas like kale, broccoli, and cauliflower. Romans also grow garlic, onions, cress, and chicory to flavor their dishes.

Grapes are not only eaten but also made into wine, which Romans consume at every meal, although often diluted with water or honey.

Olives play a prominent role in both the Roman diet and the economy. In addition to eating them both fresh and cooked, Romans use olive oil for cooking, lamp oil, body oil, and perfume.

water flavored with vinegar. To add insult to injury, soldiers must pay for their meals, and a year's supply of food for a legionary is equal to one third of his salary.

## THE ROMAN CALENDAR

As much to create a fresh start for a society transitioning to an Empire as to overcome shortcomings with the prior lunar calendar, Julius Caesar worked with an Alexandrian astronomer named Sosigenes to devise a solar calendar. That calendar is essentially the same as the modern one, with twelve months, 365¼ days, and even an extra day in February every four years for leap year.

Years are numbered by several methods. One method names a year by the two consuls who

## MONTHS OF THE JULIAN CALENDAR

- January (after Janus)
- February (after Februus)
- March (after Mars)
- April (after the word *apenre*; to open)
- May (after Maia)
- June (after Juno)
- July (after Julius Caesar)
- August (after Augustus)
- September (the seventh month)
- October (the eighth month)
- November (the ninth month)
- December (the tenth month)

served in office that year. More commonly, though, Romans count forward from the date of Rome's founding. Years using this second method are marked AUC, for *Ab Urba Condita*, which means "From the founding of the city." Romans using AUC years refer simply to the number of years, not the number of decades or centuries, since the city's founding.

Romans don't think in terms of weekdays and weekends, or even a seven-day week. Rather, each day is dedicated to a deity of the pantheon. The first day, *dies Solis*, is devoted to Sol. The next day is *dies Lunae*, devoted to Luna, followed by *dies Martis* for Mars; *dies Mercurii* for Mercury; *dies Jovis* for Jupiter; *dies Veneris* for Venus; and *dies Saturni* for Saturn. A market day follows *dies Saturni*, after which the cycle repeats.

Additionally, Romans don't specify a date by counting forward from the first of the month. Instead, they reference the date by three markers: the *kalends* (the first day of the month), the *nones* (the fifth or seventh day of the month), and the *ides* (the thirteenth or fifteenth day of the month). The *nones* and *ides* are on the seventh and fifteenth, respectively, in March, May, July, and October (and so on the fifth and thirteenth in the other months). So, October 7 is *Nones October*. Any date that falls between two markers is identified by counting backwards from the next marker. For example, May

# ROMAN HOLIDAYS

This table lists many Roman holidays. The days and months are listed according to the modern system for convenience.

<i>Date</i>	<i>Holiday</i>	<i>Dedicated To...</i>
Jan. 9	Agonium	Janus
Jan. 11	Carmentalia	Juturna
Jan. 13	Ides	Jupiter
Feb. 13	Ides	Jupiter
Feb. 13–21	Parentalia	
Feb. 15	Lupercalia	Faunus
Feb. 17	Quirinalia	Quirinus
Feb. 18–21	Feraria	
Feb. 23	Terminalia	
Feb. 27	Equiria	
Mar. 1	Matronalia	Juno
Mar. 14	Equiria	Mars
Mar. 15	Ides	Jupiter
Mar. 15–27	Anno Perenna	Cybele
Mar. 19	Quinquatria	Minerva
Apr. 1	Veneralia	Venus
Apr. 4	Ludi Megalenses	Cybele
Apr. 13	Ides	Jupiter
Apr. 15	Fordicidia	Tellus
Apr. 18–22	Quinquatria	Minerva
Apr. 19	Ceralia	Ceres
Apr. 25	Robigala	Robigus
Apr. 28	Floralia	Flora, held until May 1
May 1	—	Bona Dea
May 9	Lemuria	Lemures

<i>Date</i>	<i>Holiday</i>	<i>Dedicated To...</i>
May 11	Lemuria	Lemures
May 13	Lemuria	Lemures
May 15	Ides	Jupiter
June 3		Bellona
June 9	Vestalia	Vesta
June 13	Minervalia	Minerva
June 13	Ides	Jupiter
July 7	Nonae Caprotinae	Juno
July 15	Ides	Jupiter
July 23	Neptunalia	Neptune
Aug. 9		Sol
Aug. 13	Feast of Diana	Diana
Aug. 13	Ides	Jupiter
Aug. 19	Veneralia	Venus
Aug. 21	Consualia	Tellus
Aug. 23	Volcanalia	Vulcan
Aug. 25	Opiconsivia	Ops
Sept. 13	Ides	Jupiter
Oct. 13	Fontalia	Fontus
Oct. 15	Ides	Jupiter
Oct. 19	Armilustrum	Mars
Oct. 29–31	Isis	
Nov. 13	Ides	Jupiter
Dec. 13	Consualia	Tellus
Dec. 13	Ides	Jupiter
Dec. 7–14	Saturnalia	Saturn
Dec. 19	Opalia	Ops
Dec. 21	—	Angerona
Dec. 23	—	Acca Laurentia

25 is VII Kalends June. Although the number seven might seem one number too high, Romans count both ends of a series, meaning they count both May 25 and June 1 when determining the date.

## ROMAN HOLIDAYS

The Roman calendar is full of festival days and holidays. On such days, work and legal proceedings stop, and slaves aren't allowed to work. Games, feasts, and plays are common.

**Parentalia (Feb 13–21):** During this festival, Roman families worship their ancestors. Worship occurs in the home, and all other temples are closed.

**Lupercalia (Feb 15):** This festival celebrates the founding of Rome, and honors Pan. Two goats and a dog are sacrificed at the commencement of the festival, after which the bloody knife is pressed against the foreheads of two sons of wealthy families. The blood is then wiped from their foreheads with wool soaked in milk. The three sacrificial animals are skinned, and the skins turned into whips.



The boys then run naked through the streets of the Palatine Hill whipping everyone they encounter.

**Terminalia (Feb 23):** This festival commemorates the end of the Roman year.

**Matronalia (Mar 1):** This festival dedicated to Mars commemorates the rape of the Sabine women. Only married women can attend the ceremonies, during which they make offerings of flowers to Juno. March 1 also marks the onset of the New Year. At this time, the Vestal Virgins relight the fires to Vesta.

**Quinquatria (18–22 Apr):** Rome holds this five-day celebration in honor of Minerva. On the first day, sacrifices are offered, but no blood can be spilled. Gladiatorial displays fill the next three days, with blood liberally shed. On the fifth day, a solemn procession files through the streets of Rome. During this time, students give gifts to their teachers instead of attending class. This festival also marks the beginning of the Legion's campaign season, with the arms, horses, and trumpets of the army ceremoniously purified.

**Floralia (28 Apr–May 1):** Dedicated to Flora, the goddess of flowers, Romans wear garlands of fresh flowers around their necks during this holiday.

**Vestalia (June 9):** The Vestal Virgins are banqueted, and millstones used to produce flour are covered in flowers. The donkeys that turn the millstones are also festooned with garlands and led through the streets of Rome, accompanied by the barefoot Virgins. The procession ends at the temple to Vesta at the Forum Romanum.

**Festival to Diana (Aug 13):** During this feast day to Diana, slaves are given a holiday.

**Consualia (Aug 21 and Dec 13):** Foot and mule races are held throughout Rome.

**Saturnalia (Dec 7–14):** Dedicated to Saturn, the god of agriculture, this festival is the most important of the year. On the primary feast day, Roman masters wait on their slaves. Afterward, slaves can gamble with dice in public, a practice outlawed during the rest of the year.

## A BRIEF HISTORY OF ROME

**2650 BCE:** Imhotep designs the first pyramids in Egypt.

**1378 BCE:** Pharaoh Akhenaten institutes monotheism in Egypt. The kingdom reverts to polytheism when Akhenaten's son, Tutankhamon, ascends to the throne after Akhenaten is poisoned.

**1200 BCE:** Iron Age commences.

**1187 BCE:** Troy falls to the Greeks.

**753 BCE:** Romulus, descendant of Aeneas, kills his brother Remus and begins construction of Rome.

**615 BCE:** Etruscan kings conquer Rome and institute a tyrannical rule.

**600 BCE:** Zoroastrianism and Mithraism take root in Persia. First Vestal Virgins are consecrated.

**510 BCE:** Last of the Etruscan kings, Lucius Tarquinius Superbus, is overthrown, and the Roman Republic is born.

**390 BCE:** Gallic tribes conquer Rome, but withdraw.

**342–290 BCE:** The Samnite Wars. When they're over, Rome controls most of central Italy.

**332 BCE:** Alexander the Great founds the city of Alexandria.

**280–275 BCE:** Defeat of Pyrrhus, the Greek general, and conquest of Southern Italy.

**264–241 BCE:** First Punic War. Carthage is defeated, and Rome acquires Sicily.

**218–201 BCE:** Second Punic War. Rome prevents Hannibal from invading Rome and in turn conquers southern Hispania.

**211 BCE:** Capuans commit mass suicide by poison.

**205 BCE:** The black stone of Magna Mater is brought from Phrygia to Rome.

**186 BCE:** Roman senate proscribes the Bacchanalia, a festival involving drunken frenzies honoring Bacchus, god of wine. The Bacchanalia continues in secret.

**157 BCE:** Trial for the use of malevolent magic held in Rome. Establishes the use of malevolent magic as a crime equal to poisoning.

**149–146 BCE:** Third Punic War. Rome sacks Carthage and takes control of parts of North

Africa, becoming undisputed master of the Mediterranean.

- 139 BCE:** Chaldean astrologers expelled from Rome.
- 136–132 BCE:** Eunus, a slave, leads a revolt that captures the city of Enna in Syracuse. He rules the city for four years under the name King Antioch. He dies in prison after being captured by the Legions.
- 133–121 BCE:** Gracchi brothers propose populist land reforms.
- 133 BCE:** With the assistance of the philosopher Blossius, Aristonicus of Pergamum leads a slave revolt intended to establish a utopian city called the City of the Sun.
- c. 99–1 BCE:** King Herod orders Masada built as defense against Egypt.
- 89 BCE:** All freeborn residents of the Italian peninsula are granted full citizenship.
- 88–79 BCE:** Civil war between Gaius Marius and Lucius Cornelius Sulla. Sulla prevails.
- 82 BCE:** Sulla passes a law containing provisions against all who made, bought, sold, possessed, or gave poison for the purpose of poisoning
- 73–71 BCE:** Spartacus leads slave revolt.
- 60 BCE:** First Triumvirate of Pompey the Great, Marcus Crassus, and Julius Caesar.
- 58–55 BCE:** Caesar invades and conquers the remaining areas of Gaul.
- 54 BCE:** Caesar leads invasion of Britain.
- 53 BCE:** Marcus Crassus dies at the hands of the Parthians.
- 49 BCE:** Caesar defies the Roman Senate's orders to disband his Legions and crosses the Rubicon, starting a civil war.
- 48–44 BCE:** Battle of Pharsalus. Caesar defeats Pompey, who flees to Egypt and is killed.
- 48 BCE:** Library at Alexandria destroyed by fire.
- 44 BCE:** Caesar assassinated on March 15. Octavian, his heir, takes control, and civil war erupts between Caesar's assassins and his heirs.
- 43 BCE:** Second Triumvirate of Octavian, Marc Antony, and Marcus Aemilius Lepidus formed. Cicero executed on the orders of Marc Antony.
- 42 BCE:** Marcus Brutus and Gaius Cassius Longinus, the last of Caesar's assassins, killed at the Battle of Philippi.
- 36 BCE:** Octavian kicks Lepidus out of the Second Triumvirate.
- 33 BCE:** Astrologers and magicians driven from Rome.
- 31 BCE:** Battle of Actium. Octavian defeats

Marc Antony and Cleopatra. Egypt becomes a Roman province.

- 27 BCE:** Octavian assumes title of Augustus and becomes Rome's first emperor, ushering in the Imperial Age.
- 19 BCE:** Virgil finishes his epic poem, the Aeneid, and orders it destroyed.
- 4 BCE:** Romans capture Masada and use it as a garrison.
- 9 CE:** Province of Pannonia successfully revolts, destroying three Legions at the Battle of Teutoborg Forest.
- 14 CE:** Tiberius becomes emperor upon Octavian's death.
- 16 CE:** Magicians and astrologers expelled from Italy.
- 30 CE:** Jesus Christ crucified.
- 36 CE:** Jews expelled from Rome.
- 37–41 CE:** Caligula becomes emperor.
- 41 CE:** Caligula assassinated, succeeded by Claudius.
- 43 CE:** Legions conquer Britain south of East Anglia.
- 54 CE:** Claudius' wife, Agrippina the Younger, poisons him; Nero assumes imperial throne.
- 60–61 CE:** Boudicca leads a revolt of the Iceni against Roman forces in Britain.
- 64 CE:** Fire ravages Rome.
- 65 CE:** Nero orders mass executions of Christians to deflect allegations he was responsible for the previous year's fire.
- 66 CE:** Zealots capture Masada.
- 68 CE:** Nero commits suicide; Empire engulfed in civil war.
- 69 CE:** Trajan, a general in the Legions, wins the civil war and becomes emperor.
- 70 CE:** The Legions crush a Jewish revolt in Jerusalem and besiege Masada. Construction begins on Colosseum.
- 73 CE:** All zealots in Masada killed.
- 79 CE:** Herculaneum and Pompeii destroyed in eruption of Mount Vesuvius.
- 80 CE:** Colosseum completed.







# A SHORT TOUR AROUND MARE NOSTRUM

**T**he Romans refer to the Mediterranean as *Mare Nostrum*, “Our Sea.” By the reign of Trajan, the Roman Empire controls practically every square inch of land that touches it. The sections that follow provide information about the Roman Empire’s provinces and nearest neighbors.

## TRAVEL

The Tiber River flows to the west of Rome and serves as a major transportation route in Italy. The network of roadways that Roman engineers built is almost as important to the Empire. Travelers coming to Rome from the north journey down the Via Triumphalis, paved with a gravel sub-layer. If coming from the southeast, they travel on the Via Appia and enter the city through the Porta Capena, a massive gateway. A traveler arriving in Rome by water docks at the port at Ostia, and then travels along the Via Ostiensis for the fourteen miles before arriving at the Via Trigemina, the gateway through the Servian Wall.

Travel on land is difficult and dangerous. Progress is slow; a person traveling on foot would be lucky to travel 35 miles in one day. The wealthiest

Romans travel in litters carried by six to eight men, or by several mules. Small groups of travelers, such as families, ride in carriages called *raedae*. Messengers and others in a hurry use *cisii*, a light, carriage-like chariot.

To assist travelers and provide resting areas, roadside inns are located in the countryside about a day’s journey apart. Unfortunately, fights are common at the inns, and murders not unheard of. Therefore, travelers stay with family or friends whenever possible.

Boats provide an alternative to land travel. Historically an agricultural society, Romans took to the sea later than most Mediterranean cultures. Since Rome itself has no port, merchant and military ships leave via the port city of Ostia.

Anyone booking sea passage travels on a merchant ship. These vessels typically have no oars and are powered by a single sail. Military ships like the bireme and trireme, on the other hand, have both sails and oars, allowing them to maneuver close to other ships. In some cases, military ships have up to 300 rowers. The oarsmen aren’t slaves, but rather professional sailors or even soldiers.

In less than favorable conditions, such as dead calms, storms, or choppy seas, sea travel can take up to twice as long as normal. The captain often raises the price of a trip, even after passengers have

# TRAVEL UNDER FAVORABLE CIRCUMSTANCES, BY SEA



<i>Port of Origin</i>	<i>Destination</i>	<i>Distance</i>	<i>Duration</i>	<i>Cost/Person</i>
Ostia	Africa	270 miles	2 days	50 sestertii
Ostia	Gibraltar	935 miles	7 days	175 sestertii
Ostia	Hispania (northern)	510 miles	4 days	100 sestertii
Ostia	Massalia	380 miles	3 days	75 sestertii
Messina (Sicily)	Alexandria	830 miles	6 days	150 sestertii
Puteoli	Alexandria	1000 miles	9 days	220 sestertii
Corinth	Puteoli	670 miles	4½ days	112 sestertii
Rhegium	Puteoli	175 miles	1½ days	37 sestertii
Puteoli	Tauromenium (Sicily)	205 miles	2½ days	62 sestertii
Alexandria	Ephesus	475 miles	4½ days	112 sestertii
Carthage	Syracuse	260 miles	2½ days	62 sestertii
Carthage	Gibraltar	820 miles	7 days	175 sestertii

boarded, if it takes longer than expected. Those who cannot pay the increased fees find themselves working on the ship to pay their debt.

## ARABIA MAGNA

Arabia Magna stretches between Iudea in the west, the Persian Gulf in the east, the Erythraean Sea in the south, and the Nabataean and Parthian Empires in the north. It comprises two distinct regions, a mountainous coastal plateau, and a massive desert that's almost 250,000 square miles in size. The natives catalog that arid expanse into three distinct regions, the Nufud, the Hamad, and the Rub al' Khali. The Nufud, in the center of the peninsula, is a classic desert of shifting sand dunes. The Hamad, near the borders with Syria and Parthia, is rocky steppe country with some rainfall and vegetation. The Rub al' Khali, in the southeast of the peninsula, is a vast and impenetrable sand desert even more hostile than the Nufud.



**Region:** Arabia Magna

**Cities:** Zafar

**Languages:** Arabic, Greek, Semitic

**Male Names:** Aden, Adham, Adil, Casildo, Dabir, Dekel, Haidar, Harb, Lukman, Marr, Mazin, Naji, Qabil, Qadim, Rahul, Rakim, Siraj, Temani

**Female Names:** Abia, Adara, Badia, Batoul, Celmira, Derifa, Ghada, Maja, Qadira, Samira, Sana, Suleika, Tahira, Uzza, Yaminah

**Occupations:** Apothecary, Artisan, Barbarian, Caravaneer, Courtesan, Entertainer, Magus, Merchant, Nomad, Sailor, Scholar, Slave, Slaver, Soothsayer, Thief

**Cults/Secret Societies:** Argonauts, Blade of Zarthosht, Custus Notitiae, Followers of Urakhu, Gnosticism

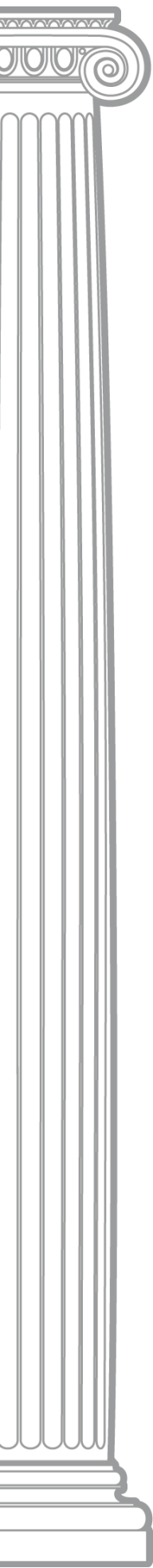
**Monsters:** Ataka, Jinn, Taranushi, The Sandwalker



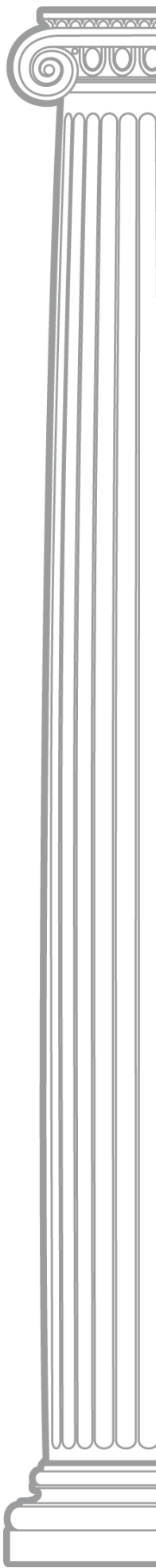
## THE DESERT

Oases and caravan routes dot the landscape, particularly in the Nufud and Hamad. For the most part, however, the desert is home to little more than nomadic tribes, and even they only skirt the edges of the Rub al' Khali. One of the most important caravan routes, the Hijaz route, runs from Palestine to the Himyarite Empire. Another follows the Wadi l-Dawasir from the southeast end of the peninsula









Stephane Harnette 07



## THE ERYTHREAN SEA

The Erythrean Sea is a major trading route for the Romans, Greeks, Egyptians, Parthians, and other seafaring cultures. It corresponds to the modern-day Red Sea, Persian Gulf, and Indian Ocean. A famous Greek work, the *Periplus of the Erythrean Sea*, details ports and trade routes from Egypt to India.

north through the Nufud, where it intersects with a route in the Wadi l-Rumma that connects to southern Parthia. A fourth route, following the Wadi l-Sirhan, links central Arabia with southeast Syria.

Investigators who venture into the great deserts find travel difficult. Temperatures during the day easily exceed 100°F, with little shade. Sandstorms blind travelers, turning them around and tearing their skin. Dry quicksand can swallow a horse and rider whole in minutes. Sand dunes rise over 1,000 feet, making a direct route between any two places difficult.

A few nomadic tribes wander the desert, making camp at various oases. They alternately trade with and attack travelers and settlements, but reserve a special hatred for sand dwellers, which prey on the nomadic camps at night. Astute investigators might notice these sand dwellers watching the roads, always on the lookout for caravans to waylay.

## THE HIMYARITE EMPIRE

Arabians divide their peninsula into three regions. The desert consists primarily of what they call Najd, situated on the Arabian plateau. The Hijaz coastal region and mountain range separates Najd and the desert from Tihama, a region of rolling plains and slopes along the Gulf of Aden and the southwestern coast of the Erythraean Sea. This region, mountainous and relatively green, boasts the largest populations, with a complex irrigation system of dams, canals, aqueducts, and tunnels dug through mountains to support the vast agricultural and spice

industries of southern Arabia. Various kingdoms, including the Himyarite, Qataban, and Hadhramaut kingdoms, frequently wage war against each other, vying for control of Tihama, but the Himyarites are dominant. For its part, Rome takes little interest as long as trade continues.

A nation of traders and agriculturalists, the Himyarites rule from the inland city of Zafar. Robust trade with India, the Roman Empire, and the Aksum Empire on the east coast of Africa ensures that the Himyarites stay wealthy. They primarily export agricultural products, ivory from Africa, and frankincense and myrrh from the southeastern end of the Arabian Peninsula.

The Himyarites strive to maintain friendly relations with Rome, and travelers from the Roman Empire are always welcome. However, stress with the Nabataean Empire to the north often results in skirmishes that can make overland travel dangerous.

## ZAFAR

The city of Zafar, at the base of the Mudawwar Mountain, became the Himyarite capital after they conquered the Kingdom of Sheba. Built of mud brick, many consider it the finest city in southern Arabia. The citizens live in multi-story apartment buildings, many connected by bridges high above the ground.

The king of the Himyarite Empire, Karab II Watar Yuhan'em II, rules from an elaborately decorated palace. His feasts are legendary, and he entertains visitors nightly with storytellers and dancers. Investigators lucky enough to gain entrance to the palace, whether through invitation or by sneaking past the guards, find ivory statues from Africa, elaborate rugs and tapestries from the Parthian Empire, and jeweled metalwork from the Far East. In addition, African lions, Indian tigers, and other wild animals prowl the palace's many gardens.

## ASIA MINOR

The Anatolian Peninsula has been a contested region for centuries. The Hittites first conquered the area, but the Phrygians swept them away. The Persians deposed the Phrygian king, and Alexander the

Great later destroyed them. After his death, one of Alexander's successor states, the Seleucid Empire, came to power. They ruled from the third century BCE until the Seleucid king Antiochus II invaded Achaia in 191 BCE and the Romans pushed him back. By 188 BCE, the entire region of Asia Minor was a client kingdom of Rome, governed from Pergamum.



**Province:** Asia Minor

**Type:** Senatorial

**Cities:** Ephesus, Pergamum

**Languages:** Greek, Latin, Celtic, Armenian, Aramaic

**Names:** Any Greek, Parthian, or Syrian names

**Occupations:** Apothecary, Artisan, Augur, Cavalry, Centurion, Courtesan, Entertainer, Eunuch, Gladiator, Light Horseman, Merchant, Miner, Prefect, Sailor, Scholar, Slave, Slaver, Surgeon, Thief

**Cults/Secret Societies:** Argonauts, Christianity, Cult of Magna Mater, Custus Notitiae, Kukeri, The Olympians, Republicans

**Monsters:** Bardi, Kalikantzaris, Muses, Tengri



In 133 BCE, Attalus III, King of Pergamum died without an heir and willed Asia Minor to Rome. For the next 50 years, Rome solidified its control and expanded its influence. In 88 BCE, the Pontus king Mithradates IV rallied the people of Pergamum to his side and rose in revolt against the Romans. This began the Asiatic Vespers, the ritual slaughter of anyone in Asia Minor who spoke with a Latin accent. Mithradates IV succeeded in killing 80,000 Latin speakers and invoking the ire of the Roman Senate, which raised a massive army to crush the Pontus Kingdom.

By the end of the Third Mithradatic War in 63 BCE, any threat from Pontus was eliminated, and Rome ruled Asia Minor unopposed.

Asia Minor is bordered on the north by the Black Sea, the Mediterranean on the south and west, and the Parthian Empire to the east. The terrain around the Black Sea is mountainous, and only a few valleys reach from the seashore to the inland. The land bordering the Mediterranean is fertile, with large quantities of grapes, figs, cotton, and grains harvested. The Taurus Mountains separate this coastal

farmland from the Anatolian Plateau, a semi-arid, relatively flat land in the interior of Asia Minor marked by a few large lakes. Most settlements are found here, with farming the major export.

## EPHESUS

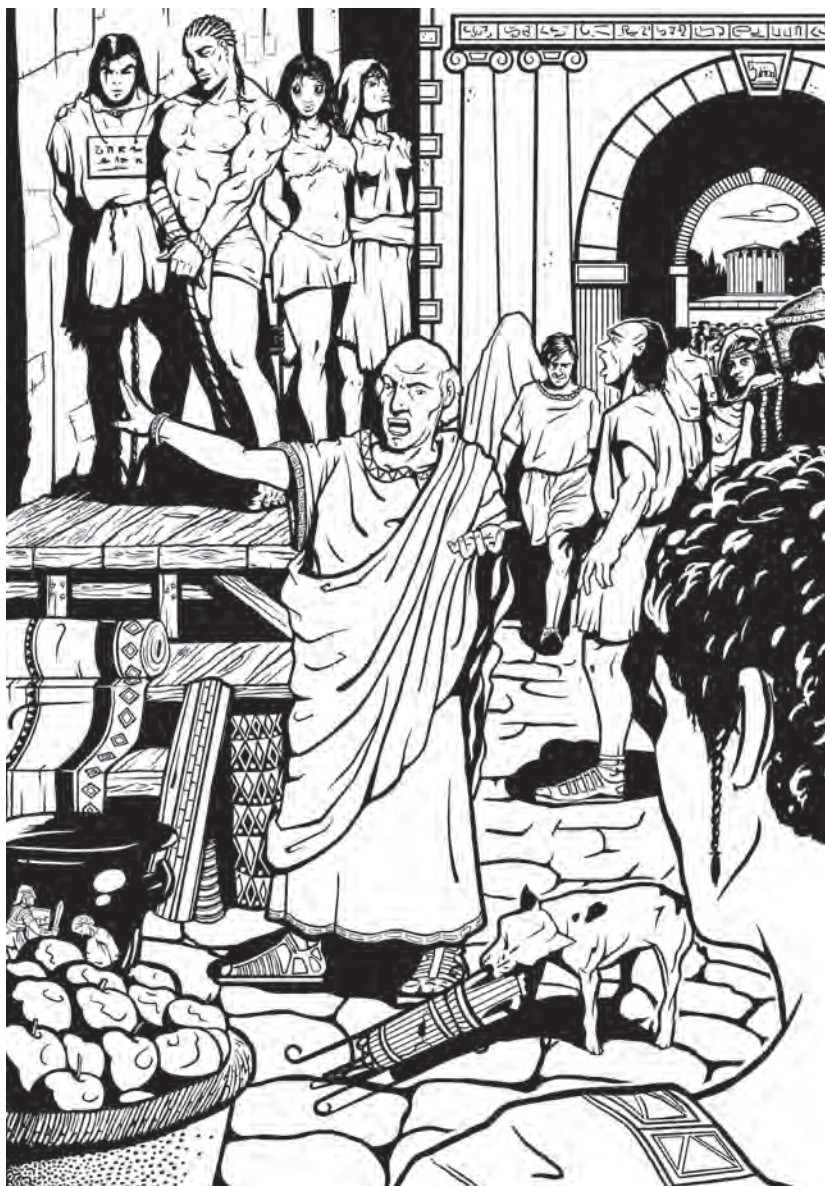
Ephesus is the capital of Roman Asia Minor. Originally a Greek city, Ephesus has baths, a forum, temples to Jupiter and Minerva, and a theater. Founded in the tenth century BCE, people have continually inhabited the area since the Neolithic Period. In 290 BCE, cultists of the Great Old One Mot, under the guidance of King Lysimachus, blocked the city's sewers and silted the nearby Cayster River, turning the surrounding region into a disease-ridden swampland. The people of Ephesus soon moved the city about three miles away, confounding whatever plan Lysimachus had for the swampland.

When Mithradates IV rose against the Romans in 88 BCE, his general Archelus sought entry into Ephesus. The Ephesians allowed him in, but when they saw how Mithradates' agents treated Latin speakers in other cities, they refused entrance to Archelus' armies, seized the general, imprisoned him, and murdered him. As the Ephesians struggled to pay back taxes imposed by Sulla after the First Mithradatic War, the Romans brought them more and more under the Empire's control. Finally, in 27 BCE, Augustus rewarded Ephesus's loyalty by moving the capital of Roman Asia Minor there from Pergamum.

As capital, Ephesus is a growing city. In the first century CE a half-million residents call it home, making it the largest city in Roman Asia. It's a hilly city surrounded by walls. Entering through the Magnesia Gate on the south side, the state agora is nearby. All non-commercial business is transacted there. It features a temple to Isis at its center and also includes fountains, the Baths of Vedius, the temple to Divine Julius, and an odium, or small theater.

A marble road runs northwest from the state agora to a larger one. A triumphal arch sits along this road, as do a bathhouse and residential houses built into the hillside. Stoa line the larger agora, with a temple to Serapis on the agora's southwest side. The Library of Celsus and a brothel are both on the southeast side. Investigators can access the library through the Mozaeus and Mithradates Gate, and





the main entrance to the brothel is on the marble road. A smaller, back entrance to the brothel is on the Curetes Street, which has an arch dedicated to Heracles and leads to a temple to Memmius. This agora has the largest slave market in the Roman Empire. More slaves are bought and sold there than anywhere else.

The great theater is just north of the agora and can hold 25,000 spectators. It's famous for not only the dramas performed but also the gladiatorial contests held there. The colonnaded Arcadian Avenue runs straight west from the theater, ending at Ephesus's harbor. A massive bath complex overlooks the harbor and is accessible from the Arcadian Avenue.

Continuing north past the theater, travelers pass through residential districts before using the Korossos Gate to pass through the north end of

the city wall. Following this road, they eventually reach the temple to Diana.

The Library of Celsus technically isn't finished until 135 CE, but still bears mentioning. A single long hall, it faces eastward so early risers can perform research. Nine steps run the length of the building and lead to three entrances. Niches filled with scrolls line the interior of the 55- by 36-foot room. Stairs along one wall lead to the second and third floors. A sculpture of Celsus, a deceased Roman consul and governor of Asia, stands in the room's apse. Directly below is Celsus's burial chamber, unique because Roman customs forbade burying people within city limits. The library holds 12,000 scrolls, scattered among the various niches. The keeper can place any scrolls he wants in the library for investigators to find.

Another major building in Ephesus is the Temple of Diana, one of the Seven Wonders of the World. The temple that stands in first century Ephesus is its second incarnation. Herostratus destroyed the first one in 356 BCE. It was rebuilt only to be destroyed by invading Cercopes in 262 BCE. Unfazed, the Ephesians rebuilt the

temple once again.

Ephesian Artemis, or Diana, is a syncretism of the Roman goddess and a native one. Her statue appears as a beautiful woman whose robes drape the term pedestal, from which her feet protrude. Eggs cover her upper body. A hereditary high priestess serves the temple, and female slaves and male eunuchs perform the rituals and day-to-day activities. This cult, dedicated to worshipping an incarnation of Shub-Niggurath, holds great power in Ephesus and the surrounding countryside.

Ephesus' economy revolves around agriculture, shipping, and slavery. It grows olives and a small amount of grain, selling the excess for profit. The harbor brings in a great deal of wealth from tariffs and dock fees, as well as the sale of the products. As the largest slave market in the Empire, the sale of

human chattel provides another source of income. All types of slaves—laborers from Egypt, sex slaves from Gaul, and scholastic slaves from Greece—are available, at prices to meet any budget.

## PERGAMUM

This city of 200,000 Greeks, Romans, and Asians is located on a promontory overlooking the north bank of the Caicus River. Forty aqueducts pull water from the river and take it uphill to the city.

Before being willed to Rome, Pergamum was the capital of the Kingdom of Pergamum, ruled by the Attalid dynasty from 281–133 BCE. Both as a kingdom and under Roman rule, Pergamum's economy centered on agriculture and its nearby silver mines. Textiles and parchment are also important exports contributing to the city's wealth.

An unwalled city, Pergamum is built on a series of terraces to take maximum advantage of limited space. The hilly landscape divides the Greek acropolis into two parts. The upper acropolis, built in the center of the city and at the apex of the hills, contains the upper agora, a sanctuary to Athena, a bath complex, a temple to Dionysius, the royal Attalid palaces, the Heroon where the Attalid rulers were worshipped, a library, and a theater capable of seating 10,000. This theater, on the west side of the hill, has the steepest seating of any in the Empire. The Altar of Zeus is just south of it, a massive marble plinth without a temple that John of Patmos referred to as "Satan's Throne."

Monumental arches built by Eumenes II connect the upper acropolis to the lower. The latter contains the lower agora, a three-tier gymnasium, and temples to Demeter and Hera. Military barracks and warehouses are also there. Most of the residential districts lie below the lower acropolis, on the plain surrounding the hill.

The Sanctuary of Asclepius, the god of healing, is located about a mile south of the acropolis. Fed by a sacred spring, it's widely sought out by both the ill and those who want to be physicians. Many of the sick who come believe that Asclepius will visit them in their dreams, taking them to a place where they're healed before they return to the waking world. This sanctuary contains its own small library comprised of Mesopotamian and Parthian medical treatises. It also has a small theater that seats 3,500. Numerous snakes—symbols of regeneration and chosen creatures of Asclepius—are

## PARCHMENT

The Attalid Library's distaste for Alexandria has a longer history than the loss of the scrolls. When the Ptolemies of Egypt, jealous of the growing library, refused to export any more papyrus to Pergamum, King Eumenes II ordered that an alternate source be found. His court scholars determined they could make parchment from a thin sheet of goat or sheep skin.

This success ended the Roman Empire's dependency on Egyptian papyrus and greatly increased the spread of knowledge, since the writing material could come from anywhere.

found in the sanctuary; it is forbidden to harm them. Serpent Men have been known to take up residence here, in disguise, to practice their potion brewing.

The medical school is highly praised, producing the best physicians outside of Parthia. Instead of focusing on the Roman methodology—"cut first, heal later"—physicians in Pergamum are taught the Babylonian technique of studying a disease empirically and treating the root cause, not just the symptoms.

The Attalid Library in the upper acropolis is in a sorry state of affairs. It's an impressive two-story building capable of holding 200,000 scrolls. At one point it did. However, Mark Anthony, as leader of the eastern provinces, gave most of those scrolls to Cleopatra for the Library of Alexandria. Unfortunately, when that library fell, all those scrolls were lost. The Attalid Library, under the careful watch of its librarians and their slaves, is slowly rebuilding its collection by copying every document that comes into the city. Like most libraries in the Empire, this library has a narrow channel behind the scroll niches to allow air to circulate and prevent mold from growing. A lucky investigator might find that a scroll he's been looking for has fallen into this channel. If the librarians believe the scroll was lost to Alexandria, so much the better, since they otherwise enforce a rule that no scrolls leave the premises.

Christian cults, with their anti-establishment monotheism, are active in Pergamum during the last half of the first century.



# BRITANNIA

Rome's first contact with Britannia was in 55 BCE when Julius Caesar landed there on a reconnaissance mission. He believed the island's Celtic tribes were aiding the Gallic ones in their war against Roman conquest, but he lacked the forces to do anything about it. Caesar returned to Britannia in 54 BCE and coerced many of its tribes to become Roman clients, even going so far as to install a friendly king and depose an unfriendly one.

Rome maintains a favorable trading relationship with Britannia until 40 CE, when Caligula comes to the aid of a member of the Catuvellaunian dynasty. Although the invasion is over before it even leaves Gaul, Claudius successfully invades Britannia three years later to aid Verica of the Atrebates.

The Romans move swiftly, subduing the local tribes, installing friendly client kings, and forcing tribes in areas outside their control into treaties. Celtic resistance, particularly from Caratacus and the Silures tribe, continues to be a thorn in Rome's side, though. Even after Caratacus's army is defeated in 51 CE and the Brigantes surrender him to Rome, the Silures fight on.



**Province:** Britannia

**Type:** Senatorial

**Cities:** Eburacum, Aquae Sulis, Londinium, Camulodunum

**Languages:** Latin, Celtic, Pictish

**Male Names:** Aberth, Aherne, Airard, Bericus, Bran, Ceallach, Druim, Drust, Geron, Kien, Lewy, Mannig, Muddan, Rogh, Salmhor, Sharvan, Tincomarus, Uige, Uilchil

**Female Names:** Ainge, Beara, Birog, Boudicca, Caelur, Daalny, Eala, Enghi, Fais, Fianna, Huna, Lewinna, Manissa, Nesta, Nynia, Rhyanidd, Sabra, Sinna, Thola, Urith, Vicana

**Occupations:** Archer, Artisan, Auxiliary, Cavalry, Charioteer, Druid, Farmer, Hunter, Merchant, Miner, Sailor, Slave, Slaver, Soothsayer

**Cults/Secret Societies:** Beag ma Aisus, Cult of Magna Mater, Mithraism, The Olympians

**Monsters:** Blue Men of the Minch, Buggane, Cu Sith, Dea, Grindylow, Satyr



## BOUDICCA, WARRIOR QUEEN OF THE ICENI

As Roman demands on and depredations of the native Celtic tribes grow in Britannia, Boudicca, widow of a Celtic king, is flogged and sees her daughters raped. In 60 or 61 CE, a confederation of Celtic tribes rises in revolt, choosing Boudicca as their leader. They first sack Camulondunum, destroying the Legio IX Hispania, which attempted to lift the siege. Next, Londinium and then Verulamium fall to the warrior queen. In all, Boudicca and her forces kill between 70,000 and 80,000 Romans, Roman allies, and sympathizers. The Romans rally, however, and a force of Romans outnumbered 20-to-1 rout the Celtic army on a road running between Londinium and Viroconium.

Tacitus believes Boudicca poisoned herself, but Dio Cassius states she succumbed to a natural illness. What neither historian recounts, however, are Boudicca's visions of a Horned Man, similar to those Arminius had fifty years earlier. The god urges Boudicca forward and causes omens that plague the Romans.

In 60 CE, the Iceni queen Boudicca rebels against Roman rule and sacks Camulodunum, Londinium, and Verulamium, killing 70,000 people. Led by Suetonis, the Romans regroup and, with two Legions, crush the much larger Celtic army.

By 84 CE, Roman Britain stretches from the south all the way to the Forth-Clyde isthmus, the largest it will ever be. Forts dot the landscape, part of an impressive Roman military presence that includes as many as three Legions.

Britannia's main exports include gold, silver, tin, lead, and marble, the products of its many mines. Pearls are also commonly sent to Rome, along with furs, hunting dogs, timber, and slaves.

## AQUAE SULIS

Originally a Celtic shrine, Aquae Sulis is a major religious temple complex built around three large hot springs. Located in a valley near the Avon River, the town is constantly under construction during the time of the Roman Empire.

The town is divided into two parts, a walled inner section and an unprotected outer section. The inner section contains the baths, the hot springs, a theater, and a hospital where the sick and injured are treated with the spring's healing waters. It also features the Temple to Minerva Sulis, built in 60 CE. To ease Celtic adoption of Roman religion, the Romans conflate the Celtic goddess Sulis with Minerva.

Outside the walls, the residential district houses those who service the temples and baths. Smaller temples and a marketplace in the outer section primarily serve the needs of laborers and visitors.

Thousands visit the temple complex every year, and the baths are considered the best in Britannia. As a secondary industry, the temple priests inscribe curses on lead tablets. Perhaps it's the water, but curses inscribed by priests at Aquae Sulis seem more effective than those created elsewhere in the Empire.

## EBURACUM

Founded in 71 CE, Eburacum is a Roman *castrum*, or military fort, situated near the junction of the River Ouse and the River Foss. Built to military specifications, it covers 50 acres of land, laid out in a grid, and is home to the Legio IX. A turf rampart surrounds the town to offer protection. For the remainder of the first century, the buildings inside the castrum are timber, not stone.

The wide Via Praetoria runs north-south and unimpeded through the camp. In the center, it intersects with the Via Principalis at a parade ground, with the camp headquarters, or *praetorium*, adjacent. The camp commander, the praetor, lives in the praetorium. The *quaestorium* is on one side of the praetorium and serves as the quartermaster's, where the Legion not only keeps supplies, but the supply officer also resides. The camp's forum, which features temples and stoa, is on the opposite side of the praetorium, a small rendition of the larger ones in cities.

The barracks stretch out along the Via Principalis,



aligned behind the building in which the unit's tribune stays.

Ten streets lie between the outer wall and the praetorium, of which the fifth, the Via Quintana, plays a major role. Natives who come to Eburacum to trade with the Legion can't progress further into the fortress than the public market at the intersection of it and the Via Praetoria.

Sacrificial altars, an *auguratorium* for augurs, *horrae* for grain storage, an *armamentarium* for heavy weapon storage, and a raised platform for courts martial lie between the Via Quintana and the outer walls.

As Eburacum grows, it becomes a thriving trading town, but the military remains the main economic driving force for years. The Cult of Mithras is popular in Eburacum, and a mithraeum exists under the city. Temples to Mars, Magna Mater, and Serapis are present in the city, too.

The greatest threat to Eburacum is the Pict tribes that raid south from Caledonia. Foul savages, the Picts show the Romans no mercy, and the Romans have to return the favor. Roman units bested by the Picts often fight to the last man rather than surrender and risk sacrifice in the Picts' dark rituals.



## CAMULODUNUM

The oldest city in Britain and the first capital of the province, Claudius retires many of his soldiers in Camulodunum. The Roman city is a continuation of the Celtic town of Camulodunum, dedicated to Camulos, a Celtic god of war.

Initially a *castrum* built by the Legio XX Valeria in 43 CE, Camulodunum maintains the orthogonal street plans that define a Roman fort, with the barracks converted into houses. As the capital of a new province, the town grows quickly into a city with a full forum, a curia, basilica, theaters, and marketplaces. It boasts temples to Minerva, Mars, and Magna Mater, and workshops for bronze, wood, and pottery. Only a year after its founding, a temple to the Divine Claudius is built within the walls.

A triumphal arch dedicated to Claudius' victory over the Celtic tribes serves as the western gate into the castrum. Prior to 60 CE, the only walls are those defending the castrum itself. The city is undefended.

When Boudicca attacks in 60 CE, only 200 Prefect Guards are present to defend the city, and it quickly falls. According to Tacitus, a vision seen in the Tamesa River presages Camulodunum's fall, as do strange calls heard at night from inside the curia. The citizens seek refuge in the Temple of the Divine Claudius, but the Iceni besiege it, capturing it after two days. When the Romans rebuild Camulodunum after its destruction, eight-foot thick walls backed by an earthen rampart fortify the city in case of another uprising. Claudius's arch becomes the western gate into a walled city.

Camulodunum's economy centers on brick-and wine-making. Both industries have created a wealthy class of citizens. Pottery, particularly of a bright red known as *terra sigillata*, is produced in Camulodunum, the only city in the Empire to do so. With wealth comes decadence, however, and a cult to Y'golonac has surfaced. Only the wealthiest citizens can join, and the orgies they participate in defy description.

## LONDINIUM

A growing settlement, Londinium is founded in 47 CE, but is sacked by Boudicca in 60 CE. It's rebuilt on a grid and thrives from trade coming in via the Tamesa River. Made Britannia's capital after

Boudicca's revolt, it houses 12,000 residents.

Unlike Camulodunum, Londinium isn't founded as a military camp. Rather, the narrowness and depth of the Tamesa at the Londinium site is ideal for merchant vessels. The original town is small, a mile long by a half-mile wide, covering about 62 undefended acres.

After Boudicca's defeat, the Romans rebuild the city on both sides of the river, this time including defensive structures. A fort covers the north-east section, providing protection in the event of another uprising. The forum, near the docks, has a marketplace, baths, basilica, curia, and a temple to Jupiter Capitolinus. Six more bathhouses are spread throughout the city, allowing all residents easy access to the facilities. The governor's villa is located on the waterfront.

The west side of the city is industrial. Kilns for brick-making and workshops for metalworking are interspersed with residential neighborhoods. Markets and horrae line the waterfront, taking advantage of the commerce that flows in and out of the city. The entrance to a mithraeum is located near the city's center. The cult of Mithras, imported by Roman troops, thrives in Londinium.

Londinium's growth and wealth comes primarily from trade. Vessels from the continent arrive daily to deliver and pick up goods. Slaves, metal, pottery, livestock, and foodstuffs brought to Londinium from further within the province are placed on ships and sent to overseas markets. A thriving brick-making industry supplies the building materials needed to keep the city, and the province, housed.

## OUTSIDE THE CITIES

Britannia is a mix of mountains, fields, and heavy forests. An entire Legion could get lost in some of the larger forests. Romans traveling outside the city, even if through a friendly tribe's territory, are wise to be cautious. Not everyone supports the tribal leaders' treaties with Rome, and lonely Roman wanderers make excellent targets. In addition, followers of Beag ma Aisus have appeared in some of the old forests. Places of interest in Britannia include Caledonia and the Severn Valley.

### SEVERN VALLEY

The Severn Valley is a lush region in western Britannia, home to a pair of little-known Celtic

tribes, the Gotii and Varenii. The Severn River dominates the landscape, and the Gotii have several small villages near its banks. Farther into the valley, the Varenii live in one small, ramshackle village that looks about to be overwhelmed by the forest. Other tribes in the area, including the Icenii, Brigantes, and Silures, avoid the valley, believing it unhealthy. The Gotii have actively aligned with Rome, and although the Varenii haven't, they don't object to Roman leadership of the island.

The Gotii are devoted to the worship of an avatar of Shub-Niggurath they call the Keeper of the Moon-Lens. This beast has always lived beneath the hills of Gotii territory. The tribe was unable to properly propitiate their god until the Legio IX arrived in the area and a contingent of the soldiers, who worship Magna Mater, snuck away from their camp to aid the tribe in constructing this moon-lens, and teaching them to maintain it. The Gotii, thrilled to be able to properly worship their god, do what they can to aid the Romans. They can be useful allies to investigators who can stomach the tribe's dark rites.

The Varenii, on the other hand, are shunned by the Romans. This tribe is placid, content to live an agricultural lifestyle around its one village. When Romans first made contact with the village, they found its inhabitants to be a shy, slightly misshapen folk. At first, the Romans attempted to conflate the Green God of the Varenii with their own gods, but gave up after several unsuccessful attempts.

The Romans can't determine exactly what's wrong about the Varenii, but they burn every bushel of produce the tribe pays in tribute to Rome before it leaves Londinium's docks.

In 83 CE, a group of Roman soldiers stumbles across an image of serpent-bearded Byatis while on maneuvers in the Severn Valley. The soldiers come to worship the deity and manage to summon the god in 86 CE. The summoning is short-lived, as Byatis destroys the Roman cult. Greek slaves seal the creature back in its prison in 87 CE.

## CALEDONIA

The region north of Roman control is as mysterious as the Severn Valley, and in many ways much more dangerous. Two different groups of indigenous people are violently opposed to Roman incursions, the Picts and the Cu Sith.

The Picts inhabit the highlands near Dagon Moor and Dagon Mere. A squat, dark-haired race, these violent people practice human sacrifice. Lacking

## THE PICTS

The Picts depicted in *Cthulhu Invictus* aren't the historical tribes that once dominated Caledonia. Rather, the works of Robert E. Howard inspire the slowly devolving race of barbarians presented here.

Bran Mak Morn, Howard's king of the Picts, won't set foot in Caledonia until approximately 130 years after the time of *Cthulhu Invictus*, so although his people are mentioned here, he himself is not.

a strong leader, they live in disunited tribal groups and are slowly dying out as a people.

The Picts tattoo themselves with symbols that they believe bestow supernatural prowess, and charge naked into battle wielding flint-knapped weapons. The behavior often startles the highly structured and organized Romans, enabling the Picts to best them on occasion. Some of the more powerful Pictish warriors don wolf hides and sneak through the forests, launching surprise attacks and giving the impression that they can turn into wolves, something many Romans on the frontier believe.

The tribes live in vast underground warrens that spiderweb under the Caledonian Highlands. It is within these caves that the Picts make sacrifices to their dark gods Yog-Sothoth, Shub-Niggurath, and Yegg-Ha. In 84 CE, the Picts summon Yegg-Ha and enable the Great Old One to terrorize the Roman settlers of northern Britannia. A Roman centuria under the command of Gnaeus Julius Agricola marches north from Camulodunum and destroys the creature, burying its remains in the countryside. Details of this battle are struck from the records, the monster too horrible to recount. Agricola is recalled to Rome, and the troops who fought beside him scattered among Legions in other parts of the world. Only one record remains, a dedication on the gravestone of a tribune in Cyrene.

The Picts live in close proximity to Dagon Moor and Dagon Mere, a vast swampland and a small lake that are both home to the Worms of the Earth. These foul creatures emerge from their burrows at night to prey upon Picts and Romans alike. If someone ever unites the Picts, he might be able to strike a deal with the worms, particularly if he can gain





control over the black stone buried at the bottom of Dagon Moor. With that alliance, the Romans could be driven from Pictland.

The visible symbol of Roman hegemony in Caledonia is a massive stone tower built on the edges of Dagon Moor. At least three cohorts of Legio IX staff this fortress-like structure, constantly on guard against the Picts and other enemies. The tower is nearly impossible to assault without subterfuge. During times of trouble, the few Roman farmers and friendly Celts in the area retreat to it for protection.

A second tribe, the Cu Sith, also make life difficult for the Romans. While not as hostile as the Picts, the Cu Sith are just as dangerous. Although the Picts only pretend to turn into wolves, the Cu Sith actually can, and use this ability to maintain a tight grip on the forests bordering the west coast of southern Caledonia and northern Britannia. Other than their worship of a Tindalosi Lord and their ability to assume lupine form, the Cu Sith are little different from other Celtic tribes in the region. Their economy centers on metalworking and agriculture, and they enjoy a brisk trade with other tribes and the Romans.

## AEGYPTUS

The breadbasket of the Roman Empire, Egypt was a powerful kingdom long before Romulus and Remus suckled the she-wolf. However, Egypt hadn't been Egyptian for quite some time. The Ptolemaic Greeks ruled it for 400 years before the Romans, and the Persians for centuries before that. Egyptian beliefs and practices, however, always seeped into the conquering cultures, changing them as much as the conquerors changed Egypt. For example, long before the Roman Imperial Cult took hold in Egypt, the Egyptian Gods were adopted into the Roman pantheon, introducing Romans to Dreamlands gods like Bast, and darker beings such as Sebek.

**Province:** Egypt  
**Type:** Imperial  
**Cities:** Alexandria, Memphis, Diospolis Magna  
**Languages:** Greek, Egyptian, Berber, Latin, Aramaic

**Male Names:** Ashai, Awan, Biti, Fante, Iabi, Kemnebi, Mshai, Oba, Sebi

**Female Names:** Akana, Bisi, Ebio, Ekibe, Hime, Kimesi, Meskenit, Nebit, Objit

**Occupations:** Apothecary, Archer, Artisan, Centurion, Eunuch, Merchant, Prefect, Scholar, Slave, Slaver, Soothsayer, Surgeon, Thief

**Cults/Secret Societies:** Argonauts, Christianity, Custus Notitiae, Followers of Dagon, Gnosticism, The Olympians, Republicans

**Monsters:** Apep, Blemmyes, Meretseger

When Octavian defeated Mark Anthony and Cleopatra during the Civil War, Rome only inherited Upper Egypt from the Ptolemies. As the Republic became the Empire, however, emperors expanded the territory, claiming Lower Egypt south to Kush and the Red Sea coast, which brought Rome into close contact with the Himyarite and Palmyran empires. Unlike other provinces, Egypt is the hereditary property of the Emperor. The Senate has no say about what happens there.

In many ways, Roman rule has been a boon for Egypt. Roman prefects, aided by Ptolemaic administrators, cleared the neglected canals, encouraged large farms to privatize, and reworked the taxation process. Even though people complain about the tax rate, it's no higher than anywhere else in the Empire.

Although the poor have to make ends meet by working as tenant laborers on large state-owned or private farms, Egypt is still one of the wealthiest provinces in the Empire. Even small villages conduct most of their trade in coin instead of goods. The fertile Nile Valley, home to crocodiles, hippopotami, and petesouchi, provides grain and papyrus for the Empire. Egyptian cotton produces much of the cloth used by Roman citizens.

Two Legions are stationed in Egypt, the Legio II Traiana Fortis and Legio XXII Deiotariana, both in Alexandria. Cohorts of auxiliaries bolster them, creating a substantial army. Given the rumors of ancient Khemite and Stygian sorceries in Lower Egypt, though, and the appearance of a Black Pharaoh near Thebes, those forces might not be enough to secure the province.

## ALEXANDRIA

The capital of Roman Egypt, Alexandria sits at the mouth of the Nile. Alexander the Great ordered it built when he visited Egypt in 332 BCE. Over the centuries, the Greek Ptolemaic rulers imposed Greek culture on the native Egyptians and resident Jews. Over time, the city divided into three sections: the Brucheum, which is home to the Greeks and Roman rulers; the Jew's Section, which is home to one of the largest Jewish populations in the world; and Rhakotis, the oldest part of the city and the section where the native Egyptians live. With the Roman sack of Jerusalem in 70 CE, Alexandria has the largest population of Jews in the Empire. Unfortunately, tensions in the city run high between the four ethnic groups that call it home, despite attempts by Roman prefects to defuse the hostilities. By 115 CE, war between the Greek and Jewish residents leaves Alexandria in ruins.

When Alexandria officially became Roman in 80 BCE, it was second only to Rome in size and wealth. During the first century, Alexandria is arguably one of the most important cities in the Empire. A massive granary complex forms not only the foundation of the city's wealth, but also the core of the Empire's grain. An imperial mint further establishes the city's importance.

The port of Alexandria is one of the largest international ports in the Mediterranean. Not only do ships from all over the Empire cross the sea to get there, but trading ships also come up the Nile and caravans travel overland from Arabia and the Himyarites. Even nomads speaking the language of the long-dead Phoenicians come to trade mysterious baubles they claim to find in the deserts and gigantic ruins further south. Whatever investigators are looking for, they are likely find someone in Alexandria selling it.

The Lighthouse of Alexandria is situated on the small island of

Pharos, just off the coast of Alexandria and connected to the mainland by a man-made causeway, the Heptastadion. Prior to Roman rule, the 130-meter tall tower served as either a landmark or a day beacon. The Romans added the fire and mirrors to make the lighthouse functional both day and night.

The tower itself has three stages. The bottom is a square tower with a circular core. The middle stage is octagonal, and the top is circular, surmounted by a statue of Poseidon. A statue of a triton stands at each of the four corners. Travelers approaching the city can see the lighthouse's beacon from 60 kilometers away.

One of the greatest treasures of Alexandria was its library. Destroyed in 20 BCE by well-intentioned Greeks hoping to save the world from the folly of those who dabbled in things better left unknown, the Library of Alexandria was a sight to see. The largest library in the ancient world, its collection grew by royal decree of Ptolemy III. Every ship entering the port had to surrender all written material aboard the vessel so library scribes could copy them. Technically, the copy was supposed to be stored in the library and the original returned to its owner. Mistakes happened, though, and more than one original made its way onto the library's shelves. The bulk of the collection was on papyrus scrolls or parchment codices, but stone and wax tablets could also be found.

The library was closely linked to a museum that focused on editing texts. The library's main hall was in a structure known as the Museion,





with rooms for eating, research, and conferring with other scholars located nearby. The texts were kept on shelves called *bibliothekai* that lined the library. Above each shelf was carved the phrase, “The Place of the Cure of the Soul.” As the Library grew, it became a small complex, although most of the new buildings were research-oriented. Most tomes stayed in the original Museion, with some instead placed in the Serapeum, a temple to the god Serapis.

When Aristion set torch to the library, people assumed the 70,000 volumes inside were lost. In truth, Aristion and his cohorts saved many of them and hid them in the catacombs beneath the city.

The precise circumstances of the Library’s destruction remain shrouded in mystery. At least four theories exist, not including the one discussed above. Keepers who prefer that the Library remain whole past the date of its historical destruction are free to make it so, whether because the Custus Notitiae hasn’t decided to destroy it yet, because the investigators stop them, or for some other reason entirely.

Another notable feature of Alexandria is the series of necropoli originally located outside of the city but now extending below it. Connected by tunnels, the necropoli have several access points: one is located to the west of the city, with a second near the port and third in the Brucheum. Each necropolis was intended for one family’s use, but unsavory individuals have taken to placing their dead in others’

tombs, or using the catacombs for secret meetings.

The statuary throughout the catacombs is a mixture of styles. A figure in Egyptian pose might have Roman clothing, or a bust in the Greek style might depict a face with decidedly canine features.

A secret passage is located not far from the entrance in the Brucheum. If an investigator knows which stones to push, he can gain access to the remnants of the fabled collection of the Library of Alexandria.

Many experienced investigators might think the catacombs an excellent home for a ghoulish warren, but the lack of fresh meat makes them unappetizing. The presence of several asp-like Children of Yig also make the tunnels dangerous for ghouls.

## DIOSPOLIS MAGNA

Commonly known as Thebes of the Hundred Gates, this city shows Egypt as it was at its height, during the Eighteenth Dynasty. On the East Bank, travelers find the Luxor and Karnak temples, impressive structures that are little-used in the first century CE. Some worship of Amun-Re still occurs at Karnak, though, and the Roman government uses Luxor as a chapel to induct people into the state religion. The Romans are hesitant to interrupt the Amun-Re worship at Karnak, even though the temple disintegrates more each year. Rumors tell of a foul deity in the form of a Black Lion that lies imprisoned beneath the temple; if

Amun-Re’s worship stops, say the tales, the god will break free and destroy the earth.

The West Bank is home to the Theban Necropolis, a large complex consisting of the Valley of the Kings, the Valley of the Queens, and the mortuary temples of numerous pharaohs. Romans visit here often, leaving graffiti on the temples and the mountains from which the temples were carved.



## MEMPHIS

Considered the Second City of Egypt, Memphis serves as an important industrial center. Its artisans produce glass, pottery, and faience for export to the rest of the Empire.

The ancient capital of pharaonic Egypt, Memphis is home to ancient architecture and ancient secrets. Long the seat of temples to Ptah, the God of the Sun at Night, Memphis is considered sacred ground to those who opposed the machinations of Thoth. Followers of the God of the Moon won't set foot in Memphis, for fear of reprisals by Ptah.

## GIZA

Situated on a plateau between Alexandria and Memphis, Giza is one of the most famous parts of the Roman Empire. The pyramids and sphinx attract countless tourists every year. Recently, someone placed a red granite altar between the sphinx's front paws for offerings. At night, Giza is increasingly dangerous. The Brotherhood of the Beast practices its profane rituals at the feet of the sphinx, and the Children of the Sphinx emerge from the pyramids to hunt stragglers to sacrifice to the Black Pharaoh.

## GALLIA

Roman Gaul is a massive territory that ranges from urban in the south to heavily forested in the north, with mountains in the east and west. Rome spread slowly into Gaul, first creating allies among the various tribes. When one of those allies went to war against another tribe, Rome answered their calls for aid. The pretext enabled the Roman army, and Roman influence, to spread throughout the region. Under the command of Julius Caesar, the Legions eventually conquered all of Gaul in a long, bloody war, and Rome divided it into regions for easier governance. By the first century, Gaul is a collection of smaller provinces: Gallia Narbonensis, Gallia Aquitania, Gallia Lugdunensis, and Gallia Belgica.

Mediterranean Gaul, including the city of Massilia, was under Roman control by 121 BCE, under the name Provincia. Also referred to as

Transalpine Gaul, or Gaul across the Alps, this stretch of land connects Italia with Hispania. It was later renamed Gallia Narbonensis, after the Roman colony of Narbo founded in 118 BCE for former soldiers of the Tenth Legion. This region, already highly influenced by contact with Rome before its conquest and absorption, quickly adapted to Roman ways. The cities of Massilia and Narbo are both prosperous trading ports on the Mediterranean. The Via Domitia, the first Roman road in Gaul, runs through the province, connecting Italia with Hispania. At Narbo, the Via Domitia intersects with the Via Aquitania, which connects Narbo with the Atlantic and the city of Burdigala, conquered in 60 BCE and located in Aquitania. Both Narbo and Massilia are occasionally the targets of deep one raiding, but the deep one tribes of Fantari generally prefer the small town of Liergenes in Hispania and only attack Narbo or Massilia as retribution for Roman assaults against them.



**Province:** Gaul

**Type:** Senatorial (except for Gallia Lugdunensis, which is Imperial)

**Cities:** Narbo, Massilia, Burdigala, Lugdunum, Durocortum (aka Reims)

**Languages:** Latin, Greek, Celtic

**Male Names:** Adeodat, Alethe, Balae, Binig, Caradec, Cyran, Derog, Drev, Follan, Garmon, Kelig, Kleden, Maoran, Merin, Onen, Rogasian, Servan, Treveur

**Female Names:** Agata, Alis, Berched, Clair, Delfina, Kinnie, Laig, Lanwenn, Lusia, Melle, Morgane, Solena, Tekla, Vouga, Yuna

**Occupations:** Archer, Auxiliary, Druid, Gaesatae, Gladiator, Hunter, Light Horseman, Merchant, Slave, Slaver

**Cults/Secret Societies:** Beag ma Aisus, Cult of Magna Mater, Custus Notitiae, The Olympians

**Monsters:** Lou Carcolh, Magloire, Satyr, Zaratan



Aquitania is a small section of Gaul stretching between the Atlantic, the Pyrenees, and the Garonne River. The Atlantic port of Burdigala is important for Rome's supply of tin and lead. It's still a small, frontier town by Roman standards, and travelers won't find the luxuries—like baths





and theaters—that are common to larger cities like Narbo, Massilia, Lugdunum, and Durocortum.

Northeast of Aquitania is the province of Gallia Lugdunensis. The capital of this province, Lugdunum, is home to an imperial mint. Lugdunum is situated at the confluence of the Rhone and Saone. Four roads meet there, connecting the city to Italy, Germania, Aquitania, and the Atlantic. Roman emperors are fond of the city; Claudius is born there, and Nero contributes four million sesterii to the city after fire damages it in the late 60s CE. Lugdunum boasts the first Roman amphitheater in Gaul, and important citizens are eligible to serve on the Senate in Rome. A significant Imperial Cult, the Sanctuary of the Three Gauls, is also located not far from it.

Gallia Belgica is a mixture of Celtic and Germanic tribes located in the northern forests of Gaul, between Gallia Lugdunensis and Germania. The provincial capital at Reims terminates a major road leading from Lugdunum. Many of the major Celtic and Germanic families in Durocortum pay lip service to the Imperial Cult but are secretly leaders of a major cult to the Horned God, a Germanic god that played a prominent role in the Battle of the Teutoburg Forest. They frequently travel across the Rhine to perform sacrifices.

Even though the Roman government allowed the Gallic tribes a measure of self-government in the form of Cantons, the Romanization of Gaul, especially its cities, was quick and thorough. Gauls wear Roman tunics, worship at imperial shrines, and live under Roman law.

Outside the major cities, Gauls live in small villages called *vici*, or on large villas owned by wealthy Gauls and Romans. Here the Roman influence is less pronounced. Many rural Gauls still wear trousers and worship under druids. Agriculture, herding, and hunting form the basis of the economy in the rural areas. Resistance to Roman rule is also more common in rural areas.

The forests of northern Gaul, particularly those unsettled by even the Gauls themselves, are dark and foreboding. Rumors tell of a vicious Horned God who leads a mighty hunt comprised of the dead through the forest. Others whisper about large, moss-covered men; the old tales say they're harmless, but no one who has actually seen them has ever been heard from again.

## NARBO

Narbo, capital of Gallia Narbonensis, is located at the intersection of the Via Domitia and the Via Aquitania, the two major Roman roads in Gaul. The first Roman colony in Transalpine Gaul, it was founded in 118 BCE on the left bank of the Aude River and near the Robine River. The rivers connect Narbo to the Mediterranean. The city itself only has a river wharf, but multiple docks on nearby lagoons allow dockworkers to service merchant vessels.

Although Narbo competed with Massilia as a market center, it wasn't as successful. It remained a minor trading port until Julius Caesar re-founded it in 44 BCE and settled the veterans of the Tenth Legion there after Massilia sided with Pompey in the Roman civil war. This imperial support boosted the city's economy, and Narbo soon eclipsed its rival.

A walled city, it's built on an orthogonal plan covering 16 hectares. Where the Via Domitia enters from the northeast, it serves as the *cardo maximus* (the main north-south street), which intersects with the *decumanus* (the main east-west street) at the city's forum. A temple to Jupiter Capitolinus stands on a nearby hill, overlooking the forum. The forum has a basilica, or law court, and curia, or meeting hall, in addition to market stalls for vendors. An extensive horreum lies beneath the forum, an underground public warehouse where merchants store goods.

East of the city center are several bathhouses and a temple to Cybele. Further east, near the city wall, another public bath, porticos, and a market surround the amphitheater. A district of wealthy urban villa separates this commercial complex from the city center. Another wealthy residential district is north and west of the city center.

The poor live in smaller houses and apartments on the south side of the city, and few structures for public service or entertainment are located there. The Aude River circles the south side of the city, forming a defensive moat.

Outside the city, agricultural fields supply the city's food as well as the grapes that serve as one of its major exports. Narbo is so famous for wine production that wine-makers in Rome are asking the Emperor to intercede on their behalf. In 92 CE, Domitian orders half the vineyards outside Narbo destroyed. Other important exports include gold, iron, and copper from nearby mines, salt, and corn.

## THE COUNCIL OF 600

An oligarchic council of 600 people ruled Greek Massalia. From those 600, 15 were chosen to serve as an executive council. From those 15, three served as presidents of the city. The council controlled all laws of the city, which included a proscription on women drinking wine and a requirement that criminals condemned to death be held at the city's expense for one year before being publicly executed as a ritual purification of the city.

Councilors were chosen from citizens who had been in Massalia for at least three generations, or who had children. Once a man completed his one-year term, his son couldn't serve. Likewise, a younger brother of a councilor couldn't become one.

The Council of 600 ended with the coming of Roman rule, but it provides a readily available secret society for keepers looking for a Greek one in Gaul.

The *negotiatores*, or members of the trader's guild, are a powerful political force in Narbo, and not an organization an outsider should cross.

## MASSILIA

Inhabited since 27,000 BCE, Massilia is the oldest city in Gaul. Greek traders founded it as *Massalia* in 600 BCE to serve as a port on the western end of the Mediterranean. The location, a cove fed by a freshwater stream, surrounded by two rocky promontories, and protected by marshes, was ideal. The Greeks built their city on the north promontory. As it grew to over one thousand residents, it allied itself with the Roman Republic during the Second Punic War for protection from the Etruscans, Gauls, and Carthaginians. In return for protection, Massalia served as Rome's link to Gaul. Roman wine and goods entered Gaul through the Greek city, and Gallic slaves and other products sailed for Rome. When the Roman civil war erupted, Massalia sided with Pompey and closed its gates

to Caesar by order of the Prefect of Gaul, Lucius Domitius Ahenobarbus. Caesar besieged Massalia, and although the Massillot navy defeated his fleet, Caesar's army forced the city to surrender. With that, Massalia lost its independence and became *Massilia*, part of the Empire. Caesar showed leniency, but forbade the city from rebuilding its navy.

Even though Rome now favors Narbo, Masillia continues to thrive as a port. The city itself exports wine, grapes, and olive oil grown and processed in nearby farms. Trade forms the core of Massilia's economy. It enjoys a favorable trading status with many of the Gallic tribes in the province's interior and continues to act as Rome's link to them. Just as the economy continued into the Roman era from the Greek, so have the language and education. Although the city's name has been Romanized to Massilia, Greek is still the primary spoken language. Students still attend the Greek school, and Greek teachers educate the sons of wealthy Romans from all over the Empire.

The walls and ramparts of the city, enclosing 50 hectares, were rebuilt after Caesar's siege. Inside, temples to Apollo and Artemis overlook the harbor, as does a massive warehouse complex. East of the Temple of Artemis is the Massilian treasury, a stout stone building complex where the Romans store treasures they donate to the Oracle of Delphi.

The acropolis, near the center of the city and on the highest point of the promontory, has a temple to Jupiter Capitolinus, an agora for trade, a second agora for non-commercial business, and bathhouses. The Greek academy is on the side of the hill south of the acropolis.

The residential areas of the city are to the north and the west of the acropolis, and the merchant's quarter is located southeast of it. Bustling markets sell goods unloaded from ships or brought overland from the Gallic tribes.

A theater and necropoli are on the southern promontory, south of the harbor and outside the city's walls.

The cove of Massilia has a cave complex below the water's surface. The earliest inhabitants of the region lived there and covered the walls in primitive paintings before the Mediterranean rose. In the early days, the local tribes interbred with deep ones from the Isle of Fantari. When the Ligurians arrived in the tenth century BCE, they drove the deep ones and the inbred tribes from the area. The caves are now abandoned and only occasionally visited by lone deep ones for reasons known only to them.





## RELIGION

Celtic religion underwent a syncretism after the Roman conquest, but druids remain active in rural areas until the reign of Claudius, who renews a decree forbidding any Roman from participating in druidic rites. This ruling further pushes druids to the margins of society, forcing them to practice only in the most remote areas.

It's at these extreme edges of Roman control that followers of Beag ma Aisus have begun to appear. This Celtic mystery cult is violently opposed to Roman rule and uses captured Romans as the subjects of their divination rituals. Additionally, Beag ma Aisus still makes use of the *drumeneton*, ancient druidic oak grove sanctuaries, for their worship.

Still, the Imperial Cult has captured the popular imagination in Gaul, and various shrines dot the landscape. Nowhere is this cult more evident than in Lugdunum, which might be more Roman than Rome.

## GERMANIA MAGNA

The Rhine marks the Empire's northern border in Northern Europe. Beyond it, Germanic tribes populate vast tracks of forest and the large plains scattered among them.

Germania Magna is home to countless tribes, not only Germanic in origin but also Celtic, Baltic, and Scythian. Various dialects are spoken, but they aren't mutually unintelligible. A Suebi can speak with a Chauci, and while he might mock the Chauci's accent, he can understand him.

**Region:** Germania Magna

**Languages:** Germanic, Celtic, some Greek and Latin

**Male Names:** Aelfric, Bassa, Caedwalla, Caewlin, Eadberht, Hermenigild, Horsa, Ine, Irmin, Leovigild, Octa, Oeric, Osric, Peada, Sigebryth, Theodoric

**Female Names:** Aelflaed, Aelgifu, Aehelred, Aud, Burnhild, Burhred, Cuthburh, Cyneburh,

Eadgifu, Eadhild, Hereswith, Raedburh, Wihtburh

**Occupations:** Archer, Auxiliary, Barbarian, Druid, Farmer, Gladiator, Hunter, Scylding, Skop

**Cults/Secret Societies:** Beag ma Aisus, Cult of Magna Mater, Harii, The Olympians

**Monsters:** Brocken Spectre, Magloire

A war-chief, chosen for his ability to lead the warriors in battle, leads each tribe. In turn, a select group of warriors serves him, swearing oaths of loyalty. The tribes, which include the Ambrones, Boii, Bructeri, Chatti, Chauci, Cherusci, Cimbri, Marsi, Sicambri, Suebi, Tigurini, and Teutones, are variously at war with each other or peacefully trading. Several unite in 9 CE to battle the Romans, but the alliance doesn't last, and the tribes return to their old ways.

In addition to shifting alliances between the tribes, many of them ally with Rome at different times throughout the first century. Some are subjugated and chafe under the Empire's yoke, while others willingly submit, hoping to get the upper hand against their tribal foes.

Settlements are organized around hill forts and typically built along waterways or near ample hunting grounds. Most buildings are wooden, and the town plan is, in Roman eyes, unorganized. Longhouses are the center of town life. The tribal chief and his warriors stay in them while the average tribesmen lives in round, wooden houses with thatched roofs.

Germanic justice is similar for all the tribes. In a tribal court, or moot, the warriors of the community oversee and judge complaints brought by members of the tribe against one another. The virtues or shortcomings of the defendant usually settle the matter. After the charge is heard, he's allowed to plead his case and can do so by pleading innocence. If enough respectable members of the community support his story, he's found innocent. Alternatively, the defendant can choose to undergo an ordeal. The nature of ordeals varies, from walking through hot coals to single combat, and the outcome of the ordeal determines the outcome of the case. If the defendant's feet heal quickly after walking over the coals or he wins the combat, he's found innocent. Defendants found guilty suffer a variety of punishments including beatings, fines, slavery, death, and exile. Exile is one of the worst sentences. An outlaw can accept no



aid from anyone in the tribe and must strike out on his own, into a hostile world where warring tribes view him as an easy target.

Religion can be a violent affair among the Germanic tribes, and many Romans would be surprised and disgusted by it. The tribes believe they should worship in the open air, not in temples, and have dedicated many clearings in the forest to Germanic gods like Nerthus, an earth-goddess who periodically travels the lands in a chariot pulled by cows. During her travels, the tribes cannot make war, instead devoting their time to her. When her travels are finished, slaves ritually wash her chariot. They're then sacrificed to Nerthus and tossed in the lake, along with her chariot.

An unnamed Horned God, an avatar of Nyarlathotep, has taken an active interest in tribal affairs and is worshipped as a god of the wild forest, nature, and the hunt. In addition to helping the Germans defeat the Romans at Teutoburg Forest, he causes Arminius's allies to turn on him and execute him. Some tales tell that the Horned God himself supplied Adgandestrius with the poison used to kill Arminius.

Germanic tribes worship Nal as a goddess of fire, and sacrifice captured Roman soldiers to her through immolation. A Greek scholar Apollodorus revealed in his history, *On The Gods*, that Nal was the Germanic equivalent of the Syrian Melkarth.

Romans conquered part of Germania Magna in 12 BCE and held it tenuously for 21 years before suffering a crushing defeat at the Battle of Teutoburg Forest in 9 CE. The Germans hated and feared the Romans and—not wanting foreigners ruling their lands—fiercely defended their freedom, backed by powerful tribal magic.

Allied Germanic tribes under the leadership of Arminius launched a surprise attack on the Romans and decimated three Legions, plus auxiliary cohorts and cavalry, while they were making their way through the forest. Instead of their standard formation, the Legions marched through the woods in a straggling line. Some Germanic chroniclers report that the line was as long as nine miles and was copiously interspersed with camp followers. To add to their difficulty, the path the soldiers followed was slick and muddy from a recent heavy rain.

Indeed, when the Germans had learned that



the Romans were preparing to move, they called upon the Horned God through animal sacrifice. He answered their prayers, first sending a torrential downpour to douse the forest and ruin all paths and tracks, rendering them almost impassable. Then, he sent sorcerous concubines among the invaders to beguile and weaken them. The women spent the night among the Roman troops, never tiring, but sapping their strength and distracting them. When it came time to march in the morning, the soldiers were too exhausted to care about marching in formation. They just wanted to spend more time with their new friends and enjoy their company. As the Romans slipped and slid their way through the dark forest, they paid no attention to the shadowy forms moving just beyond the tree line.

When an exceptionally bright bolt of lightning hit nearby trees, the tribal warriors launched their offensive. They hit the nine-mile line in various spots and never stayed long enough to be trapped. The battle raged for days. On the first night, the Romans hastily constructed a fortified camp, but the Horned God sent his wild hunt ravaging through it. Frightened Romans fled in droves. Other soldiers thought their flight was an organized push against the enemy and joined in. Most were cut down. The deluge continued, ruining the Roman bows and waterlogging their shields, rendering many of the soldiers defenseless.

By the time the battle was over 15,000 to 20,000 Romans were dead, including the leaders. Most of the survivors were sacrificed to the Horned God in thanks for his assistance. Others were burned alive as tribute to Nal. Some were ransomed back to Rome, and their stories of Germanic sorcery spread throughout the city, ensuring that German lands east of the Rhine remained a place of mystery where Romans feared to tread. Roman survivors swear that the seductive women simply faded into the trees. One believes he saw the German leader, a massive man with a stag's head for a helmet, standing on a nearby hill. It looked like he was directing the thunder with his hands. Others swore they saw fiendish creatures appear in one corner of the encampment and carry screaming Romans back into another.

Investigators who find themselves in the Germanic forest might stumble across a large, open shrine to the Horned God. Three gold eagles, the aquilae of the Legions decimated during the Battle of Teutoburg Forest, have been placed reverently at the base of a huge tree. Although the human

sacrifices are now worm-food, the gold remains, and Arminius believes it will serve as a permanent reminder of the Horned God's aid.

Soon after the battle, Germanic tribes destroyed two Roman fortresses on the eastern banks of the Rhine, forcing the Romans across the river. After this crushing defeat, Rome never held land across the Rhine again, despite a seven-year war launched in an attempt to retake what they had lost. Roman settlements such as Colonia Augustorum, originally built to colonize the new territory, are still in use, but populated by Germans now, not Romans. During the time of *Cthulhu Invictus*, the Rhine is a barrier, both culturally and linguistically. West of the Rhine is Romanized Gaul. The tribes speak Latin, wear togas, and worship the state gods. East of the Rhine, the tribes speak Germanic dialects, wear tribal garments, and worship darker, more sinister gods.

## GRAECIA

Roman Greece is comprised of two provinces, Achaea and Macedonia. Achaea consists of the Peloponnese and includes the cities of Corinth, Athens, and Sparta. Macedonia is on the mainland and includes the regions of Thessaly, Epirus Vetus, and Macedonia.



**Provinces:** Achaea and Macedonia

**Type:** Senatorial

**Cities:** Athens, Corinth, Thessaloniki

**Languages:** Greek, Latin

**Male Names:** Abderos, Adelphius, Antichares, Balius, Carnaedes, Duris, Echemus, Eryx, Faenus, Gelo, Herakleides, Isidor, Kallikles, Krtion, Lysippus, Marcion, Menesthos, Opites, Pelias, Praxis, Radamanthos, Sadas, Theodoros, Thestor

**Female Names:** Achaia, Aerope, Arethusa, Baucis, Cyrene, Damaris, Elpir, Endeis, Gygaea, Hekabe, Khloris, Lede, Lyra, Maeonia, Nicopolis, Pales, Speio, Tecmessa, Tyro, Xanthippe, Zoe

**Occupations:** Apothecary, Artisan, Augur, Entertainer, Finder, Kataphraktoi, Merchant, Miner, Patrician, Physician, Sailor, Scholar, Slave, Slaver, Soothsayer, Thief

**Cults/Secret Societies:** Argonauts, Christianity, Cult of Magna Mater, Custus Notitiae, Gnosticism, Kukeri, The Olympians, The Titans

**Monsters:** Centaur, Cercopes, Cerberus, Gorgon, Horses of Diometus, Pegasus



More than any other region, Greece is closest to Rome, geographically and culturally. Roman life has its roots in Greece, and many Romans, including the Emperor, admire the Greek culture and way of life. Others view Greece as a backwater for politicians whose careers are going nowhere. In their minds, Rome has far eclipsed Greece.

Roman rule began in 146 BCE, when the Romans defeated the Corinthians at the Battle of Corinth, razed the city, and either slaughtered the inhabitants or sold them into slavery. During an Athenian-led uprising in 88 BCE, the Romans destroyed much of the region. Afterward, they punished the rebellious cities severely and removed a great deal of art for display in Rome. The Roman civil war then compounded the damage as the armies of Caesar and Pompey fought on Greek soil.

## ACHAEA

Southern Greece bears many remnants of a once-great society, as well as all the ruins of a region that served as a battleground numerous times. Its easy access to Roman shipping lanes has enabled many cities to prosper with exports. Inland, the region has rocky, tough terrain suitable for farming olives and grapes or herding sheep and goats.

## ATHENS

Athens sprawls on a plain, surrounded on three sides by mountains. The city is walled, including the road leading southwest from the city proper to its port, Piraeus. As long as it follows Rome's orders, Athens remains free.

Roman emperors have rebuilt much of the area around the Athenian agora to reestablish some of what they destroyed. Tourism provides much of Athens's income, with many Romans and other citizens of the Empire visiting to see the remnants of Greek history. Wine and education are also major sources of revenue. The schools in Athens are among the most famous in the Empire, and the sons

## PALLADION



A palladion is an item of great antiquity upon which the safety of a city rests. The city will fall if it is stolen or destroyed.

In the world of *Cthulhu Invictus*, the palladion in the Erechtheion is a carved remnant of a tree belonging to a gn'icht' tyaacht. The spirit still resides in the statue, but slumbers, only waking occasionally to feed.

of most wealthy Romans go to Greece for their education.

Visitors to Athens enter through the Propyleae, a gate leading to the acropolis, where travelers find the Theater of Dionysius, capable of seating 17,000 spectators. The acropolis also contains several temples and statues to Athena, including the Parthenon, located at its center. The Erechtheion, a large temple dedicated to Athena Polias and Poseidon Erechtheus, is on the acropolis's northern side. It houses a salt-water well, a sacred olive tree, and the Palladion, a wooden effigy of Athena that fell from the stars. The columns of the Erechtheion's eastern entrance are caryatids instead of normal fluted columns.

The stoa-lined Roman forum, referred to by the locals as the Roman agora, lies north of the acropolis. Commerce is conducted here, and business deals hammered out. Northwest of the Roman forum, travelers find Roman baths and a smaller theater. The schools of Athens are on the east and west ends of the agora, and at the base of the acropolis.

To the south of the city, outside the walls, Athens holds athletic contests in honor of Athena in the gymnasium and stadeon. It's not uncommon for Roman emperors to visit Athens to attend these events.

Although Roman engineers construct new buildings like the Agrippea, Tower of the Winds, and Library of Pantaenus, they always appear in the Hellenic style. When the uprising began in 88 BCE, Greek scholars attempted to summon Yog-Sothoth to aid the Athenians, but failed terribly, and Aforgommon appeared over the city instead. The avatar cursed Athens, locking it in time. No matter how fashions change in Rome, the clothiers in Athens only sell what was popular in 88 BCE. Anyone who spends more than a month in Athens





finds himself affected by the curse. His speech reverts to older Greek and Latin, littered with archaisms. The Library of Pentaenus is a research institution, and scholars arrive daily to study the classics. They have no choice. No work newer than 88 BCE exists on its shelves. If one is placed there, it disappears when no one is looking.



The people of Athens are just as tainted by Aforgommon. The afflicted develop a taste for older fashions, and those who have spent their entire lives in Athens believe the Republic is still strong. When confronted with proof to the contrary, some think it's a joke. Others believe it a lie, and a few react violently.

Other regions of Achaea aren't affected by Aforgommon and play vital roles in the Roman economies. Iron and lead mines, although not as productive as those in Gaul or Britannia, provide a steady income for the province. Olives and olive oil are also major exports. The two largest exports, however, are marble and slaves. Educated slaves to serve as teachers and scholars are in high demand in Rome.

## CORINTH

Although Corinth is the seat of Roman government for Achaea, it's a relatively new city. The Romans put the men to the sword, sold the women and children into slavery, and then burned the city after a siege in 146 BCE. The land remained mostly uninhabited until 44 BCE, when Caesar founded

Colonia Iaus Iulia Corinthiensis there. The initial settlers came from the ranks of freedmen and were a mix of Romans, Greeks, and Jews. As the city earned a reputation for wealth, its residents gained a reputation for lasciviousness and viciousness unequalled in the region.

Covering 240 hectares, Corinth is located at the northern end of the Peloponnese. The *cardo maximus*, also known as the Lechaem Road, connects the Corinthian port of Lechaem on the Corinthian Sea with the forum in the center of Corinth. Piles of rubble, the remnants of Corinth's destruction, still litter the city. Roman architects and engineers use the best of the rubble in new constructions and leave the rest.

The north, west, and south sides of the forum contain shops, and the Julian Basilica is on the east end of the forum. Several temples to Aphrodite and Mars lie behind the western-most shops, and the theater is northwest of the forum. A temple of Apollo sits on a limestone hill north of the shops and west of the Lechaem. Even further north, investigators will find another, smaller market. A third market, the Peribolos of Apollo, is on the northeast corner of the forum, accessible from the Lechaem Road.

The *bema* in the center of the forum is a platform for public addresses and, according to Paul of Tarsus, a tribunal. The city leader hears complaints here, the newsreader delivers the news, and speakers address the crowds.

North of the theater are the Temple of Jupiter Capitolinus and the southern edge of the circus and gladiator barracks.

The Glauke Fountain, several meters west of the forum, is cut from the limestone hill on which the Temple of Apollo stands. Four large reservoirs in the hill store water for the fountain. A second large fountain, the Peirene, is on the Lechaem Road between the Peribolos of Apollo and the forum.

The harbor at Lechaemum isn't directly on the Corinthian Sea. The Romans dug a canal from the sea, forming a small inland harbor where their ships are protected from the wind and surf on the sea.

Tales of the Corinth's residents have reached as far as Carthage and Eburacum. The games held in the circus are much more violent than anywhere else in the Empire, and an investigator won't recover Sanity by watching them. While the average gladiatorial contest is part of Roman life, the depravity in Corinth goes far beyond what Roman citizens are used to. Furthermore, the temple prostitution practiced by the priestesses of Aphrodite is enough to make legionaries blush. A cult to Y'golonac surfaced in Corinth around the year 20 CE, and despite the Vestal Virgins' efforts to keep him locked away, the god has gained a foothold.

## DELPHI

The ancient temple complex of Delphi, home to the Pythia, or Oracle, is near Archaea's center. After a major earthquake in 83 BCE the region fell into poverty, and while some still consult the Delphic Oracle, her temple is no longer as rich as it once was. Roman emperors like Nero also hastened its decline by looting the treasuries at Delphi.

The Pythia is carefully selected, from the priestesses of Apollo resident at Delphi when the former Oracle dies. For the prophecy ritual, the Pythia descends into her chamber on Mount Parnassus and sits on a three-legged stool, holding laurel leaves and a bowl of gazing water. The navel of the earth is nearby, flanked by statues of Zeus' golden eagles. As the Pythia scries, the sacred pneuma rises from a crevasse to fill the chamber and show her the future. The Oracle only provides prophecies during the spring, summer, and autumn. Apollo leaves the temple in winter, his place taken by Dionysius.



*The pneuma is believed by modern scientists to be ethylene, a hydrocarbon gas that, in high enough dosages, can produce a trance-like state and visions.*



It's said that Apollo took the oracular site from Themis and Phoebe, two goddesses who held it sacred to Gaia. In truth, this is the priestly rationalization of different masks of Nyarlathotep being

resident during different stages of the complex's existence.

## MACEDONIA

Macedonia consists of Northern Greece and the Ionian coast. It's a dry, mountainous land, but because of its location between Italia and Asia, Macedonia is important to the Empire. The Romans have made many improvements, particularly concerning roads, since the Via Egnatia, which connects Rome to Asia, is a major trade route. Macedonia exports livestock, timber, and resin, as well as copper, tin, and gold ores mined from the region. Inland, it boasts fertile farmland and pastures.

The Kalikantzaris plague the region, and small rural villages often fall prey to them if not properly protected by the Kukeri.

## THESSALONICA

Thessaloniki, or Thessalonica as the Romans call it, is a port city on the Via Egnatia. An important city under Philip of Macedon and Alexander the Great, Thessalonica became part of the Republic in 148 BCE. For years, it operated autonomously, with only little intervention from Rome.

The city wall begins at the Burrow Harbor, built by the Romans on the Thermaic Gulf, and continues inland for about a mile and a half before turning south and returning to the gulf. Timber from the dense forests and copper, tin, and gold from nearby mines are the primary exports that pass through the harbor.

The Greek acropolis is on the hills north of the city while the Roman forum is in the center, near the colonnaded Via Egnatia. A temple to Apollo and a theater adorn the acropolis. The temple to Jupiter Capitolinus, the market stalls, and several large fountains are in the forum.

Recently, a large Jewish colony has been established in Thessalonica, many of them fleeing the destruction of Jerusalem. They have settled in the south of the city.



# HISPANIA

Hispania, the area that will become Spain and Portugal, has been part of the Roman Republic and later Empire since the defeat of Carthage during the First Punic War. It came under Roman rule when Hannibal, the Carthaginian general, laid siege to the town of Seguntum, a Roman ally.

Rich in silver and other precious metals, Hispania has long been a battleground. Not only were two wars against Carthage fought here, but unscrupulous Roman administrators also extorted money and precious metals from the local tribes leading to a near-constant state of rebellion. Civil wars were also fought here, like one in the middle of the first century BCE between supporters of Cinna and Sulla.



**Provinces:** Baetica, Lusitania, Tarraconensis  
**Type:** Senatorial (Baetica, Lusitania), Imperial (Tarraconensis)

**Cities:** Corduba, Emerita Augusta, Tarraco

**Languages:** Latin, Greek, Celtic, Phoenician (Baetica), Basque (Tarraconensis)

**Male Names:** Adao, Agostino, Anibal, Breno, Celio, Ezequiel, Jiao, Marcio, Martinho, Maximino, Nicodemo, Ovidio, Plinio, Quim, Roque, Salomao

**Female Names:** Adelina, Alicia, Ana, Benigna, Branca, Calixta, Domitila, Dores, Edita, Elisa, Flavia, Genoveva, Jovita, Margarida, Neves, Rute, Sabina

**Occupations:** Artisan, Auxiliary, Centurion, Farmer, Gladiator, Hunter, Merchant, Miner, Patrician, Sailor, Slinger

**Cults/Secret Societies:** Cult of Magna Mater, Fishmen of Lierganes, The Olympians, Republicans

**Monsters:** Basajuanak, Cuegle, Keto, Trenti



By 19 BCE, Augustus pacified the tribes and divided Hispania into three provinces, Lusitania, Baetica, and Tarraconensis. The region is now heavily Romanized and most residents are Roman citizens.

Under Roman rule, Hispania is one of the Empire's breadbaskets. Roman engineering projects

to build aqueducts and irrigation plains increase the region's produce, and its granaries are one of its most important and well-guarded attributes. The farmland is also an important source of wool, olives, wine, and grapes, particularly in the eastern part of Hispania. But the region isn't dependent solely on agriculture. Gold, silver, and iron mines in the Gallaecia region in Tarraconensis are important enough to the Empire that an entire Legion, the Legio VII Germania, is stationed in nearby Leon to protect them. Additional silver, tin, copper, and lead mines dot the region.

Three major tribes dominate Hispania. The Lusitani are warlike and revolted against Rome several times before accepting Roman domination in the first century BCE. Their tribal holdings are mainly in the far western part of the province, along the Atlantic. The Celtiberians are a group of Celtic tribes, dominated by the Arevaci, who rule from Okilis and Numantia. Their tribal holdings are in the center of the peninsula. The Iberians, ruled by the Bastetani tribe in Eliberri, dominate the eastern part of Hispania.

The major cities of the region, including Corduba, Emerita Augusta, and Tarraco, are all familiar to investigators from Rome. The cities have baths, aqueducts, forums, and theaters.

## CORDUBA

Romans captured the city of Corduba on the north bank of the Guadalquiver River from the Carthaginians in 206 BCE. Augustus, to further enhance his control of the region, settled the Legio V and Legio X in Corduba. By the first century, the city is home to 40,000 residents.

Travelers on the *cardo maximus* and *decumanus* pass through Corduba's defensive walls and enter a city laid out orthogonally. Three aqueduct systems feed water from springs in the Baetic Cordillera Mountains north of the city to cisterns and fountains throughout Corduba. The forum in the center has shops, the curia, basilica, and a large bathhouse complex. The temple to Jupiter Capitolinus is also near the forum.

Entertainment is further away, with a large amphitheater on Corduba's west side and a theater in the southeast section, not far from the bridge that crosses the Guadalquiver. Corduba also has two circuses, one on a hill near its center and a second, larger circus east of the city, outside the walls. Both

hold chariot races and gladiatorial contests, which are very popular in Corduba. Spectators can watch gladiators from all over the Empire.

Necropoli with lead coffins line the streets leading north and west away from Corduba. Stories among some of the older residents tell that statues in the necropoli come alive on certain days and that people find themselves trapped within the tombs, treading the same ground over and over.

The city boasts a tradition of learning and education. Scholars and political leaders, including Seneca the Younger, call Corduba home, or were at least born there before leaving for Rome.

## EMERITA AUGUSTA

Augustus founded Emerita Augusta in 25 BCE to serve as Lusitania's capital and provide land for members of the Legio V Alaudae and Legio X Gemina. In return, the retired soldiers guard a pass through the hills and the bridge over the Guadiana River.

The city walls, encompassing close to 20,000 square kilometers of territory and 50,000 inhabitants, are on the east bank of the Guadiana River. The forum in the center of the city has a large bath complex on its east side and a temple to Diana on the north end. The Temple of Diana is the gathering point for cultists of Magna Mater from throughout Hispania and has its roots in a pre-Roman temple complex to the native god Shub-Niggurath. A temple to Jupiter Capitolinus lies north of the Temple of Diana.

A large theater, donated by Marcus Agrippa, is found in the southeast corner of the city. A nearby amphitheater provides an additional venue for entertainment and education.

Public and private baths are located throughout the city, and a large bath complex sits on the hills overlooking it, not far from the circus. Water for Emerita Augusta comes from the river and from aqueducts fed by springs in the nearby hills.

## TARRACO

Originally a Phoenician city called Tarchon, Tarraco is situated on a rock 700 feet above the sea on the banks of the Tulcis River. It sits between the Ibrus River and the Pyrenees on the coast of Hispania, but lacks a serviceable port. Most trade and travel occur

because of the Via Augusta, which runs through the town, connecting it with Carthago Nova further down the coast. Tarraco is home to approximately 40,000 residents.

The Romans took advantage of the thick Phoenician walls and further fortified them. Although the city itself extends beyond the walls, important buildings like the temple to Jupiter Capitolinus, curia, basilica, and forum complex are within them. A circus is at the city's north end, and a large market is in the southwest corner, along with bathhouses. The southeast and center of Tarraco are residential districts for the wealthier citizens.

An amphitheater lies outside the eastern wall near a large quarry where Tarraco's largest export, stone, is mined. Residential neighborhoods spread down the hill outside the western wall, along with temples to Isis and Magna Mater. A theater is built into the hillside just beyond the southern wall.

## BEYOND THE CITIES

Outside the cities in Hispania, things seem more alien. The agricultural farmland is home to massive estates, many of which could be considered provinces in their own right based on their size and the head of the household's political authority. For the most part, the estates are self-sufficient, with slaves, guards, housing, justice, and many of the amenities of a city, albeit on a smaller scale. Some would consider life on one of these estates idyllic; most would find it back-breakingly painful. Daily activities consist of accounting, touring the fields, and dealing with problems that arise among the residents. Overseers make sure the farmhands—both slaves and paid employees—do their work and are paid on time. The farmhands do most of the labor. They're responsible for sowing, maintaining, and harvesting the produce, as well as tending the cattle. Both overseers and farmhands serve as guards if trouble arises.

Most estates are law-abiding, pay their taxes on time, produce grain for the Empire, and participate in the state-sponsored religion. A couple of estates in central Hispania, however, only pay lip service to the state gods, instead turning to Saaitii, a god worshipped by some of the native tribes for centuries before the Romans invaded. Each spring, the estate's administrator sacrifices a slave to the god, hoping for a bountiful harvest. The slave is bound to a stone dais in the fields, and worshippers begin







prayers and exhortations to Saaitii. If they reach the god, the sacrifice begins writhing and screaming as his soul is pulled into the hellish labyrinth of Saaitii's existence. If the slave dies within three days of exposure, the worshippers are satisfied that the harvest will be good. If he suffers longer than three days, the harvest will be especially plentiful. If the slave languishes on the dais without experiencing any dreams, he's released after three days and is never chosen for the ritual again. Because he was an unsuitable sacrifice, the harvest will suffer.

The wildest region of Hispania is the mountains. The Pyrenees, separating Hispania from Gaul, is home to several tribes who never accepted Roman rule. The presence of a Roman in their territory is cause for celebration—and the ritual slaughter of the Roman. Based on totem statues of misshapen elephants they found, the first Romans to come here believed that the tribes were allied with Carthage. They quickly realized their mistake when the Children of Chaugnar Faughn, worshipped by these tribes as gods, set upon them. Because of the

mountain wilderness and the bestial nature of the tribes that live there, many Romans prefer to sail across the Mediterranean when traveling to or from Hispania.

Those traveling by sea have other reasons to be wary, though. Residents of the small coastal fishing towns tell tales of the village of Lierganes, which was a fishing village like any other several hundred years ago. Its fortunes changed, however—seemingly overnight—when fish began practically jumping into its fishermen's nets. Neighboring villagers began to refer to its residents as the Fishmen of Lierganes, since only a man who was part fish himself could catch so many. After a generation or two, though, the mocking stopped, and the other villages grew afraid. When a Fishman of Lierganes bothered to show up at another village or city to trade, he looked wrong. His eyes were bulbous, his skin pasty, the odor of the sea around him too strong, and he spoke with a croaking voice that reminded others of a frog or seal.

# IUDEA

The Roman province of Iudea, which includes Judea, Samaria, and Idumea, is important for little more than its location. The land is arid and poor for agriculture. Although several large forests cover the northern stretches, other provinces provide better timber. The Sea of Galilee is located in the northeast, but its other main body of inland water, the Dead Sea in the southeast, is saltwater. Even the mountains contain few minerals worth mining. However, situated between Syria and Egypt, Iudea acts as a buffer against the Parthian Empire and enables Rome to protect its interests in neighboring regions.



**Province:** Iudea

**Type:** Senatorial

**Cities:** Jerusalem

**Languages:** Hebrew, Greek, Latin, Aramaic

**Male Names:** Abraham, Avi, David, Ephraim, Kemuel, Malachi, Manos, Oren, Pazi, Samouel, Sampson, Tarshish, Teimon, Zevulon

**Female Names:** Abeda, Abigail, Bithiya, Carme, Elspeth, Esther, Gedona, Hadar, Isabel, Joela, Leora, Neida, Neira, Suri, Tadmor

**Occupations:** Apothecary, Banker, Merchant, Rabbi, Scholar, Thief

**Cults/Secret Societies:** Argonauts, Blade of Zarthosht, Christianity, Custus Notitiae, Gnosticism, The Olympians, Republicans, Sicarii

**Monsters:** Dybbuk, Mazikeen



Rome first became involved in Judea in 63 BCE when it sent Gnaeus Pompeius Magnus (Pompey) there to end the Mithridatic War. Afterwards, he stayed in Judea to secure the area. The instability in the region, such as the seizure of Jerusalem by Aristobulus II and Pompey's need to cut short a war against the Nabataeans to besiege Jerusalem, gave Rome an excuse to appoint rulers like Hyrcanus II and Herod Archelus, who approved of Roman involvement. As long as the local rulers recognized that it was the power in the region, Rome mostly stayed out of Judea.

In 6 CE, however, Augustus combines Judea with Samaria and Idumea to form Iudea, making it an official province under the control of the Roman Senate. A prefect presides over the area, with the most famous being Pontius Pilate, who governs from 26 to 36 CE. No Legions fall directly under the prefect's control, but he can call upon three in Syria for aid.

Iudea has always been problematic for Rome. For example, Pilate's attempts to place statues of Tiberius and Caligula in the Jewish temples almost spark a revolt, and the people are only assuaged when Claudius appoints Herod Agrippa as Entarch. Although they despised his grandfather, Herod Archelus, the Jewish people accept Herod Agrippa as their king because he's a staunch traditionalist and the title of Entarch offers him some autonomy from Roman rule. His death in 44 CE and the subsequent return to rule by Roman procurators incense the Jewish tribes again.

In 66 CE, Greeks in the Iudean capital of Caesarea sacrifice birds in front of a synagogue. When the local garrison doesn't intercede on the Jews' behalf, the son of the Jewish High Priest stops sacrifices to the Roman Emperor and attacks the Roman garrison in Jerusalem. Although the Syrian governor sends the Legio XII Fulminata to help, the Zealots soundly defeat them and seize the Legion's standard. After that, the Roman general Vespasian is dispatched and, by 67 CE, reconquers the entire province except for Jerusalem and Masada. In 71 CE, Vespasian, now emperor, sends his son Titus to conquer Jerusalem. Titus takes the city after a lengthy siege that sees tens of thousands of rebels crucified and placed on a wall the Romans built around the city's own walls. Once inside, Titus and his forces destroy large sections of the city, including the Temple of Herod. The Romans are surprised, however, to see Jewish women fighting beside their husbands and fathers. Titus' brutality and efficiency quell most of the revolt.

Three years later, Lucius Flavia Silva, Governor of Iudea, dispatches the Legio X to retake Masada. Both the Zealots and a violent splinter group, the Sicarii, defend Masada. Unable to go through the wall, the Romans use Jewish slaves to build a mighty rampart to go over it. According to Josephus, when the Romans enter the city, they find everyone except two women and five children dead. Rather than suffer expulsion from their homeland, the Sicarii killed each other, with the last man committing the sin of suicide.





# SIMON MAGUS



A capable sorcerer and former gladiatorial slave, the Samaritan Simon of Gitta has no love for the Roman Empire. If his stories are true, he even played a hand in the death of Caligula. Many other Romans have died by his hand, as have creatures of the Mythos. A practical man, Simon allied with the deep ones to prevent the Priests of Melkarth from summoning Cthulhu. On another occasion, he used the knowledge of the Serpent Men to defeat the Roman Prefect Pontius Pilate, who had risen as a vampire in the Alps.

**SIMON OF GITTA, Age 32, Sorcerer, Former Gladiator, Vanquisher of Megroth, Good Samaritan**

STR 16 CON 16 SIZ 14 INT 14 POW 18  
DEX 14 APP 12 EDU 17 SAN 60 HP 15

**Damage Bonus:** +1d4

**Weapons:** Sica 68%, damage 1d6+1d4

**Skills:** Bargain 45%, Climb 45%, Cthulhu Mythos 34%, Hide 54%, Insight 63%, Occult 56%, Pine for Penelope 99%, Ride Horse 25%, Potions 34%, Sneak 42%, Spot Hidden 43%, Status 52%, Swim 54%, Throw 45%, Track 62%, Write Language (Aramaic) 45%

**Spells:** Any the keeper desires

**Languages:** Aramaic 99%, Latin 54%, Greek 38%

## JERUSALEM

People have occupied the region around Jerusalem since 3,000 BCE. The city has known many wars, and numerous occupations. Because of this, it's well fortified. In the first half of the first century, two walls surround it. Between 41 and 44 CE, Agrippa, King of Judea, builds a third one encompassing the newer suburbs. The Golden Gate is on the east side of the city, opening from the holy Mount of Olives to the Temple Mount. In the northwest, the Damascus Gate allows visitors to enter the upper city. The Herod Gate is further east, and the Fountain Gate is

in the southeast corner. The Water Gate south of the Temple Mount enters into the lower city.

The lower city, in the southeast of the city and built along the Western Hill, stretches into the Tyropean Valley. The densely packed limestone houses are home to the common and poor members of society. Market vendors along the street sell fresh foods and other wares every day except the Sabbath, when the streets are quiet. In the far southeast of the lower city, aqueducts and an underground spring feed the pool of Siloam, a large cistern.

The upper city is home to the villas of Jerusalem's wealthy and powerful. A large agora serves as the upper city's marketplace, and has a theater and bathhouses. Herod's Palace is on the west end of the upper city, and the Temple Mount, the location of the Great Temple, is on the east side overlooking the lower city to the south. The Temple Mount is itself surrounded by two walls. Fort Antonia, where the garrison is stationed, is just north of the Great Temple. Many residents feel that it's a city unto itself with large streets and sufficient housing for a full legion.

The Sheep and Israel Pools, both north of the Temple Mount, provide water for the upper city. The Bethesda Pool is in the north central section of the upper city, and the Tower Pool is between Herod's Palace and Golgotha.

About 500 feet east of the Damascus Gate, a narrow staircase descends below the wall to Zedekiah's Cave. This tunnel slopes down into a 300-foot-long auditorium. Drops of water, known as Zedekiah's Tears, drip down the walls. Tunnels travel in every direction beyond this room, sometimes taking bizarre, almost non-Euclidian routes. Much of the stone used to build Jerusalem came from here. A person can wander this quarry for 30 minutes or more and not cover the entire complex.

Little of this remains after Jerusalem is sacked in 70 CE. Burned remnants of the upper and lower cities, and the Western Wall of the Temple Mount, are all that stand.

# KUSH

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The land at the confluence of the Blue and White Niles is one of the oldest civilizations in the Nile Valley. For a brief period, Kush even ruled all of Egypt. Now it enjoys an uneasy truce with the Roman Empire. In 27 BCE, the Kushites and Rome waged a five-year war that ended with an agreement that will last for hundreds of years.

Unlike most powers in the region, queens rule Kush. The Kandakate rose to power long after Stygia and Khem faded into the depths of time, but before Upper and Lower Egypt united under one crown. Each ruler takes the title Kandake, or Candace, and serves as queen, queen mother, or queen consort. She shares power with a Qore, an older female ruler. The Kandake is in charge of all political, military, and religious functions. The Qore, serving as a dowager, is in charge of protocol and the royal household.

In her role as commander-in-chief of the Kushite forces, the Kandake leads her armies into battle. One ruler, Amanirenas, leads her armies against Octavian when he invades Egypt. Another Kandake, Amanikatahan, throws her lot in with the Empire and leads her cavalry against the Jews of Jerusalem in support of the Roman general Titus in 70 CE.



**Nation:** Kush

**Cities:** Meroë, Napata

**Languages:** Meroitic, Egyptian, Aksumite

**Male Names:** Aspelta, Arakamani, Kashta,

Nastasen, Piye, Shabaka, Shebitku, Taharqa

**Female Names:** Shanakdakhete, Amanirenas,

Amanishakheto, Amanitore, Amanikhatashan

**Occupations:** Archer, Artisan, Barbarian,

Caravaneer, Entertainer, Metal Worker,

Soothsayer

**Cults/Secret Societies:** The Olympians, The Qore

**Monsters:** Bouda, Blemmyes



Originally, the Kushite capital was in Napata, a political and religious center. Its rulers had never fortified the city, though, so when the Egyptians invaded around 300 BCE, the Kushites gradually moved the capital upriver to Meroë. It was more defensible and had better access to both the wood

necessary to run their massive iron forges and the Greek trade cities on the Red Sea.

Outside of Meroë and Napata, and away from the Nile, travelers find a harsh desert climate in the north giving way to grasslands, and eventually thick jungle, in the south. The desert and grasslands are particularly dangerous because of nomadic warriors called Blemmys. Most Kushites would rather die than be captured by these servants of Y'golonac.

## MEROË

Meroë is a fortified city of 25,000 citizens located near three pyramid complexes containing over 200 pyramids built in the Nubian style. Situated a few miles north of the sixth cataract, most travelers arrive at Meroë via the Nile and dock at the city's quay. The royal palaces of the Kandake and her husband, the King of Kush, are near the port. A great temple to Amon also stands nearby. Temples to Isis and Apedemak are located further into the city. Fertile farmland supplies both food and the wood to feed the blast furnaces that power the great iron forges.

The ironworkers of Meroë are considered the best in the world, and their iron commands high prices from Rome to India, and even as far away as China. Kushite merchants also trade in cotton and locally produced jewelry, and sell exotic animals and gold from deeper in the continent.

## NORTHERN AFRICA

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Roman North Africa outside of Egypt consists of the provinces of Africa Proconsularis and Numidia, and Cyrenaica.

### AFRICA PROCONSULARIS AND NUMIDIA

Founded on the most fertile lands of the former Carthaginian Empire, Africa Proconsularis, also called Africa Vetus, was Rome's first possession in the region.



- Provinces:** Africa Proconsularis and Numidia, Cyrenaica
- Type:** Senatorial
- Cities:** Carthage, Cyrene, Gortyn, Hadrumentum, Lambaesis, Utica
- Languages:** Carthaginian, Greek, Latin, various Berber dialects
- Male Berber Names:** Afalkay, Aghilas, Amestan, Asafu, Badis, Gaya, Ider, Ilatig, Massin, Mennad, Usaden, Winsen
- Female Berber Names:** Dasin, Dihya, Ijja, Ittu, Lala, Makkunda, Sinnaman, Tadla, Thiyya, Tamanart
- Male Carthaginian Names:** Abdeshmun, Abdmelqart, Ashtzaph, Baalhanno, Bodashtart, Eshmunamash, Eshmunkhiletz, Germelqart, Himilco, Kanmi, Khillettbaal, Maharbaal, Melqartpilles, Milkherem, Philosir, Sakarbaal, Shafat, Yaroah, Yehawwielon
- Female Carthaginian Names:** Celerina, Cornelia, Emerita, Felicitas, Metucosa, Sofonobisa, Valeria
- Occupations:** Apothecary, Artisan, Auxiliary, Centurion, Courtesan, Farmer, Light Horseman, Merchant, Nomad, Patrician, Sailor, Scholar, Slave, Slaver, Surgeon, Thief
- Cults/Secret Societies:** Argonauts, Blade of Zarthosht, Bull Dancers, Christianity, Cult of Magna Mater, Custus Notitiae, Lotophagi, The Olympians, Priests of Melkarth, Republicans
- Monsters:** Ba'al Hammon, Basilisk, Blemmyes, Harpies, Jinn, Laestrygonians, Minotaur, Taranushi

Numidia was originally a collection of independent Berber kingdoms. During the Punic Wars, the various Numidian kings vacillated between supporting Carthage and supporting Rome. When the wars ended, Rome bequeathed the Numidian kingdoms to King Massinissa of the Massyli, and the region became a client state of Rome. Over the intervening centuries, civil wars broke out and Rome gradually divided the region among various heirs of the original king until the Empire annexed the region, joining it with Africa Proconsularis.

Like most of Roman North Africa, Africa Proconsularis exports grain and other foodstuffs to the Empire. At its height, farmers grow over a

million tons of grain and export a quarter of that.

The coastline, located on a plateau, is fertile grain-producing land interspersed with marshes and forests, separated from the Sahara Desert in the west by the Atlas Mountains. Elephants, gazelles, and other animals wander the region. Traveling further west the ground becomes steadily rockier as it approaches the full height of the Atlas Mountains. In the east, the plateau protects the province from the Sahara.

## UTICA

Utica is situated where the Bagradas River flows into the Mediterranean. It's one of the oldest Phoenician settlements in Africa. Tyrian colonists originally settled there to take advantage of nearby iron and marble mines, establishing the town right on the coast. The city slowly grew into a major trading center and came into Rome's sphere of influence by allying with Carthage during the First Punic War. In the Third Punic War, however, Utica supported Rome against its long-time rival Carthage, and Rome made it the first capital of Africa Proconsularis in 150 BCE. The city grew, laid out on an orthogonal plan with streets running northeast to southwest, and perpendicularly. For approximately 100 years, Utica was home to the Roman governor and a small garrison. During this time, more and more Roman settlers arrived, drawn to the iron and marble mines, as well as the grain and olive farms that surround the city.

During the Roman civil war, Utica sided with Cato and Pompey, enemies of Caesar. It proclaimed its support for Cato even as Caesar and the Legions marched on it and Cato committed suicide. Cato's tomb and a large statue honoring him still stand within Utica's walls. Members of the Republicans often find it a friendly city whenever they need to get out of Rome.

When Augustus becomes Consul of Rome, he fines Utica for siding against Caesar and moves the capital of Africa Proconsularis to Carthage as punishment. By that time, the population has reached 40,000 people, a mixture of Romans, Phoenicians, and Berbers.

The Mediterranean protects Utica on the northwest, and walls surround the other three sides. A bath complex situated on a northwestern hill features a view of the sea from the frigidarium. Utica's forum is at the northeast end of the colonnaded *cardo maximus*, which terminates at a gate in the southwestern city wall. The temple to Jupiter Capitolinus sits at the northwest end of the forum.

Utica also has two theaters, one dug into a hill on the southwest side and the other on the northeast end of a residential district opposite the *cardo maximus* from the forum. A circus to entertain the masses is on the southeast end of the same residential district. Roman-built aqueducts bring water from the Bagradas to large cisterns located strategically throughout the city.

As the *cardo maximus* leaves the city through the southwest gate, it passes through *necropoli*. Many of the tombs remain from the Punic period, with newer Roman tombs constructed through the period of *Cthulhu Invictus*. Smaller gates are also cut into the wall on the east side of the city.

Although trade through the city's harbor currently thrives, the Bagradas River is slowly shifting its course towards Carthage, and Utica's harbor is becoming more of an anchorage as silt in the port thickens.

Worship of the Phoenician deities Bel and Melkarth, isn't as common as it once was, replaced by the worship of Jupiter Capitolinus and hampered by the Roman proscription against human sacrifice. Vestiges of the three cults remain, however, and rumors speculate that missing children are being fed to the fires of Melkarth.

## CARTHAGE

After the Third Punic War, Rome turned Carthage into a ghost town. The original Phoenician colony, one of the largest and oldest in Africa, was razed and the Carthaginians sold into slavery. Most agree this was retribution for Hannibal Barca's attacks on Rome; however, some whisper that Rome sought to destroy the worship of the Carthaginian deity Ba'al Hammon. Carthage wasn't destined to remain abandoned for long, though. When Utica sided with Cato and Pompey, Augustus punished that city by rebuilding Carthage, using a small Roman colony founded by Gaius Gracchus in 123 BCE as its foundation, and moving the governorship there in the first century BCE.

Carthage quickly grew to become the second-largest city in the western half of the Empire, supporting over 500,000 residents. Most are Roman colonists, but Numidians, Berbers, and traders of all nationalities call Carthage home. The new Carthage, built by Romans, has everything one would expect in a city: wide colonnaded streets, a forum, a temple to Jupiter Capitolinus, a theatre, a circus, and baths.

Located on the eastern edge of a large lake,

## QUEEN DIDO

According to legend, when Queen Dido, founder of Carthage, fell upon the sword of Aeneas, she foretold that a spirit would rise from her bones to take revenge on his people. Most assume that this meant Hannibal. However, Dido actually set a complex series of events in motion that result in the summoning of her god, Melkarth, also known as Cthugha, during the first century CE. Dido, originally a princess of Tyre, learned of Melkarth while there and brought its worship to Carthage. In the first century CE, worship of Melkarth is conducted in secret, since the Romans don't endorse child sacrifice.

Melkarth's worshippers aren't the only ones to sacrifice children, though. In a large grotto on the coast not far from Carthage, the remnants of a cult of Ba'al Hammon sacrifice children to their god and perform indescribable sex rituals. Roman administrators had hoped that they'd crushed Ba'al Hammon's worship, but it continues and grows. Most prostitutes in Carthage and Utica follow Ba'al Hammon, and frequently sacrifice clients to the god. The victims aren't killed, but rather implanted with a seed that will eventually burst forth, giving rise to a *gof'nn hupadgh*.

Carthage is built on a hilly promontory with inlets to the sea on the north and south. A narrow peninsula to the south connects the city to the mainland, surrounded by large walls that continue further down the isthmus to protect it from attackers. The *decumanus* enters the city through the western wall and ends at the sea, while the *cardo maximus* comes through the northern and southern walls.

Carthage has two harbors, both on the southeast side of the city. The commercial harbor, roughly rectangular in shape, is the southernmost of the two. The semicircular military harbor, capable of holding 220 warships, is just north of the commercial harbor. Each harbor has a separate inlet, but a canal connects the two. The area around the docks is a bustling combination of military barracks and commercial enterprises.

The *decumanus* and *cardo maximus* intersect



at the forum on a hill in the center of town, dividing the city into four roughly equal-sized quadrants primarily composed of businesses and residential buildings. The forum sits on the remains of the Byrsa fortress, a walled palace destroyed by Scipio when he razed Carthage.

The largest bathhouse in Carthage is on the north-east end of the city, overlooking the Mediterranean. It's not far from a temple to Jupiter Capitolinus. Aqueducts supply water from the nearby Bagradas River to cisterns on the western side of the city. A large theatre is north of the forum, and a hippodrome lies to the south, both of which provide entertainment for the masses.

The area around the city and on the mainland is marshy, but Roman engineers work diligently to reclaim it for arable farms. Carthage's primary source of income is trade, with grain, olive oil, iron, exotic animals, and wool flowing out of its port.

## CYRENAICA

When Ptolemy Apion, king of Cyrenaica, died in 96 BCE, he willed his kingdom to Rome. He debated willing it to Egypt because of Cyrenaica's ties to Greece, but Apion was shrewd enough to recognize Rome's growing power and Egypt's waning influence in the world. For the next quarter-century, Rome let Cyrenaica handle its own affairs. However, when a Jewish revolt occurred in the 70s BCE because of diminished rights under Roman rule, the Empire was forced to step in. In 74 BCE, Rome assigned Cornelius Lentulus Marcellinus, a quaestor, to govern the region. Marcellinus' low position reflected Rome's belief that Cyrenaica would be pacified quickly, which it was.

Cyrenaica proceeded to be a peaceful Roman colony and, later, a province. The Legio III Cyrenaica was raised there in the 40s BCE, but was quickly

moved to Egypt because of the Roman civil war. In 20 BCE, Cyrenaica became a Roman senatorial province.

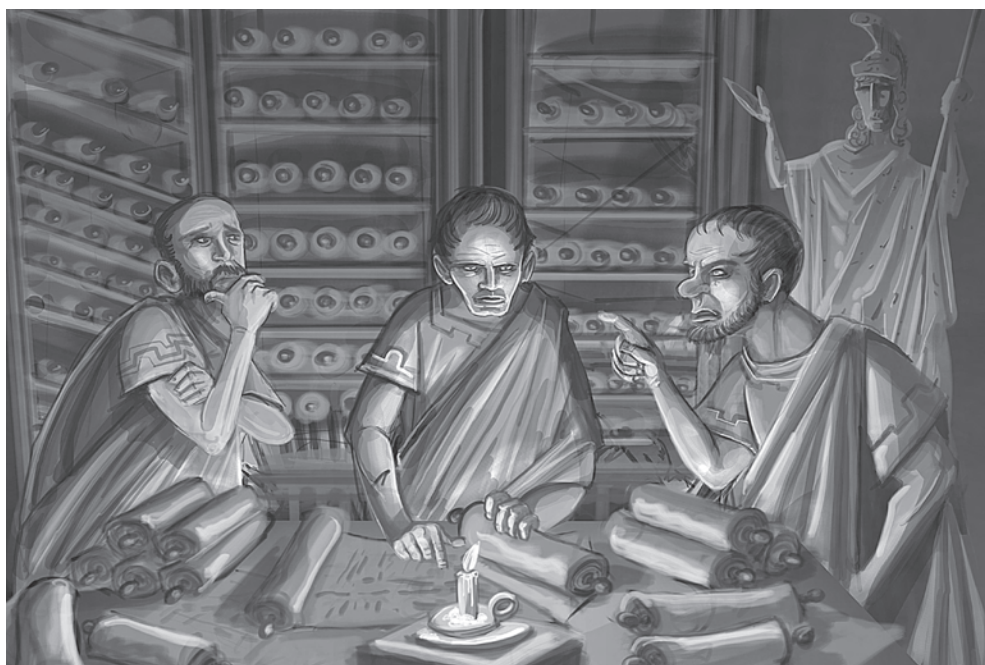
The inland desert makes travel difficult, and Romans primarily stay close to shore where the land is fertile and Berber raiders are scarce. The plateau that Cyrene is on protects the province from the harshest Saharan wind and sand. Cyrenaica's deserts are also home to the fierce basilisk, a beast whose poison is potent enough to kill a healthy legionary almost instantaneously.

### CYRENE

A Greek city dating from 630 BCE, Cyrene is the largest in the Roman province of Cyrenaica and is located about 15 miles from the sea near the Kyre, a large spring. It's the oldest and most important city of the Pentapolis, the five major Greek cities of Cyrenaica. The other four are Teucheira, Barca, Hesperides, and Apollonia.

Situated in a lush valley in the Gebel Akhdar, or Green Mountain, range along the Mediterranean coast, evergreen forests and fertile farmland surround the city, and residents frequently encounter exotic animals like elephants and gazelle.

Cyrene contains all the amenities like forums, theaters, and bathhouses that a Roman would expect. The entire city is walled, with ten gates at varying intervals. The street plan is roughly orthogonal, although some streets juxtapose at odd angles to compensate for the hills and rises within Cyrene. Three main streets run through the city. One, the



## CYRENAICS

The Cyrenaics belong to a school of ultra-hedonistic philosophy founded by the Greek scholar Aristippus of Cyrene in the fourth century BCE. Considered one of the earliest Socratic schools, it focuses on immediate physical pleasure instead of long-term gain or mental stimulation. By extension, a Cyrenaic believes he can only have knowledge of immediate sensations, and not of the object causing them. They also deny that a man can understand what other people's experiences are like. The school of thought deduces that pleasure is the single, universal aim for all people, and believes in living according to nature.

Valley Road, connects the Temple of Apollo to the hills in the northeast section of town. The Battus Road connects the acropolis in the southwest with the agora and forums in the south-central part of the city. The third road crosses the main axis east of the Roman forum in the north-central section. Aqueducts feed cisterns located on the city's east side.

The Roman forum and a Greek agora next to it are Cyrene's main markets. The Temple of Augustus and a temple to Demeter are in the agora, and the Temple of Jupiter Capitolinus is in the forum.

A large temple complex to Apollo, consisting of several temples and support buildings for the priests, sits in the northwest corner of Cyrene, and the Roman baths are at the east end of that complex.

A circus is in the northeast section of the city, near a Greek temple to Zeus. Smaller theaters are located both near the Roman forum and north of it. The Romans modified the large Greek theater to the west of the Apollo temple complex, converting it from a semicircular theater to a round amphitheater. Its seats are now poised precariously over a steeply sloping hillside.

Outside the city, necropoli line the roads to the north, south, and west. A 3,000-square-foot temple complex to Demeter and Persephone sits on the south side of a wadi that runs along the city's southern wall. Although the wadi only has water in it during rains, a bridge spans it, connecting the city

to the temple. The complex consists of three tiers of sanctuaries and is quite wealthy. The sanctuaries contain over 4,500 votive figurines. The temple hosts the annual Thesmophoria, a celebration of rebirth and fertility presided over by married women. They lead a procession, including Libyan tribesman from outside Cyrene, from the Temple of Demeter in the agora to the Demeter temple complex. Once there, piglets are sacrificed, and everyone participates in a sacrificial meal. During the feast, Cyrene's wealthiest women control the food, reestablishing the social order.

From Cyrene's 200-foot-high limestone plateau, travelers can look northeast and see the port of Apollonia. Much as Ostia is to Rome, Apollonia is Cyrene's connection to the Mediterranean, and every export from the city passes through Apollonia.

Only 50 miles south of Cyrene, the encroaching Saharan desert stretches vast and deadly. The area in between is home to Libyan herders, many of whom sell their livestock in the agora and forum of Cyrene.

Cyrene's economy revolves around the export of wheat, legumes, fruit, sheep and goat products, horses, and, most importantly, silphium. So vital to Cyrene's economy that it graces the reverse of coins minted there, silphium's flowers are crushed into perfume, its stalk flavors various recipes, and its roots are used as medicine to cure stomach ailments, seizures, leprosy, poisoning, and hair loss. It's also used as an herbal contraceptive and can induce abortions. Only found on the coastal plateau by Cyrene, silphium is quickly becoming scarce.

The population of Roman Cyrene divides into four strata: citizens, farmers, resident aliens, and Jews. The citizens are all Romans. The farmers and resident aliens are a mixture of Greek, Libyan, and Ptolemaic Egyptians. The Jews are considered the lowest class. When the Romans gained control, they lost many of the rights they held under Greek rule, and still seethe after being quelled in the 70s BCE. In 115 CE, the Jews rise under a leader name Lukaus, who claims to be the Messiah, but Trajan crushes their rebellion, known as the Kitos War.

## CRETE

In 71 BCE during the Mithradatic Wars, three Roman Legions invaded Crete. After a three-year campaign during which they were initially repulsed, they conquered the island, but found the glories of the Minoan and Dorian societies long gone. Prior to the Roman conquest, Crete was home to warring





city-states that practiced piracy, with Knossos, Gortyn, Kydonia, and Littos the primary powers. After Rome conquered Crete, it made Gortyn, which was pro-Roman, the island's capital.

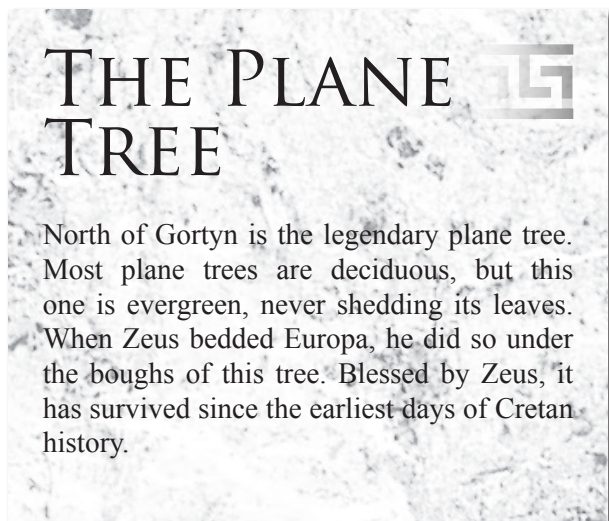
Most Romans consider Crete a backwater province. It provides little in the way of wealth for the Empire, but does serve as an important stopping spot for vessels traveling through the Mediterranean. The one important resource found on Crete is timber, which is used throughout the Empire.

The land is rocky and dusty. The center of the island is mountainous and gradually levels off as one nears the coast. In addition to timber, farmers raise cereal grains and olive trees. Herders subsist on sheep and goats, and some breed a rugged mountain pony prized for transportation and its ability to pull heavy loads.

## GORTYN

Gortyn is the capital of Roman Crete. The city has a long history and takes its name from its legendary founder, Gortys, prince of Radamanthys and brother of King Minos. It's been inhabited since 7,000 BCE and was an important city during the Minoan and Dorian periods. Under Roman rule, the city experiences growth in both population and trade. Roman merchants are encouraged to use Gortyn on the south side of the island instead of Knossos or Kydonia, which have been hostile to Rome.

An impressive stone wall six miles long surrounds this city of 100,000 residents. The main street cuts through both the eastern and western walls. A large street heading south branches off near the western gate. Numerous small streets branch off from both of these paved roads toward residential and commercial districts.



The largest of Gortyn's bathhouses is north of the Greek agora, which sits east of the intersection of the two main roads. Near the agora and close to the center of the city is the *praetorium*, an impressive palatial estate belonging to the Roman governor. The temple to Apollo isn't far from the praetorium, and is close to a temple complex for Isis, Serapis, and Anubis, Egyptian deities imported in the fourth century BCE. The agora and temple to Apollo are built from blocks inscribed with the Gortyn Law, written in Dorian during the fifth century BCE. The majority of the law is carved into the walls of a circular building in the agora in twelve columns of text thirty feet long by five feet high. Amendments were carved into the walls and steps of the Temple of Apollo as the law was updated, eventually dealing with every crime except homicide.

The Egyptian temple complex contains a Nilometer, which consists of chambers that are flooded during important festivities to simulate the rising and falling of the Nile. Worshipers then descend a narrow staircase to check the water's depth.

Residents of Gortyn have several options for entertainment. In addition to the theater near the agora, an amphitheater is situated further east, near Gortyn's eastern wall. The circus is on the southern edge of the city, butting up against necropoli where the Romans bury their dead. Additional necropoli are in the northeast section of the city.

Aqueducts start on the southern slopes of Mt. Ida and follow the Lethaeus River to Gortyn. Inside the city's walls, they split to deliver water to the eastern side of the city and to the forum. The aqueducts supply water to public and private cisterns in addition to several bathhouses and 46 fountains.

About two miles north of the city is a large marble quarry. In addition to providing the stone used to build Gortyn, it contains the entrance to the Labyrinth of Messara. Contrary to common belief, Minos imprisoned the Minotaur here, not near Knossos.

South of the city are the two port towns of Matalon and Leben. All goods coming in and out of Gortyn pass through one of these ports, whether stone from the quarry, timber from the forests, olives and grains from the farms, or horses from the mountains. These ports enable Gortyn to control much of the shipping between the eastern and western halves of the Empire.

Most of Gortyn's residents are either Greek natives or Roman colonists settled by the Empire after the war. The city is also home to many who arrived

on ships but for one reason or another choose not to continue their journeys. Many stay because they lack the funds to go further, but some are entranced by the ancient Egyptian rites practiced in this Roman city, and the Egyptian gods, known as Children of the Sphinx, said to appear during the height of its festivals.

## PARTHIA

Called *Regnum Partorum* by the Romans, the Parthian Empire is Rome's greatest enemy during the first century CE, with battles waged over regions like Armenia, and over the final disposition of the Roman-Parthian border.



**Region:** Parthian Empire

**Cities:** Ctesiphon [*TESS-ih-fawn*], Seleucia

**Languages:** Parthian, Greek, Aramaic, Scythian

**Male Names:** Aršaka, Ardavân, Artapâna, Dariahuš, Godarz, Mithradât, Mithradâta, Urûd, Vîroy

**Female Names:** Aghvani, Aramouhi, Araks, Barzig, Endza, Gayane, Ghadam, Gorandoukht, Klkhatir, Marem, Markrid, Palasan, Razmouhi

**Occupations:** Apothecary, Caravaneer, Cavalry, Courtesan, Entertainer, Horse Archer, Light Horseman, Merchant, Physician, Scholar, Thief

**Cults/Secret Societies:** Argonauts, Blade of Zarthosht, Gnosticism, Mithraism

**Monsters:** Azi Dahaka, Gandareva, Scorpion Men, Zaratan



Born from a rebellion against the Seleucid Empire, the Parthian Empire claimed Medea and Mesopotamia when the Seleucid Empire collapsed in 129 BCE after more than one hundred years of war. After that, it had to solidify itself.

Unlike Rome, where the emperor holds central power, the Parthian Empire is decentralized. The Greek families and administrations that ruled them under the Seleucids still rule the city-states. In many, the coinage still bears Greek text. As long as each city-state pays its allotted tribute, the king of kings—the Arsacid ruler of the Parthian

## PARTHIAN KING OF KINGS



- Phraates V (Phraataces) c. 2 BCE–4 CE
- Musa c. 2 BCE–4 CE (co-ruler with her son Phraates V)
- Orodes III c. 6 CE
- Vonones I c. 8–12
- Artabanus II c. 10–38
- Tiridates III c. 35–36
- Vardanes I c. 40–47
- Gotarzes II c. 40–51
- Sanabares c. 50–65
- Vonones II 51
- Vologases I c. 51–78
- Vardanes II c. 55–58
- Vologases II c. 77–80
- Pacorus II c. 78–105
- Artabanus III c. 80–90

Empire—lets them govern themselves.

The Royal Court moves from city to city. This has allowed the Parthian Empire to survive invasions that would cripple others. The Romans have conquered Ctesiphon several times, but always when the Royal Court was elsewhere, so the Parthians continue to flourish and organize resistance.

The Persian Gulf and the Tigris and Euphrates create the lush Fertile Crescent that fills the Parthian Empire's agricultural needs. The northwestern-most parts of Parthia, however, including Armenia, are mountainous and difficult to traverse. Large swathes of desert comprise the central and eastern edges of the region. Fables tell of a great worm that crawls under the sands, waiting for a time to rise up and destroy the world. This chthonian lies dormant not far from the Kopet Dag Mountains in the northern reaches of the Empire.

The religion of the Parthian Empire is a mixture of Hellenic gods and mystery cults like those of Bal and Allat. Zoroastrianism, while present, is on the decline compared to the power it wielded during the Persian Empire. Mesopotamia, however, still exhibits strong Zoroastrian influences.

Many Mesopotamian homes and temples contain







Ghost Chairs. When a Zoroastrian dies, his body is seated on this bier. A dog with two additional eyes painted on its head is then brought to face the Ghost Chair. If the dog barks, the person is still considered alive. Otherwise, the person is dead, and the body placed outside for scavengers like vultures and jackals to consume its flesh. Once they strip the bones bare, the remains are placed inside a prepared pit.

In areas of the Parthian Empire dominated by the Parni tribes, the dead are burned on great pyres while soothsayers wave willow branches to scatter the person's soul to the four winds.

A primary deity of the Parthian Empire is a great flame. Zoroastrians know this deity as Mazda. Other religions call it Ormazd. Among some of the Armenian tribes, the flame is worshipped as Tulzscha.

## CTESIPHON

Ctesiphon [*TESS-ih-fawn*] is the largest city of the Parthian Empire. Located on the east bank of the Tigris, it's a magnificent city with massive archways opening the city walls to wide, colonnaded streets.

When the Royal Court is in residence, they stay at a domed palace decorated with statuary and mosaics. The ceiling of the throne room reaches 110 feet above the floor. Ctesiphon is a different city when the Royal Court is present. The Royal Guard, both cavalry and foot soldiers, stay within its walls, creating a military state in the name of protecting the Royal Court.

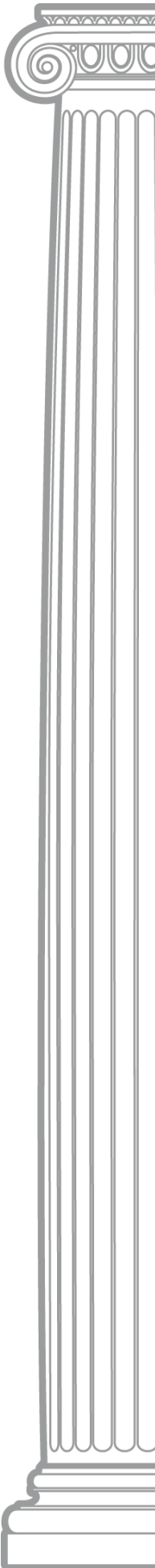
Otherwise, Ctesiphon is an open city. Merchants and artists hawk their wares on the streets and from shops. Musicians and dancers give street performances to entice money from passersby. Although the barracks still house Scythian horsemen and Parthian spearmen when the Royal Court isn't in Ctesiphon, they aren't as oppressive as when it's in session.

## SELEUCIA

This once-great city stands at the confluence of the Tigris and a major Euphrates canal. The Seleucid capital before Antioch, it remains an important trading city since vessels can reach it from both of the region's major waterways.

The population of Seleucia is a mix of





Macedonians, Syrians, Greeks, and Mesopotamians, with elements of each culture found within the city. Greek temples to Apollo stand beside Zoroastrian temples. Merchants accept Macedonian and Syrian coin interchangeably. At its height, 600,000 residents lived within Seleucia's walls. By the time of *Cthulhu Invictus*, the population has fallen to 350,000, but it's still one of the largest cities in the known world.

Seleucia's architecture is a mix of Greek and Macedonian. Columned temples and lion statues surround a crowded forum. Investigators can browse markets that offer goods from the distant Indus Valley, and even China. They might even encounter a manifestation of the Emerald Lama on one of his journeys.

Seleucia is also home to a reasonably sized royal library. Greek scholars catalogue the scrolls within, arranging them in an order only they understand. Works of interest include a highly damaged copy of the Sapiaenta Magorum and the only copy of the Avesta known to have survived Alexander the Great's attempts to destroy the work in its entirety.

In 117 CE, Trajan conquers the city and orders it burned because his spies discovered a Seleucid cult to Shamash, the Sun God, attempting to summon a manifestation of their deity known as He Who Waits Outside. Although his decision is questioned, it's carried out.

## PERSEPOLIS

Travelers can still visit the ruins of the once-great Persian capital that was home to Xerxes and Darius. The terraced gardens and some of the stone walls survive, but the famous wooden columns have all either turned to dust or been carried off by people in need of building supplies. Lions prowl the terraces, stalking camels and other desert creatures. The Royal Library of Persepolis was completely destroyed by Alexander, who personally saw that it was razed. However, some quick-thinking priests secreted away several of the works. Those priests lucky enough to escape Alexander's armies and survive their flight across the desert used those tomes as the foundation of the small library at Seleucia.

Periodically, sand dwellers travel to the ruins to trade with other tribes. They meet under the cover of darkness and exchange goods they've stolen from travelers and unlucky investigators.

## SCYTHIA

Scythia covers a large part of Central Asia, dominating the Pontic Steppe. The land consists of the mountainous Caucasus as well as grasslands, thick forests, and, in some places, tundra. Most Scythians are nomadic pastoralists famous for constructing rich burial mounds for their dead. They travel with great herds of livestock marked with their tribe's brand, or *tamgas*. To meet agricultural needs, nomadic Scythians form alliances with settlements. In return for agricultural goods, the settlements receive protection from their enemies.

The Scythians are a loose confederation of tribes united under either a king or a Royal Tribe. Loyalty is transient and voluntary, though. When a king dies, the confederation often dissolves until a new one asserts his power.



**Region:** Scythia

**Cities:** None of note

**Languages:** Scythian

**Male Names:** Abaziôn, Atheas, Gosôn, Madyes, Partatua, Protothyes, Skunxa

**Female Names:** Aritê, Leimeîê, Mada, Maiôsara, Sarukê, Storanê, Tamura

**Occupations:** Archer, Artisan, Barbarian, Farmer, Hunter, Light Horseman, Nomad, Soothsayer

**Cults/Secret Societies:** None known

**Monsters:** Lesij, Tengri, Vodyanoy



Scythian burial mounds, called *kurgans*, are filled with gold, jewels, and sacrificed horses and slaves to show the wealth of the person buried within. Much Scythian wealth comes from trading wheat, flocks of birds, and cheese with the Greeks along the Black Sea, the Parthians to the south, and the mysterious Hyperboreans to the north. Their primary trade, however, is slavery.

In warfare, Scythian techniques frustrate their foes. When invaders broach Scythian lands, the nomads disappear into the countryside, avoiding pitched battles until they're ready to fight. When they do battle, Scythian men and women battle side-by-side, using barbed and poisonous arrows.

Scythian religious practices revolve around the veneration of the stag in all its forms, including





worship of the Horned God. Two important elements of Scythian rites include the sacrifice of horses and the use of cannabis smoke. Soothsayers wield sacrificial knives and ritually slaughter horses and slaves for funerary practices. They use cannabis smoke to commune with the Horned God.

## SYRIA

While relatively new to the Roman Empire—it was only conquered by Pompey in 64 BCE—Syria has a long and storied history. It's a crossroads both geographically and temporally, a stretch of land conquered and re-conquered many times throughout history. As each new ruling empire stakes its claim, settlers and administrators bring their wares, languages, and beliefs. Sometimes, however, the old beliefs stay, hidden in back alleys and the desert that forms Syria's border with the Parthian Empire.



**Province:** Syria

**Type:** Senatorial

**Cities:** Antioch, Emesa, Damascus, Palmyra, Tyre

**Languages:** Greek, Aramaic, Latin

**Male Names:** Abel, Aram, Ashur, Baltazar,

Bardol, Barta, Ib, Jagur, Mar, Parthalan,

Teoma, Thady, Zacchaeus, Zakai, Zebedeo

**Female Names:** Marit, Martha, Martie, Samantha,

Tabitha, Taletha, Thomasine

**Occupations:** Apothecary, Augur, Caravaneer,

Centurion, Courtesan, Merchant, Patrician,

Sailor, Scholar, Surgeon

**Cults/Secret Societies:** Argonauts, Blade of

Zarthosht, Christianity, Cult of Magna Mater,

Custus Notitiae, Daughters of Isolation,

Followers of Dagon, The Olympians, Priests of

Melkarth

**Monsters:** Children of Cthugha, Furies, Kul, Mas-

Da Sakkaru, Mot



In Syria, travelers find shrewd salesmen, thriving cities, a contested border, and beliefs that many would have thought died out a long time ago. Stories of Assyrian, Hurrian, Phoenician, and even Sumerian origin are still heard in the streets.

Perhaps the most valuable—and dangerous—thing any investigator can find in Syria is knowledge.

Syria is a dusty, mountainous land in the north and a dusty, hilly land in the south. The further east one travels, the rockier and more rural the area becomes. Beyond the coast, travelers must stick to established trails connecting oasis settlements. Past Palmyra, they find themselves in the Syrian Desert, at the mercy of Parthian raiders and foul sand dwellers.

## ANTIOCH

Antioch is a relatively young city, first founded by Seleucus I after the death of Alexander the Great. He gave sacrificial meat to an eagle, the bird of Zeus, and the place where it landed to eat became the city's center. West of Antioch lies the Paradise of Daphne, a wooded park where people indulge their deepest desires. A temple to the Pythian Apollo stands in the center of the park. Much later in the Empire, Diocletian officially dedicates a companion underground grove to Hecate. In truth, the underground grove existed for as long as the Paradise of Daphne. Both are dedicated to the decadent worship of Ut'ulls-Hr'ehr, and home to the Daughters of Isolation. Many worshippers who visit the grove don't understand exactly what they're engaged in, but undoubtedly enjoy their time.

The city itself follows a grid pattern, allowing easy travel throughout. The walled city center is about 3½ miles from east to west, and slightly shorter from north to south. Residential suburbs and gardens stretch out from the city center for several more miles. The Paradise of Daphne is another 3½ miles west of the city. The city lies on the east bank of the Orontes River and is accessible from the Mediterranean by traveling through the Orontes Gorge or Belian Pass.

As the Roman capital of Syria, Antioch is home to 500,000 people and is considered a free city, but is heavily Romanized, originally populated by settlers from Greece and other Roman areas. It's the third-largest city in the Empire, after Rome and Alexandria. Roman emperors have always favored Antioch, considering it an ideal location from which to govern the eastern half of the Empire. Not only did they build a forum, colonnades, and a temple to Jupiter Capitolinus in Antioch, and expand its theater, but when an earthquake strikes in 37 CE, Caligula repairs the damage.

Travelers from Rome find the city well planned, with amenities like bathhouses and aqueducts. Still,

ancient secrets lie in wait for the unwary in wooded parks and down dark alleys.

## DAMASCUS

An impressive defensive wall punctuated by seven gates surrounds Damascus. Carefully planned from its earliest days, the city's streets run straight and true. Still, a street might end suddenly at a hastily built apartment or a low wall circling a bazaar. Canals and tunnels crisscross Damascus, originally designed by the Aramaeans to make the Barada River more efficient. The tunnels, sure to interest investigators, are primarily underground viaducts for transporting water, but offshoots have been dug out, with entrances and exits all over the city. Thieves use them to escape notice as they go about their nefarious activities. More than one, however, has gone missing after stumbling upon the small ghoul warren beneath the city.

As one of the oldest continually inhabited spots in the world, Damascus has seen its share of rulers and religions. After the death of Alexander the Great, the Seleucid and Ptolemaic Empires battled over the city, effectively trading it back and forth. When Antioch became the capital of the Seleucid Empire, Damascus's fortunes waned, but it soon recovered as an important caravan stop between cities like Palmyra and Tyre.

Although Damascus's ancient library pales in comparison to what once stood in Alexandria, it can still be a valuable resource for investigators. Located near the northwest gate in one of the oldest sections of the city, Aramaean scholars allegedly created the library when they settled in the area after leaving Arabia. The library is poorly organized, and the aged custodian, Zakai, is reluctant to let its tomes out of his sight for more than a few minutes. Any investigator perusing a tome finds Zakai hovering behind him, muttering and offering commentary. The library contains about 150 works in various styles, including scrolls, stone tablets, wax tablets, and papyrus sheets. Most are legal treatises or trade agreements, but a few might be enough to draw investigators to Damascus. Of particular interest are The Scroll of Bubastis, The Testament of Carnamagos, and a badly damaged copy of the Tomb Texts. Shrewd investigators may note that many of the scrolls are in the same hand—Zakai's. He transcribes stories related to him by travelers and others with worthy tales. Other texts have come from the ghouls that live beneath the city, who give Zakai books they find, and tell him tales from the

memories they consume. In return, Zakai periodically drugs visitors and offers them to the ghouls.

In 37 CE, Caligula, still unnerved by Tiberius's death at the hands of the Ring of Thoth-Amon, believes a Khemite creature called the Devourer of the Earth protects Damascus. When the earthquake strikes Antioch and tremors reach Damascus, Caligula believes the creature is stirring. Misremembering a verse from an ancient tomb text, he believes that whoever rules Damascus when the Devourer awakes will become fodder. In a fit of panic, Caligula decrees Damascus to the Nabataean king, Aretas IV Philopateris, and immediately returns to Rome. Philopateris continues to rule the city, undevoured.

## EMESA

Emesa is further inland from Antioch, but still serves as a major port on the Orontes River. Like the capital, this city, as it stands, was founded after the death of Alexander the Great. Roman travelers feel comfortable here, at least in terms of the architecture and city layout. Linguistically, however, Aramaic is the language of choice for all facets of life. Greek and Latin are used, but not with the frequency or familiarity of Aramaic.

Despite influence from Rome, the chief power in Emesa is a native dynasty of priest-kings that traces its lineage to the ancient kingdom of Shem. When Pompey reorganized Syria into a province, the priest-king Sampsiceramus used his influence and sorcery to be chosen as Emesa's leader. The priest-kings worship El-Gabal, a sun god venerated in the form of a large black meteorite. Also known as Iog-Sototh, El-Gabal looks favorably upon the priest-kings, or so they tell themselves. Their true power comes from the Text of Meidum, an ancient work of necromantic sorcery handed down through the dynasty.

## PALMYRA

A wealthy city that's escaped Romanization, Palmyra lies approximately 133 miles northeast of Damascus. Built at an oasis, it sits on a caravan route that connects the Roman Empire with India and China. Residents wear either Roman garb or that of the Parthian Empire on their eastern border.

Trade forms the basis of Palmyran life. Palmyran traders roam as far as India and China, and even



own fleets on the Mediterranean. The wealthy trading houses consider anyone who sets foot in Palmyra fair game to be sold goods or transportation to far-flung locales. Caravan guards are always in high demand.

A small cult to Melkarth, known to the Palmyrans as Malakbel, worships the sun god here, its ranks recently bolstered by refugees from Tyre. Palmyrans also worship Allat, Bel, and Nebo. A small sect of the Blade of Zarthosht lives in the outskirts, doing their best to protect the caravan city from demonic threats.

Periodically, Palmyra is raided by nomads who haunt the eastern Syrian desert. Attempts by Palmyran traders to establish friendly, economic relationships with them have only resulted in missing Palmyran traders. When a raid occurs, most traders now seek shelter and let the Blade of Zarthosht fight.

One of the most notable aspects of Palmyra is the large funerary monuments. After a monument is built, the interior walls are cut away so the deceased can be laid inside. A carved limestone relief of the person's soul seals the entrance.

## TYRE

An ancient Phoenician city partially on the mainland and partially on an island in the Mediterranean, Tyre has been known by many names. Originally two urban centers, the island is defended by 150-foot walls, and the mainland settlement, called Ushu, serves not only as a source of water and timber but also as a burial ground. When Alexander the Great besieged the island, he built a causeway connecting it to Ushu, essentially forming one city. Over time, sediment built up along the causeway, permanently connecting the island with the mainland.

Tyre's location makes it ideal for trade, both over the Mediterranean and over land. Land routes connect it to Damascus, Antioch, and Jerusalem, while the sea gives it access to Alexandria, Antioch, Byzantium, and, eventually, Rome.

Until a few years ago, Tyre was home to two major cults, one dedicated to the Philistine god Dagon and another dedicated to Melkarth, often referred to by his much older Stygian name, Ku-thugha. In 50 CE, however, the high priest of Melkarth, Mattan, attempted to summon him to Tyre. He wanted to use Melkarth's fury to take control of the known world. However, Dagon's deep one followers and their human allies launched an attack on Melkarth's island temple and stopped the ritual, scattering the

cult. The ruined Temple of Melkarth still stands on a small island about a quarter-mile south of the main island of Tyre. A heavily burned and damaged causeway, evidence of the horrific battle, connects the smaller island to the main one. Investigators exploring the ruins might find Mattan's copy of the *Sapienta Magorum*.

Travelers who visit Tyre find the city crowded, both on the island and on the mainland. Buildings are constructed on top of one another, and streets don't follow the familiar Roman orthogonal plan. A cacophony of voices is heard everywhere, with merchants vying for the travelers' attention, and their coin.

## SYRIA OUTSIDE THE CITIES

Most Syrian cities lie along the coast, with the exception of inland locales like Palmyra and Damascus. Travelers find that most of the country consists of dry deserts, plains, and mountains. The northwest region bordering on the Mediterranean is fairly green, as is the southern region around Tyre, which is a source of timber for the Empire.

A mountain range separates the coastal plain from the rest of the province, creating a gap that runs from Emesa to Tyre. It's a major overland artery, with traders continuously traveling up and down its length. Several trade routes cut through the mountains, but the existence of roads is no indication that travel is safe. Not only do bandits lie in wait, but a trio of nightgaunts, summoned in a long-forgotten ritual to Yibb-Tstll, also makes its nest in the mountains, taunting and torturing passersby.

On the far side of the mountains, travelers find nomadic settlements and trackless scrubland leading into the Syrian Desert. The scrubland and desert can be dangerous to the unprepared. High temperatures and a dearth of water are among the greatest dangers, followed closely by roving bands of Parthian cavalry testing their boundaries and hungry tribes of sand dwellers looking for their next meal.

Keepers should make dramatic use of the settlements' nomadic nature: just when the investigators have become accustomed to a settlement being in a certain place, the nomads move their herd. When the investigators return—perhaps in a hurry, with something particularly nasty at their heels—the settlement is gone!



The key to an enjoyable roleplaying experience is an interesting character that's fun to play. Although plot is important, without an enthralling persona to step into, there's little to bring players back to the table.

- "99 – Cthulhu Mythos" is 99. As the investigator gains knowledge of the Cthulhu Mythos, this value decreases.
- Hit points is  $(CON + SIZ) / 2$ ; round fractions up.
- Magic points equal POW.
- Sanity points equal SAN.

## CHARACTERISTICS

*Cthulhu Invictus* characters are created in the same manner as *Call of Cthulhu* characters in other eras. The player rolls 3D6 for Strength (STR), Constitution (CON), Power (POW), Dexterity (DEX), and Appearance (APP). He rolls 2D6+6 for Size (SIZ), 2D6+6 for Intelligence (INT), and 3D6+3 for Education (EDU).

Other necessary characteristics are derived from the eight base characteristics.

- **Sanity** (SAN) is  $POW \times 5$ .
- **Idea** is  $INT \times 5$ .
- **Know** is  $EDU \times 5$ .
- **Luck** is  $POW \times 5$ .
- Damage bonus is derived from the sum of STR and SIZ by referencing the Damage Bonus Table.

## DAMAGE BONUS TABLE

<i>STR + SIZ</i>	<i>Damage Bonus</i>
2–12	–1D6
13–16	–1D4
17–24	+zero
25–32	+1D4
33–40	+1D6
41–56	+2D6
57–72	+3D6
73–88	+4D6



## BIRTHPLACE AND LANGUAGE

An investigator can come from any region of the Empire, or even the lands beyond. Birthplace is simply chosen, and the investigator's native language chosen from among those spoken there.

## GENDER

The first century CE, particularly in the Roman Empire, is a very sexist time. With few exceptions, women are restricted to the roles of daughter, wife, and widow, generally in that order. The men she's associated with—her father, brother, and/or husband—define a woman's role.

Since roleplaying should be fun, though, players don't need to adhere to this stricture unless the keeper wants a historically authentic experience. If the keeper allows it, a player can create a female prefect or even a female senator.

## NAME

Players simply choose their investigator's name. The following sections provide notes on historical naming considerations for Romans. Sample names for investigators from other regions can be found in the appropriate geography sections.

### MALE ROMAN NAMES

Like much of Roman society, Roman names have a complex structure and stratification. It's often possible to determine a Roman man's position in society by the number of names he has. The typical Roman aristocrat has three names, the praenomen, nomen, and cognomen. The praenomen is the man's individual name as given in a naming ceremony. It's typically used only in an intimate family setting. The hereditary nomen is the man's public name if he lacks a cognomen. The nomen is the name of the man's clan, or gens. A man's third name, the

cognomen, is his public name. An example of a man's full name might be Gaius (praenomen) Julius (nomen) Caesar (cognomen).

**Sample Praenomens:** Appius, Aulus, Caeso, Decimus, Gaius, Gnaeus, Lucius, Manius, Marcus, Numerius, Publius, Quintus, Servius, Sextus, Spurius, Tiberius, Titus, Vibius

**Sample Nomens:** Accius, Acilius, Aelius, Aemilius, Afranius, Annius, Antonius, Appuleius, Apustius, Aquillius, Atilius, Attius, Aufidius, Aurelius, Caecilius, Caedicius, Calpurnius, Carvilius, Cassius, Claudius, Clodius, Coelius, Cornelius, Cornificius, Coruncanianus, Cremutius, Curius, Decius, Domitius, Duilius, Ennius, Fabius, Fabricius, Fannius, Flaminius, Flavius, Fufius, Fulvius, Fundanius, Furius, Gellius, Genucius, Hirtius, Hortensius, Hostilius, Iulius, Iunius, Iuventius, Labienus, Licinius, Livius, Lutatius, Maccius, Mamilius, Manlius, Marcius, Marius, Minucius, Mummius, Munatius, Nautius, Norbanus, Octavius, Ogulnius, Opimius, Otacilius, Papirius, Petillius, Pompeius, Pompilius, Popillius, Pomponius, Porcius, Postumius, Pupius, Quinctius, Rupilius, Rutilius, Scribonius, Sempronius, Sergius, Servilius, Sosius, Sulpicius, Tarquinius, Terentius, Tullius, Valerius, Vatinius, Vibius, Vipsanius, Volcacius, Volumnius

**Sample Cognomens:** Achaicus, Aemilianus, Afer, Africanus, Agrippa, Ahenobarbus, Albinus, Allobrigicus, Arvina, Asiaticus, Asina, Baliaricus, Barbula, Blaesus, Blasio, Brutus, Buteo, Caecus, Caepio, Caesar, Caesoninus, Caiatinus, Calvus, Calvus, Canina, Carbo, Catalina, Cato, Catulus, Caudex, Caudinus, Celer, Censorinus, Centumalus, Cerco, Cethegus, Cicero, Cinna, Clepsina, Clodianus, Corculum, Corvus, Cotta, Crassus, Creticus, Crispinus, Crus, Curio, Cursor, Decula, Dentatus, Diadematus, Dives, Dolabella, Drusus, Eburnus, Etruscus, Falto, Fimbria, Flaccus, Flaminius, Florus, Frugi, Fundulus, Gallus, Geminus, Germanicus, Geta, Glabrio, Gracchus, Gurges, Hispallus, Hypsaeus, Isauricus, Labeo, Laenasm, Laevinus, Lentulus, Lepidus, Libo, Licinius, Ligus, Livianus, Longinus, Longus, Lucullus, Lupus, Luscinius, Macedonicus, Magnus, Malleolus, Mancinus, Marcellus, Maso, Matho, Maximus, Megellus, Merula, Messalla, Metellus, Murena, Mus, Nasica, Nero, Nerva, Niger, Nobilior, Noctua, Octavianus, Orestes, Pacilus, Paetinus, Paetus, Pansa, Papus, Paterculus, Paullus, Pennus, Pera, Philippus, Philo, Pictor, Piso, Pius,

Africa). These names are never passed on to descendants.

## FEMALE ROMAN NAMES

In the early Empire, female Roman citizens have two names. They generally take the feminine form of their father's nomen and the diminutive form of his cognomen. For example, the daughter of Marcus Livius Drusus would be Livia Drusilla. Aristocratic women, however, often take names reflecting their lineage. For example, the two daughters of Augustus' daughter Julia, who married Marcus Vipsanius Agrippa, would normally be named Vipsania; instead, one was called Julia and the other Agrippina.

To create a female name, drop the ending of the male name and add either *-a* or *-ia*, whichever sounds better. For example, Livius becomes Livia and Merula becomes Merulia. There are a few names that don't follow this rule, such as Drusilla, which is formed from Drusus. In any event, the result should be a name you like, can pronounce, and that fits the character.

Plautus, Pollio, Porcina, Pulcher, Pullus, Purpurio, Ravilla, Regulus, Rufinus, Rufus, Rullianus, Russus, Sabinus, Salinator, Saverrio, Scaevola, Scipio, Serapio, Serranus, Servilianus, Silanus, Sophus, Spurius, Strabo, Sulla, Sura, Tamphilus, Tappulus, Thalna, Thermus, Torquatus, Tremulus, Tuditanus, Tullus, Turrinus, Varro, Varus, Verrucosus, Vitulus, Vulso

Men with two or three names can also earn a fourth, the cognomen *ex virtute*, or nickname. Some common fourth names are Magnus ("the Great") and Felix ("the Lucky"). In some cases, these names are bestowed on a man for his achievements, as with Publius Cornelius Scipio Africanus (conqueror of

## SLAVE & FREED SLAVE NAMES

A slave only has one name, either a family name held before he was enslaved or a name given to him by his master. In the latter case, the name can be anything, from a mythological name like Heracles to a name indicating where the slave came from, like Aegyptus. When a slave is freed, his slave name becomes his cognomen and he takes the praenomen and nomen of his former master, who becomes his patron.





## EDUCATION

The average Roman citizen is better educated than many people were for centuries after the Empire's fall, but formal schooling isn't always an option. In *Cthulhu Invictus*, Education can represent formal schooling for occupations like senator and patrician, or life experience in the case of centurions and slaves. For upper class Romans, education comes by way of private tutors. Boys between the ages of seven and eighteen spend their days with a tutor learning reading, writing, mathematics, and rhetoric. Typically, a student travels to the tutor's house or a public place where the tutor instructs several students at a time. Lower class families only send children to tutors if they can afford it. Otherwise, they're taught by either their father or by educated slaves, if the family has any. Girls also visit tutors, learning the same reading, writing, and mathematics that boys do, but only until they're about 11 years old.

## AGE & AGING

By default, a newly created investigator is 18. However, the player can choose any age, provided it's no lower than  $EDU + 3$  years. For every ten years over 18, increase the rolled EDU by one (which also increases the investigator's allotment of initial skill points). However, the player must also subtract one point from either STR, CON, DEX, or APP (player's choice).

## MONEY

In addition to barter, the legal tender of the Empire is the sesterce. In Rome, coin drives the economy, but in the provinces a chicken might bring in more in trade than twice its worth in sestertii could buy. The description of each occupation (below) includes an entry for money, which is the amount available to the investigator at creation, and yearly income, which represents the average amount someone with that occupation could earn in a good year.

## OCCUPATIONS

Life in Rome is thoroughly urbanized, but in the provinces is often starkly rural. The occupations available to investigators represent this dichotomy. A sampling of occupations, their skills, and personality notes applicable to them, is provided below. This is by no means an exhaustive list, and players are encouraged to create new occupations for their investigators in collaboration with the keeper.

After selecting an occupation, allocate a number of occupation points equal to the investigator's  $EDU \times 20$  among the eight skills associated with the occupation.

Then, allocate a number of personal interest points equal to the investigator's  $INT \times 10$  among any skills except Cthulhu Mythos.

Finally, add the points assigned—of both types—to the base chance listed in parentheses to the right of each skill. The total is the character's base chance to succeed at that skill.

It isn't necessary to assign points to every skill, or even allocate all the occupation and personal interest points, but any points not used are lost.

### APOTHECARY

You have the knowledge to reduce plants into potions that make sick men healthy, help lonely men find love, and give bald men hope. You possess knowledge learned from the ancients as well as from your own research. You must travel far and wide to locate the herbs you need for your concoctions.

**Skills:** Fast Talk, First Aid, Library Use, Medicine, Natural World, Navigate, Potions, Write Language.

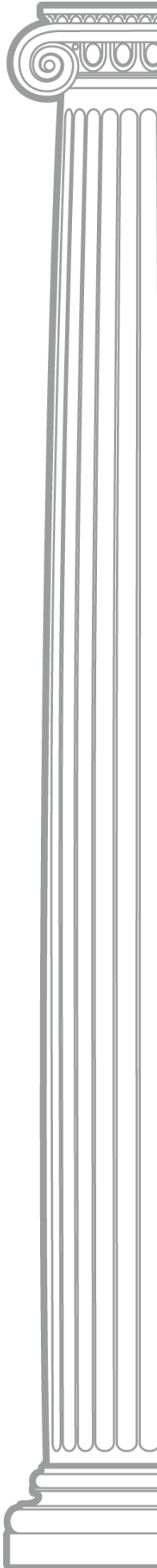
**Money:**  $1D2 \times 100$  sestertii starting; 1,000 sestertii annual income.

### ARCHER

Scythian archers are renowned for their accuracy and skill with poisons. You and your brethren are highly sought mercenaries and can command a high price.

**Skills:** Bow, Climb, Dodge, Hide, Jump, Ride Horse, Sneak, Throw.

**Money:**  $1D100 \times 2$  sestertii starting; 1,500 sestertii annual income.



## ARTISAN

You're a trained craftsman. You put your all into your art and hope others will appreciate your work, and pay handsomely for it. Many artisans begin their lives as slaves who later earn their freedom.

**Skills:** Accounting, Art, Bargain, Craft, Empire, Fast Talk, Persuade, Write Language.

**Money:**  $1D3 \times 100$  sestertii plus 400 sestertii in salable product starting; 1,200 sestertii annual income.

## AUGUR

You tell the future. Whether you do that by observing the flight patterns of birds, reading the entrails of sheep, falling into deep meditation, or using the power of raw, unadulterated math, people trust in your divination. There are many things out there that even you don't comprehend, though.

**Skills:** Fast Talk, Insight, Library Use, Medicine, Natural World, Occult, Potions, Science (Augury). If the player wishes and the keeper agrees, the Augur can begin play with the spell Augury instead of one of the above skills, chosen by the player.

**Money:**  $(1D3-1) \times 100$  sestertii (minimum 100) starting; 700 sestertii annual income.

## AUXILIARY

Once an outsider considered a barbarian by most Romans, your skills have found a place in a Legion. Although you don't fight alongside the centurions in hand-to-hand combat, you protect the Empire with your bow, sling, catapult, or other weapon. If you can survive ten years of service, you and your immediate family earn citizenship.

**Skills:** Climb, Empire, Jump, Ride, Sneak, Tactics, Throw, and one weapon skill of the player's choice.

**Money:**  $1D3 \times 100$  sestertii plus weapons and armor starting, 800 sestertii annual income.

## BANKER

You deal with the money that makes the Empire move. You convert all foreign currencies into Roman coin, which can be spent anywhere in the Empire. Of course, you take your percentage of the transaction. You're as adept at recognizing forgeries as you are at counting coin.

**Skills:** Accounting, Art (Forgery), Bargain, Fast Talk, Persuade, Short Sword, Status, and one other skill of the player's choice.

**Money:**  $1D6 \times 100$  sestertii starting; 5000 sestertii annual income.

## BARBARIAN

While you don't consider yourself crude, crass, or filthy, the Romans do. What they don't realize is that you appreciate their culture and skills, and plan to make the Empire yours someday. For now, though, you bide your time, learning everything you can.

**Skills:** Climb, Hide, Jump, Other Kingdom, Ride, Sneak, and two other skills of the player's choice.

**Money:**  $(1D3+1) \times 50$  sestertii; 800 sestertii annual income.

## CARAVANEER

Trade is crucial to the Roman Empire. Without people to organize and drive the long caravans of wagons from one city to another, trade stops and the daily operations of the Empire grind to a halt. Not only do you drive a wagon, but you also organize and manage the entire caravan and negotiate prices when it reaches its destination. And given the harsh times—the Pax Romana notwithstanding—you have to be skilled with a weapon as well.

**Skills:** Accounting, Bargain, Drive Horses, Navigate, Other Language, Ride Horse, Status, and one weapon skill of the player's choice.

**Money:**  $1D3 \times 500$  sestertii starting; 1,800 sestertii annual income.



## CAVALRY

While the legionaries walk, you ride. Most likely you're from Parthia, Scythia, or Gaul, where horsemanship is common, but you've found a place in the Legion supporting the Centurions as a scout or outrider.

**Skills:** Drive, Empire, Ride, Status, Tactics, Track, and two weapons skills of the player's choice.

**Money:** 1D3 × 50 sestertii plus armor, weapons, and horse starting; 750 sestertii annual income.

## CENTURION

You're the backbone of the Legion. Without your strong sword arm and powerful shield wall, the Empire will fall. You're better trained and more skilled than any enemy you'll ever face, or at least that's what your commander keeps telling you.

**Skills:** Climb, Empire, Jump, Spot Hidden, Tactics, Shield, Sword, Pilum.

**Money:** 1D3 × 100 sestertii + armor and weapons starting; 900 sestertii annual income.

## CHARIOTEER

You're adept at driving and fighting from the war chariots used by the Celtic tribes. You can take the reins and guide the two-wheeled chariot across the battlefield, or step into the back of it to attack your enemies.

**Skills:** Dodge, Drive Horses, Jump, Repair/Devise, Ride Horses, Throw, Short Spear, Bow.

**Money:** 1D3 × 100 sestertii starting; 1,000 sestertii annual income.

## COURTESAN

You provide companionship to men who can meet your prices. You might be a temple prostitute giving your body for your goddess, or an elite, highly educated member of a middle class family who's earned a name for herself as a scintillating conversationalist.

**Skills:** Art, Bargain, Empire, Fast Talk, Insight, Listen, Status, Write Language.

**Money:** (1D3+1) × 100 sestertii starting; 1,300 sestertii annual income.



## DRUID

Although your role is becoming increasingly marginalized as Romanization takes hold, for now you're the diviner, priest, historian of your tribe, and you lead in all its important decisions and rituals.

**Skills:** Art (Orate), Insight, Natural World, Navigate, Occult, Own Kingdom, Persuade, Short Sword.

**Money:** 1D4 × 50 sestertii starting; 1,000 sestertii annual income.

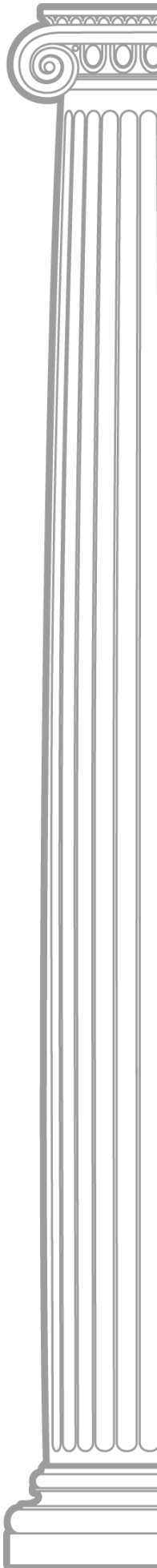
## ENTERTAINER

You earn money by making people laugh, cry, or gasp in shock and awe. While your employment might not be the most regular, Rome's increasing fascination with games and diversions guarantees you'll be well fed for the foreseeable future.

**Skills:** Art, Bargain, Climb, Conceal, Jump, Persuade, and two other skills of the player's choice.

**Money:** 1D6 × 50 sestertii starting; 600 sestertii annual income.





## EUNUCH

You offer guidance to important officials. In the past, you would have given your wisdom to the great pharaohs, but now you support whoever's in charge. People assume you have no plans of your own, but you realize your advice can shape the Empire just as much as a Legion can. Only males can be eunuchs.

**Skills:** Bargain, Empire, Fast Talk, Insight, Library Use, Listen, Own Kingdom, Status.

**Money:** 4D100 sestertii starting, 2,500 sestertii annual income.

## FARMER

Rome depends on you for survival. You might have a small plot of arable land in Italy or miles of wheat fields in Egypt. Regardless, Rome needs everything you provide, and that can make you wealthy.

**Skills:** Accounting, Bargain, Civics, Craft, First Aid, Natural World, Repair, Track.

**Money:** 1D3 × 50 sestertii plus 700 sestertii in salable produce starting; 900 sestertii annual income.

## FINDER

Sometimes prefects and senators don't want to get their hands dirty, but need to learn the details of a rival's life—preferably the embarrassing ones. That's where you come in. Part spy, part private investigator, and part thug, you make it your business to know other people's business without them catching on.

**Skills:** Bargain, Civics, Conceal, Hide, Insight, Library Use, Other Kingdom, Spot Hidden.

**Money:** 1D4 × 100 sestertii starting; 1,500 sestertii annual income.

## GAESATAE

You're a highly skilled Gallic spear thrower. You carry two different kinds of spear into battle: shorter ones for throwing, and slightly longer ones for thrusting.

**Skills:** Conceal, Jump, Ride Horse, Sneak, Spot Hidden, Throw, Short Spear, Long Spear.

**Money:** 1D2 × 50 sestertii starting; 800 sestertii annual income.

## GLADIATOR

You might be a slave fighting for your freedom or a citizen trying to earn a living. Either way, fighting is secondary to entertaining the masses. Each fight could be your last, but if it is, you're going out with honor. If you began life as a slave or prisoner of war, you spent two years training for the arena in the gladiator academy. If you were a free man who elected to become a gladiator, you were tossed into the amphitheater with no special training.

**Skills:** Climb, Conceal, First Aid, Fist/Punch or Grapple, Insight, Sneak, Throw, and one weapon skill of the player's choice.

**Money:** 1D4 × 100 sestertii plus armor and weapons starting; 1,700 sestertii annual income.

## HORSE ARCHER

You're renowned for your ability to shoot arrows accurately while moving away from the enemy at full gallop. Many enemies have given chase to a Parthian army they thought was broken, only to face a wall of arrows.

**Skills:** Bow, Climb, Dodge, Jump, Navigate, Ride Horse, Track, and one-handed weapon skill of the player's choice.

**Money:** 1D4 × 50 sestertii starting; 1,200 sestertii annual income.





## HUNTER

The plains and forests of Britannia are your domain. You hunt deer, coney, and other game for food and sale. The food feeds your tribe, and you sell the pelts to Romans for substantial amounts. You also lend your services when an escaped slave needs to be tracked down.

**Skills:** Animal Training, Climb, Hide, Natural World, Repair/Devise, Spot Hidden, Track, Bow.

**Money:**  $1D4 \times 100$  sestertii starting; 1,200 sestertii annual income.

## KATAPHRAKTOI

You're a legacy of Alexander's heavily armored cavalry. The Romans use you and your compatriots as shock troops. You can ride your horse far and fast in tight formation with the rest of your unit, striking with precision.

**Skills:** Climb, First Aid, Jump, Long Spear, Navigate, Ride Horse, Sword, Tactics.

**Money:**  $1D4 \times 100$  sestertii starting; 1,500 sestertii annual income.

## LICTOR

You're a bodyguard for an elected official. You stand by your charge during public speeches, clear the way in the streets, and guard any building he's in. An aedile can have two lictors, a consul twelve; a proconsul has eleven, a praetor six, and a proprae-tor five.

Inside the Pomerium—the sacred boundary of Rome—you carry rods decorated with fasces. Outside the Pomerium, you carry an axe, a symbol of your power to execute. You not only guard the official, but are also charged with carrying out the punishments he decrees.

**Skills:** Civics, Empire, Insight, Spot Hidden, Status, Axe, and two other skills of the player's choice.

**Money:**  $1D3 \times 50$  sestertii starting; 900 sestertii annual income.

## LIGHT HORSEMAN

You're one of the most impressive horsemen in the Empire. You can guide your horse with your knees, freeing both hands for weapons. Any but the lightest armor hinders your maneuverability, so you never wear anything heavier than cloth. Most of your fellow horsemen hail from Numidia, but some Scythians and Parthians are within your ranks.

**Skills:** Climb, Dodge, Jump, Ride Horses, Spear, Throw, Track, and one other weapon skill of the player's choice.

**Money:**  $1D2 \times 50$  sestertii starting; 800 sestertii annual income.

**Special:** Light horsemen suffer no penalty to attack with a bow from a moving horse, provided they wear no armor.

## MAGUS

Well versed in both history and research, you maintain the records for the Himyarite Empire. You travel extensively, becoming knowledgeable not only in your own history, but in the cultures and lore of other regions. You also know multiple foreign languages and can serve as a translator, scribe, or advisor.

**Skills:** Art (Orate), Library Use, Occult, Other Kingdom, Other Language, Own Kingdom, Persuade, Write Language.

**Money:**  $1D3 \times 100$  sestertii starting; 1,200 sestertii annual income.

## MERCHANT

In an Empire this large, there's a market for everything, and you plan to fill every need. You ship pottery from Britain to Egypt and grain from Egypt to Gaul. You might be a minor merchant with a tiny trade route or a shipping magnate with fleets that sail on your orders.

**Skills:** Accounting, Bargain, Drive, Empire, Fast Talk, Other Kingdom, Other Languages, Write Language.

**Money:**  $(1D4+1) \times 100$  sestertii plus 1,000 sestertii in product; 2,000 sestertii annual income.

## METALWORKER

You're a craftsman without equal. Your metalwork fetches high prices throughout the world. You've been told that your weapons have been used in Britannia and your sconces decorate the imperial houses of China.

**Skills:** Art (Metalwork), Bargain, Craft (Metalwork), Other Kingdom, Repair/Devise, and three other skills of the player's choice.

**Money:**  $1D4 \times 50$  sestertii starting; 1000 sestertii annual income.

## MINER

The precious metals of Hispania run the Empire. The silver and gold fund trade while the iron, tin, and copper arm the legions, and the copper and lead provide household amenities to the citizens. It's your job not only to dredge the metals from the earth, but also to ascertain the best locations to excavate, to turn the ore into salable product, and to transport that product to market. Life in the mines, however, can be hazardous, what with cave-ins, choking dust, and a strange buzzing sound heard in some of the deeper recesses.

**Skills:** Accounting, Bargain, Craft (Engineering), Craft (Mining), First Aid, Natural World, Persuade, and one other skill of the player's choice.

**Money:**  $1D3 \times 50$  sestertii starting; 900 sestertii annual income.

## NOMAD

You wander the desert, scraping a living from the harshest of surroundings. You and your tribe move from settlement to settlement, trading, buying, and selling. If the opportunity presents itself, you're not above raiding a settlement, or even a poorly defended trading caravan.

People who settle in cities find you brash, violent, and abrasive. You, however, see yourself as a survivor who lives life to the fullest. At the same time, you're highly regarded as a guide and horse breeder. Few could cross an untracked expanse of desert without your aid, and if they tried, you'd probably capture them and sell them into slavery.

**Skills:** Bargain, Fast Talk, Natural World, Navigate, Ride Horse, Spot Hidden, Track, Large

Knife.

**Money:**  $1D2 \times 100$  sestertii starting; 1,500 sestertii in annual income, in various trade goods of the player's choice.

## PATRICIAN

You enjoy the fruits of others' labor. As a member of the elite, you have no real responsibilities other than spending your money. You're free to travel the Empire, attend glorious parties at sumptuous villas, and spend your days reading. More than likely, you were born to this rank, but lately a few members of the lower class have amassed enough money to buy their way in.

**Skills:** Accounting, Civics, Empire, Other Kingdom, Persuade, Status, Write Language, and one other skill of the player's choice.

**Money:**  $1D4 \times 100$  sestertii starting, plus 1,000 sestertii in outstanding loans (which might be difficult to collect); 3,000 sestertii annual income.

## PHYSICIAN

Your knowledge comes from the practices of great Babylonian doctors like Esagil-kin-apli. You've learned to treat each disease empirically. Everything has a cause, and therefore that cause can be counteracted. Sometimes a little exorcism doesn't hurt, though. Unlike most Roman surgeons, people actually want to see a physician when they fall ill.

**Skills:** First Aid, Insight, Library Use, Medicine, Natural World, Occult, Potions, Knife.

**Money:**  $1D4 \times 100$  sestertii starting; 1,800 sestertii annual income.

## PREFECT (AEDILE)

Every city needs a leader, and that's you. Although you don't make policy, you enforce it. You ensure that the slaves don't rebel, that the poor get their food, and that the fires are put out. In your position, you have access to resources and information that ordinary people will never know.

**Skills:** Bargain, Civics, Empire, Fast Talk, Insight, Persuade, Status, Write Language.

**Money:**  $(1D4+2) \times 100$  sestertii starting; 2,500 sestertii annual income.





## RABBI

You're knowledgeable in the Talmud and Jewish traditions. More than a spiritual leader, you're not afraid to pick up a sword and lead your people against oppressors. In your studies, you've learned many things that stretch beyond Judaism. Surely they're false, the writings of mad men who have spent too much time in the desert sun. At least, that's what you hope.

**Skills:** Fast Talk, Science (Judaism), Science (other religion of the player's choice), Library Use, Occult, Persuade, Short Sword, Status.

**Money:** 1D2 × 100 sestertii starting; 1,500 sestertii annual income.

## SAILOR

You ply the seas delivering goods and people to their destinations. Sometimes you look the other way at the goods being transported, but the captain didn't hire you for your morality. Typically, you hire on for a specific voyage. If the voyage runs long or gets sidetracked, you have no qualms about demanding more money.

**Skills:** Climb, Jump, Navigate, Pilot Boat, Repair/Devise, Spot Hidden, Swim, and one weapon skill of the player's choice.

**Money:** 1D3 × 200 sestertii starting; 1,200 sestertii annual income

## SCHOLAR

You're knowledgeable about both current events and history. Many in your profession are well traveled and prefer to be known as geographers. Others serve the Emperor, helping decide the policies that shape the world. While you don't make a lot of money, you have great influence, and are often provided with housing by the men who commission you.

**Skills:** Insight, Library Use, Natural World or Own Kingdom, Persuade, Science (three of the player's choice), Status.

**Money:** 1D3 × 50 sestertii starting; 900 sestertii annual income.

## SCYLDING

As a scylding, you're the elite warrior of your tribe. You lead it into battle against other tribes, and go toe-to-toe with their scyldingas in matters of honor and justice. Your skill at boasting and pointing out your opponents' flaws is almost as legendary as your skill with sword and axe.

**Skills:** Axe, Dodge, Fast Talk, Insight, Status, Sword, and two other skills of the player's choice.

**Money:** 1D3 × 50 sestertii starting; 1,200 sestertii annual income.

## SENATOR

You're the law. You're the Empire. Without you, Rome would still be a tiny backwater fighting the Etruscans for food. Unfortunately, some of your colleagues have learned that while they might be the law, they aren't above it.

**Skills:** Civics, Empire, Fast Talk, Library Use, Other Kingdom, Other Languages, Persuade, Write Language.

**Money:** 6D6 × 100 sestertii starting; 5,000 sestertii annual income (which represents the liquidation of property rather than an annual income, since senators don't receive a salary, but rather, must provide proof of independent wealth).

## SKOP

You maintain your tribe's history. Without you and your stories, your tribe wouldn't know what they've done or who they are. For example, your stories enable your tribe to avoid the region south of the pine grove where Bregni encountered a tree-beast 300 years ago, and to celebrate that 15 years ago Horsa married Cyneburh of the neighboring tribe and formed an alliance to ensure peace.

**Skills:** Art (Orate), Bargain, Fast Talk, Insight, Occult, Own Kingdom, Persuade, Status.

**Money:** 1D2 × 100 sestertii starting; 1,400 sestertii annual income.

# LEX VILLIA ANNALES AND THE CURSUS HONORUM



In 180 BCE, Sulla passed a reform setting age requirements for magistracy positions in Rome. Men pursuing the *Cursus Honorum* advance through a defined hierarchy of positions: military tribune, quaestor, aedile, praetor, consul, and then censor. After military tribune, every position is achieved through direct election. The first step in the *Cursus Honorum* is ten years of service in the Roman cavalry (*equites*). A candidate for quaestor, either a financial officer or second-in-command to a provincial governor, has to be 30 years or older. To be an aedile, or city manager, a man must be 36 years old. A praetor, or legal officer, has to be at least 39, while a consul, who presides over the senate, has to be 42. After serving as either a praetor or consul, the man must serve as a *propraetor* or *proconsul* respectively, effectively a governor of a Roman province. Both the *proconsul* and *propraetor* are considered outside the *Cursus Honorum*. A man is elected to each of the above positions for 12-month terms

of office, and must allow for two years between each position.

While there's no minimum codified age for a censor, one who conducts the censuses of wealth to ensure that senators have the necessary one million *sestertii* in land holdings to serve in the senate, a man must have been a consul before he can become one. When elected to a censorship, a man serves for 18 rather than 12 months.

The age requirements listed above apply to members of the plebian class. Patricians can subtract two years of age from those requirements. Plebians can also serve as *tribune of the plebs*, an important office that renders the holder *sacrosanct*, or immune from physical harm. They can order the execution of anyone who interferes with their duties, have the power to rescue plebs from patrician magistrates, and can veto any motion convened by a patrician. A *tribune of the plebs* is never allowed to be more than one day from Rome.

## SLAVE

You might not have your freedom, but at least you have food, shelter, and a chance to earn money to buy your freedom. Of course, you can also be killed at your master's whim, but you can't have everything, can you?

**Skills:** Civics, Craft, Empire, Insight, Natural World, and three other skills of the player's choice.

**Money:** 1D10 *sestertii* starting; 400 *sestertii* annual income.

## SLAVER

As a slaver, you're responsible for not only capturing the people you sell, but also for caring for them and bargaining with potential buyers. Additionally, you broker slave sales for others.

**Skills:** Bargain, Fast Talk, First Aid, Insight, Medicine, Persuade, Status, and one other skill of the player's choice.

**Money:** 3D100 *sestertii* starting, 2,000 *sestertii* annual income.

## SLINGER

A ranged warrior, Iberian-born slingers have served for hundreds of years in Rome's armies, and those of its enemies. You might not engage foes in hand-to-hand combat, but your role is no less vital. You carry three slings, for three different ranges, and an assortment of sling bullets for different foes.

**Skills:** Climb, Craft (Leatherworking), Dodge, Repair/Devise, Sneak, Throw, Sling, Large Knife.

**Money:** 1D3 × 50 *sestertii* starting; 1,000 *sestertii* annual income.





## SOOTHSAYER

Soothsayers fulfill an important role in Scythian society. You commune with the gods to guide the tribe and prepare the dead for their journey to the afterlife.

**Skills:** First Aid, Insight, Natural World, Occult, Potions, Ride Horse, Status, Large Knife.

**Money:** 1D2 × 50 sestertii starting; 800 sestertii annual income.

## SURGEON

While many who profess to be surgeons are truly executioners, you try your best to ensure that everyone who comes to you is treated to the best of your ability. Most people deride your skills, preferring to seek solace in herbs and the mutterings of wise women. However, when they have an arrow sticking out of their backside, they don't hesitate to knock. Shadowy men have approached you a couple of times asking if you can create a tonic from cobra venom. Their price was too good to refuse—you're still alive.

**Skills:** Accounting, Bargain, First Aid, Insight, Library Use, Medicine, Potions, Write Language.

**Money:** 1D3 × 100 sestertii starting, plus a surgeon's kit containing needles, catgut string, and some opiate; 1,300 sestertii annual income.

## THIEF

Supposedly, the glory of Rome has made everyone rich. The only way you've found to get ahead is on the backs of others. While that also qualifies you to be a senator, you prefer to simply steal people's money.

**Skills:** Climb, Conceal, Fast Talk, Hide, Jump, Throw, Track, and one other skill of the player's choice.

**Money:** 1D3 × 50 sestertii starting; 700 sestertii annual income.

## OPPOSED SKILL ROLLS

Sometimes the skills of two opposing characters are used in direct opposition to each other. *For example, your character hides in a thick hedge while attempting to break into an enemy outpost. An alert sentry passes by, searching for intruders. Will your character elude notice? In this case, the sentry's Sense skill is pitted against your character's Hide skill.*

In situations where two skill rolls are opposed, both characters roll against their respective skills. The character that achieves the highest degree of success wins the contest. However, if the loser's skill roll was successful, he or she can modify the winner's degree of success, shifting it downward one degree for every degree of success he or she achieves above failure. In the event that both parties achieve the same degree of success, the higher die roll wins the contest, giving the advantage to characters with higher skill ratings.



This chapter details the default skills, corresponding starting percentiles, clarifications to existing skills (from *Call of Cthulhu* or *Cthulhu Dark Ages*) and new skills for *Cthulhu Invictus*. Skills that do not differ significantly from the core rulebook are not re-described here. For more information refer to *Call of Cthulhu* or, optionally, *Cthulhu Dark Ages*.

## SKILLS CLARIFIED

### ANIMAL TRAINING (10%)

Pets are common in Rome. The wealthy have imported birds and monkeys while the poor own dogs and cats. This skill represents a person's ability to teach a domesticated animal to perform simple tricks like sit, fetch, and guard. With birds, it includes teaching starlings, macaws, and parrots to talk. An animal can learn any number of tricks, but it takes repeated practice and rewards for it to perform the trick on command. With an hour of practice per day,

an animal can learn a new trick in a week. Most animals won't follow commands if doing so would place them in danger of serious injury or death. The process of breaking in riding animals like horses and camels is covered by the **Ride** skill.

### ART (05%)

Common art forms in the Roman period include sculpture, bas-relief, fresco, mosaic, pottery, and painting. The player must specify exactly which form of art the character is accomplished in or knowledgeable about. The investigator can have skill points in several different forms of **Art**, representing a truly knowledgeable connoisseur.

### CIVICS (10%)

The **Civics** skill encompasses a character's understanding of Roman law and government, and can be used to determine whether a given action is legal. It can also be used to navigate the Byzantine system of Roman government. A successful skill check can provide the investigator with information about who controls the ports or whose palm needs to be greased so the law will look the other way.



# CTHULHU INVICTUS SKILLS

<i>Skill</i>	<i>Default %</i>	<i>Skill</i>	<i>Default %</i>
Accounting	10%	Navigate	10%
Animal Training	10%	Occult	05%
Art	05%	Other Kingdoms	01%
Bargain	05%	Other Language	01%
Civics	10%	Own Kingdom	20%
Climb	DEX + STR%	Own Language	EDU X 5%
Conceal	15%	Persuade	15%
Craft	05%	Pilot Boat	01%
Cthulhu Mythos	00%	Potions	01%
Dodge	DEX × 02%	Repair/Devise	20%
Drive	20%	Ride	05%
Empire	25%	Science	01%
Fast Talk	05%	Sneak	10%
First Aid	30%	Spot Hidden	25%
Hide	10%	Status	15%
Insight	05%	Swim	25%
Jump	25%	Tactics	01% or 25%
Library Use	10%	Throw	25%
Listen	25%	Track	10%
Medicine	05%	Write Language	10%
Natural World	10%		

## CLIMB (DEX + STR%)

The **Climb** skill represents a character's ability to shimmy up ropes and trees, clamber over walls, and swing through a ship's rigging. Depending on the surface, the character can move between 10 and 30 feet in a round. Failure with a **Climb** check indicates that the character can make no progress that round. If the character fumbles his roll, he falls. The keeper can rule that if a character falls, he's allowed a DEX × 2 check for every ten feet he falls to catch himself. If the DEX check is successful, the character still takes 1D3 points damage per ten feet fallen to represent the sudden stop and wrenching of his body. The keeper can also rule that the character has no chance to catch himself if the environment doesn't permit it. *For example, if a character falls from a tree, he may have several opportunities to catch a limb and break his fall.* However, if the character falls from the top of a vertical wall, there's very little for him to grab anything onto once he's past the wall's lip.

## DRIVE (20%)

The ability to drive wagons pulled by oxen, racing chariots pulled by stallions, elephants pulling litters, and the like. As with **Drive Automobile** in the modern era, typical driving under normal conditions does not require a roll. Chases and complicated maneuvers do, with success indicating that the animals do what the driver wants and failure suggesting that the animals go off in the wrong direction, refuse to move, or are otherwise troublesome. A fumble might indicate that the animals spook and run, attack the driver, or overturn the vehicle.

## EMPIRE (25%)

This skill represents the character's knowledge of the Roman Empire, including its history, mores, and mythology. It can be used for recalling or determining what religions are popular this year, who won last year's gladiator games, or whether it was Romulus or Remus who founded the city. Even

first-century investigators who aren't native to the Empire have this skill, because Rome is all-pervasive. Even in areas like Kush that haven't been conquered, people know about Rome.

## INSIGHT (05%)

Allows an investigator to interpret subtle body language and speech patterns to determine whether someone is lying or trying to obscure the truth. It can also be used to lie. In that case, the liar and the person trying to read him make opposed rolls (see p. 72). If the liar wins, he is believed. If the person trying to uncover the lies wins, he can point out the falsehoods.

## NATURAL WORLD (10%)

This skill is the ancient world's rough equivalent of the **Natural History** skill in later eras. It encompasses general knowledge of animals, plants, sea life, and climate in the environment familiar to the investigator. It also governs the care of domestic plants and animals. The keeper should halve this skill in unfamiliar lands.

## NAVIGATE (10%)

Boats in the ancient world keep near the coast, and many are hauled out of the water at night. Navigation is commonly accomplished via familiar landmarks, and a sense of distance travelled.

## OTHER KINGDOMS (01%)

Measure of knowledge about peoples and lands other than the user's own. As with the **Art** and **Science** skills, this one must be associated with a given region, and it is possible to have multiple instances of this skill dealing with different kingdoms. Knowledge about the Roman Empire as a whole is described by the **Empire** skill, rather than this one.

## OWN KINGDOM (20%)

This represents what the investigator knows about the peoples, lands, and legends of his or her native kingdom. It can also be used to identify the origin and significance of local dialects. Most Romans have **Empire** skill rather than **Own Kingdom**; they represent much the same knowledge.

## POTIONS (01%)

This skill encompasses an investigator's ability to brew potions, poisons, and antidotes. The first step is a **Potions** roll to determine exactly what ingredients the potion requires, and the process for making it. After that, the investigator must make a **Natural World** roll to locate and harvest the ingredients. Even when buying the ingredients from a merchant rather than harvesting them himself, the latter roll must be made to determine whether the ingredients the merchant is selling are the correct ones, and in the right condition. Once everything has been gathered, a second **Potions** roll is made to create the potion.

## RIDE (05%)

Representing the investigator's attempt to make a riding animal do something other than plod forward at a slow pace. If the investigator needs to make a stallion dart ahead and jump a wall, or direct an elephant to sweep cultists aside with its trunk, this skill is used. Failure indicates that the animal disobeys—the stallion refuses to run, or darts off to the left. A fumble suggests that either the animal or the rider is injured. Perhaps the horse fails to clear the wall, or the elephant might grab the rider instead of the cultists.

## SCIENCE (01%)

The science skill indicates the investigator's knowledge of a particular field of study in Ancient Rome. As with **Art** and **Craft**, there are many variants of this skill. The use is the same for all versions. With a successful roll, the character can apply the theories behind a science and achieve measurable results. Common sciences include:





**Architecture:** The investigator can design and oversee the construction of buildings. He can also assess the soundness of a building and the best place to inflict maximum damage upon it.

**Astrology:** The character can make hazy predictions about future occurrences by observing celestial bodies. The investigator must observe the heavens for at least two nights before he can arrive at a conclusion. During the Roman Empire, astrology is considered a dangerous innovation and rarely practiced. This science also serves as an Astronomy skill, since the two are intertwined. If the character needs to know the lunar cycles, or when Venus will be closest to the earth, this is the skill to use.

**Augury:** This is another means Romans use to predict the future. An augur watches the flight patterns of birds or other natural phenomena, and after several days of observation, can make vague predictions about the outcome of specific events. The augur can be more specific if he employs magic.

**Engineering:** The investigator can design and supervise the construction of roads, aqueducts, and bridges. His in-depth knowledge of the techniques involved also allows him to determine the most efficient way to bring down a bridge or aqueduct.

**Geography:** The investigator is familiar with the geography of the known world, and the cultures that inhabit it. The geographer can plan the best route from Rome to Syrene, and knows how the people they meet along the way are likely to react to travelers.

**Mathematics:** The investigator can add, subtract, create simple ciphers, and send coded messages.

**Metallurgy:** The investigator is familiar with the techniques of mining, what constitutes a pure strain of a metal, and knows the average values of metals on the open market.

**Philosophy/Religion:** This is the study of specific schools of thought and/or religion. With a success in using this skill, the user elicits an understanding of the nature and tenets of the school or religion, recalls important dates, facts and trivia, and can realize appropriate insights or revelations. The philosophy or religion studied is specified for each instance of this skill.

## STATUS (15%)

Across the broad plazas and along the narrow alleys of Rome, status is an index of personal reputation and rank. It may also suggest monetary worth, but the important matter is that the investigator has personal connections that give him access to important people. This skill can represent an investigator's chance to get a loan from a patrician, or to bluff his way past the guards for a quick word with the consul. Status may ebb and flow because of scandal or a

heroic action. In special situations, the keeper might call for a Status roll instead of Fast Talk, Persuade, or Bargain.

## TACTICS (01% OR 25%)

This skill indicates the investigator's knowledge of military tactics and how to implement them. To recall the tactics used by Caesar in the Gallic War, an investigator would use the **Empire** skill, but to implement those same tactics with a group of legionaries, he'd use **Tactics**. If **Tactics** is part of an occupation's skill list, the investigator has a 25% base chance. If not, the starting percentile is 01%.

An investigator who makes a **Tactics** roll before engaging in battle receives a +10% to his combat rolls for the duration of the combat. The bonus is lost if he suffers Temporary Insanity.

## THROW (25%)

This skill represents a character's base chance to throw an object at a target. When using weapons such as bows, knives, and javelins (which have their own skills), use those values instead. This skill is intended to be used with rocks, bottles, and impromptu weapons or objects.

# WEAPONS SKILLS

## BOW (15%)

This skill represents an investigator's proficiency with bows. The longbow didn't exist at this time; all bows are short bows, typically fired from a standing position. Certain cultures, however, such as the Parthians, are adept at firing from horseback. The horse jostling the rider makes this a very difficult feat and imposes a -40% penalty to the attack roll.

## PILUM (10%)

A weighted javelin carried by the Roman Legions, the pilum is either thrown or thrust.



## SLING (01%)

A sling is a piece of leather with a small pouch used to hurl small rocks or manufactured sling bullets.

## SWORD – LONG (20%)

This is a catchall category for one- and two-edged longswords. It includes longswords like those wielded by barbarians, scimitars like those used by Parthians, and the long hilt-less swords used by mounted soldiers. Different swords have different damage statistics; see the Melee Weapons Table for more information.

## SWORD – SHORT (15%)

This skill represents a user's skill with short swords like the gladius, and the dirks Gallic warriors use as backup weapons. An investigator with this skills is considered equally skilled in all manner of short swords regardless of their specifics. Different swords have different damage statistics; see the Melee Weapons Table for more information.

## SHIELD – SMALL (15%)

This represents an investigator's ability to use a small shield like a buckler. Small shields cannot be used to parry missile weapons.

## SHIELD – MEDIUM (15%)

This skill represents an investigator's ability to use a medium shield like the round ones employed by the Visigoths and other barbarians. A similar round shield, the *parma*, was carried by mounted Roman warriors. Medium shields can be used to parry missile weapons.

## SHIELD – LARGE (15%)

This skill represents an investigator's ability to use a large shield. The *scutum*—a large, rectangular shield made of wood that protects most of the body, which most people imagine when they think of the Roman Legions—is a good example. Large shields can be used to parry missile weapons.

## SIEGE – BOW (00%)

This skill represents an investigator's ability to use bow-like siege weapons whose primary ammunition are bolts. These weapons include the gastraphetes, scorpion, and cheiromballista.

## SIEGE – INCENDIARY (00%)


This skill represents an investigator's ability to use fire- and explosive-based siege weapons like Greek fire.

## SIEGE – LAUNCHER (00%)

This skill represents an investigator's ability to use siege weapons that launch rocks, bullets, and other large, heavy objects. These include the onager, catapult, and palitone ballista.







# EQUIPMENT AND SUPPLIES

The following sections describe some of the unusual first-century objects investigators have, or find, in the course of their adventures.

## ROMAN CURRENCY

During the first century, various coins circulate, including the *aureus*, *denarius*, *quinarius*, and *sestertius* and *as*. These coins and others have intrinsic value—they're worth more as coins than as the metal they're minted from.

The most common figure stamped on coins is the emperor, although some emperors also add images of deities and other figures on some of the coins they mint, harkening back to the ways of the Republic. Some believe that particular coins embody the attributes of the person displayed, so the emperor on a given coin can increase or decrease its value to some. However, most simply accept coins for their value and don't worry about the face on the obverse. The images on the reverse sides of coins varies widely, and keepers should use their

creativity.

The aureus (pl. *aurei*) is a gold coin that has infrequent circulation. Usually, these coins are minted to make large payments, and later converted to less valuable but more usable coins. They're often given as a bonus—or, some would say, a bribe—to the Legions at the accession of a new emperor.

The denarius (pl. *denarii*) is a small silver coin frequently used to settle trade debts, and is widely accepted as payment.

The quinarius (pl. *quinarii*) is another small silver coin, valued at half a denarius. It isn't widely circulated outside Gaul.

The sestertius (pl. *sestertii*) is the largest brass coin of the Empire and is used to settle most accounts.



## COIN CONVERSIONS

- 1 aureus = 25 denarii
- 1 aureus = 50 quinarii
- 1 aureus = 100 sestertii
- 1 aureus = 400 asses

It's minted in both Rome and Lyon. Sestertii minted in Lyon have a small globe stamped under the bust. The *setertium milia*, meaning thousands of sestertii, is often used.

The as (pl. *asses*) is a reddish copper coin, the lowest-value coin minted during the time of *Cthulhu Invictus*.

The *spintria* (pl. *spintriae*) isn't currency per se, but rather, brothel tokens. The obverse depicts how

many sestertii the token is worth. The reverse depicts a sexual act. These tokens show the truly international nature of the Empire. A Roman legionary can buy a token in Palmyra and exchange it with a prostitute in Eburacum for exactly what's depicted on the reverse. The Vestal Virgins vehemently deny rumors of a spintria depicting a man meeting with a headless, flabby creature bearing orifices on its palms.

## CLOTHING

Roman clothing does more than keep a person dry and warm. It also denotes the wearer's class. The most famous of all Roman articles of clothing, the toga, has fallen out of fashion by the first century CE, replaced by the tunic, at least in the upper classes. The following table lists the article of clothing, what class wears it, and the cost.

<i>Article of Clothing</i>	<i>Class</i>	<i>Color</i>	<i>Cost</i>
Tunic with wide stripes	Senatorial	White, purple stripes	300 sestertii
Tunic with narrow stripes	Equestrian	White, purple stripes	150 sestertii
Toga	Lower	Any	15 sestertii
Stola	Upper class women <sup>1</sup>	White	200 sestertii
Palla (shawl)	Any	Any	10 sestertii
Gallium (overcloak)	Any	Any	35 sestertii
Paludamentum (gallium worn over armor)	Any	Red	60 sestertii
Cucullus (woolen hooded cloak)	Lower	Brown	5 sestertii

<sup>1</sup> *Girls and foreign women, regardless of class, are forbidden to wear the stola.*

## FOOTGEAR

Like clothing, the style and color of one's footgear denotes his or her class. Emperors often spend large fortunes on shoes. The Emperor Caligula's sandals are ornamented with precious stones worth thousands of sestertii. Nero has sandals made of gold.

<i>Footgear</i>	<i>Class</i>	<i>Color</i>	<i>Cost</i>
Togati <sup>1</sup>	Senatorial	Black with silver	100 sestertii
Togati <sup>1</sup>	Equestrian	Red	75 sestertii
Sandals	Any	Any	30 sestertii
Wooden clogs	Slave	Brown	1 sesterce
Caliga <sup>2</sup>	Legionary	Brown	40 sestertii

<sup>1</sup> *Short boots with crisscrossing leather straps.*

<sup>2</sup> *Sandal with thick soles, interspersed with hobnails.*



## GLADIATORIAL KITS

As professional warriors, gladiators train to fight with arms and weapons not native to Rome. Many gladiators emulate a certain fighting style and carry specific equipment. To assist the player in creating a gladiator investigator who carries the right equipment, kits are listed for each type of gladiator. For each type of fighter, the table lists the equipment included in the kit and its total cost, which is reduced compared to the price of buying the pieces individually. Since there's a price break, substitutions shouldn't be allowed.

<i>Gladiator</i>	<i>Equipment</i>	<i>Cost</i>
Retiarius	Net, small knife, trident	110 sestertii
Samnite	Large shield, short sword, Samnite armor and helm	267 sestertii
Secutor	3 large knives, large shield	95 sestertii
Thracian	Small shield, khopesh, Thracian armor and helm	255 sestertii

## PETS

Many Romans, both wealthy and poor, keep pets. Some authors speculate that pets enhance their owners' lives. In many cases, pets are given burials denoting their status as members of the family.

<i>Pet</i>	<i>Cost</i>
Bird <sup>1</sup>	10–1,000 sestertii
Cat	5 sestertii
Dog	5 sestertii
Monkey	50 sestertii

<sup>1</sup> *Pet birds range from the crows and sparrows native to the Italian peninsula to large tropical birds such as parrots and egrets. Domestic birds are much cheaper than imported ones.*

## TRANSPORTATION

Many Romans travel on foot within the city, particularly because laws forbid all wheeled traffic except for construction traffic during daylight hours. They use horses and donkeys for longer distances, along with wagons and carriages.

<i>Mode of Transportation</i>	<i>Cost</i>
Horse	2,000 sestertii
Donkey	50 sestertii
Wagon	75 sestertii <sup>1</sup>
Cisii (light, one person chariot)	1,500 sestertii <sup>1</sup>
Racing Chariot	3,500 sestertii <sup>1</sup>
Litter	950 sestertii <sup>1</sup>
Radae (carriage for four)	500 sestertii <sup>1</sup>

<sup>1</sup> *The cost of draft animals or slaves (as appropriate) is not included.*

## ROMAN UNITS OF MEASURE

- The *libra*, also called *asor pondo*, equal to about 11½ ounces, is the basis of Roman weights.
- The *modius*, equal to about a peck, is the basis of dry measure.
- The *amphora*, containing a Roman cubic foot, is equivalent to about seven gallons.
- The Roman *pes*, or foot, is just over 11½ inches (11.65, to be precise).
- The *cubitus* is equivalent to 1½ pes.
- The *passus* is equivalent to 5 pes.
- The *stadium* is equivalent to 625 pes.
- The *jugerum*, containing 28,800 Roman square feet, equivalent to about six-tenths of an acre, is the basis of Roman square measure.

## VARIOUS AND SUNDRY SUPPLIES

This section contains items that might prove useful to investigators in the course of their travels.

<i>Item</i>	<i>Cost</i>
Fish oil lantern	5 sestertii
Fish oil, to burn for four hours	1 sesterce
Rope, 50 feet	1 sesterce
Wax writing tablet	45 sestertii
Stylus for wax tablet	1 sestertii
Papyrus, one sheet	75 sestertii
Octopus ink, one vial	50 sestertii
Scroll case	10 sestertii
Leather satchel	1 sestertii







Since licensed therapists do not exist in the Roman Empire, insane investigators have few avenues for recovery. Investigators suffering from temporary insanity can visit the baths and take trips to resort villas, and even participate in certain religious festivals, to re-ground themselves in reality. The maximum benefit an investigator can gain from this type of restful recuperation is 1D3 Sanity points per week, for a period of no more than three weeks.

For investigators facing indefinite insanity, the best option is to rest at a villa in the countryside, or in a resort town like Pompeii or Herculaneum. The relative calm and tranquility of these idyllic settings can help the investigator to come to grips with what's happened and allow his mind to heal. While at a resort villa, an investigator cannot leave the grounds, or the healing process must start anew. The maximum benefit an investigator can gain from this type of restful recuperation is 1D4 Sanity points a week, for a period of no more than three weeks.

In the cases of both temporary and indefinite insanity, an investigator at a villa must actually rest. One who engages in carousing, drinking, fighting, or any behavior other than a daily routine of recuperation doesn't recover any SAN that week.

## VIOLENCE AND SANITY

Violence is ingrained into Roman society. Infants are routinely exposed to the elements, boys are taught martial skills from an early age in preparation for service in the army, and citizens of all ages enjoy the spectacles of men killing men and wild beasts tearing into criminals. Without a doubt, this colors the Roman view of the right order of the world.

After surviving encounters with monsters from out of time, and visits to non-Euclidian cities, a day spent enjoying the *ludi* in Rome—whether breathtaking chariot races or blood-soaked gladiatorial bouts—allows an investigator to recover 1D2 Sanity points. This optional rule represents the way institutionalized violence can ground people who have known little else. For Roman investigators, it can be a relief to see men combat each other, or wild animals instead of inhuman deep ones or squamous hounds; it reminds them that enemies exist which can be defeated and killed.



**C**ombat in the Ancient World is a nasty, brutish affair. Even those who survive being hacked, shot, and beaten can die if their wounds become infected and gangrene sets in. Still, the average Roman soldier lives with wounds and bruises that would confine a modern man to bed.

Combat in *Cthulhu Invictus* is relatively straightforward, and follows all of the rules presented in the core rulebook. Missile weapons use the Big Target, Extended Range, Point-Blank Fire, and Unaimed Shots spot rules for firearms. Some additional spot rules are given below.

**PARRYING:** Personal attack skills (**Fist/Punch, Head Butt, Kick, and Grapple**) can only be used to parry other personal attacks, save that Grapple can sometimes be used against weapon attacks (see the definition of the Grapple skill in the core rulebook).

**PARRYING AND DODGING:** An investigator may both parry and a dodge in the same round, unless using a shield to parry two attacks that round.

**PARRYING MISSILE WEAPONS:** Medium and large shields can be used to parry missile weapons (but small shields, hand-to-hand weapons, and personal attacks cannot).

**WEAPON LENGTH AND CLOSING:** Notice that all hand-to-hand weapons include an entry for weapon length on the Melee Weapons Table. The longer the weapon, the more likely the wielder of it is to get in the first blow in a fight, or to fend off an opponent armed with a shorter weapon and prevent him from make his own attack. On the other hand, the longer the weapon, the harder it can be to wield effectively.

- A fighter armed with a long weapon attacks first against a target using a medium or short weapon regardless of DEX rank.
- Armed with a medium or short hand-to-hand weapon, the opponent cannot attack a long weapon user until successfully dodging. The player then should state that the investigator is slipping inside the guard of the long weapon user.
- Now that the attacker is inside the guard of the long weapon user, the long weapon user cannot attack. To re-establish his distance, the long weapon user can Dodge to disengage, or drop the long weapon and pull out something shorter.
- A character attempting a Dodge in a combat round may also parry, but not attack!
- Consider Fist/Punch, Grapple, Head Butt, and Kick to be “short weapons”. Wooden staffs may attack at any of the three lengths.



# RECORDING DAMAGE

Each wound an investigator suffers should be recorded separately, since **First Aid** can only be used once per wound. *For example, if an investigator is hurt three times, the hit point loss should be recorded as -2, -3, -1, rather than as a single sum of -6.*

# HEALING

Untended, an investigator naturally heals 1D3 hit points per week.

A successful application of **First Aid** to a single injury immediately restores 1D3 hit points (up to the number of hit points that wound caused, of course). **First Aid** can only be applied once per wound.

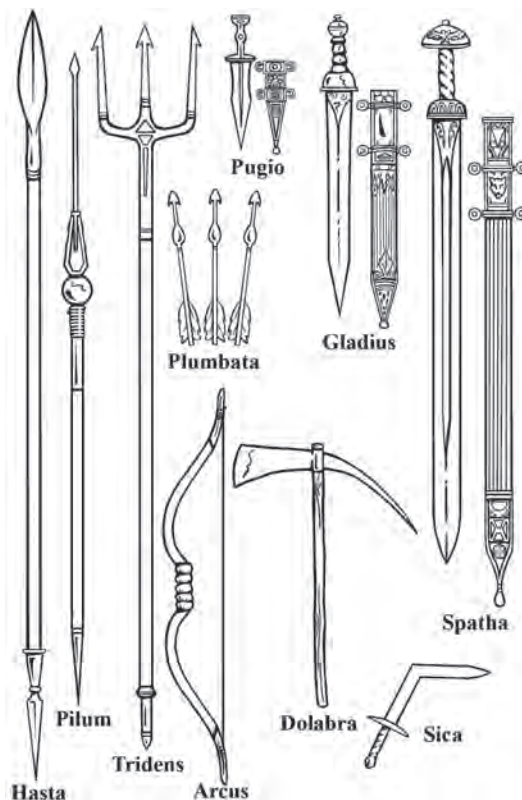
A trip to a surgeon can heal an additional 1D3-1 hit points per week. However, many Roman surgeons carry the nickname *Carnifex*, “the executioner,” with good reason. Their healing methods include potions, dried bugs, suturing, and dumb luck. Investigators who prefer to visit a folk healer are healed of 1D3 hit points per week of care instead. The two methods cannot be combined for effect.

Many Roman citizens, both in the city and the countryside, rely on herbs and potions for healing. The table of medicinal herbs lists plants used by both surgeons and folk healers. In many cases, whether an herb is medicinal or poisonous is a matter of quantity. A surgeon employs the same mandrake plant to numb a patient’s pain that a senator uses to murder his rival.

# POISONING

Poisoning rivals is a common pastime in Ancient Rome. More difficult to trace than a dagger, in some cases poisons can make it look as though the victim died of natural causes. Not all poisoning is malign; a well-meaning surgeon might administer too much opium and accidentally poison a patient.

Every poison has a numerical rating for its potency, abbreviated POT. The higher the rating, the



swifter and deadlier the poison.

Use the Resistance Table to match the poison’s POT against the target’s CON when the poison is administered. The poison is the attacking force. If a poison overcomes the target, it takes effect, typically causing damage in hit points equal to its POT. If the poison fails to take hold, the target may still suffer half the poison’s POT in damage, at the keeper’s discretion.

Most poisons are slow acting, their symptoms intensifying over time. To simulate this, hit point loss due to poisoning can be accounted for over a period of hours, as the keeper directs. *For example, hemlock has POT 10, so a successful poisoning deals ten points of damage.* The victim might lose those hit points at a rate of one per hour for ten hours. The keeper determines whether a dosage is sufficient to result in death.

Ingesting the right antidote negates a poison’s effects and the ongoing hit point loss, but creating an antidote can be a small adventure in and of itself. Investigators might have to make a **Medicine** roll to determine what poison has taken hold, and then a **Natural World, Medicine, or Library Use** roll to determine whether an antidote exists. At that point, a **Natural World** roll would allow them to acquire the ingredients, and a **Potions** roll complete the process by actually brewing the antidote.

# MELEE WEAPONS

<i>Weapon</i>	<i>Base %</i>	<i>Dmg</i>	<i>Hands</i>	<i>HP</i>	<i>Length</i>	<i>Impale</i>	<i>Parry<sup>1</sup></i>	<i>Knock-out</i>	<i>Min STR/DEX</i>	<i>Cost<sup>2</sup></i>
Fist/Punch	50	1D3	1h	—	Short	No	Special	Yes	—	—
Head Butt	10	1D4	—	—	Short	No	Special	Yes	—	—
Kick	25	1D6	—	—	Short	No	Special	Yes	—	—
Grapple	25	Special	2h	—	Short	No	Special	Yes	—	—
Ax ( <i>dolabra</i> )	15	1D6	1h	15	Med.	Yes	No	Yes	9/9	80
Ax, Great	15	2D6	2h	25	Long	Yes	Yes	No	11/9	100
Cestus	50	1D6	1h	—	Short	No	Special	Yes	—	50
Club	25	1D6	1h	15	Med.	No	No	Yes	7/7	—
Knife, small	25	1D4	1h	10	Short	Yes	No	No	4/4	10
Knife, large ( <i>pugio, sica</i> )	15	1D6	1h	20	Short	Yes	No	No	4/4	15
Pilum	15	1D8	1h	20	Long	Yes	Yes	No	7/8	45
Scimitar	15	1D8	1h	20	Med.	Yes	Yes	Yes	8/8	250
Spear, short	15	1D6	1h	15	Long	Yes	Yes	No	7/8	40
Spear, long ( <i>hasta</i> )	15	1D10	2h	15	Long	Yes	No	No	11/9	50
Staff	25	1D6	2h	15	Long <sup>3</sup>	No	No	Yes	8/6	—
Sword, gladius	15	1D6+1	1h	20	Med.	Yes	Yes	No	5/5	175
Sword, khopesh	15	1D8	1h	15	Long	Yes	Yes	No	8/9	175
Sword, short	15	1D6	1h	20	Med.	Yes	Yes	No	5/5	150
Sword, long ( <i>spatha</i> )	20	1D8	1h	20	Long <sup>3</sup>	Yes	Yes	No	8/7	200
Trident	10	1D6	1h	20	Long	Yes	Yes	No	7/8	75

<sup>1</sup> If a weapon parries more damage than its hit point threshold, it breaks.

<sup>2</sup> Price in sestertii. Price varies depending on availability and quality.

<sup>3</sup> Staves and long swords may attack at any of the three lengths.

# SHIELDS

<i>Shield</i>	<i>Base %</i>	<i>HP</i>	<i>Min STR/DEX</i>	<i>Deflect Missile<sup>1</sup></i>	<i>Cost<sup>2</sup></i>
Improvised	10	15	7/10	No	—
Small	15	20	9/9	No	40
Medium (praetorian)	15	25	11/9	Yes	60
Large	15	30	12/8	Yes	80

<sup>1</sup> Medium and large shields can be used to parry missile attacks.

<sup>2</sup> Price in sestertii. Price varies depending on availability and quality.



# MISSILE WEAPONS

<i>Weapon</i>	<i>Base %</i>	<i>Dmg<sup>1</sup></i>	<i>Base Range<sup>2</sup></i>	<i>Attacks Per Round<sup>3</sup></i>	<i>HP</i>	<i>Impale</i>	<i>Parry</i>	<i>Min STR/DEX</i>	<i>Cost<sup>4</sup></i>
Ax	05	1D6	5	1	15	Yes	No	9/11	80
Bow ( <i>arcus</i> ) <sup>5</sup>	15	1D8	60	1	10	Yes	No	9/9	60
Knife, small	10	1D4	10	1	10	Yes	No	4/4	10
Net	01	— <sup>6</sup>	5	1	5	No	No	5/11	60
Pilum	10	1D8	25	1	20	Yes	No	7/8	45
Rock, thrown	Throw	1D2	20	2	20	No	No	5/5	—
Sling	01	1D4	60	1	—	Yes	No	7/11	5
Spear, short	15	1D6	25	1	15	Yes	No	7/8	40
Spear, long	10	1D10	15	1	15	Yes	No	11/9	50

<sup>1</sup> For missile weapons, roll the normal damage bonus and divide the result by two. Round fractions up.

<sup>2</sup> Listed in yards. When using missile weapons, an investigator may attempt to hit a target at up to double the base range, halving the normal chance to hit. Double the normal chance to hit at less than DEX feet.

<sup>3</sup> Assumes that the attacker is aiming.

<sup>4</sup> Price in sestertii. Price varies depending on availability and quality.

<sup>5</sup> Arrows (*plumbata*) do the damage, of course, so damage bonus doesn't apply. An individual arrow has 1 hit point.

<sup>6</sup> On a successful attack, the victim is ensnared and must spend the next round cutting himself free. Trying to use any edged weapon other than a small knife halves the attack roll. If the victim wants to remove the net without damaging it, he must spend three rounds to do so.

# ARMOR

<i>Armor &amp; Helm</i>	<i>Armor Protection<sup>1</sup></i>	<i>Burden</i>	<i>Fits Other SIZ</i>	<i>Rounds to Put On<sup>2</sup></i>	<i>Cost<sup>3</sup></i>
Soft Leather	2	Light	±2	2	50
Hardened Leather	3	Light	No	2	100
Samnite	3	Light	±2	2	125
Thracian	3	Light	±2	2	125
Leather and rings	5	Light	±1	2	400
Leather and scales	6	Light	±1	4	375
Chainmail <sup>4</sup>	7/4	Moderate	±2	4	1000
Lorica Segmentata	8	Moderate	No	6	2000

<sup>1</sup> -1 if worn without a helm.

<sup>2</sup> Assumes the investigator has laid out the armor in advance and has practiced putting it on in the dark.

<sup>3</sup> Price in sestertii. Price varies depending on availability and quality.

<sup>4</sup> In *Cthulhu Invictus*, chainmail is only about half as effective (deflecting 4 points of damage) against weapons with the special ability of impaling (mostly thrusting weapons) or crushing (mostly blunt weapons).

# MEDICINAL HERBS

<i>Herb</i>	<i>Dose<sup>1</sup></i>	<i>Benefit<sup>2</sup></i>	<i>Effect</i>	<i>Cost<sup>3</sup></i>
Henbane	½ leaf	After application, the surgeon heals 1D4 instead of 1D3–1. After application by a folk healer, the patient regains 1D4+1 hit points.	Sleepiness, amnesia	75
Mandrake <sup>4</sup>	½ fruit	After application, the surgeon heals 1D4 instead of 1D3–1. After application by a folk healer, the patient regains 1D4+1 hit points.	General anesthesia, decreased heart rate	80
Moly	1 leaf	After application, the surgeon heals 1D4+2 instead of 1D3–1. After application by a folk healer, the patient regains 1D4+4 hit points.	Numbness, rigor	175
Opium	½ fruit	After application, the surgeon heals 1D4+1 instead of 1D3–1. After application by a folk healer, the patient regains 1D4+2 hit points.	Numbness, restricted movement	100
Silphium	1/2 oz	After application the surgeons and healers heal 1D6. In half-dose it also cures sore throats, headaches, and acts as a contraceptive. At full medicinal dose it can terminate pregnancies.	Nausea	225

<sup>1</sup> To create the proper dose, the healer or surgeon must make a successful **Potions** roll. If that roll fails, the keeper may rule that the patient was poisoned or allow him a **Luck** roll to avoid it. In either case, no healing can come from the misapplication of the drug.

<sup>2</sup> How the medicine helps the patient, assuming a successful **Potions** roll.

<sup>3</sup> This price (in sesterii) is to buy the herb on the open market. A **Natural World** roll can locate it in the wild, but some herbs, such as moly, are exceedingly rare and not found on the Italian peninsula.

<sup>4</sup> Refer to the Magloire entry in *The Bestiary* for information about harvesting mandrakes.



Scutum



Praetorian



Coolus



Early Imperial



Late Imperial



Gallic



Gladiator



Auxilia Archer



Archer



Late Roman Chivalry



Eastern Helmet Cup



# POISONS

<i>Poison<sup>1</sup></i>	<i>Dose</i>	<i>POT<sup>2</sup></i>	<i>Onset</i>	<i>Duration</i>	<i>Symptoms</i>
Aconite	2 or 3 caps	6	Few min	Varies	Vomiting, diarrhea, seizure
Antimony	1 oz	2	Few min	Varies	Vomiting, diarrhea, respiratory distress
Arsenic	1 oz	16	Few min	Varies	Vomiting, diarrhea, respiratory distress
Bees/Wasps	5 stings <sup>3</sup>	1	Few min	2 days	Pain, shock, collapse, lung edema
Cobra	1 bite	16	Few min	Hours	Pain, anguish, collapse, necrosis, edema
Hemlock	2–3 grams	10	Few min	Varies	Vision loss, sickness, diarrhea, paralysis
Henbane	1 leaf	1	Few min	Varies	Nausea, vomiting, amnesia
Lead	1 oz	4	Few min	Varies	Muscle pain, headaches, anemia, brain damage
Mandrake <sup>4</sup>	1 fruit	1	30–60 min	24–48 hrs	Nausea, vomiting, hallucinations
Opium	1 fruit	6	Few min	Varies	Euphoria, agitation, nervousness
Silphium	1 oz	8	1 day	Varies	Nausea, vomiting, death
Yew	Several leaves	8	Few min	Varies	Collapse, convulsions, diarrhea, vomiting, coma

<sup>1</sup> Preparation time is one day for animal poisons and one to three days for vegetable poisons.

<sup>2</sup> Potency is proportional to the dose (e.g., ten fresh henbane leaves have POT 10). Prepared poisons—as opposed to fresh ones—generally work at half the listed POT.

<sup>3</sup> The number of stings per round per victim depends on the size of the nest or hive. Assume 25 wasp stings per round for very large nests, and 50 bee stings for very large hives.

<sup>4</sup> Refer to the Magloire entry in *The Bestiary* for information about harvesting mandrakes.





Siege weapons are part and parcel of Roman military campaigns. They run the gamut from the relatively small gastraphetes — effectively large, anti-personnel crossbows — to the large palitone ballista.

Siege weapons are divided into three broad categories: bow, launcher, and incendiary. Each category is associated with a separate skill (Siege–Bow, Siege–Launcher, and Siege–Incendiary, respectively).

Bow weapons, both torsion and non-torsion based, are large crossbows that shoot bolts. Launcher weapons hurl a projectile — as opposed to shooting it. While it's possible to use these as anti-personnel weapons, they are most effective against fortifications and artillery. Fire and explosive devices make up the incendiary category.

## BOWS

A siege bow launches its bolt at such a high velocity that the bolt can punch through wood or metal — shields cannot parry them. All of these weapons negate the first 10 points of armor, and require the Siege–Bow skill to use. Unfortunately, the

protections of Great Old Ones and their ilk to bolts (bullets) and non-magical weapons is not “armor”.

## GASTRAPHETES

When firing a gastraphetes, a soldier braces this crossbow against his body and draws the bowstring back using grooves cut into the frame for leverage. Once drawn, a bolt is placed in a channel on the frame. Then the bowstring is released, hurling the bolt at a high rate of speed. A later development incorporates a winch to aid in drawing the string. A gastraphetes deals 3D6 damage on a successful hit.

## SCORPION

Torsion-based throwers use a spring-loaded pulley system to launch bolts. A scorpion incorporates metal into its frame to allow larger projectiles to be hurled at higher rates of speed without danger of the tension snapping the frame. Instead of being shaped like a standard bow, the scorpion uses two curved and tapered pieces of wood to enhance its power. This weapon is placed on the ground and supported by wooden legs. A scorpion delivers 4D6 damage on a successful hit — almost enough to

deal with the massive Gug shown in the illustration on page 88.

## CHEIROBALLISTRA

The largest of the one-man torsion throwers, a cheiroballistra uses a two-pulley system to enhance its throwing arm's power. A cheiroballistra is placed on the ground, with a bipod supporting the front end. A cheiroballistra deals 5D6 damage on a successful hit.

## LAUNCHERS

### ONAGER

An onager is a siege weapon operated by a crew of two or more. An improvement over the Greek catapult, an onager hurls stones and other large, heavy objects at walls, enemy artillery, and, in some cases, oncoming forces. Although the onager won't be developed until the third century CE, it's included here for keepers running campaigns in the Late Empire, or who aren't concerned about historicity.

An onager deals 12D6 damage on a successful hit. To use one, the crew commander must make a successful **Siege-Launcher** skill check. If attacking a moving target—like a charging army or ram-paging shoggoth—the crew commander suffers a -50% penalty.

### CATAPULT

A predecessor to the onager, the catapult hurls stones using a single arm (rather than two). Although less accurate than an onager, it can still be counted on to hit the broad side of a fortress.

The catapult deals 10D6 damage on a successful hit. To use one, the crew commander must make a successful **Siege-Launcher** skill check. If attacking a moving target, the crew commander suffers a -60% penalty.

## PALITONE BALLISTA

Another large siege engine, this ballista launches a stone roughly the size of a grapefruit. The palitone ballista is as effective against walls as it is against personnel. A windlass draws back the firing arm, and the stone is loaded. Once it's loaded, aimed, and ready to fire, the commander removes a wooden pin, hurling the stone up and away.

A palitone ballista deals 6D6 damage on a successful hit. To use one, the crew commander must make a successful **Siege-Launcher** skill check. If attacking a moving target, the crew commander suffers a -40% penalty.

## INCENDIARIES

### GREEK FIRE

An anachronism like the onager, Greek fire is poured down a bronze tube and ignited, causing massive damage to any flammable target. A successful **Potions** roll is necessary to mix the ingredients in the right order and with the proper composition. If this roll fails, the batch is useless; on a fumble, this is not obvious.

One **Potion** roll produces a single application of Greek fire. Most useful against ships, Greek fire can also be used against personnel. To add to the horror, water does not extinguish it.

Greek fire deals an initial 4D6 damage on a successful hit, and sets its targets on fire according to the rules in the core rulebook. Successful deployment of Greek fire requires the **Siege-Incendiary** skill.





## ROMAN RELIGION

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Roman worship has both a domestic and a public face. Domestic worship preserves the goodwill of the gods that preside over one's house, family, and property. Every house has a *lararium*, or private shrine, where the family gathers daily to offer incense, wine, or sacred meat mingled with crackling salt. The typical Roman family worships numerous deities and spirits. The goddess Vesta oversees the hearth while the Lares are protective ancestral spirits who safeguard the house. The Penates guards the cupboards, and the Genius represents the spiritual essence of the family.

Public worship is domestic worship writ large. Instead of praying and sacrificing for the safety of the home, the Roman people pray and sacrifice for the safety of the Empire and the emperor, who serves as the head of the religion. Public officials like senators are the priests. Citizens attend the ceremonies, standing in silence while a priest recites the rituals. Gifts of incense, wine, or animals are offered to the gods. If a mistake is made during the ceremonies, such as a priest misspeaking or citizens disturbing the ritual, the entire process has to be

started again from the beginning.

The state also sponsors monthly festivals, each dedicated to a different deity. Games, plays, and revelry are common. Most citizens aren't required to work on festival days.

As long as citizens attend the official state ceremonies, they're free to attend other religious ceremonies of their choosing, such as rituals to Mithras, Dionysius, or Cybele. Many Romans attend these additional rituals because the state-sponsored worship provides little in the way of personal satisfaction; everything is done for the glory of the Empire. In the private cults, worshippers have personal interaction, and the gods often offer more to them, whether health, salvation, or orgiastic pleasure.

## ROMAN AUGURY

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In the earliest days of Rome, an augur divined the future by observing birds. Over time, augury evolved from the observation of birds to the observation of the natural world in general. Augury was so important to the early Romans that no transaction

## THE FIVE TYPES OF AUGURY

- Ex Caelo (from the sky)
- Ex Avibus (from the birds)
- Ex Tripudiis (from the sacred fowl)
- Ex Quadrupedibus (from the quadrupeds)
- Ex Diris (from the omens)

between the wealthy, either public or private, would take place without consulting the auspices.

Although Romans place faith in *prodigia*, or extraordinary appearances in nature, they disavow the astrology of the Chaldeans, the prophetic tradition of Greece, and the interpretation of dreams. They view other divination methods as foreign, and therefore inferior. To further enhance their techniques, the Romans reduced augury to a system governed by fixed rules passed from generation to generation.

Augurs belong to a college formed when Romulus appointed the first three, who corresponded to the three tribes that made up the early Roman population. In the early Empire, there were 16 sanctioned augurs. Under the Republic, vacancies in the college were filled by the votes of tribes. In the Empire, however, the emperor has the right to elect augurs at his pleasure. In practice, though, two of the elder members of the college nominate a candidate, and the college votes. After election, an augur serves for life, even if convicted of a capital crime.

True to Roman nature, the auspices are practical. They offer information not about what will or will not happen, but instead, about what Romans should or should not do. They don't rationalize the acts of gods, but rather offer binary answers: "yes" or "no."

By the late Republic, Romans practice five types of augury, each defined by the types of natural phenomena being observed.

*Ex caelo*, meaning "from the sky," includes the observation of thunder and lightning. It's considered the most significant and important form of augury.

The most well known is *ex avibus*, which means

"from the birds." This category is further broken down into the sub-categories of the *oscines* and the *alites*. Oscines give auguries by singing. The crow and raven are two oscine birds considered valuable for auguries. A raven appearing and singing on the right is a favorable sign, whereas a crow appearing and singing on the left is favorable. Other oscines are the owl and the hen.

The alites provide auguries through flight. The primary alite is the eagle, or bird of Jupiter. The vulture is another important alite. Every sound and motion the bird makes carries a different meaning depending on the circumstance, the location, and the season when it's observed.

*Ex tripudiis* are auspices based on feeding chickens. These are very popular on military expeditions. The chickens used for this augury are kept in cages and watched over by a *pullarius*. When the auguries are made, the pullarius opens the cage and throws food to the ground. If the chickens refuse to leave the cage or eat, or if they crow, flap their wings, or fly away, the signs are unfavorable. If the bird eats quickly, to the point that seed falls from its beak and hits the ground, the signs are favorable.

Auguries based on the actions of four-legged animals are called *ex quadrupedibus*. This particular form of augury isn't acceptable for official state divination, but is a form of private divination. Little is known about it in the modern day, save that whenever a quadruped runs across a person's path or appears in an unusual place, it's a portent of things to come.

The final official type of augury is *ex diris*, which includes practically every kind of augury that doesn't fall into the other four categories. It includes auguries from sneezing, stumbling, and other accidental actions. One *ex diris* is of particular importance to the army; called *ex acuminibus*, this divination is predicated on the flashes of lights that reflect off the points of spears and other weapons.

When an augur wants to take a divination, he must follow a very specific ritual. He first takes his *lituus*, or curved wand, and divides the heavens into a section called a *templum*, where he'll make his observations. He then marks off the land where he'll stay and pitches a tent, also referred to as a *templum*, effectively marking that land as separate from the rest of the world. Once the *templum* is consecrated, the augur waits for favorable signs to appear. Any sort of interruption invalidates the augury, and the process of consecration has to begin anew.

Within the walls of Rome, a section of the summit of the Capitoline Hill called the Auguraculum is permanently consecrated as a templum. Outside of Rome, each Roman military camp has a specially consecrated spot called an *augurale*.

## MAGIC

The Senate frowns upon magic. People accused of being magi, *sagae*, *praecantatrix*, or *tervenefius* are subject to either sanctioned execution or exile by the Senate, or to being beaten, driven off, or even killed by the people. As an added insult, magic users are forbidden to enter any religious establishment. To most Romans, magic subverts the natural order and is an aberration from proper religious practices.

Despite the dangers faced by practitioners, they aren't uncommon. In Rome, magicians are usually sought out by people looking to harm an enemy, manipulate others' love, or gain supernatural protections. Common uses of magic include creating curse tablets, driving opponents insane, damaging crops, creating love philters, and fabricating protective amulets.

Magicians learn their spells from either oral tradition or prophetic books, often claimed to be of Greek, Chaldean, or Egyptian origin. When Roman authorities catch a magus with a book, they destroy the book to prevent others from using it.

For most magi, magic is a profitable business. They operate in the back allies of Rome and provincial cities, waiting for clients to come to them. As long as the neighborhood accepts what the magician is doing as beneficial, he remains safe. However, people often turn on a magician whose spells go wrong, forcing him to flee for his life.

Some powerful families keep magi in their employ on their estates to ensure good harvests, even using magic to move crops from one field to the next. These household sorcerers also create amulets for horses and hunting dogs to keep them healthy. Many style themselves as Greek philosophers, wearing cloaks in the Greek style and growing their beards long regardless of where they're from. More often than not, these magi present themselves to rich and powerful families that didn't realize they needed a magician until one appeared on their doorstep.

Investigators might encounter itinerant magicians, often in pairs, who travel around performing tricks and sleight of hand to fleece the masses. Many of these self-styled magi have no real talent other than quick fingers and quicker tongues.

## SPELL DESCRIPTIONS

The spells in this section are described using these statistics:

**Spell Name:** A generic, mechanical name used to distinguish this spell from others. In play, imprecise, poetic, or circumstantial nomenclature should be used instead.

**Range:** defines the distance from the caster within which the effects of the spell occur. Range has three options: Touch, Sight, and Indefinite.

- **Touch** spells only affect a target the spellcaster is physically touching. Skin-to-skin contact is not necessary; clothing or armor—for example—may intervene.
- **Sight** spells can be cast within about 100 meters of the spellcaster, as long as he can physically or magically see the target of the spell.
- **Indefinite** spells don't fall into either of the above categories. Many have effects that take some time to manifest, such as summoning a creature to the caster. The specifics of these spells' ranges are part of their spell descriptions.

**Duration:** the length of time during which the effects of the spell endure. Most durations describe an obvious period of time ("1D6 hours," for example), but the following special durations bear additional explanation.

- **Instant** spells take effect immediately and persist indefinitely, having made a lasting change in the world, such as healing a wound. These effects are permanent and immutable, and do not dissipate or fade with time (save through other natural or magical activities that may also make changes in the world, of course).
- **One Round** spells take effect immediately and persist until the end of the round in which they were cast, at which points their effects expire.
- **One Day** spells take effect immediately and persist for at least 24 hours (but possibly more), until the first dawn after 24 hours have passed.





If the keeper wishes, the spell may expire at a significant time of day other than dawn, but in no case should a One Day spell last fewer than 24 hours.

**Cost:** a quantity of magic points the spellcaster must expend to cast the spell. **Variable** spells have additional information in their spell descriptions; they give the caster options for increasing or decreasing the spell's general potency.

**Sanity:** Using magic causes Sanity loss. The listed loss is that inflicted by simply casting the spell. The horrific effects of many spells may cause even more Sanity loss among the spell's caster, its target, and the witnesses to its casting.

**Resistance:** This simply indicates whether the target of the spell may make a roll on the Resistance Table to withstand the effects of the spell. Spells that can be resisted offer additional information in the spell description as to what statistics are used. Spells that are successfully resisted do not take effect, though the magic points used to cast them are spent nonetheless. Note that no one can adequately prepare himself to be affected by magic so as to eliminate all resistance, but a caster with a willing

subject never has worse than a 50% chance of his spell succeeding due to resistance. The exception is the caster himself; a willing caster may affect himself with a spell and forego a resistance roll that would otherwise be allowed, if he wishes.

## SPELLS

### ARIADNE'S TWINE

**Range:** Touch • **Duration:** 1 Day • **Cost:** 5 MP • **Sanity:** 1D4 • **Resistance:** Yes

The Cretan sorcerer Daedalus first taught this spell to Ariadne. When cast on a target, including the caster, his mind is suddenly filled with a three-dimensional map of any maze or labyrinth that he enters for the duration of the spell. As long as this spell is active, the target cannot get lost. The sudden flash of inspiration, and the experience of the rushing of the maze into the mind's eye also causes the target to lose 1D4 Sanity. One who casts this spell on himself for the first time loses 1D4 for the casting and another 1D4 when the maze imposes itself on his mind. In the future, he's better prepared and only suffers the loss from casting the spell. The target makes a POW vs. POW roll on the Resistance Table to shield his mind from the unwelcome knowledge.

### AUGURY

**Range:** N/A • **Duration:** Instantaneous • **Cost:** 1 MP • **Sanity:** 1D3 • **Resistance:** No

This spell allows Roman augurs to predict the future. Before casting this spell, the augur must determine what form of augury (ex caelo, ex avibus, ex tripudiis, ex quadrupedibus, or ex diris) is most appropriate. He then must carry out the ritual by making a **Science (Augury)** skill check. If successful, the augur receives a vague glimpse of the future. These can often be interpreted in multiple ways. *For example, an augur trying to predict the outcome of a major battle between the Legion and a Celtic tribe might glimpse a vision of battered and bloody centurions returning to Rome. That could be interpreted to mean that the Legions will lose and limp back home, or, on the other hand might be seen as a portent that victory will be hard-fought.* A successful **Know** roll might help an augur understand an uncertain vision.

This spell is only usable once a week. If the augur sees a creature or event that would result in Sanity loss under normal circumstances, he loses

the same amount that he would have lost in a face-to-face encounter.

### AWAKEN CHUMA

**Range:** N/A • **Duration:** Instantaneous • **Cost:** 8 MP • **Sanity:** 1D8 • **Resistance:** No

To bring Chuma, the sub-Saharan manifestation of Yibb-Tstll, from the Dreamlands to the waking world, the casters must gather in a circle around an image of the god during the early hours of the evening and under an open sky. The spell requires a living sacrifice. The sacrifice need not be human, but must have a POW of at least 10.

As the spell is cast, the image begins to revolve; all who witness it must make a Sanity roll (1D3/1D6). As the spell progresses, the image spins faster and faster. At the same time, Yibb-Tstll's blood floats down from the sky and covers the sacrifice, draining 1 POW from it every 30 minutes. When the victim's POW reaches zero, he falls unconscious and Yibb-Tstll manifests over his body.

### BANISH APEP

**Range:** N/A • **Duration:** 1 Day • **Cost:** 10 MP • **Sanity:** 1D4/1D6 • **Resistance:** No

This ritual must be performed in a very precise order. After crafting a wax model or making a small drawing of Apep, the caster must first spit upon the effigy while extolling the power of Ra. While still exalting the sun god, the caster grinds the effigy under his left heel, stabs it with a spear, ties it with a leather strap, slices it with a knife, and tosses the mutilated remains into a fire. He must continue his litany of Ra's powers and deeds until the likeness of Apep is reduced to ash. Apep has been banished to the land of the dead, and this spell keeps him there. It also affects his followers, each of whom suffers 1D8 points of damage if within a one-mile radius of the casting.

### BESEECH CHARON

**Range:** N/A • **Duration:** Instantaneous • **Cost:** 12 MP • **Sanity:** 1D10 • **Resistance:** No

This spell must be cast at night in a gateway or archway. By his casting, the magus reaches out and contacts Charon, the keeper of the way over the River Styx in the underworld. Charon is an avatar of Yog-Sothoth, and contacting the avatar invites Yog-Sothoth into the caster.

### SUMMON/BIND CHILD OF THE SPHINX

**Range:** N/A • **Duration:** 5 min. per MP Cost • **Cost:** 1 MP per 10 percentiles of success to summon • **Sanity:** 1D3+creature 0/1D8 • **Resistance:** Yes

Dating to pre-dynastic Egypt, this spell allows the caster to summon a Child of the Sphinx — an anthropomorphic animal construed as the Egyptian gods Ra, Thoth, and so on. In truth, Children of the Sphinx are avatars of Nyarlathotep.

Spending the MP and succeeding, a Child of the Sphinx rises from the sands in 2D10 game minutes. Surviving the Sanity test, the caster must bind it to his will or his life could be forfeit. To exert his control, the caster must oppose the Child's MP with his own on the Resistance Table. If the caster fails, the Child is free to do as it wishes, which will most likely culminate in the caster's death. This spell can only be used to control one Child at a time.

### BLACK BLOOD

**Range:** Sight • **Duration:** Instantaneous • **Cost:** 3 MP • **Sanity:** 1D4 • **Resistance:** No

With a successful casting of this spell, the magus summons forth the blood of Yibb-Tstll to rain from the sky and suffocate his target. The caster must keep the target in his sight for the duration of the casting, which takes 15 minutes.

### CREATE AMULET

**Range:** N/A • **Duration:** Permanent (see below) • **Cost:** 5 MP • **Sanity:** 1 • **Resistance:** No

Before a sorcerer can cast this spell, he must craft an amulet from a semi-precious stone. Each type of stone has its own unique properties that influence the amulet's specific powers, as do the images carved into it. After creating the talisman, the sorcerer must sacrifice something of value to the person who will wear the amulet. Then, the spell is cast.

When the enchanted amulet is either worn about the neck as a pendant or carried in a pouch, it can be used to summon the aid of a supernatural guardian once per day. This guardian can mitigate five points of damage or increase the wearer's POW by 3 for one hour.

### CREATE BULLA

**Range:** N/A • **Duration:** Permanent (see below) • **Cost:** 5 MP • **Sanity:** 1 • **Resistance:** No

Fear of possession by evil spirits drives families to commission bullae for their children. To make

one, a magus crafts a small container of either gold—for those who can afford it—or leather. He then places ox blood, the herb moly, honey, milk, and hair from the child in the container and casts this spell over the course of the night. Once complete, the bulla must be placed around the child's neck within one hour. As long as the child wears the bulla, he cannot be possessed. When a child turns 14 and thus becomes an adult, the bulla loses its efficacy.

### CREATE CURSE TABLET

**Range:** Touch • **Duration:** Special • **Cost:** 5 MP • **Sanity:** 1D2 • **Resistance:** Yes

To create a curse tablet, a sorcerer must have access to a lead tablet, which he then inscribes with the desired curse and buries in an underground chamber or tomb. Merely burying the thing in a hole in the ground is insufficient; an existing subterranean structure must be used. The curse must be written in either Greek or Oscan; Latin won't suffice. Further, the caster must chant while inscribing and burying the tablet.

After he buries the tablet, the caster makes a POW vs. POW roll against the curse's intended victim on the Resistance Table. If the caster is successful, the victim suffers the effects of the curse. If the victim is successful, the curse has no effect.

The nature of the curse must involve fortune or money. A curse cannot kill someone outright, but instead damages his business or livelihood.

A curse is permanent unless the lead tablet is removed from its burial place. The instant it's removed, the curse is lifted. The victim doesn't have to be the one to remove the tablet from the ground; anyone can do it, even unwittingly. To reenact the curse, the chants must be repeated while the tablet is reburied.

### CREATE LOVE PHILTER

**Range:** Touch • **Duration:** Permanent • **Cost:** Variable • **Sanity:** 1D2 • **Resistance:** Yes

A magus using the herbs described in a secret Chaldean text can create a potion to cause one person to fall in love with another. The potion takes two weeks to brew, during which time the caster must maintain a vigil over the simmering liquid for at least eight hours each day. The caster decides, at the beginning of the two-week period, how many magic points to infuse into the potion. He must have that many points available when he begins, and expends them all at that time. The POT of each

philter equals the number of magic points expended. A magus who creates a philter for another—whether for commercial or other reasons—must spend an additional two magic points to bind it to that person, but this can be done at any time after the brewing is complete.

When a love philter is consumed, the one drinking it pits his POW against its POT. If the victim is successful, the beverage has no effect. If the victim fails, he is attracted to the person the philter is bound to.

A typical love philter sells for  $100 \times \text{POT}$  sestertii.

### DIONYSIAN REVELS

**Range:** Sight • **Duration:** 1D8 hours • **Cost:** 2 MP • **Sanity:** 1D6 • **Resistance:** Yes

Dionysian Revels is used by priests of Dionysius to whip other worshippers into a frenzy. The caster must make a successful **Entertainment** roll (song, dance, or musical instrument) to begin his dance. He then begins casting the spell as he weaves his way through the other revelers. Each person witnessing this dance must make an opposed POW vs. POW roll (his own against the caster's) on the Resistance Table or begin dancing himself.

Dancers—including the caster—swirl at a frenzied pace. For each hour of such exertion, a reveler must make a  $\text{CON} \times 3$  roll or fall unconscious.

A caster satisfied with the revels he has engendered can sacrifice an additional magic point to break free of the dance. Other dancers, however, must continue until the spell expires or they collapse. For every dancer who collapses, the caster gains 1D4 MP, as long as he remains within sight of the revelry.

### ELYSIAN GRACE

**Range:** Touch • **Duration:** 1D6 hours • **Cost:** 5 MP • **Sanity:** 1D6 • **Resistance:** Yes

This spells renders its target immobile, and bodily functions like breathing slow to an almost imperceptible rate. This victim remains conscious, though, and is aware if anyone touches him or speaks to him; he simply can't respond.

To cast this spell, a poultice of pomegranate, ash, and mud from a fertile field must be made with a successful **Potions** roll. Once made, the poultice is viable for 12 hours. The poultice must be spread over the victim's bare chest. Then, casting the spell takes half an hour, during which time the victim can make an opposed POW vs. POW (his own



against the caster's) roll on the Resistance Table. If the victim is successful, the spell has no effect. Otherwise, he suffers the effects described.

This spell was popular with Minoan priests, who wanted sacrifices to be conscious, but not hostile.

### EVIL EYE

**Range:** Sight • **Duration:** 1 Day • **Cost:** 3 MP • **Sanity:** 1 • **Resistance:** Yes

Rarely found in tomes, sorcerers instead pass this ancient spell from one to the next through the oral tradition.

The Evil Eye curses its victim, bringing misfortune and bad luck. While under its influence, the victim has no more than half chance to succeed at any roll regardless of other modifiers.

When the spell is cast, the victim can make an opposed POW vs. POW roll (his own against the caster's) on the Resistance Table to resist the effects. A given magus may only afflict one person at a time with the Evil Eye.

### NUMANTINA

**Range:** Special • **Duration:** Permanent • **Cost:** 10 MP • **Sanity:** 1D4 • **Resistance:** Yes

Named after the praecantatrix first accused of using this spell, Numantina drives the victim insane.

The spell requires the liver of a young boy, and must be cast in sight of the victim, or before a reasonable likeness of him. While casting, the sorceress makes an opposed POW vs. POW roll (her own against the victim's) on the Resistance Table. If the caster is successful, the victim suffers an indefinite insanity. Otherwise, there is no ill effect.

## MYTHOS AND OCCULT TOMES

While literacy isn't widespread, a greater percentage of people—including plebeians—are able to read and write during the time of *Cthulhu Invictus* than during that of *Cthulhu Dark Ages*. The most common writing medium is wax tablets. The writer uses a stylus to inscribe his work in the wax. If something needs to be changed, the wax is smoothed with a razor. Papyrus, and later paper scrolls, is used when permanence is required. Lead

tablets are reserved for curses and other magical works. Carved stone tablets are used rarely because of their weight and the work involved in creating them.

An occult tome can be a tablet or a scroll, with the latter more common because of scrolls' relative permanence and easy portability.

### AVESTA

*In Avestan, by Zarathustra, c. 1400 BCE.* The sacred scrolls of the Zoroastrians, the Avesta contains specifics of the Persian gods and their worship. Although this work was damaged when Alexander the Great sacked Persepolis, rumors speak of a second, pristine copy somewhere in the Parthian Empire. The book is comprised of seven sections: the Yasna, which contains the sacred liturgy and hymns of Zarathustra; the Visperad, which supplements the Yasna; the Vendidad, which lists a variety of evil spirits and ways to defeat them, including spells to fight disease and rituals to cleanse everything from dead bodies to the stars in the sky; the Yashts, which include hymns dedicated to individual deities; the Siroza, which details 30 different deities; the Khordeh Avesta, which serves as a book of prayers; and the Fragments, which cover material not included in any other section of the Avesta. *Sanity Loss 1D8/1D12; Cthulhu Mythos +10 percentiles; Occult +15 percentiles; Medicine +15 percentiles; average 84 weeks to study and comprehend.* Spells: Any the keeper desires.

### BOOK OF APOPHIS

*In Egyptian, authors unknown, c. 2000 BCE.* These are papyrus scrolls that provide instructions for fighting Apep, including a complete list of Apep's secret names. Its chapters include "Spitting Upon Apep," "Defiling Apep with the Left Foot," "Taking a Lance to Smite Apep," "Fettering Apep," "Taking a Knife to Smite Apep," and "Putting Fire Upon Apep." Priests at the temple of Amen-Ra in Thebes perform these rites daily on wax models and drawings of Apep as a form of sympathetic magic. *Sanity Loss 1D6/1D10; Occult +8 percentiles; average 30 weeks to study and comprehend.* Spells: Banish Apep.

### THE CHUMA SCROLLS

*In Hieratic, translated by unknown scribes from a sub-Saharan original, c.1800 BCE.* This sheaf of five scrolls contains information about the cult of Yibb-Tstll (known as Chuma to the sub-Saharan tribes). It contains information about contacting



and summoning the god, his blood, and nightgaunts. *Sanity Loss 1D6/2D6; Cthulhu Mythos +8 percentiles; average 8 weeks to study and comprehend.* Spells: Awaken Chuma, Black Blood, Summon/Bind Nightgaunt, and any others the keeper desires.

### G'HARNE FRAGMENTS

*In Assyrian, transcribed by an unknown Assyrian prisoner from an Arabian translation, c. 980 BCE.* One follower of Urakhu, Dabir, feared that the oral rendition of the *G'harne Fragments* originally created by Ashod would be lost, so he captured an Assyrian scribe and forced him to transcribe the work as recounted to him by Dabir. This work consists of three heavily damaged scrolls stored in the library of Iram. When Iram is destroyed, so are these scrolls. *Sanity Loss 1D6/1D10; Cthulhu Mythos +10 percentiles; average 12 weeks to study and comprehend.* Spells: Contact Chthonian, Contact Elder Thing, Contact Shudde M'ell, Red Sign of Shudde M'ell.

### GERMANIA

*In Latin, by Tacitus, 98 CE.* This work describes the Germanic tribes, including their religions, politics, warfare, and culture. *No Sanity loss; Other Kingdom (Germania) +4 percentiles; Occult +2 percentiles; average four weeks to study and comprehend.* Spells: None.

### HISTORIA NATURALIS

*In Latin, by Pliny the Elder, c. 40 CE.* An impressive sheaf of over a hundred scrolls written in the cramped handwriting of Pliny, this work elucidates many aspects of what is known about the natural history of Europe, Asia, and Africa. *No Sanity loss; Natural World +15 percentiles; Occult +5 percentiles; average 25 weeks to study and comprehend.* Spells: None.

### THE MINCH STONE

*In Ogham, author unknown, c.100 BCE.* Found on the northernmost tip of the Isle of Lewis, this carved stone contains a warning about the Fir Na Ghorm, the Blue Men of the Minch, who prowl the waters between that island and the Shiant Isles. It describes how to survive an encounter with these aquatic denizens by besting their chieftain in a battle of rhymes. *Sanity Loss: 1/1D3; Cthulhu Mythos: +1 percentile; Occult: +3 percentiles; average one week to study and comprehend.* Spells: None.

### MURAL OF THE REPTILIAN RESIDENTS OF THE NAMELESS CITY

*No text, creator(s) unknown, date unknown.* The paintings in this series are of differing quality, obviously created over a long period. They include depictions of the reptilian race founding the city, the cataclysm that brought it to the surface, the arrival of the men who would build Iram (also known as Irem), and the reptilian race's retreat toward an underground paradise. This work is of most use to scholars trying to understand the pre-history of the world and the events that transpired to create the ruins where these murals now stand. *Sanity Loss 1D2/1D4; Cthulhu Mythos +3 percentiles; average two weeks to study and comprehend.* Spells: None.

### PHARMAKEUTRIA

*In Greek, by Theocritus, c. 310–250 BCE.* Countless healers and magi use this early medical treatise for guidance in creating and mixing potions. It contains instructions for the alchemical process of creating Milk of the Dark Mother, a whitish substance made from the secretions of Shub-Niggurath causing rapid growth, early sexual maturity, and a variety of hideous mutations in plants. Its effect on animals or people is unknown. *Sanity Loss 1/1D3; Cthulhu Mythos +3 percentiles; Occult +3 percentiles; Potions +8 percentiles; average 15 weeks to study and comprehend.* Spells: None.

### SAPIENTIA MAGORUM

*In Persian, by Ostanes, c. 6th century BCE.* These powerful scrolls record a lifetime of occult learning by the powerful Persian sorcerer Ostanes. This compendium of dark and arcane sorcery can be very dangerous for the uninitiated to read, and includes a spell to contact Azathoth. *Sanity Loss 1D4/1D8; Cthulhu Mythos +5 percentiles; Occult +5 percentiles; average 20 weeks to study and comprehend.* Spells: Apportion Ka, Banishment of Yde Etad, Beseech Charon, Bring Haboob, Call/Dismiss Azathoth, Call/Dismiss Tulzscha, Chant of Thoth, Cloak of Fire, Dread Curse of Azathoth, Enchant Brazier, Evil Eye, Eye of Light and Darkness, Parting Sands, Sekmenkenhep's Words, Summon/Bind Byakhee, Warding the Eye, and any others the keeper desires.

A corrupted Greek translation by the Samaritan sorcerer Dositheus also exists. It contains fewer spells, which are more likely to be unfinished, and has incomplete passages and damaged pages.



*Sanity Loss 1/1D3; Cthulhu Mythos +2 percentiles; Occult +4 percentiles; average 20 weeks to study and comprehend.* Spells: Apportion Ka, Bring Haboob, Call Azathoth (but not Dismiss Azathoth), Enchant Brazier, Warding the Eye.

### SCROLL OF THOTH-AMON

*In Egyptian, by Thoth-Amon, c. 10,000 BCE.* The Samaritan Simon of Gitta is believed to have destroyed the only copy of this profane work in 41 CE. Unfortunately, Egyptian scribes managed to produce a copy when the scroll was at the Temple of Ptah. That copy was secreted away to Thebes, where it lays hidden. Many scholars believe the rumors of a second copy to be apocryphal, however. These scrolls are among the most mysterious and powerful works in the ancient world. They include spells for Contacting Nyarlathotep in his guise as Set, and for bringing forth demons to serve the bidding of the caster. *Sanity Loss 1D4/1D8; Cthulhu Mythos +10 percentiles; Occult +6 percentiles; average 15 weeks to study and comprehend.* Spells: Augury, Chant of Thoth, Cloud Memory, Create Curse Tablet, Contact Nyarlathotep, Summon/Bind Child of the Sphinx,

Wither, Wrack, and any others the keeper desires.

### SIBYLLINE ORACLES

*In Greek, by Heraclitus, c. 7th century BCE.* These scrolls, comprising a total of 12 books, are a detailed description of the prophecies of the oracle at Cumae. They're disjointed and hard to understand, even for those with knowledge of the oracles. This work includes information about contacting Hermes, the Greek manifestation of Nyarlathotep. *Sanity Loss 1D4/1D8; Cthulhu Mythos +5 percentiles; Occult +8 percentiles; average 30 weeks to study and comprehend.* Spells: Augury, Baneful Dust of Hermes Trismegistus, Contact Nyarlathotep, Candle Communication, Create Scrying Window, Enchant Brazier, Enthrall Victim, Identify Spirit, and any others the keeper desires.

### TABALLAE DEFIXIONUM

*In Latin, author unknown, c. first century BCE.* The **Taballae Defixionum** consists of two stone tablets with inscriptions on one side. It's very rarely found in libraries or private collections, and is more likely to be buried in a graveyard. A listing of incomplete and corrupted necromantic spells, magi use this work to try to raise and contact the dead. *Sanity Loss 1D4/1D8; Occult +10 percentiles; average 16 weeks to study and comprehend.* Spells: None.

### TILSIMATI

*In Sumerian, author unknown, c. fourth millennium BCE.* This work consists of carved tablets detailing the creation of amulets to protect against evil, particularly from an undesirable fate written in the **Tablet of Destinies**. The amulets are created by carving arcane images and shapes on cylindrical or flat seals. A Greek scholar in Seleucia is working on a translation of the **Tilsimati** using the only known copy. *Sanity Loss 1D3/1D6; Occult +4 percentiles; average 20 weeks to study and comprehend.* Spells: Create Amulet, plus any others the keeper desires.

## MYTHOS CREATURES

Not all Mythos entities active in the modern day are active in antiquity. The following sections list Mythos creatures and deities, and describe the role





they play in the ancient world.

### AFORGOMON

Greek magi in Athens accidentally summoned this avatar of Yog-Sothoth in 88 BCE. Angered, Aforgomon chose to punish the entire city rather than just those who summoned him. Since 88 BCE, Athens hasn't changed, and cannot. Any attempts to build structures that conform to modern imperial standards end up looking just like buildings built in 88 BCE. Fashion is still one hundred years out of date, regardless of what is imported from Rome. Even the dialect is archaic.

### AHTU

This avatar of Nyarlathotep is worshipped by several sub-Saharan African cults.

### AZATHOTH

Propitiated by court sorcerers in the Parthian Empire, Azathoth's influence in the ancient world is negligible because he's viewed as part of Zoroastrianism, not a deity in his own right.

### BAST

Originally a Child of the Sphinx who achieved greater than normal powers, Bast holds sway in Egypt and other sections of North Africa.

### CHILDREN OF THE SPHINX

Worshipped as gods by the ancient Egyptians, the Romans have folded many of these servitors of Nyarlathotep into their pantheon.

### CTHULHU

The dead god lays dreaming in R'lyeh, but small cults exist in the Parthian Empire, Syria, and Judea. Early contact with Southeast Asia introduced the worship of Cthulhu to the Chaldeans who operated trade routes between the Orient and the Mediterranean. Along with goods and slaves, the Great Old One's worship moved from east to west. Some unfortunate Romans receive dreams from the Great Old One.

### DARK DEMON

This avatar of Nyarlathotep is often confused with the satyrs.

### DARK YOUNG

Rumors of Shub-Niggurath's brood haunt the Germanic tribes and the Scythians.

### DEEP ONES

These foul creatures prey on Mediterranean shipping, attacking boats for slaves and food. A colony of deep one hybrids exists in Sicily. A second colony dwells in the cliffs under the city of Cyrene. Many people who witness deep ones think they're mermen or tritons.

### FACELESS GOD

This avatar of Nyarlathotep haunts the dreams of the Romans and their supporters in Egypt. A manifestation of the Faceless God to worshippers in the early dynasties of Egypt inspired the construction of the sphinx.

### GHOULS

These undead monstrosities meep and gibber beneath Rome and other cities.

### HASTUR

The god of entropy has few worshippers in the ancient world, but many still feel his touch. The majority of his worshippers live in resort towns like Pompeii and Herculaneum.

### HOUNDS OF TINDALOS

Existing in the angles of time, the Hounds of Tindalos can appear anywhere and anytime they want, ancient Rome included.

### HYPNOS

The god of the Dreamlands is very active in the city of Rome. No cult exists in the waking world, but he regularly pulls dreamers into his realm to compete in sadistic games for his entertainment.

### NIGHTGAUNTS

Winged servants of several gods, nightgaunts flit across the ancient landscape serving Nodens, Yibb-Tstll, and others.

### NODENS

This Elder God and his nightgaunts are active in ancient Rome, attempting to thwart the chaos of Nyarlathotep.

### NYARLATHOTEP

The god of a thousand masks employs most of them in the ancient world. Both the god and his avatars are very busy spreading chaos.

## SERPENT PEOPLE

This ancient race is on the decline in Roman times. Each year, fewer are left alive who remember the ancient wisdom that once made their race great. In the time of *Cthulhu Invictus*, they hide in forests and caves, searching for their lost glory.

## SHUB-NIGGURATH

The dark mother is worshipped in the Empire under the names Diana and Magna Mater. Her cults are widespread, but few realize the true nature of their goddess.

## SPECTRAL HUNTER

Frequently employed as a guardian of tombs and treasures, the spectral hunter is a favorite of sorcerers and nobles.

## SUMMANUS

Very few worshippers of this god exist, but he still feeds regularly on citizens. He prefers to manifest to lone travelers journeying along coastlines.

## TULZSCHA

This god isn't worshipped in the Roman Empire, but is worshipped in the Parthian Empire under the names Mazda and Ormazd. His name is often invoked for revenge, and he has been summoned by Samaritan sorcerers seeking vengeance.

## Y'GOLONAC

This depraved, perverted god is locked away and guarded by the Vestal Virgins.

## YIBB-TSTLL

The sleeping, revolving god of the Dreamlands is worshipped in sub-Saharan Africa as a fertility deity known as Chuma. Active cults to Chuma are found in sub-Saharan Africa, Kush, and Egypt.



## YOG-SOTHOTH

The keeper of the gate and key isn't actively worshipped in antiquity. His avatar Aforgomon, however, is responsible for the temporal problems in Athens. Another servitor of Yog-Sothoth, Charon, appears frequently in mythology as the ferryman over the River Styx.



## APEP

*Great Old One*

The *Book of Apophis* warns of Apep, the Eater of Souls, who waits in the underworld beneath the western mountain Bakhu. The living, the dead, even gods—Apep hungers for them all. A serpentine beast more than 16 yards in length with a head made of flint, he blocks the underworld river with his coils, trapping those who travel upon it and hypnotizing them with his gaze. Then, while they stand still as statues, he devours them.

Those who resist Apep’s gaze find themselves fighting not only the Eater of Souls, but the earth and sky as well. The mountain quakes at Apep’s command, dropping boulders upon them, and the ground cracks and splits beneath their feet. Thunderstorms roll across the sky, turning the ground into an impassable mire if they try to run. Even warriors who fell Apep have struggled in vain; the next day the great serpent rises again, hungry and waiting beneath Bakhu.

Although Apep’s cult is small, Egyptians consider it a grave threat. While the *Book of Apophis* provides details about fighting Apep, including spells and rituals to banish him, another unnamed book tells how to summon him from his underground lair. Little more is known about the ritual for summoning Apep, except a warning in the *Book*

*of Apophis* about “when the moon blocks the sun and day turns to night.” To date, Apep’s cult hasn’t found the book to summon him, but their members scour the known world for any trace of it. If they ever find it, the Egyptians know, they will call forth Apep and doom all humanity.

**HYPNOTIZE ATTACK:** If Apep succeeds in a POW vs. POW roll on the Resistance Table, the victim is stunned for 1D4 rounds.

### **APEP, Eater of Souls**

STR 56 CON 60 SIZ 67 INT 20 POW 30  
DEX 22 Move 18 HP 64

**Damage Bonus:** +7D6.

**Weapons:** Bite 53%, damage 2D6 + db

**Armor:** Immune to all except magical attacks.

**Spells:** Control Weather, plus any the keeper desires.

**Sanity Loss:** 1D12/1D20 Sanity loss to see Apep.

**Territory:** Egypt.

## ATAKA

*Unique Entity*

Before Byatis was sealed behind a stone door in what is now Britannia, Ataka swam the world’s oceans, doing the Great Old One’s bidding. When



Byatis was trapped, Ataka broke free of his master's thrall and returned to his ancient home on the sunken continent of Kumari Kadam in the Indian Ocean. There he waits, knowing that when the door is again opened, Byatis will come to collect his due.

Ataka has no known worshippers and is seldom seen, content to feed on creatures found on the ocean's floor. When he does rise from his watery lair, those who see him quake with fear at his bulbous form, his head featureless except for a gaping maw surrounded by tentacles that writhe and grasp, his deadly tusks skewering any ship that ventures near.



### ATAKA, Rebellious Servant of Byatis

STR 120 CON 80 SIZ 140 INT 30 POW 25  
DEX 18 Move 20 swimming HP 130

**Damage Bonus:** +15D6.

**Weapons:** Tusks 48%, damage 4D6 + db  
Tentacles 80%, damage equal to damage bonus  
Swallow 65%, damage 3D6 + db

**Armor:** 10 points of thick skin.

**Spells:** N/A.

**Sanity Loss:** 1D8/1D12 Sanity loss to see Ataka.

**Territory:** Arabia Magna.

## AZI DAHAKA

*Great Old One*

The Serpent of a Thousand Skills who ruled the seven kingdoms of Babylon for a millennium, Azi Dahaka now lies bound in a cave in Mount Damavand, defeated by the hero Feredun. He is an enormous monstrosity with three heads, each with three-fanged mouths and six all-seeing reptilian eyes. When the stars are right, Azi Dahaka will break free to once again subjugate the lands of the Parthian Empire. Swords are ill-advised against Azi

Dahaka; if his flesh is cut, serpents, toads, lizards, frogs, tortoises, and scorpions pour forth, overwhelming the Great Old One's opponent and poisoning the earth.

**Cult:** Babylonian and Parthian sorcerers seek Azi Dahaka. Some poisoners also look for the Serpent of a Thousand Skills; luckily, none has found him.

### AZI DAHAKA, Serpent of a Thousand Skills

STR 32 CON 25 SIZ 34 INT 18 POW 23  
DEX 14 Move 16 HP 29

**Damage Bonus:** +3D6.

**Weapons:** Massive Sword 48%, damage 3D6 + db  
Bite 63%, damage 2D6 + db + POT 20 poison

**Armor:** 8 points of scaly skin; any attack that penetrates armor releases 1D10 venomous creatures that also attack; regenerates 4 HP per round.

**Spells:** Any spells the keeper desires.

**Sanity Loss:** 1D4/1D8 Sanity loss to see Azi Dahaka.

**Territory:** Parthia.

## BA'AL HAMMON

*Avatar of Shub-Niggurath*

Ba'al Hammon, Lord of the Two Horns, is worshipped in Carthage and other areas formerly under Phoenician control. This avatar of Shub-Niggurath appears as a handsome man dressed in the Phoenician style, with long hair and a curved beard. In his right hand, he wields a sword, and in his left, he brandishes a cedar club or spear. A god of fertility, Ba'al Hammon is the sworn enemy of Mot, the lord of death and decay.

Ba'al Hammon's cults have a complex hierarchy with worshippers striving to attain the highest level of priesthood. During rituals, they burn incense, sacrifice bulls and human children, and even slash their own forearms with knives to show their devotion to their god. Female worshippers frequently engage in ritual prostitution, on occasion implanting the seed of a god's hupadgh in their partners.

When Rome destroyed Carthage after the Third Punic War, it hoped to eliminate the worship of Ba'al Hammon. Although Rome destroyed the temples and killed some of Ba'al Hammon's worshippers, the remaining cultists simply went underground and now perform their rituals in a seaside grotto not far from Carthage. The majority of prostitutes

in Carthage and Utica are devotees of the Lord of the Two Horns.

**Cult:** Prevalent in areas once under Phoenician control like Tyre and Carthage.

**BA'AL HAMMON, Avatar of Shub-Niggurath**

STR 15 CON 16 SIZ 13 INT 25 POW 36  
DEX 14 APP 21 Move 8 HP 15

**Damage Bonus:** N/A.

**Weapons:** Sword 57%, damage 1D6 + db

**Armor:** Immune to all but magical attacks.

**Spells:** Contact Shub-Niggurath, Summon Gof'n

Hupadgh, Summon Dark Young of Shub-

Niggurath, any other the keeper desires.

**Sanity Loss:** N/A.

**Territory:** Northern Africa.

## BARDI

*Lesser Independent Race*

At first glance, a bardi appears to be nothing more than a large jackal, but those unfortunate enough to come face-to-face with one of the beasts soon see the differences. The elongated, oddly jointed back legs that give the bardi its unnatural speed. The foaming white ichor that drips from its mouth. The large, curved teeth that rip through sinew and bones as easily as through bare skin.

Highly territorial, bardi usually hunt alone or in a small pack of no more than five—its mate and most recent offspring. Bardi are opportunistic predators that make quick snacks of birds and small rodents, as well as stalking and killing animals more than five times their size. They don't fear humans, and on occasion two or three packs work together to attack a village or caravan. Afterward, each pack takes its kill and goes its separate way.

The bardi are noisy creatures, emitting a siren-like howl when they've made a kill, calling their mates and offspring to their sides and warning other predators to keep away—a warning always heeded.

**BARDI, Servants of None**

<i>char.</i>	<i>rolls</i>	<i>averages</i>
STR	3D6	10-11
CON	3D6+6	16-17
SIZ	3D6	10-11
INT	4D6	14
POW	3D6	10-11
DEX	4D6	14
Move	20	HP 15

**Av. Damage Bonus:** N/A.

**Weapons:** Bite, 50%, damage 1D4

Claw 48%, damage 1D4 + db

**Armor:** 2 points of hide.

**Spells:** A bardi with INT 18 or higher can know any spells the keeper desires.

**Sanity Loss:** 0/1 Sanity loss upon recognizing the creature is not a jackal.

**Territory:** Asia Minor.

## BASAJUANAK

*Lesser Independent Race*

This ancient race of wildmen stands between six and ten feet tall with long, dark red hair and beards that reach to their knees. Agile and strong, the basajuanak build huge megaliths of limestone as dolmens for practicing magic. Known as the Lords of the Woods by the other inhabitants of Hispania, they use sorcery to protect the flora and fauna of the region, both wild and domesticated. Individual basajuan have warned shepherds when storms approach, but they're relentless in their punishment of those who violate the earth.

**BASAJUANAK, Guardians of the Wild and Builders of Megaliths**

<i>char.</i>	<i>rolls</i>	<i>averages</i>
STR	5D6+6	23-24
CON	5D6+6	23-24
SIZ	4D6+6	20
INT	4D6	14
POW	3D6	10-11
DEX	4D6	14
APP	2D6	7
Move	16	HP 31

**Av. Damage Bonus:** +1D6.

**Weapons:** Fist/Punch, 50%, damage 1D4 + db

Thrown Rock 48%, damage 1D6 + half db

**Armor:** 2 points of thick skin; some also wear 2 points of leather armor.

**Spells:** Any the keeper desires.

**Sanity Loss:** 0/1D4 Sanity loss to see a basajuanak.

**Territory:** Hispania.

## BASILISK

*Creature of Legend and Folklore*

In *Historia Naturalis*, Pliny the Elder tells of a serpent so venomous that when a Roman legionary stabbed it with his lance, the snake's poison crept up the weapon's shaft and killed both the man and his horse. While snakes must bite their victims, a basilisk spits its venom, a poison so potent it can fell an osprey in mid-flight. Even a basilisk's scales are coated in the ichor, and the creature's breath is so deadly it sings plants and cracks stones.

At no more than twelve finger-breadths long, a basilisk can creep into the smallest crevice, making it nature's deadliest assassin. Unlike its serpentine cousins, however, the basilisk doesn't slither across the ground on its belly. Instead, it holds the front half of its body upright as it moves. A white star on its head is set out like a coronet or diadem, proclaiming it the king of all serpents. With a single hiss, the basilisk scatters all other serpents; they dare not come near until the basilisk has moved on.

Only the weasel is proof against the basilisk. Although its musk is merely offensive to humans, it's deadly to basilisks, with the creatures quickly succumbing if a weasel slips into the crannies where they hide.

### **BASILISK, King of Serpents**

<i>char.</i>	<i>rolls</i>	<i>averages</i>
STR	3D6	10-11
CON	2D6+6	13
SIZ	3D6+6	16-17
INT	3D6+3	13-14
POW	3D6	10-11
DEX	3D6	10-11
Move 4		HP 12

**Av. Damage Bonus:** N/A.

**Weapons:** Gaze 45%, success at POW vs. POW roll on the Resistance Table kills the victim outright

Venomous Bite 38%, damage 1D4 + POT 24 poison

**Armor:** 2 points of scaly skin.

**Spells:** A basilisk with INT 12 or higher knows 1D2 spells.

**Sanity Loss:** 0/1 Sanity loss to see basilisk.

**Territory:** Northern Africa (Cyrenaica).

## BLEMMYES

*Lesser Servitor Race*

Regarding these nomadic desert warriors, Pliny the Elder writes, "It is said that the blemmyes have no heads, and that their mouths and eyes are put in their chests." Those Legions who protect the Roman possessions in Egypt, Numidia, and Africa Proconsularis know the scholar's words are more than colorful description; the blemmyes' hulking torsos end at their



shoulders, and a primitive mouth and eyes are set in the middle of each creature's chest.

Local legends speak of the blemmyes as beheaded criminals who refused to die, or as an ancient race decapitated by their god for some unknown offense. In truth, they're the children of Y'golonac, the true Sons of the Hands that Feed. Like their creator, the blemmyes are a corrupt, degenerate race drawn to evil and perversion. Once only found in a small region of Kush, they've spread to Egypt, where they're called the akephalos, and to Numidia and Africa Proconsularis, which know them as acephali. Wherever they go, they expand the cult of Y'golonac, by force if necessary, sacrificing those who resist in a bloody, loathsome ritual.

### **BLEMMYES, Headless Horsemen**

<i>char.</i>	<i>rolls</i>	<i>averages</i>
STR	3D6	10-11
CON	3D6+3	13-14
SIZ	3D6+3	13-14
INT	3D6+3	13-14
POW	3D6	10-11
DEX	3D6	10-11
Move 12		HP 14

**Av. Damage Bonus:** N/A.

**Weapons:** Fist/Punch 50%, damage 1D3 + db  
Sword 51%, damage 1D6 + db

**Armor:** None inherent; most wear 2-point light



leather armor, but more heavily armored blemmys might be encountered.

**Spells:** All spells related to Y'gononac.

**Sanity Loss:** 1D4/1D8 Sanity loss to see a blemmyes.

**Territory:** Egypt, Kush, Northern Africa.

## BLUE MEN OF THE MINCH

### *Lesser Independent Race*

The last vestiges of an ancient, aquatic civilization, the Blue Men have been driven by the deep ones to the area between the Isle of Lewis and the Shiant Isles. Once the masters of grand palaces carved from alabaster, they're now forced to live in squalid, underwater caves. Embittered by their fate, they take their frustration out on passing ships, challenging the captains to a battle of rhymes. If the captain keeps pace with the Blue Men's chieftain, he and his sailors are allowed to pass unharmed. But if the ship's leader falters, the Blue Men of the Minch swarm the vessel, pulling it beneath the waves.

Except for the azure hue of their skin, the Blue Men of the Minch look like humans with curly grey-green hair and beards. When the sea is calm, they can be seen skimming just under its surface; often, they roil the waters, summoning terrible storms that capsize any ship caught in them.

### **BLUE MEN OF THE MINCH, Riddle Masters**

<i>char.</i>	<i>rolls</i>	<i>averages</i>
STR	3D6	10-11
CON	3D6+3	13-14
SIZ	3D6+3	13-14
INT	3D6+6	16-17
POW	3D6	10-11
DEX	3D6	10-11
APP	3D6	10-11

Move 16 swimming HP 14

**Av. Damage Bonus:** N/A.

**Weapons:** Fist/Punch 50%, damage 1D3 + db

Sword 34%, damage 1D6 + db

Spear 45%, damage 1D6 + db

**Armor:** N/A.

**Spells:** Blue Men of the Minch with INT 12 or higher know any spells the keeper desires.

**Sanity Loss:** 1D2/1D4 Sanity loss to see a Blue Man of the Minch.

**Territory:** Britannia.

## BOUDA

### *Lesser Independent Race*

Although the bouda typically change from humans to hyenas at nightfall, they aren't dependent on the full moon. A hereditary gift, the bouda can make this transformation easily and at will.

In their bestial form, the bouda are identical to hyenas in all ways except size; a foot or more taller at the shoulder than their animal counterparts, the bouda also outweigh them by at least 50 pounds. The bouda are highly efficient hunters, working in packs to take down creatures more than twice their size. What they kill, they eat—flesh, blood, bones, hair, and all. Bouda who find no prey scavenge graveyards, digging up corpses to feed their young and weak.

Throughout the more than twenty million years that the Bouda have roamed Africa, they've lent their aid to a variety of gods including Nyarlathotep, Shudde M'ell, and Yog-Sothoth. They follow no cult, however, and their alliances with Mythos entities are always brief. The bouda social structure is complex, incomprehensible to outsiders, and arises from a fierce loyalty to their own that they place above anything else—even gods.

Although the true nature of the bouda is common knowledge, they're tolerated because of their skill as blacksmiths. Metalworking is a dangerous craft that requires strong magic. That the bouda routinely survive unscathed is a testament to their powers and their intelligence, and this encourages the Kushites to treat them with respect and more than a little fear. The bouda have roamed Africa far longer than humans, after all, and will remain long after humans have been forgotten.



**BOUDA, Human Form**

<i>char.</i>	<i>rolls</i>	<i>averages</i>
STR	3D6+6	16-17
CON	3D6+3	10-14
SIZ	4D6	14
INT	3D6+6	16-17
POW	3D6	10-11
DEX	3D6	10-11
APP	3D6	10-11

Move 16 swimming HP 15

**Av. Damage Bonus:** +1D4.

**Weapons:** Fist/Punch 50%, damage 1D3 + db  
Smithing Hammer 52%, damage 1D6 + db

**Armor:** None inherent, but many wear 6 points of chain armor.

**Spells:** Bouda know any and all spells relating to metalworking.

**Sanity Loss:** N/A.

**BOUDA, Hyena Form**

<i>char.</i>	<i>rolls</i>	<i>averages</i>
STR	3D6	10-11
CON	3D6+6	16-17
SIZ	4D6	14
INT	3D6+6	16-17
POW	3D6	10-11
DEX	4D6	14

Move 20 HP 15

**Av. Damage Bonus:** +1D4.

**Weapons:** Bite, 50%, damage 1D4  
Claw 34%, damage 1D4 + db

**Armor:** 2 points of hide.

**Spells:** As in human form.

**Sanity Loss:** 0/1 Sanity loss upon recognizing that the creature is not a hyena.

**Territory:** Kush.

**BROCKEN SPECTRE**

*Avatar of Han*

From time to time, haggard travelers stopping for a flagon of wine in the taverns near the Harz Mountains hear tell of a spectral being that haunts the Brocken Peak. Little more than a shadowy figure surrounded by strange lights, a thick fog heralds the Brocken Spectre's arrival, a mist so dense those caught in it are hard pressed to see a foot ahead.

This avatar of Han has chosen the Harz Mountains as its personal hunting grounds, stalking those who cross its path. Few escape its grasp, and those not fortunate enough to get away are never

seen again. More often than not, travelers enter the Harz Mountains full of bluster or fear, and simply never emerge on the opposite side of the pass.

**BROCKEN SPECTRE, Doom of Travelers**

STR	N/A	CON	N/A	SIZ	N/A	INT	18	POW	45
DEX	N/A	Move	N/A					HP	N/A

**Damage Bonus:** N/A.

**Weapons:** N/A; the Brocken Spectre uses thick fog to lure people off cliffs or through gates.

**Armor:** Immune to all but magical attacks.

**Spells:** Create Fog, Create Gate, and any other the keeper desires.

**Sanity Loss:** 1/1D3 Sanity loss to see the Brocken Spectre.

**Territory:** Germania Magna.

**BUGGANE**

*Lesser Servitor Race*

Most commonly seen on the Isle of Man, buggane are solitary creatures. Each claims a forest, waterfall, or old ruin as its home, digging an underground warren beneath it. Although a buggane's true form is a huge, black-haired creature with claws, tusks, and a large, red mouth, they can also assume a human guise. In this form, buggane are only distinguishable by their long hair, nails, and teeth.

The buggane stay in their burrows unless called upon by Eihort to hunt down those who have killed his broodlings. Highly intelligent, buggane use their human form to learn where the offenders can be found. Once located, the offenders are subdued and dragged back to Eihort, to become hosts for a new batch of the Great Old One's young.

**BUGGANE, Slaves to Eihort**

<i>char.</i>	<i>rolls</i>	<i>averages</i>
STR	5D6	17-18
CON	4D6	14
SIZ	5D6+3	20-21
INT	3D6	10-11
POW	3D6	10-11
DEX	3D6	10-11
Move	12	HP 17

**Damage Bonus:** +1D4.

**Weapons:** Tusks 35%, 1D6 + db  
Claw 56%, 1D4 + db

**Armor:** 2 points of thick fur.

**Spells:** Consume Likeness.



**Sanity Loss:** 1D3/1D6 Sanity loss to see a bug-gane in its monstrous form, but no Sanity loss to see one in human form.

**Territory:** Britannia.

## CENTAUR

### *Lesser Independent Race*

Hera created centaurs as intelligent pack animals. Their strong equine back and legs enable them to haul heavy loads while their human torso gives them the ability to speak and manipulate objects. The original centaurs were bestial, dirty and unkempt, with the intelligence of small children. Their favored food was raw flesh—human or animal.

Over time, though, two distinct groups of centaurs emerged—the original, animalistic version that Hera created, and a more intelligent, refined strain. Though similar in appearance, the two can be distinguished by the front part of the forelegs, which are more human in the bestial centaurs. Because of this, the intellectual centaurs claim that as they become more equine and less human, they become more civilized.

The genteel centaurs are nevertheless haunted by their bestial ancestry. Although typically kind, hospitable, sporting, generous, and wise, they have no tolerance for alcohol. Just the slightest taste regresses them to bawdy, aggressive creatures that are mean and quick to fight. Once recovered from their drunken fits, however, the genteel centaurs quickly apologize, and often go overboard trying to make amends.

### **CENTAURS, Refined Hybrids**

<i>char.</i>	<i>rolls</i>	<i>averages</i>
STR	3D6+18	28-29
CON	3D6+6	16-17
SIZ	4D6+12	26
INT	4D6	14
POW	3D6	10-11
DEX	3D6	10-11
APP	3D6	10-11

Move 12                      HP 22

**Av. Damage Bonus:** +2D6.

**Weapons:** Fist/Punch 50%, damage 1D3 + db  
 Kick 25%, damage 1D8 + db  
 Trample 25%, damage 2D6 + db  
 Bow 25%, damage 1D8 + db  
 Club 25%, damage 1D6 + db

**Armor:** 1 point of hide; the humanoid portion might wear other armor at the keeper's discretion.

**Spells:** 1D4 of the keeper's discretion, if its INT × 3 is rolled on 1D100.

**Sanity Loss:** 0/1D6 Sanity loss to see a centaur.

**Territory:** Greece.

### **CENTAURS, Bestial Hybrids**

<i>char.</i>	<i>rolls</i>	<i>averages</i>
STR	3D6+18	28-29
CON	3D6+6	16-17
SIZ	4D6+12	26
INT	2D6	7
POW	2D6	7
DEX	3D6	10-11
APP	3D6-2	8-9

Move 12                      HP 22

**Av. Damage Bonus:** +2D6.

**Weapons:** Fist/Punch 50%, damage 1D3 + db  
 Kick 25%, damage 1D8 + db  
 Trample 25%, damage 2D6 + db  
 Bow 25%, damage 1D8 + db  
 Club 25%, damage 1D6 + db

**Armor:** 1 point of hide; the humanoid portion might wear other armor at the keeper's discretion.

**Spells:** 1D4 spells chosen by the keeper, if its INT × 3 is rolled on 1D100.

**Sanity Loss:** 0/1D6 Sanity loss to see a centaur.

**Territory:** Greece.

## CERBERUS

### *Unique Entity*

Created by Zeus to guard the cavern in Mount Olympus where the Olympians performed their rituals, Cerberus is chained by the cavern's entrance, neither sleeping nor eating, but only guarding against those who don't belong. Monstrous in size, the three-headed dog is covered with snakes that writhe like living fur, his tail a hissing, venomous serpent. He hates sunlight, and if ever taken from the depths of Mount Olympus will travel any



distance to return, but not before taking his revenge on his kidnapers.

Like any dog, Cerberus is unconditionally loyal to his master, Zeus, and ferociously protective. Unlike mundane dogs, Cerberus moves silently when he senses intruders, circling them before he attacks. Investigators who attempt to infiltrate Mount Olympus might hear claws clicking on stone or a faint rustle and hiss as they near the cavern's opening. Cerberus allows only the Olympians, or those who bear their mark, to pass unharmed, and none who don't belong have ever made it past Zeus's guardian alive.

After the Olympians' downfall, Cerberus was left chained to his post, forgotten. He waits still for his master's return, guarding the cavern tirelessly against those who would trespass there.

### CERBERUS, Giant, Three-headed Guardian

STR 26 CON 17 SIZ 23 INT 12 POW 16  
DEX 14 Move 12 HP 20

**Damage Bonus:** +2D6.

**Weapons:** Bite 40%, damage 1D10

Claw 40%, damage 1D6 + db

**Armor:** None, but Cerberus takes the minimum damage that could be rolled from non-enchanted weapons.

**Spells:** 1D4 spells chosen by the keeper.

**Sanity Loss:** 1/1D10 Sanity loss to see Cerberus.

**Territory:** Greece.



## CERCOPES

### *Lesser Independent Race*

Whether in numbers or alone, armed or not, wise travelers didn't breathe easy until they were well past Lydia in Greece and the region of Ephesus. The cercopes, a giant race of malicious humanoids, prowl those lands, preying on lone wanderers and groups of travelers alike.

The cercopes are as monstrously ugly as they are evil, with misshapen skulls and bodies, gnarled hands, and patched, scaly skin. No one knows where the cercopes came from, since these ancient highwaymen kill all those that they encounter before looting their bodies. What little is known of them has been gleaned from the ravaged scenes of their attacks, and from the terrified accounts of those who were lucky enough to remain hidden as the cercopes mauled their brethren.

Legend has it that Zeus tasked the hero Heracles with capturing the cercopes and bringing them to him, after which Zeus turned the cercopes into monkeys and banished them to the Pithecoussa, or Monkey Islands, at the mouth of the bay of Naples, Proscida, and Ischia. But from time to time groups of travelers or lone people who mistakenly wander into the cercopes' territories are still attacked. The savage brutality of the attacks immediately brings whispered fears that the cercopes have returned—if they ever left at all.

### CERCOPES, Bestial Monkey-entities

<i>char.</i>	<i>rolls</i>	<i>averages</i>
STR	4D6+12	26
CON	3D6	10-11
SIZ	3D6+3	13-14
INT	3D6	10-11
POW	3D6	10-11
DEX	4D6	14
APP	1D6	3-4
Move 8		HP 12

**Av. Damage Bonus:** +2D6.

**Weapons:** Fist/Punch 50%, damage 1D3 + db

Kick 25%, damage 1D8 + db

Bite 40%, damage 1D10 + db

**Armor:** 2 points of skin

**Spells:** N/A.

**Sanity Loss:** 0/1D6 Sanity loss to see a cercopes.

**Territory:** Greece.

## CHARYBDIS

### *Unique Entity*

A giant, swirling vortex gapes in the sea near Messina, sucking in water, air, and any ships foolish enough to pass near. But Charybdis is no natural phenomenon. Originally a beautiful woman, greedy and vain, she offended the Olympian Zeus. In his rage, he struck her with a thunderbolt and cast her into the sea. Once in the water, she began to grow, swelling into a giant, gaping maw until she was no longer a woman, but a ravenous whirlpool. Trapped in this shape, Charybdis stares longingly at the cliffs above her, at the fig tree that she used to sit under. In her frustration, she reaches for it, throwing herself upward with all her strength; when she does, she spews forth all the water and debris that she has sucked in. Then, exhausted, she collapses once again, swallowing more water and more passing ships, gathering her strength for another futile attempt to reach her beloved cliffs once more.

### **CHARYBDIS, Vengeful Vortex**

STR 28 CON 25 SIZ 30 INT 16 POW 13  
DEX 12 Move 2 HP 26

**Damage Bonus:** +3D6.

**Weapons:** Bite 60%, damage 1D10 + db

**Armor:** None, but Charybdis takes the minimum damage that could be rolled from non-enchanted weapons.

**Spells:** N/A.

**Sanity Loss:** 1/1D10 Sanity loss to see Charybdis.

**Territory:** Italia.

## CHILDREN OF CTHUGHA

### *Lesser Servitor Race*

Prior to his arrival in a place, Cthugha often sends small, fiery creatures to prepare the way and guard against intrusion. When first summoned, they appear as motes of light no more than a few inches across that dart about, alighting on anything nearby and setting fire to shrubbery and clothing. The children quickly join together, becoming larger and larger entities until they become a single being about four feet across.

In addition to presaging the arrival of Cthugha, these Children of Cthugha are often summoned by priests of Melkarth to serve as personal guards or sacrificial tools. In the latter case, the priest captures

a suitable sacrifice and the Child immolates it in reverence of Cthugha.

### **CHILDREN OF CTHUGHA, Fiery Servants of Melkarth**

*char. rolls averages*

STR	N/A	N/A
CON	N/A	N/A
SIZ	1 to 16	1 to 16
INT	3D6	10-11
POW	5D6	17-18
DEX	5D6	17-18
Move	24 flying	HP 1 to 16

**Av. Damage Bonus:** N/A.

**Weapons:** Flame Attack 50%, damage 3D6+2 fire per round until extinguished.

**Armor:** Immune to damage other than from water, which does 1D6 damage.

**Spells:** Contact Cthugha.

**Sanity Loss:** 0/1D4 Sanity loss to see the Children of Cthugha.

**Territory:** Syria.

## CHILDREN OF LAMIA

### *Lesser Servitor Race*

The brood of Lamia are foul creatures who drain the blood from humans. Each Child looks essentially human except for long, serpent-like fangs and reptilian eyes. They're cold-blooded and frequently found basking in the sun.

**BLOOD DRAIN:** A Child of Lamia that successfully grapples a foe can drain 1D6 STR from the victim each round. Once STR reaches 0, the Child drains CON at the same rate. When CON reaches 0, the victim dies. Each point of STR or CON drained by a Child can be added to either its POW or HP, as the Child wishes. If a victim escapes before dying, lost STR and CON return at the rate of one point of STR or CON (of the victim's choice) each day.

### **CHILDREN OF LAMIA, Blood-sucking Sunbathers**

*char. rolls averages*

STR	3D6	10-11
CON	3D6+3	13-14
SIZ	3D6	10-11
INT	3D6	10-11
POW	3D6	10-11
DEX	3D6	10-11
APP	3D6	10-11

Move 8                    HP 12

**Av. Damage Bonus:** +1D4.

**Weapons:** Grapple: 45%, damage blood drain (see above)

Bite: 50%, damage 1D3 + db

Dagger 45%, damage 1D4 + db

**Armor:** Immune to non-magical attacks.

**Spells:** Any the keeper desires.

**Sanity Loss:** 1/1D6 Sanity loss to see a Child of Lamia.

**Territory:** Any.

## CU SITH

### *Lesser Servitor Race*



As servants of the Lords of Tindalos, the Cu Sith prowl the forests of Fife, and the east coast of Britannia. These fierce warriors wear the skulls and pelts of wolves, dyed green, to strike fear in their enemies' hearts and honor their predacious masters.

The Cu Sith first encountered the Lords of Tindalos when they raided a village that worshipped Yog-Sothoth. Impressed

by their skill and pleased by the blow the Cu Sith dealt their ancient foe, the Lords of Tindalos visited each of the clan's members that night, with an offer: Do the Lords' bidding and receive great power with which to fight their enemies, or refuse and die. A proud people, most of the Cu Sith made a brave stand.

Those who accepted the Lords' offer buried the others the next day. They and their descendants have followed the Lords of Tindalos ever since, each generation becoming more adept with the powers bestowed upon them. The Cu Sith can now truly assume wolf form instead of only wearing the hides, and can use gates to teleport throughout their domain. As their skill grows, so does their legend.

Not even the Roman Legions enter their lands without trepidation.

### **CU SITH, Human Form**

*char.        rolls        averages*

STR        3D6        10-11

CON        3D6+3     13-14

SIZ        3D6        10-11

INT        3D6        10-11

POW       3D6        10-11

DEX        3D6        10-11

APP        3D6        10-11

Move 12                    HP 15

**Av. Damage Bonus:** +1D4.

**Weapons:** Fist/Punch 50%, damage 1D3 + db

Sword 45%, damage 1D6 + db

Spear 42%, damage 1D6 + db

**Armor:** None inherent; most wear 2 points of leather armor.

**Spells:** Contact Lord of Tindalos, Create Gate, and any others the keeper desires.

**Sanity Loss:** N/A.

**Territory:** Britannia.

### **CU SITH, Wolf form**

*char.        rolls        averages*

STR        3D6        10-11

CON        3D6+6     16-17

SIZ        4D6        14

INT        3D6+6     16-17

POW       3D6        10-11

DEX        4D6        14

Move 12                    HP 15

**Av. Damage Bonus:** +1D4.

**Weapons:** Bite, 50%, damage 1D4

Claw 34%, damage 1D6 + db

**Armor:** 4 points of thick, green fur.

**Spells:** Contact Lord of Tindalos, Create Gate, any others the keeper desires.

**Sanity Loss:** 1/1D3 Sanity loss to see one of the Cu Sith in wolf form.

**Territory:** Britannia.

## CUEGLE

### *Lesser Servitor Race*

Although the cuegle walk on two legs and have a roughly humanoid shape, their similarity to people ends there. Their three arms have neither hands nor fingers, and their skin is solid black. A stubby horn sprouts out of the middle of a cuegle's forehead





above three eyes—one green, one blue, and one red. Although the cuegle are small—about three or four feet tall—they’re incredibly strong and attack people and livestock alike. Infants are among their favorite victims, which they steal from cradles to sacrifice to Saaitii. Other than cold, hard steel, only oak and holly leaves can protect against the cuegle, and most villagers in Hispania fashion cradles from these to protect their children.

**CUEGLE, Multi-armed Thieves of Infants**

<i>char.</i>	<i>rolls</i>	<i>averages</i>
STR	3D6	10-11
CON	3D6+3	13-14
SIZ	2D6-1	6
INT	3D6	10-11
POW	3D6	10-11
DEX	3D6	10-11
Move 8		HP 15

**Av. Damage Bonus:** +1D4.

**Weapons:** Fist/Punch 50%, damage 1D3 + db  
Sword 35%, damage 1D6 + db

**Armor:** None inherent; most cuegle wear 2 points of leather armor.

**Spells:** Any the keeper desires.

**Sanity Loss:** 1D3/1D6 Sanity loss to see cuegle.

**Territory:** Hispania.

**CYCLOPES**

*Greater Independent Race*

Easily recognizable by the single eye in the middle of their foreheads, the cyclopes are a giant race of sheep-herders, smiths, and craftsmen. Known for their great strength and manual dexterity, they labored under the direction of Hephaestus, making weapons for the Olympians and their followers, until that god’s demise. At that point, they returned to their caves on the Aeolian Islands and in Sicily, building a massive underground forge where they could continue their craft. The noise from the cyclopean forge can still be heard in the rumblings of the Sicilian volcanoes, whose strength the cyclopes have harnessed.

Although normally peaceful, cyclopes can be brutally savage. They’re cannibals by choice, herding sheep only for their wool. Many prominent Romans look past these “quirks,” however, since the cyclopes are among the most renowned artisans in the land, responsible for building many of the greatest monuments in Greece and Sicily.

**CYCLOPES, One-eyed Giants**

<i>char.</i>	<i>rolls</i>	<i>averages</i>
STR	4D6+12	26
CON	3D6+3D10	27
SIZ	3D6+3D10	27
INT	2D6	7
POW	3D6	10-11
DEX	3D6	10-11
APP	2D6	7
Move 10		HP 28-29

**Av. Damage Bonus:** +2D6.

**Weapons:** Fist/Punch 50%, damage 1D3 + db  
Stomp 25%, damage 1D10 + db

Bite 40%, damage 1D10

**Armor:** 1 point of skin.

**Spells:** N/A.

**Sanity Loss:** 1/1D6 Sanity loss to see a cyclops.

**Territory:** Italia.

**DEA**

*Creatures of Legend and Folklore*

All reptiles are cold-blooded, seeking heat to warm themselves. But a dea is more than a cold-blooded lizard; although created from fire, it’s cold personified. It sucks the heat out of whatever it touches, leaving boiling water ice-cold and glowing embers dull rocks. A dea doesn’t bask beside fire, but instead lives within it, the creature’s smooth, spotted skin protecting it from even the hottest flame.

That very property leads men to seek out dea; their skin, when dried and tanned, creates an armor that is proof against fire. That the dea is so deadly only makes the armor more valuable. Not only can it suck the heat from human flesh, leaving a man’s arm withered and blackened, but a dea also disgorges a milky, acidic liquid from its mouth. Where it touches, a person’s hair falls off, and his skin turns blistering red, covered in a suppurating rash. If ingested, the liquid is a poison more deadly than hemlock. No one has ever lived who drank from a vessel that a dea fell in, and more than one corpse has been found beneath a fruit tree that a dea has crawled through.

The length of a man’s forearm, the dea has a bulbous head and body like an engorged worm, and four short legs. Its tail is flattened, narrower at the top and bottom than on the sides. Spots the color of flames run in a double row down its black, scaleless skin.

**DRAIN HEAT:** After a successful bite and a

successful grapple, the dea can make a POW vs. CON roll on the Resistance Table. If the dea is successful, it drains 1D3 HP from the target.

### DEA, Fire Reptiles

char.	rolls	averages
STR	2D6	7
CON	3D6+3	13-14
SIZ	2D6-1	6
INT	2D6	7
POW	3D6	10-11
DEX	3D6	10-11
Move 12		HP 10

**Av. Damage Bonus:** N/A.

**Weapons:** Bite 50%, 1D4 + POT 16 poison

Spit 35%, POT 16 poison

Grapple 50% (only after a successful bite), damage Drain Heat (see above)

**Armor:** 2 points of thick hide, and immune to damage from fire.

**Spells:** N/A.

**Sanity Loss:** 0/1 Sanity loss to see a dea.

**Territory:** Britannia.

## DYBBUK

### *Lesser Independent Race*

Although their gaseous form suited them well on their native planet, when they fled to Earth to escape the mi-go, the dybbuks found themselves unable to perform even the simplest tasks. They learned, however, that if they allowed a human to inhale them, they could supplant their host's consciousness with their own.

Now that they are settled, the dybbuks find comfort in the familiarity of their refuge, and are loath to abandon it. However, some scholars have reportedly convinced a dybbuk to leave its host by helping it with a task it couldn't accomplish alone. In these cases, the person, freed of the creature, has no memory of events during his possession.

Rabbi Ben Ezra has hypothesized that infecting



one possessed by a dybbuk with diseases of the lungs like phthisis and emphysema would expel the creature. However, that particular cure seems worse than the affliction.

**POSSESS:** When inhaled, a dybbuk makes a POW vs. POW roll on the Resistance Table. If the dybbuk is successful, it takes possession of the body.

### DYBBUK, Insubstantial Possessor

char.	rolls	averages
STR	N/A	N/A
CON	N/A	N/A
SIZ	N/A	N/A
INT	5D6	17-18
POW	10D6	35
DEX	N/A	N/A
Move 20		HP N/A

**Damage Bonus:** N/A.

**Weapons:** N/A

**Armor:** N/A.

**Spells:** Any the keeper desires.

**Sanity Loss:** N/A (can't be seen).

**Territory:** Judea.

## FURIES

### *Lesser Independent Race*

Demons of the underworld, the sisters Alecto, Tisiphone, and Megaera avenge the unpunished wrongs of humans, even after death if necessary. Although human in shape, the Angry Ones are stinking, snake-haired hags with bat-like wings and the heads of mongrels. Also known as the Dirae, the Furies are so dreaded that most only refer to them by the euphemisms "Eumenides" and "Semnai," and even then only in fearful whispers.

### FURIES, the Avenging Ones

char.	rolls	averages
STR	3D6	10-11
CON	3D6+3	13-14
SIZ	3D6+3	13-14
INT	5D6+3	20-21
POW	5D6	17-18
DEX	3D6	10-11
Move 6/12 flying		HP 14

**Av. Damage Bonus:** N/A.

**Weapons:** Fist/Punch 50%, damage 1D3 + db

Bite 40%, damage 1D10

Wing Buffet 75%, damage 1D6 + db

**Armor:** 3 points of leathery skin.  
**Spells:** At least 1D6 spells the keeper desires.  
**Sanity Loss:** 1D4/1D12 Sanity loss to see a Fury.  
**Territory:** Syria.

## GANDAREVA

### *Great Old One*

A time has been prophesied when Cthulhu will be slain and his offspring, Cthylla, will rebirth him. For this reason, Cthulhu holds nothing more valuable than his daughter and has set the monstrous Gandareva, the Master of the Abyss, to guard her. Although no one knows exactly where the Great Old One has hidden Cthylla, one entrance can be found in Lake Vourukasha. Gandareva waits there, ever open-mouthed, to swallow any who would seek to destroy Cthylla. He's so immense that, should he ever stand to his full height, his scale-covered head and wings would obscure the sun while his feet and tail remained in the water. A malicious creature, Gandareva amuses himself by destroying land, and prefers humans for his food, swallowing as many as 12 men at a time.

Gandareva has no known cult and is spoken of little in occult circles. The few tomes that mention him allude to his guardianship of another, more powerful entity, but contain no specifics. The Avesta obscures Gandareva's existence even further by asserting that a hero named Keresapa destroyed him, a misdirection intended to keep Cthylla's hiding place secret by dissuading anyone from seeking her guardian.

**Cult:** No humans are known to worship Gandareva.

### **GANDAREVA, Guardian of the End Times**

STR 65 CON 35 SIZ 95 INT 36 POW 43  
 DEX 25 Move 24 HP 80

**Damage Bonus:** +6D6.

**Weapons:** Sword 80%, damage 4D6 + db

**Armor:** Immune to non-magical attacks; sloughs off 1D6 points of damage from magical attacks; regenerates 1D3 HP per round.

**Spells:** Any the keeper desires.

**Sanity Loss:** 1D8/1D12 Sanity loss to see Gandareva.

**Territory:** Parthia.

## GORGONS

### *Greater Independent Race*

Euryale, Medusa, and Stheno were beautiful sisters serving at the temple to Athena when Poseidon first caught sight of them. Entranced by Medusa, he set about seducing her. When Athena found the two of them in her temple, she was enraged. Since she could do nothing to Poseidon, she took her revenge upon Medusa and her sisters, turning all three into monsters so hideous no man would ever want to touch them again. The sisters screamed in agony as spiny, leathery wings sprouted from their backs. Their teeth grew thicker and longer, forcing their mouths to gape grotesquely. Their once-beautiful, golden hair twisted into writhing snakes and their hands curled into misshapen claws. As if to add insult to injury, Athena cursed them such that for all time, even after death, any mortal who looked into their eyes would be turned to stone.

Of the three, Euryale and Stheno survive. Medusa, however, was attacked by the hero Perseus, who cut off her head at Athena's bidding. Although her body died instantly, her head lives on, as does its power to turn mortals into stone. In a final triumph, Athena fixed Medusa's head to her shield, wielding it as a weapon in battle. With Athena's demise, however, both the shield and Medusa's head were lost. Still, Euryale and Stheno travel tirelessly, searching for their lost sister, determined to bring her home.

### **GORGONS, Monstrous Women**

<i>char.</i>	<i>rolls</i>	<i>averages</i>
STR	3D6	10-11
CON	3D6	10-11
SIZ	3D6+3	13-14
INT	4D6	14
POW	5D6	17-18
DEX	3D6	10-11
Move	8	HP 12

**Av. Damage Bonus:** N/A.

**Weapons:** Fist/Punch 50%, damage 1D3 + db  
 Bite 40%, damage 1D10 + POT 10 poison  
 Glare 60%, victim must make a POW vs. POW roll on the Resistance Table or be turned to stone.

**Armor:** 2 points of leathery skin.

**Spells:** 1D6 spells of the keeper's determination.

**Sanity Loss:** 1/1D6 Sanity loss to see one of the gorgons.

**Territory:** Greece.

### **MEDUSA, Gorgon's Head**

STR	2	CON	4	SIZ	1	INT	16	POW	13
DEX	2	Move	0					HP	3



**Av. Damage Bonus:** N/A.

**Weapons:** Bite 40%, damage 1D10 + POT 10 poison

Glare 60%, victim must make a POW vs. POW roll on the Resistance Table or be turned to stone

**Armor:** Immune to damage from non-enchanted weapons.

**Spells:** 1D6 spells of the keeper's determination.

**Sanity Loss:** 1/1D6 Sanity loss to see Medusa's head.

**Territory:** Greece.

## GRINDYLOW

### *Lesser Independent Race*

The grindyflow lurk in the stagnant waters of Britannia, from algae-covered ponds to mist-shrouded marshes. Grottesquely misshapen humanoid with yellowed, broken teeth and arms as long as their bodies, they wait for the unwary to venture too close to the water's edge, and then drag their prey under the water. The grindyflow make quick meals of their victims before returning to wait for the next unfortunate passersby.

### **GRINDYLOW, Aquatic Stalkers**

<i>char.</i>	<i>rolls</i>	<i>averages</i>
STR	3D6	10-11
CON	3D6+3	13-14
SIZ	3D6+3	13-14
INT	3D6+6	16-17
POW	3D6	10-11
DEX	3D6	10-11

Move 16 swimming HP 14

**Av. Damage Bonus:** N/A.

**Weapons:** Fist/Punch 50%, damage 1D3 + db

Bite: 35%, damage 1D3

Grapple 65%, damage from drowning

**Armor:** 2 points of scaly skin.

**Spells:** Grindyflow with INT 12 or higher know any spell the keeper desires.



**Sanity Loss:** 1D4/1D6 Sanity loss to see a grindyflow.

**Territory:** Britannia.

## HARPIES

### *Lesser Independent Race*

Ugly, foul-smelling cannibals, harpies delight in the evil they bring. Wind spirits who have terrorized the Roman countryside since before the time of the Olympians, harpies have the head and torso of a woman, but the body of a vulture, with wings and talons of pure bronze. Although they often served Zeus during his reign, they're more concerned with carrying off small children and the souls of dying humans—the children to eat and the souls to torment. Their skin and feathers are so foul that they pollute anything that they touch, a skill the harpies thrill to inflict on humans.

### **HARPIES, Evil Spirits of the Wind**

<i>char.</i>	<i>rolls</i>	<i>averages</i>
STR	3D6	10-11
CON	3D6+3	13-14
SIZ	3D6+3	13-14
INT	3D6	10-11
POW	3D6	10-11
DEX	3D6	10-11
Move	6/16 flying	HP 12

**Av. Damage Bonus:** N/A.

**Weapons:** Fist/Punch 50%, damage 1D3 + db

Claw 50%, 1D6 + db

Wing Buffet 75%, damage 1D6 + db

**Armor:** 2 points of skin and feathers.

**Spells:** N/A.

**Sanity Loss:** 1/1D6 Sanity loss to see a harpy.

**Territory:** Northern Africa.

## HORSES OF DIOMEDES

### *Lesser Independent Race*

Wild and gigantic, the mares of Diomedes are a herd of man-eating horses once owned by a Thracian king. They can only be tamed by feeding their owner to them, as the hero Heracles did while completing the 12 labors assigned to him by Zeus. Heracles then led the horses to a temple of Hera, where he dedicated them to the Olympian goddess. After her demise, however, the mares were turned out into the wild, where, to the horror of the Greek people,



they began interbreeding with the wild horse herds already roaming the land. Their mixed-breed offspring aren't quite as vicious, but will attack humans without warning.

**HORSES OF DIOMEDES, Monstrous Flesh-eating Mares**

<i>char.</i>	<i>rolls</i>	<i>averages</i>
STR	3D6+18	28-29
CON	2D6+6	13
SIZ	4D6+12	26
INT	3D6	10-11
POW	3D6	10-11
DEX	3D6	10-11
Move 12		HP 20

**Av. Damage Bonus:** +2D6.

**Weapons:** Bite 45%, damage 1D10+1/2 db  
 Kick 30%, damage 1D8 + db  
 Rear and Plunge 45%, damage 2D8 + db

**Armor:** 1 point of muscle

**Spells:** N/A.

**Sanity Loss:** 0/1D4 Sanity loss to witness a horse of Diomedes feeding on human flesh (but none to simply see one).

**Territory:** Greece.

**JINN**

*Greater Servitor Race*

There are several varieties of jinn. Each is listed below in descending order of strength. Like Taranushi, their former master, jinn sometimes assume humanoid forms. However, individuals retain different attributes of their true form, so no two jinn are alike.

**Marid:** Extremely territorial, the Marid claim the mountains, oases, and seas of Arabia Magna and Cyrenaica as their home. The other, less powerful jinn are forced to accept the deserts and other less desirable regions for themselves. Like Taranushi, the Marid are immense, grey creatures with short tempers, and they're second only to their former master in strength. They are, however, susceptible to flattery, and many a human has saved his life by singing a Marid's praises after intruding upon him.

**Ifrit:** The Ifrit are powerful jinn, with only the Marid and Taranushi stronger. Extremely cunning, they chose underground caverns as their domain rather than fight the Marid for the lush regions above. They've created a vast kingdom for themselves, and only come above ground to capture human slaves, typically by luring them to ruins and trapping them.

**Dalham:** Often seen as handsome, middle-aged men riding camels, the Dalham prowl desert islands, using their powers to sink ships and then devour the drowned sailors. Sometimes they also even feast on those who make it to shore alive.

**So'la:** Although some jinn, like the Marid, can be persuaded to show mercy, the So'la consider humans little more than cattle, prey to be hunted and eaten. Because no one escapes a So'la assault—they leave only those who see their attacks from a distance or a discreet hiding place to tell tales—little is known about this most vindictive class of jinn.

**Hofafa:** Although the more powerful Ifrit also have wings, the Hofafa rule the skies in Arabia Magna and Cyrenaica. Less vindictive than the Dalham, they still ravage the land and its people in retribution for Simoon's failure, which trapped them here.

**Ghul:** While other jinn fought over land, sea, and air, the Ghul claimed night as their domain. Less powerful than the Marid and Ifrit, many consider these malicious shape-shifters far more dangerous. Although they can assume the form of those they've killed, the Ghul shouldn't be confused with ghouls.



**MARID, Most Powerful of the Jinn**

<i>char.</i>	<i>rolls</i>	<i>averages</i>
STR	6D6	21
CON	6D6+3	24
SIZ	3D6+6	16-17
INT	3D6	10-11
POW	4D6	14
DEX	3D6	10-11
Move 12/16 flying		HP 22

**Av. Damage Bonus:** +2D6.

**Weapons:** Fist/Punch 50%, damage 1D3 + db  
 Claw 50%, damage 1D6 + db  
 Sword 45%, damage 1D8 + db

**Armor:** Immune to non-magical attacks.

**Spells:** Any the keeper desires.

**Sanity Loss:** 1D4/1D6 Sanity loss to see a Marid.

**Territory:** Arabia Magna, Northern Africa  
(Cyrenaica).

### IFRIT, Lords of the Underground

*char. rolls averages*

STR 5D6 17-18

CON 3D6+6 16-17

SIZ 3D6+3 13-14

INT 3D6 10-11

POW 3D6 10-11

DEX 3D6 10-11

Move 12 HP 15

**Av. Damage Bonus:** +1D6.

**Weapons:** Fist/Punch 50%, damage 1D3 + db

Claw 50%, damage 1D6 + db

Spear 45%, damage 1D8 + db

**Armor:** Immune to non-magical attacks, and magical attacks involving fire.

**Spells:** Any the keeper desires.

**Sanity Loss:** 1D4/1D6 Sanity loss to see an Ifrit.

**Territory:** Arabia Magna, Northern Africa  
(Cyrenaica).

### DALHAM, Sailors of the Desert Seas

*char. rolls averages*

STR 3D6 10-11

CON 3D6+3 13-14

SIZ 3D6+3 13-14

INT 3D6 10-11

POW 3D6 10-11

DEX 3D6 10-11

Move 12 HP 13

**Av. Damage Bonus:** +1D4.

**Weapons:** Fist/Punch 50%, damage 1D3 + db

Claw 50%, damage 1D6 + db

Sword 34%, damage 1D8 + db

Bite 47%, damage 1D3

**Armor:** Immune to non-magical attacks.

**Spells:** Any the keeper desires.

**Sanity Loss:** N/A, unless seen devouring a corpse, in which case 1/1D6 Sanity loss.

**Territory:** Arabia Magna, Northern Africa  
(Cyrenaica).

### SO'LA, Slayers of All

*char. rolls averages*

STR 5D6 17-18

CON 3D6+3 13-14

SIZ 5D6+3 20-21

INT 3D6 10-11

POW 3D6 10-11

DEX 4D6 14

Move 12 HP 17

**Av. Damage Bonus:** +4D6.

**Weapons:** Fist/Punch 50%, damage 1D3 + db

Claw 50%, damage 1D6 + db

Bow 35%, damage 1D8

**Armor:** Immune to non-magical attacks.

**Spells:** Any the keeper desires.

**Sanity Loss:** 1D3/1D6 Sanity loss to see a So'la.

**Territory:** Arabia Magna, Northern Africa  
(Cyrenaica).

### HOFafa, Lords of the Skies

*char. rolls averages*

STR 3D6 10-11

CON 4D6+3 14

SIZ 3D6+3 13-14

INT 3D6 10-11

POW 3D6 10-11

DEX 3D6 10-11

Move 12/20 flying HP 13

**Av. Damage Bonus:** N/A.

**Weapons:** Fist/Punch 50%, damage 1D3 + db

Claw 50%, damage 1D6 + db

Sword 45%, damage 1D8 + db

Wing Buffet 75%, damage 1D6 + db

**Armor:** Immune to non-magical attacks.

**Spells:** Any the keeper desires.

**Sanity Loss:** 1D4/1D6 Sanity loss to see a Hofafa.

**Territory:** Arabia Magna, Northern Africa  
(Cyrenaica).

### GHUL, Lords of the Night

*char. rolls averages*

STR 4D6+3 17

CON 3D6+3 13-14

SIZ 3D6+3 13-14

INT 3D6 10-11

POW 3D6 10-11

DEX 3D6 10-11

Move 12 HP 13

**Av. Damage Bonus:** +1D4.

**Weapons:** Fist/Punch 50%, damage 1D3 + db

Claw 50%, damage 1D8 + db

Knife 50%, damage 1D4 + db





**Armor:** Immune to non-magical attacks.  
**Spells:** Any the keeper desires.  
**Sanity Loss:** 1D3/1D6 Sanity loss to see a Ghul.  
**Territory:** Arabia Magna, Northern Africa (Cyrenaica).

## KALIKANTZARIS

*Lesser Independent Race*



The size of a man but covered in thick, dark fur, the kalikantzaris are typically seen just as winter ends. They delight in tormenting people with annoying pranks like overturning buckets and opening cattle gates. Before long, though, their deeds become more malicious. Struts give way as carts cross bridges, and livestock sicken in pastures, poisoned. Ultimately, the kalikantzaris attack openly, slaughtering people in their beds, or as they flee.

The Kukeri of Greece and Asia Minor work against these evil creatures, mostly by trying to scare them away. But some say even the Kukeri themselves have fallen prey to the kalikantzaris, worshipping the creatures and doing their bidding rather than protecting the common folk from their depredations.

### KALIKANTZARIS, Deadly Tormentors

char.	rolls	averages
STR	3D6	10-11
CON	3D6+3	13-14
SIZ	3D6+3	13-14
INT	3D6	10-11
POW	3D6	10-11
DEX	3D6	10-11
Move	12	HP 13

**Av. Damage Bonus:** N/A.

**Weapons:** Fist/Punch 50%, damage 1D3 + db  
 Claw 50%, damage 1D6 + db + POT 12 Poison  
 Knife 34%, damage 1D4 + db

**Armor:** 2 points of thick fur.  
**Spells:** Any the keeper desires.  
**Sanity Loss:** 1/1D4 Sanity loss to see a kalikantzaris.  
**Territory:** Asia Minor.

## KETO

*Unique Entity*

The embodiment of all that is terrifying about the sea, Keto is at once beautiful and horrible. Her face and upper body are that of a beautiful woman in her early 30s. But her lower body is that of a giant sea serpent, with scaled coils and venomous stingers, and her arms end in suckered tentacles instead of hands. About halfway down, each tentacle splits into eight smaller ones, and each of those splits eight more times to create a nearly impenetrable web.

Keto swims lazily in the sea, waiting for unsuspecting ships to come near. When she spies prey, she calls out for help, careful to keep her arms and serpentine torso out of view. As soon as the ship comes close enough, she wraps her tail and tentacles around it, crushing the hull and dragging the ship under. Keto doesn't eat sailors, as other sea monsters do, but simply floats nearby, watching their useless struggles as they drown. If any sailors try to swim to shore, she either stings them, the poison slowly paralyzing them until they sink and drown, or drags them under with her tentacles, smiling as they claw and kick to get away.

Keto's daughters are the graeae, who inherited none of her beauty but all of her evil nature. The graeae don't live in the sea, but make their home in a small cave near the coastline. Any investigator trying to reach the graeae by sea must first survive Keto's attacks, and any investigator traveling to Keto's sea by land must make it past the graeae.

**KETO, Sea Monster and Mother of the Graeae**  
 STR 22 CON 20 SIZ 18 INT16 POW 13  
 DEX 14 APP 18\* Move 8/swim 14 HP 19

\* upper body

**Damage Bonus:** +1D6.

**Weapons:** Bite 60%, damage 1D10 + db

**Armor:** None, but Keto takes the minimum damage that could be rolled from non-enchanted weapons.

**Spells:** Any the keeper desires.

**Sanity Loss:** 1/1D10 Sanity loss to see Keto.

**Territory:** Hispania.

## KUL

### *Lesser Independent Race*

Once human but cursed to spend eternity at the muddy bottoms of freshwater sources, the kul resent mankind. They can only surface for a few moments at a time, so they get revenge by using their hand-like fins to stir up the mud from the bottoms of lakes, pools, and wells. Some kul even secrete a thick, inky poison that pollutes the water, sickening anyone who drinks it.

Still clinging to an ancestral memory of when they too danced, walked upon land, and sang under trees, kul are susceptible to flattery and music. Certain chants and hymns calm them, sending them in a trancelike state to the bottom of the water so that pollutants settle and fresh, unspoiled water can be drawn.

### **KUL, Vindictive Poisoners**

<i>char.</i>	<i>rolls</i>	<i>averages</i>
STR	3D6	10-11
CON	3D6+3	13-14
SIZ	3D6+3	13-14
INT	3D6	10-11
POW	3D6	10-11
DEX	3D6	10-11
Move	8/12 swim.	HP 13

**Av. Damage Bonus:** N/A.

**Weapons:** Claw 25%, damage 1D3 + db

**Armor:** 2 points of scaly skin.

**Spells:** Any the keeper desires involving disease.

**Sanity Loss:** 1D3/1D6 Sanity loss to see a kul.

**Poison Water:** A kul's POT 18 poison infests the well or pond where it lives, ruining it unless the kul is calmed, driven off, or killed.

**Territory:** Syria.

## LAESTRYGONIANS

### *Greater Independent Race*

At an average height of 18 feet, the laestrygonians appear human in all ways other than their size. Their behavior is another story; cannibalistic by nature, they stand on cliffs overlooking the sea, waiting for ships to pass by. When one passes close enough,



the laestrygonians hurl boulders at it. As the vessel sinks, the giants rush to the shore where they spear the drowning sailors like fish and eat them raw—not bothering to kill them first.

### **LAESTRYGONIANS, Giants with a Taste for Human Flesh**

<i>char.</i>	<i>rolls</i>	<i>averages</i>
STR	4D6+12	26
CON	3D6+3D10	27
SIZ	3D6+3D10	27
INT	3D6+3	13-14
POW	3D6	10-11
DEX	3D6	10-11
APP	3D6	10-11
Move	10	HP 27

**Av. Damage Bonus:** +2D6.

**Weapons:** Fist/Punch 50%, damage 1D3 + db

Stomp 25%, damage 1D10 + db

Bite 40%, damage 1D10

Spear 45%, damage 1D10 + db

**Armor:** 2 points of skin.

**Spells:** 1D4 spells as the keeper desires.

**Sanity Loss:** 1/1D6 Sanity loss to see a laestrygonian.

**Territory:** Northern Africa.

## LAMIA

### *Unique Entity*

Lamia was once the consort of Zeus, a beautiful woman almost as driven by power as he. Zeus saw much of himself in Lamia, and often shared minor magic with her. Hera watched the lovers jealously, worried that she'd be displaced.

When Lamia became pregnant with Zeus's child, Hera cast a spell that transformed her into a serpent from the waist down. Not content to let Zeus' consort slither off to hide in seclusion, Hera spread rumors of the monster Lamia, a vile creature who—she said—devoured sleeping children. Before long, heroes from all over were hounding Lamia, seeking her out wherever she hid. She could barely sleep, for as soon as she closed her eyes another glory-hound attacked.

Zeus took pity on Lamia and granted her the power to remove her eyes when she wanted to rest, and set them on a rock shelf to keep watch while

she slept. And although he couldn't dispel Hera's curse, he weakened it so Lamia could change, when she willed, from her half-serpent form to her regular human shape. Fighting Hera's spell was exhausting, though, so Lamia was only able to hold her true shape for a few hours before the serpent-form took hold again.

Unfortunately, Zeus soon forgot Lamia, distracted by a new beauty who hadn't yet suffered at Hera's hands. Lamia's anger and bitterness gnawed at her as she skulked in her cave, seething at the one who had brought her to such ruin. She became worse than the monster Hera had described, seeking out young, strong men with wives and children. She seduced the men, and killed them. She spirited the children back to her cave—littered with half-eaten corpses and stinking of rotten flesh—and devoured them.

When she finally gave birth to her own child, it was a barely human monster with serpent-like fangs and a hunger for human blood—the first vampire. Lamia encouraged her child to seek out humans, to torment and drain them. Unlike the vampires of European legend, Lamia's brood don't fear sunlight, and, true to their serpentine ancestry, often bask in it to warm themselves. Over the years, Lamia has given birth to countless vampires in her continuing vendetta against men.

**LAMIA, Vengeful Mother of Vampires**

STR 12 CON 15 SIZ 16 INT 36 POW 45  
DEX 14 APP 18\* Move 8 HP 15

\* upper body

**Damage Bonus:** +1D4.

**Weapons:** Bite 60%, damage 1D10

Dagger 50%, damage 1D6 + db

**Armor:** None inherent, but Lamia may wear any armor the keeper desires.

**Spells:** Any the keeper desires.

**Sanity Loss:** 1/1D8 Sanity loss to see Lamia in hybrid form.

**Territory:** Italia.

**LESIJ**

*Lesser Independent Race*

"Don't trust the voices in the woods," villagers in Scythia warn. The lesij, as they know, often imitate voices, pretending to be friends who lost their way, or maidens attacked by wild animals, to lure the unwary to their caves. There, the lesij overpower their

victims, strangling them with the vines and living grass of their hair and beards.

Although the lesij are highly protective of the woods they inhabit and the animals within, more often than not they act from pure malice. Some villagers say their attacks on humans are a vicious game—the wood spirits' idea of sport. Whatever drives the lesij, travelers in Scythia



do their best to avoid the woods, or to hold strictly to paths when they can't.

Pale white with bright green eyes, the lesij wear nothing more than the living grass and vines that form their hair and beard. They sport a tail, horns, and hooves, and can change their size at will. In fact, a favorite trick is to remain three feet tall until they've lured a victim to a secluded spot, and then grow to a height of ten feet or more. They take as much enjoyment from watching a victim's confidence transform to horror as from strangling him to death.

**LESIJ, Evil Spirits of the Woods**

<i>char.</i>	<i>rolls</i>	<i>averages</i>
STR	3D6	10-11
CON	3D6+3	13-14
SIZ	3D6+3	13-14
	or 6D6	21
INT	5D6	17-19
POW	5D6	17-19
DEX	3D6	10-11
Move	12	HP 18

**Av. Damage Bonus:** +1D4.

**Weapons:** Strangle 50%, damage 1D4 + db + suffocation

Dagger 35%, damage 1D6 + db

**Armor:** None inherent, but regenerates 4 hit points per round.

**Spells:** Any the keeper desires.

**Sanity Loss:** 1D4/1D6 Sanity loss to see a lesij.

**Territory:** Scythia.



## LOU CARCOLH

### *Unique Entity*

Lou Carcolh lurks deep in the caverns along the coast of southwestern Gaul, its long body grown so massive it couldn't venture outside if it wanted to. The shell encasing its enormous bulk scrapes the rock walls, and the slimy tentacles surrounding its gaping maw drape the beaches for miles around, polluting it with their viscous muck. Fishermen have abandoned these shores; too often have Lou Carcolh's tentacles dragged more than birds or fish into its cavern to be swallowed whole. Lou Carcolh is an indiscriminate predator, devouring anything and everything that crosses its path.

### **LOU CARCOLH, Monstrous Mollusk**

STR 120 CON 80 SIZ 140 INT 30 POW 25

DEX 18 Move 20 swimming HP 130

**Damage Bonus:** +15D6.

**Weapons:** Tentacles 80%, damage from damage bonus

Swallow 65%, damage 3D6

**Armor:** 10 points of thick shell; tentacles attacked individually have 2 points of slimy muck.

**Spells:** N/A.

**Sanity Loss:** 1D8/1D12 Sanity loss to see Lou Carcolh.

**Territory:** Gaul.

## MAGLOIRE

### *Lesser Servitor Race*

The mandrake plant is prized throughout the Roman Empire. Herbalists tout it as a cure for everything from infertility to insanity. As Flavius Josephus learned, however, it holds an even more powerful secret. It's the earthly form of an ancient race known as the magloire. Brought here millennia ago, they quietly spread their seeds across the continents, waiting to serve the Green God.

An obedient race, a magloire pried from the ground can be forced to do a person's bidding, giving him power, knowledge, and wealth. But the creature's first allegiance is to the Green God, and it fights anyone who tries to capture it, issuing a scream capable of killing a full-grown man. If not kept properly bound, a magloire tries to kill its human master the first chance it gets, then runs to the nearest forest or garden to burrow into the soil and

begin spreading its seeds again.

A person who eats part of a captured magloire can be controlled through the creature, forced to act against his will. Injury, sickness, and even death inflicted upon the magloire affect the person, too.

**SCREAM:** Any who hears a magloire's scream must make an opposed POW vs. POW roll to avoid death. Stopping up one's ears with wax or cotton halves the magloire's POW for this purpose.

### **MAGLOIRE, Vessel of Sympathetic Magic**

*char. rolls averages*

STR 2D6 7

CON 3D6+3 13-14

SIZ 1D6 3-4

INT 5D6 17-18

POW 5D6 17-18

DEX 3D6 10-11

Move 12 HP 9

**Av. Damage Bonus:** -1D6.

**Weapons:** Dagger 35%, damage 1D6 + db

**Armor:** N/A.

**Spells:** Any the keeper desires.

**Sanity Loss:** 1/1D3 Sanity loss to see a magloire.

**Territory:** Gaul, Germania Magna.

## MAS-DA SAKKARU

### *Lesser Servitor Race*

In the earliest days of Syria, the demon Asag raised an army from the mountains themselves. Each legion was made from a different type of stone, and each was invulnerable to any weapon. They ravaged the cities and peoples of the land until the hero Ninurta destroyed Asag.

Ninurta blessed those who abandoned the demon and pledged their allegiance to him, making them richer and more powerful. But he cursed those who fought beside Asag until the last, giving each a specific weakness so they would never again threaten to the people of Syria. Some, like the Jir-zu-jal—warriors made of flint—are cursed to splinter when struck with iron. Others, like the Na, are doomed to erode quickly in moving water.

These devotees of Asag, called the Mas-da Sakkaru, now scour the mountain Kur looking for the broken pieces of Asag's body. When they have gathered them all, they'll resurrect their master and follow him into battle once more, subjugating the land.

**MAS-DA SAKKARU, Rock Giants with a Weakness**

<i>char.</i>	<i>rolls</i>	<i>averages</i>
STR	4D6+12	26
CON	3D6+3D10	27
SIZ	3D6+3D10	27
INT	3D6+3	13-14
POW	3D6	10-11
DEX	3D6	10-11
Move 10		HP 27

**Av. Damage Bonus:** +2D6.

**Weapons:** Fist/Punch 50%, damage 1D3 + db

Stomp 25%, damage 1D10 + db

Sword 40%, damage 1D8 + db

**Armor:** Immune to non-magical attacks and suffer half damage from other attacks; exceptions include attacks that exploit Ninurta's curse:

Algamec suffer +1D6 damage from fire; Dubban suffer +1D6 from blunt weapons; Jir-zu-jal suffer +1D6 damage from iron weapons; Na suffer +1D6 from water; Sajjar suffer +1D6 from stone weapons; and Urutum suffer +1D6 from bronze and edged weapons, including arrowheads.

**Spells:** N/A.

**Sanity Loss:** 1/1D6 Sanity loss to see a Mas-da Sakkaru.

**Territory:** Syria.

**MAZIKEEN**

*Lesser Independent Race*

Although Gaulonitis in northeast Judea provides excellent pasturage during the spring, few familiar with the region venture into its wilderness. Far below the plateaus and mountains, they know, lies the ancient, subterranean kingdom of the mazikeen, winged beings who delight in luring humans to their land. Travelers who ignore the locals' warnings and seek shelter in the mountain caves are bewitched by the mazikeens' rich palaces and lush, ornamental gardens. The written oaths the mazikeen request seem a small price to pay for the wealth, power, and knowledge they offer. Although the terms of these oaths often appear capricious and arbitrary—from a promise never to leave the land of one's birth to simply bringing water from a nearby well—the mazikeens' requests are carefully calculated. They have an agenda all their own, but that no human could hope to comprehend.

The mazikeen are generous to their thralls, lavishing upon them whatever they most desire, and

often taking them as husbands and wives. Some mazikeen even allow humans to revisit the lands above for a time, provided they sign an oath to return. But they are unrelenting in their insistence that their oaths be honored, and the price for breaking a mazikeen's trust is high: With a final embrace, the mazikeen draws out the oath breaker's soul, leaving his corpse as a warning to others.

At first glance, the mazikeen look like exceptionally beautiful, winged humans. But even then, something seems amiss. Perhaps it's their large, dark eyes, or the shape of their mouths, or their long, strangely tapering fingers. Although those who have seen the mazikeen can never quite put their finger on it, they insist that even without the wings, no one would ever mistake a mazikeen for human.

**ENTRANCE:** A mazikeen may roll POW vs. POW on the Resistance Table against any human who sees it. If the mazikeen succeeds, the victim is enthralled until released, and must follow its non-life-threatening directions.

**MAZIKEEN, Mesmerizing Slavers**

<i>char.</i>	<i>rolls</i>	<i>averages</i>
STR	3D6	10-11
CON	3D6+3	13-14
SIZ	3D6+3	13-14
INT	5D6	17-18
POW	5D6	17-18
DEX	3D6	10-11
APP	2D6+9	16

Move 12/16 flying HP 13

**Av. Damage Bonus:** N/A.

**Weapons:** Sword 53%, damage 1D8 + db

**Armor:** None inherent; most mazikeen wear 4 points of leather armor in battle.

**Spells:** Any the keeper desires.

**Sanity Loss:** 1/1D3 Sanity loss to see a mazikeen.

**Territory:** Judea.



## MERETSEGER

### *Unique Entity*

The result of a union between Yig and an Egyptian priestess, Meretseger dwells in the mountain that overlooks the Valley of the Kings, guarding the pharaohs' resting place against those who would rob the dead. Known as She Who Loves Silence, a single pebble tumbling down the mountain brings Meretseger from her lair to confront a trespasser. Framed within a human face with long, dark hair, her lidless eyes mesmerize those who come face-to-face with her. She has the body of a cobra, and spits venom at anyone who intrudes upon the pharaohs' eternal slumber.

**MESMERIZE:** Meretseger may roll POW v POW on the Resistance Table against any who come face to face with her. If Meretseger succeeds, the victim is enthralled, and cannot move until some physical damage snaps him out of it.

### **MERETSEGER, She Who Loves Silence**

STR 13 CON 16 SIZ 18 INT 12 POW 16  
DEX 18 Move 18 HP 17

**Damage Bonus:** N/A.

**Weapons:** Spit 75%, damage POT 18 poison

**Armor:** 4 points of scaly skin.

**Spells:** Contact Yig, and all other spells dealing with snakes.

**Sanity Loss:** 1D4/1D6 Sanity loss to see Meretseger.

**Territory:** Egypt.

## MINOTAUR

### *Unique Entity*

Deep within an intricate maze near the city of Gortyn on Crete hides a horrible monster with the body of a man but the head of a bull. The Minotaur served as a constant reminder to King Minos that the Olympians demand obedience. When they sent the Cretan Bull to Minos to be sacrificed in their honor, he substituted an inferior bull, keeping the magnificent Cretan Bull for himself. Enraged at Minos' treachery, Zeus cast a spell upon Minos' wife, Pasiphae, that made her fall in love with the Cretan Bull. The Minotaur was the result of that unnatural love. However, its gruesome form isn't the only horrifying thing about it. Like many of the Olympians' monsters, the Minotaur hungers for

human flesh. Although Minos fed it the children of those who owed him tribute, now that he's gone the Minotaur hunts and devours any human invading its labyrinthine home.

### **MINOTAUR, Bull-headed Cretan**

STR 22 CON 26 SIZ 20 INT 10 POW 10  
DEX 14 Move 10 HP 23

**Damage Bonus:** +2D6.

**Weapons:** Bite 60%, damage 1D10

Dagger 50%, damage 1D6 + db

Gore 35%, damage 2D6 + db

**Armor:** 8 points of hide, sinew, and muscle

**Spells:** N/A.

**Sanity Loss:** 1/1D6 Sanity loss to see the Minotaur.

**Territory:** Northern Africa (Crete).

## MOT

### *Great Old One*

Mot, the Syriac name for Baoh't Z'uqqa-Mogg, is generally encountered or summoned in places of filth and decay. Sewers, swamps, graveyards, dumps, and areas of plague are ideal.

Mot appears as a scorpion-like monstrosity covered in a segmented, weirdly iridescent green-black chitinous shell. Mot's head is nothing more than a warty, bulbous extension of its body, covered by a mass of stiff, segmented feelers. Pulpy yellow eyes of various sizes peer from between the feelers, and several pairs of pus dripping mandibles snap and hiss loudly. He has a pair of massive claws, a viciously barbed stinger tail, countless spider legs, and three pairs of stiff wings. Oozing sores and blistering ulcers continually burst open over the surface of the Great Old One, and a swarm of scampering, squirming, and buzzing vermin, worms, and insects—all laden with horrific contagions—ceaselessly burrow, crawl, and dart about, across, and into the bulk of Mot.

Worshipped throughout the lands of the Near East, when summoned Mot erupts from his subterranean lair, raining disease-tainted filth, dirt, and ichor for miles around. His followers revel in this, considering any illness that results a blessing from their god. They are almost universally plagued with leprosy, phthisis, gangrene, and worse.

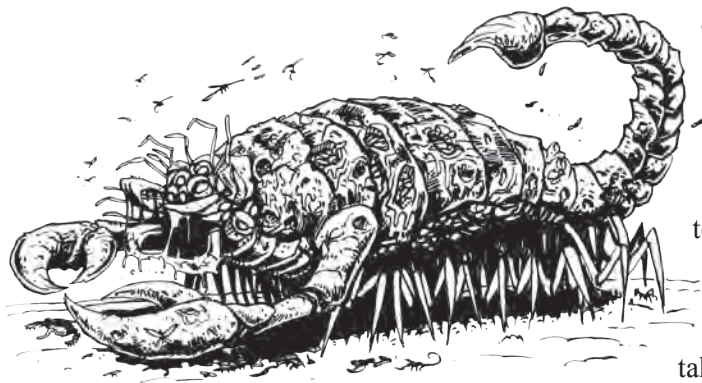
**POISON:** Victims who fail a CON check when stung by Mot's telson die a slow, agonizing death over 1D100 minutes. Two consecutive, successful





**Medicine** rolls counteract the poison, but the victim still suffers a permanent loss of 1D6 HP and 1D4 CON.

**MOT'S SWARM:** Flies, hornets, locusts, and other insects sting and bite anyone within the swarm's cloud, infecting them with virulent diseases. Although they can't bite through leather or metal, the insects crawl up sleeves and through gaps in armor. The swarm attacks until everyone in its radius is dead, or it's driven off with smoke. It can't pursue



anyone submerged in water or other liquid. The swarm causes 1D6 damage per round, plus an automatic infection that causes a permanent 1D10 CON loss if untreated. Mot sometimes blesses his followers with a weaker version of his Swarm, composed mainly of flies that deal 1D2 HP damage per round, but cause no infection.

**ICHOR:** Anyone showered with the Great Old One's infectious ichor when he bursts from the ground must be treated quickly with a successful **Medicine** roll, or suffer a permanent 1D10 CON loss per day as the infection takes hold. Left untreated, victims die a horrible, painful death.

**MOT, The Bringer of Pestilence**

STR 35 CON 77 SIZ 43 INT 18 POW 28  
DEX 17 Move 8/16 flying/5 burrowing  
HP 60

**Damage Bonus:** +4D6.

**Weapons:** Claw 90%, 1D6 + db  
Mandibles 55% 1D4 + 2D6 + db  
Stinger 85%, 1D6 + db + POT 24 poison  
Swarm 75%, 1D6 + infection (see above)

**Armor:** 15 points of hard chitinous shell; cannot be harmed by non-impaling weapons. If reduced to 0 HP, Mot burrows into the ground, leaving behind a foul, steaming pool of vomit and carrion worms.

**Spells:** Any the keeper desires.

**Sanity Loss:** 1D8/1D20 Sanity loss to see Mot.  
**Territory:** Syria.

## MUSES

*Lesser Independent Race*

As the muses prove, not all offspring and creations of the Olympians are gruesome monsters. The daughters of Zeus and Mnemosyne, the Muses are beautiful immortals who preside over thought in all its forms: eloquence, persuasion, knowledge, history, mathematics, the arts, and astronomy. Although gifted in all these disciplines to some degree, each muse has her own area of expertise and works to foster the advancement of that skill. All muses are capable of telepathy and often use it as an inspirational medium.

Like their mother, the muses are accomplished singers, and delight in the creation of all things. Moreover, they understand that creation takes many forms; as long as it's thought-provoking, they're pleased. However, they view destruction and censorship as personal affronts, and take action against either.

**MUSES, An Inspiration to All**

char.	rolls	averages
STR	3D6	10-11
CON	2D6+6	13
SIZ	3D6	10-11
INT	2D6+17	27
POW	10d6	35
DEX	3D6	10-11
APP	2D6+9	16
Move	8	HP 11

**Av. Damage Bonus:** N/A.

**Weapons:** N/A (unwilling to fight)

**Armor:** Immune to non-magical attacks.

**Spells:** Any the keeper desires.

**Sanity Loss:** 0/1D4 Sanity loss to see a Muse.

**Territory:** Asia Minor.

## PEGASUS

### *Unique Entity*

Pegasus serves as proof that beauty can spring from even the ugliest wellspring. Created by Zeus by a spell using earth and the blood of a Gorgon, Pegasus is a magnificent white stallion with wings of pure gold. He served as Zeus's steed, flying him throughout the land and even into the Dreamlands themselves. After Zeus's downfall, Pegasus was left to fend for himself, and turned wild. Although he's seen from time to time in remote regions, no one is known to have ridden him since the Olympians' demise.

### PEGASUS, Winged Horse

STR 29 CON 21 SIZ 30 INT 18 POW 25  
DEX 16 Move 12/24 flying HP 23

**Damage Bonus:** +3D6.

**Weapons:** Bite 45%, damage 1D10

Kick 30%, damage 1D8 + db

Rear and Plunge 25%, damage 2D8 + db

**Armor:** 6 points of hide.

**Spells:** Any the keeper desires.

**Sanity Loss:** 0/1D3 Sanity loss to see Pegasus.

**Territory:** Greece.

## THE SANDWALKER

### *Unique Entity*

As large as a grain wagon, the Sandwalker burrows into the desert sand during the day, avoiding the scorching sun and deadly heat. When darkness falls, however, it surfaces, looking for food. A ravenous creature, it prefers larger prey like camels and horses, but eats humans—especially lone travelers—when it has no other choice. The Sandwalker uses the venom in its scorpion-like tail to paralyze its victims, then devours them, ripping apart flesh with its large, sharp beak and crab-like claws.

Although tales of the Sandwalker reach back to a time before recorded memory, the people of Arabia Magna insist that only one such creature exists, traveling from one part of the desert to another under the sand, or under the cover of night. Pliny the Elder, however, writes that the Sandwalker is more likely a desert species, albeit with a small population, rather than a unique predator. Still, he admits that the fact that no one has ever seen more than one Sandwalker at a time, nor reported sighting Sandwalkers in more than one place on the same

night, lends credence to the Arabs' belief that only a single such creature stalks their desert.

### SANDWALKER, Sand-burrowing Predator

STR 25 CON 25 SIZ 25 INT 10 POW 10  
DEX 16 Move 12/18 burrow HP 25

**Damage Bonus:** +4D6.

**Weapons:** Claw 45%, damage 2D6 + db

Stinger 30%, damage 1D6 + POT 20 poison

**Armor:** 5 points of thick carapace.

**Spells:** N/A.

**Sanity Loss:** 1D4/1D8 Sanity loss to see the Sandwalker.

**Territory:** Arabia Magna.

## SATYR [GOF'NN HUPADGH]

### *Lesser Servitor Race*

Ah, satyrs! No one understands better how to have a good time—or so these goat-men believe. Known the world over for their love of alcohol, it's no surprise that satyrs were the attendants of the drunken Silenus, and served the Olympian Dionysus, the self-styled "God of Wine." In *Malleus Monstrorum* they are called *gof'nn hupadgh*.

Exclusively male, satyrs have the legs of a goat, with coarse, rough hair covering most of their human torsos as well. Their faces are also human, but adorned with pointed ears and goat horns. Their behavior is goat-like as well; they're prone to drunken sexuality, lechery, rudeness, and playing pranks—although chasing nymphs through the woods, mountains, and countryside where both creatures live remains a satyr's favorite activity. If a satyr catches a nymph, he rapes her; any resulting offspring are satyrs if male and nymphs if female.

The satyrs' attitude toward humans is unpredictable and, as such, can be dangerous. Although satyrs typically have a very short attention span, they hold grudges a very long time when angered, with some blood feuds lasting generations.

### SATYRS, Insatiable Revelers

<i>char.</i>	<i>rolls</i>	<i>averages</i>
STR	3D6	10-11
CON	3D6+6	16-17
SIZ	2D6+6	13
INT	3D6	10-11
POW	3D6+6	16-17
DEX	3D6	10-11
MOV 8	HP 11-12	

**Av. Damage Bonus:** 0.

**Weapons:** Claw 30%, damage 1D6 + db

Bite 30%, damage 1D4

Grapple 65%; *on a successful grapple, the Satyr might attempt to molest his opponent, (causing no damage but is very distracting during a fight)*

Gore 20%, damage 1D6 + db

Improvised Weapon 25%, damage as per weapon + db

**Armor:** none. Regenerates 1D6 hit points each round until dead.

**Spells:** all know Call Shub-Niggurath, Summon/Bind Dark Young of Shub-Niggurath, Body Warping, Become Spectral, Scarlet Circles, plus 1D3 other spells.

**Sanity Loss:** 0/1D4 Sanity loss to see a satyr.

**Territory:** Britannia, Gaul, Italia.

## SCORPION MEN

### *Lesser Servitor Race*

The scorpion men of Tiamat are deadly warriors, as skilled with bow and arrow as with their barbed tails. They live in small, close-knit tribes that wander the deserts of the Parthian Empire.

Devout worshippers of Shamash, they're determined to summon him into this world. They frequently attack caravans to seize humans as sacrifices for the rituals they perform at Mount Murud in the east and Mount Lebanon in the west. The eastern rituals are executed in the morning at the mountain's peak, while those in the west take place in the dead of night, in a dank cavern far beneath the mountain's summit. One tribe of scorpion men, however, has forsaken Shamash, worshipping Mot instead.

Scorpion men have the swarthy skin and dark hair common to the Parthians, but from the waist down have the segmented carapace of a giant scorpion. They move quickly and nimbly on their four jointed legs, and their thick, durable exoskeleton serves as excellent armor. Only their human chest, arms, and head are vulnerable to attack. Those stung by a scorpion man's telson find themselves paralyzed, unable to defend themselves or even cry out for help.

## SCORPION MEN, Desert Abominations

*char. rolls averages*

STR 3D6+18 28-29

CON 3D6+6 16-17

SIZ 4D6+12 26

INT 2D6 7

POW 2D6 7

DEX 3D6 10-11

APP 3D6 10-11 (upper body only)

Move 12 HP 22

**Av. Damage Bonus:** +2D6.

**Weapons:** Fist/Punch 50%, damage 1D3 + db

Bow 25%, damage 1D8

Sword 25%, damage 1D6 + db

Telson 45%, damage 1D6 + POT 18 poison

**Armor:** 5 points of carapace on the lower body; the upper, humanoid portion might wear other armor at the keeper's discretion.

**Spells:** 1D4 spells chosen by the keeper, if its INT × 3 is rolled on 1D100.

**Sanity Loss:** 1/1D6 Sanity loss to see a scorpion man.

**Territory:** Parthia.

## SCYLLA

### *Unique Entity*

Paired with Charybdis, the sea monster Scylla haunts the straits of Messina on the Italian coast. When seen from a distance, this creation of Poseidon looks like a young woman floating on a raft in the sea, surrounded by dogs. But the dogs aren't standing around Scylla—they form the lower part of her body: six dogs' heads and twelve legs. Scylla lures passersby to come close, and the dog heads devour anything that comes within reach.

Investigators who fail Sanity checks face an even more horrifying sight—that of Scylla's true form, an amorphous, tentacled mass that pulses as it floats through the sea. Numerous heads, each with three sets of teeth, constantly grow from and then shrink back into Scylla's dark mass, as do countless legs, arms, hands, and feet. Scylla was the first creation attempted by the Olympian Poseidon after he received his powers and was, to say the least, a dismal failure. Disappointed but undeterred, Poseidon discarded Scylla in the sea, where she floated freely until finally coming to rest at the straits near Charybdis.



**SCYLLA, Multi-headed Devourer**STR 38 CON 25 SIZ 51 INT 18 POW 15  
DEX 16 Move 4 HP 38**Damage Bonus:** +5D6.**Weapons:** Bite 45%, damage 1D10

Kick 30%, damage 1D8 + db

Trample 25%, damage 2D8 + db

Tentacle 55%, damage is db

**Armor:** Immune to non-magical attacks.**Spells:** N/A.**Sanity Loss:** 1D6/1D20 Sanity loss to see Scylla.**Territory:** Italia.

## SIRENS

### *Lesser Independent Race*

A small, unnamed island in the Mediterranean serves as the hideout and home for the half-woman, half-avian sea demons known as sirens. Formerly companions of Persephone who entertained her with their music, they were punished with this hybrid form by the Olympian Demeter for failing to save her daughter from Hades. Horrified by their changed appearance, the sirens fled to an unpopulated island where no one could see them. Their seclusion soon became a punishment of its own as they exhausted the small island's food supply.

Just as hunger was about to force them back to the civilized world, a passing ship crashed on the rocks that encircled their island. Bodies floated to shore. The sirens hesitated, but hunger won out and they ate the corpses, unwillingly at first, but then with great relish. In this way, the sirens discovered their love of the taste of human flesh.

Now, they lure passing ships closer with their songs, waiting for them to crash on the rocks before collecting their harvest. They have become so skilled that their songs have taken on an almost magical quality, and only men with the strongest will can resist their call. Women, however, are unaffected by it.

**SIRENS, Singers of Strange Songs**

<i>char.</i>	<i>rolls</i>	<i>averages</i>
STR	3D6	10-11
CON	2D6+6	13
SIZ	3D6	10-11
INT	2D6+17	24
POW	10D6	35
DEX	3D6	10-11
APP	3D6	10-11

Move 8/12 flying HP 11

**Av. Damage Bonus:** N/A.**Weapons:** Fist/Punch 50%, damage 1D3 + db

Bite 45%, damage 1D10

Claw 35%, damage 1D4 + db

**Armor:** 4 points of leathery hide.**Spells:** Any the keeper desires.**Sanity Loss:** 1/1D6 Sanity loss to see a Siren.**Territory:** Northern Africa.

## TARANUSHI

### *Outer God*

Summoned by the Saharan sorcerer Simoon, Taranushi found Earth ripe for plunder. Easily breaking Simoon's binding spell, he forced the sorcerer to bring his jinn through the portal instead. Content to amuse himself by tormenting Simoon, Taranushi set his jinn loose on the primitive peoples of what would eventually become Arabia Magna and Cyrenaica. For decades they used Earth as their playground, traveling between it and their home dimension as they pleased. With Simoon's death, however, Taranushi and the jinn discovered they could no longer return to their own world, but were trapped halfway between their dimensions and Earth. Enraged, the jinn rebelled against their leader. Although Taranushi eventually repelled the jinn, he could no longer control them, and they rampaged across the land, venting their anger and frustration on every living creature they found.

Taranushi is enormous but seems insubstantial, like a giant made of smoke. Other than his size, the grey tinge of his skin, and the enormous tusks erupting from his mouth, Taranushi usually assumes a human form.

**Cult:** Taranushi is worshipped and despised by the jinn.

**TRANSFORM:** Taranushi can alter his appearance to look human, jinn, or a combination of the two.

**TARANUSHI, Lord of the Jinn**STR 27 CON 24 SIZ 36 INT 25 POW 21  
DEX 16 APP var. Move 16/24 flying HP 30**Damage Bonus:** +3D6.**Weapons:** Sword 45%, damage 2D6 + db

Bite 30%, damage 1D6

**Armor:** Immune to non-magical attacks.**Spells:** Any the keeper desires.**Sanity Loss:** 1D4/1D10 Sanity loss to see Taranushi.

**Territory:** Arabia Magna, Northern Africa (Cyrenaica).

## TENGRIS

### *Unique Lloigor*

Tengri is a powerful lloigor that lives beneath the Altay Mountains in Central Asia. Unlike many of its brethren, this lloigor retains many of the powers it had when it first came to Earth. Always in need of human slaves, Tengri has encouraged and cultivated his worship among the peoples of Asia Minor and Scythia. Unaware of his true nature, they revere him as a benevolent god, a deity of pure white light who makes plants grow and lightning flash, or a dragon of power and intelligence.

Those adherents of Tengri who have attained the highest level of discipline are known as Ak Tengris, the Children of Tengri. These Children are given the ability to heal others, to enhance others' battle prowess, and to draw souls to them. They often serve as advisors to tribal leaders.

Those who displease Tengri are punished severely. Some have tentacular growths, while others are missing limbs or covered in virulent cancers. Each is outcast from society, cursed by an Ak Tengris before being abandoned in a barren, mountainous region. Only the most dedicated followers of Tengri can regain his favor, usually by performing deeds of great importance or peril.

### **TENGRIS, Powerful Lloigor**

STR 40 CON 28 SIZ 50 INT 20 POW 14  
DEX 11 Move 7/3 through stone HP 39

**Damage Bonus:** +5D6.

**Weapons:** Claw 30%, damage 1D6 + db  
Bite 50%, damage 2D6

**Armor:** 8 points of reptilian hide; in immaterial state, immune to physical weapons (magical or otherwise).

**Spells:** At least 1D4 spells chosen by the keeper.

**Sanity Loss:** 0/1D8 Sanity loss to see Tengri as reptile, 1/1D4 Sanity loss to experience mind contact with Tengri.

**Territory:** Asia Minor, Scythia.

### **AK TENGRIS, Chosen of Tengri**

<i>char.</i>	<i>rolls</i>	<i>averages</i>
STR	3D6	10-11
CON	2D6+6	13
SIZ	3D6	10-11
INT	2D6+17	24
POW	10D6	35
DEX	3D6	10-11
APP	3D6	10-11
Move	8	HP 11

**Av. Damage Bonus:** N/A.

**Weapons:** Fist/Punch 50%, damage 1D3 + db  
Sword 45%, damage 1D8 + db

**Armor:** None inherent, but Ak Tengris may wear any armor the keeper desires.

**Spells:** Any the keeper desires.

**Sanity Loss:** N/A.

**Territory:** Asia Minor, Scythia.

### **OUTCASTS OF TENGRIS, The Forsaken Ones**

<i>char.</i>	<i>rolls</i>	<i>averages</i>
STR	3D6	10-11
CON	2D6+6	13
SIZ	3D6	10-11
INT	3D6	10-11
POW	3D6	10-11
DEX	3D6	10-11
APP	1D6	3-4
Move	8	HP 11

**Av. Damage Bonus:** N/A.

**Weapons:** Fist/Punch 50%, damage 1D3 + db  
Sword 34%, damage 1D8 + db

**Armor:** 2-4 points of leathery hide, plus any armor the keeper desires.

**Spells:** N/A.

**Sanity Loss:** 1D3/1D6  
Sanity loss to see an outcast of Tengri.

**Territory:** Asia Minor, Scythia.

## TRENTI

### *Lesser Servitor Race*

These followers of the Green Man are found in the most remote parts of old growth forests, where few humans venture. Like the



woods they live in, the trenti are covered with moss, leaves, ferns, and mushrooms. Even those who pass close to a trenti rarely notice it, the creatures being so indistinguishable from the undergrowth.

Benign creatures content with their hermit-like existence, the Trenti avoid contact with humans, only attacking if people encroach upon their ancient forest homes.

### TRENTI, Hermit Woodsmen

<i>char.</i>	<i>rolls</i>	<i>averages</i>
STR	4D6	14
CON	4D6+6	20
SIZ	5D6	17-18
INT	3D6	10-11
POW	1D6	3-4
DEX	3D6	10-11
Move 6		HP 17

**Av. Damage Bonus:** +1D4.

**Weapons:** Fist/Punch 50%, damage 1D4 + db

**Armor:** 6 points of woody skin.

**Spells:** N/A.

**Sanity Loss:** 0/1D3 Sanity loss to see a Trenti.

**Territory:** Hispania.

## TYPHON

### *Unique Entity*

Gaia's monstrous creation, intended to destroy the upstart Olympians, Typhon nearly defies description. It's enormous, twice the size of a Roman village. Serpents intertwine to form its massive arms and legs, and more than a hundred dragons' heads sprout from its chest on long, swaying necks. Flames shoot from Typhon's eyes, and lava spews from its mouth.

The battle between Typhon and Zeus caused untold destruction as it raged across the land. Finally, Zeus wrenched Mount Etna from the ground with a spell and hurled it at Typhon, burying the mighty dragon. Although Typhon bucked and thrashed, even its unearthly strength wasn't enough to free it. Still, with the strength and constitution imbued in it by one of the most powerful Titans in the history of the Mediterranean, Typhon survived.

As time passed, it slowly, painstakingly, burrowed under the mountain, inches at a time, until it had dug itself a large warren. Sensing now that Zeus is no more, Typhon bides its time in its burrow under Mount Etna, waiting until Gaia calls on it again.

### TYPHON, Monstrous Dragon

STR 85 CON 128 SIZ 135 INT 18 POW 15  
DEX 8 Move 16 HP 131

**Damage Bonus:** +12D6.

**Weapons:** Bite 45%, damage 1D10

Kick 30%, damage 1D8 + db

Trample 25%, damage 2D8 + db

Flame Breath 25%, damage as a flaming room

**Armor:** 9 points of hide.

**Spells:** N/A.

**Sanity Loss:** 1D6/1D20 Sanity loss to see Typhon.

**Territory:** Italia.

## UT'ULLS-HR'EHR

### *Great Old One*

A small, all-female sect known as The Daughters of Isolation worship Ut'ulls-Hr'ehr with torture and sex rituals, centered on the Paradise of Daphne outside Antioch

**OTHER CHARACTERISTICS:** like that of Shub-Niggurath, the milk produced by Ut'ulls-Hr'ehr has astounding but horrible properties. Suckling at the teats of the Great Old One invites madness and mutation.

If threatened, the Great Old One may roll up into a ball like an armadillo, giving her near-impenetrable protection with her boney armor.

There may be some connection between Ut'ulls-Hr'ehr and Glaaki.

**ATTACKS & SPECIAL EFFECTS:** Ut'ulls-Hr'ehr's only real attack lies in her horns. She may either rake a target with her oozing facial horns, or attempt to gore with the spike at the back of her head. She may attempt only one of the two forms of attack in any given round.

Those raked by Ut'ulls-Hr'ehr's facial horns risk infection from the dark ooze that drips constantly from her horns. Victims must match their CON against the Great Old One's poison POT of 5D10. If overcome, they are infected by a horrible disease which instantly begins to rot and eat away at their flesh. Such victims lose 1D6 hit points each round to the painful infection. Witnessing a friend's flesh rot away costs 1/1D8 Sanity points. There is no known Earthly cure for Ut'ulls-Hr'ehr's infection.





**UT'ULLS-HR'EHR, The Great Horned Mother**

STR 52 CON 67 SIZ 73 INT 18 POW 21  
DEX 11 Move 4 scuttle / 6 swim HP 70

**Damage Bonus:** +7D6.

**Weapons:** Facial Horn Rake 90%, damage 3D6 + infection (see above)

Head Spike 75%, damage = db

**Armor:** none on her underside; 50-point shell on her head and back, and when rolled into a ball.

**Spells:** any as desired by the keeper.

**Sanity Loss:** 1D6/1D20 Sanity points to see Ut'ulls-Hr'ehr.

**Territory:** Syria (Antioch)

**VODYANOY**

*Unique Entity*

With green hair and a long, tangled beard, Vodyanoy floats down Scythia's rivers on a half-sunk, moss-covered log, breaking dams, destroying water mills, and dragging people and animals to a watery doom. Vodyanoy wears no human clothing; like the log he rides, he's covered only in algae and muck. Where water washes that away, it reveals black scales, webbed paws, and a tail like an enormous fish. Vodyanoy's eyes burn red, both when he looks for victims and when he attacks. The lucky ones are killed quickly; the others are dragged to Vodyanoy's kingdom at the bottom of the river, forced to slave for him eternally.

**VODYANOY, Destroyer of Dams**

STR 20 CON 24 SIZ 16 INT 25 POW 21  
DEX 16 Move 8/12 swimming HP 20

**Damage Bonus:** +1D6.

**Weapons:** Grapple 65%, damage from drowning  
Sword 45%, damage 2D6 + db

Claw 40%, damage 1D6 + db

**Armor:** 4 points of slimy scales covered in muck and detritus.

**Spells:** Any the keeper desires.

**Sanity Loss:** 1D4/1D8 Sanity loss to see Vodyanoy.

**Territory:** Scythia.

**ZARATAN**

*Greater Independent Race*

Ancient when the earth was young, zaratan are found in all the world's oceans and seas, and even in the largest of its rivers. These ancient behemoths

sleep as they drift in the water, the current moving them so slowly that they seem not to move at all. Birds perch on their craggy, hard-shelled backs, dropping seeds that sprout in silt trapped in their shells' crevices. As years pass, a zaratan grows to become festooned with trees, brush, and moss, chunks of its shell breaking off like strangely patterned rocks.

Although those who live near a zaratan often know the truth and avoid the creature, unsuspecting sailors greet the welcome, lush "island" with a hearty "Land, ho!"—a chance to refill dwindling supplies or make necessary repairs. Some finish their tasks quickly and leave none the wiser. But those who light fires or dig too deeply in what seems to be soil waken the behemoth, which is pained and enraged. Its instinct is to submerge; the sailors on its back are dragged to the watery depths along with it.

Soon enough the zaratan rises to the surface again, the trees on its back broken stumps, the brush and moss washed away. Before long, birds alight again, new plants sprout, and it becomes a living island once again, to lure more sailors to their doom.

*UNDERTOW:* When a zaratan submerges, it creates an undertow equal to its POW. Those on its back—even with watercraft—must make a STR vs. POW roll on the Resistance Table to escape, or else they drown.

**ZARATAN, Transient Islands, an example:**

STR 120 CON 80 SIZ 150 INT 8 POW 25  
DEX 18 Move 20 swim HP 135

**Av. Damage Bonus:** N/A.

**Weapons:** N/A.

**Armor:** 10 points of sand, dirt, and thick skin

**Spells:** N/A.

**Sanity Loss:** 1D8/1D12 Sanity loss upon realizing the nature of the island.

**Territory:** Gaul, Parthia.



# CULTS AND SECRET SOCIETIES

**I**ntrigue and secret societies fill the Roman world. This section details some cults and secret societies that keepers might find useful as allies or adversaries for investigators. Some are based on real-world organizations while others are completely fictitious.

## ARGONAUTS

In 1197 BCE, the Greek armies set sail for the coast of Asia to retrieve Helen, wife of King Menelaus of Sparta. Ten years later, they returned, brimming with tales of Troy's fall and the treasures in that land. Although Odysseus' cousin Jason doubted the stories when he first heard them, he had only to see a few of the items soldiers returned with to change his mind.

When he finally set foot in Troy three years later, Jason discovered that the streets were not, as he'd been told, littered with gold and jewels. Worse still, what treasures the land did offer were well hidden and often protected by creatures too horrible to behold—assuming one survived the trip to the treasure's hiding place. Nevertheless, Jason wasn't one to give up easily.

Few soldiers had survived the fall of Troy, and those who did had no love of Greeks. Still, many were desperate enough to join Jason for a chance to earn coin. Careful to never reveal where they were headed, nor the treasure they were after, Jason led a small band of ex-soldiers through the Italian interior to retrieve an item so fantastic that it seemed the thing of legends—a fleece made of pure gold.

The proceeds from that expedition established many of Jason's men for life, and they left the group; for others, it earned the Greek their loyalty. Taking the name of their ship as their own, they proclaimed themselves the Argonauts and set out to unearth every treasure Asia, Greece, and the surrounding lands could offer.

Word of Jason and the Argonauts' exploits spread. They received summons from the most powerful and influential people in the Empire. Many, it seemed, were willing to pay others to retrieve for them things that they couldn't recover themselves. And although Jason and his men rarely turned down a job, they were always careful to operate within the bounds of the law—even if just barely so.

Jason and the original Argonauts have long since passed into the grave, but the order continues, recruiting its members from among soldiers who have left service due to disillusionment, injury, or forced retirement. Not all who approach the order



are accepted, however; murderers, rapists, and deserters are strictly turned away, and thieves hard-pressed to gain admittance. This strict code of honor, coupled with their unquestioned abilities, ranks the Argonauts as the foremost mercenary corps in the Empire and the top choice of many leaders for the most difficult or confidential tasks.

The Argonauts operate in Arabia Magna, Asia Minor, Egypt, Greece, Italia, Iudea, Northern Africa, Parthia, and Syria.

## BEAG MA AISUS

In *Pharsalia*, Lucan speaks of “Hesus’ horrid shrines,” a description well deserved. A god of the Esuvii, the Atesuii, and countless other tribes throughout Gaul, Britannia, and Germania Magna, Esus demands bloodshed in his name. His priests hang sacrificial victims from trees in sacred groves and carve ritual symbols into their flesh. As blood runs down their bodies and pools on the ground below, priests read portents in the patterns it forms. If Esus is particularly pleased with the offering, he grants his priests glimpses of the future, visions as clear as if they stood on a hill and watched the events unfold.

Beag ma Aisus is a disorganized cult, the individual tribes who worship him having little contact with—or even knowledge of—each other. It’s unknown how the cult spreads, even among its adherents; new cults simply appear in previously uninitiated regions, performing the same ritual sacrifices, despite having had no contact with existing cults. Even the common folk of the areas where these cults carry out their dark observances know little about Beag ma Aisus, other than whispers they’ve heard of a barbaric god and rituals too horrible to mention.

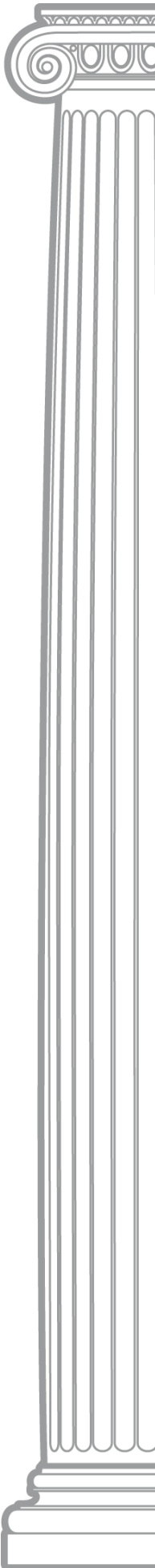
Evidence of Beag ma Aisus has been found in Britannia, Gaul, and Germania Magna.

## BLADE OF ZARTHOSHT

The Blade of Zarthosht is a secret, militant, all-female wing of Zoroastrianism, dedicated to eliminating evil from the world. Founded by Vashti, the wife of a Parthian merchant, in 223 BCE after she saw a sand dweller kill her husband, adherents believe the greatest rewards await those who die fighting the minions of evil. When the sand dweller struck







down her husband, Vashti picked up his sword and ran the monster through. When she arrived home, the village elders accused her of killing her husband, refusing to believe her story of a monster that rose from the sand. They gave her the option of surrendering all of her family's possessions and leaving the village, or being stoned to death—after which the village elders would *take* her family's possessions. She chose exile.

Several young women elected to follow her, leaving behind dissatisfying lives as wives and concubines. When they caught up with Vashti they found her engaged in a life-or-death battle with more sand dwellers, who thought she would be an easy meal. The followers rushed to Vashti's aid, beating back the sand dwellers with knives and rocks. Vashti ordered the women to return home to their families, but they refused. Recognizing in them the same spirit that led her to avenge her husband, Vashti allowed them to accompany her. As they traveled, the women learned that the world held monsters more horrible than the sand dwellers, and they determined to fight them.

Several years later, as Vashti lay dying of wounds inflicted by deep ones on the coast of the Mediterranean, she ordered her followers to continue the fight, but also to settle down and start families. If they had daughters, they were to raise them with full knowledge of the evil that pervades the world, and to teach them to fight it.

The women of the Blade prefer to battle using single-edged swords, but know that any weapon will do. The society is a martial one, and most members don't realize that weapons aren't the best way to combat most Mythos creatures. Even those with knowledge of other ways view magic as distasteful and antithetical to the glory of battle. Still, the Blade realizes that stopping a creature's human cult is often as successful as slaying the creature itself, and prefers to fight battles it can win.

Entry into the society is matrilineal. A member inducts her daughter when she reaches puberty. Members without daughters often choose adoptive or foster daughters. When seeking husbands, members of the Blade gravitate to merchants and soldiers—men often absent for long periods, who will leave them free to fight their secret war. The moral fiber of the man doesn't matter; the Blade of Zarthosht know that strength comes from the feminine.

The Blade of Zarthosht operates in Arabia Magna, Judea, Northern Africa, Parthia, and Syria.

## BULL DANCERS

The Bull Dancers are a small group of men and women on Crete who trace their ancestry to the Minoans, when bull leaping was an important religious ceremony. During every new moon, the Bull Dancers gather in a seaside grotto not far from the ancient palace at Knossos to continue a ritual that keeps the Black Bull at bay.

During the ritual, each member of the cult must successfully grab a bull by the horns and allow it to toss him into the air. The leaper then somersaults off the bull's back and lands on the ground. If each member succeeds, the Black Bull will remain in the Otherworld. If anyone falters, whether being gored or slipping from the beast's back, the Black Bull will return and become the ruler of all the earth, ushering in an age of destruction. For this reason, anyone who falters is immediately slain by the group's other members; failure is a sign he's been forsaken by his ancestors and is incapable of keeping the Black Bull confined. In any event, after the ceremony, the bull is ritually slaughtered and its blood offered to the cult's ancestors.

At 30 years of age, a Bull Dancer is forced to retire, but must choose a suitable replacement. The decision isn't taken lightly; if a recruit falters during the dance, the one who chose him shares his fate.

Because the cult is small, it works hard to maintain its anonymity. If the Cult of the Black Bull were to find out about the Bull Dancers, the Cretans would surely suffer.

The Bull Dancers have only been encountered in Crete.

## CHRISTIANITY

An offshoot of Judaism, this small cult holds that their messiah came to earth, died, and was resurrected. Christianity particularly appeals to the lower classes, since it doesn't require expensive sacrifices to its god to gain favor. Although very small now, this cult is growing in numbers in all the population centers of the Empire, particularly Rome, Antioch, and Jerusalem.

Investigators can expect to find Christians in Asia Minor, Egypt, Greece, Italia, Judea, Northern Africa, and Syria.

## CULT OF MAGNA MATER

Thousands of years ago, the family of a young girl named Cybele left her to die in the Phrygian steppes because they couldn't afford to keep her. Nature intervened; leopards and lions raised her. When she was full grown, Cybele met a shepherd named Attis and fell in love. Tragically, her love was too strong for Attis; he fell into insanity, first castrating himself, then committing suicide. Since then, her cult holds, Cybele has wandered the earth looking for Attis, whose castration and death represent the land's fertility.

In 205 BCE, the black stone of the Phrygian goddess Cybele was transported to Rome, and the goddess transformed into Magna Mater, the Great Mother. Ostensibly a symbol of the earth and all life that flows from it, Magna Mater is worshipped primarily by women. Female priestesses lead the cult along with the *archigalli*, the high priest of the subordinate *galli*, who are castrated male priests responsible for most of the cult's dance, divination, and healing.

Some of the cult's ceremonies are open to women and castrated men who aren't yet members. One such festival, the Megalesia, serves as an initiation. At the celebration's height, the *taurobolium* is performed as a bull is castrated and sacrificed to Magna Mater, and new initiates baptized in its blood. These ceremonies are wild, ecstatic affairs that have attracted the notice of other religious groups, who consider them less religious rituals and more wild orgies. Still, Rome hasn't outlawed the cult, thanks in part to the protection of unknown people within the government, perhaps including the emperor himself.

Priestesses consecrated in the Megalesia hold several other festivals open only to them. The doors to the temple are locked during these celebrations, and no one else is permitted entrance. It's believed that during these times the priestesses truly commune with Magna Mater.

The cult typically builds its temples near mountain caves, which are holy to the goddess. Women sleep in these temples hoping to be touched by Magna Mater and invigorated with healing powers.

Magna Mater is worshipped in Asia Minor, Britannia, Gaul, Germania Magna, Greece, Hispania, Italia, Northern Africa, and Syria.

## CUSTUS NOTITIAE

In 50 BCE, on a blustery November evening in Syracuse, the Greek Aristion participated in a ceremony to summon a nightgaunt. He and the other members of his circle had decided to try the ritual after reading an account of an African fertility cult. Like his associates, Aristion felt that all knowledge should be available to all who asked.

When the nightgaunt appeared, it attacked the one who had led the summoning; he had neglected to learn the binding spell. Although Aristion's mind reeled from the sight, he rushed to save his friend. The nightgaunt lashed out at him, destroying his left eye. The creature then flew into the darkness, carrying the unfortunate summoner with it.

In the wake of this catastrophe, Aristion resolved that all knowledge is not equal, and that not all people should possess all knowledge. He and those of his circle who weren't driven insane created the Custus Notitiae—the Custodians of Knowledge—to safeguard humanity and civilization from knowledge it should not have.

In 48 BCE, Aristion and others of the Custus Notitiae broke into the Royal Library of the Ptolemies in Alexandria, stole all the books they deemed dangerous, and fled. As he left the library, Aristion set torch to the building to cover up the crime. The fire that ensued destroyed the entire library. It was blamed on the Alexandrine War raging through the region, and to this day only the Custus Notitiae know the truth.

Aristion hid the stolen scrolls deep in vaults under the city, placing them under 24-hour guard. As other works that Aristion considered too dangerous appeared, the society sent individuals to collect them, legally when possible, by illicit means if necessary.

Over time, Aristion slipped into madness, partly because of his encounter with the nightgaunt and partly because he read the scrolls his compatriots acquired. By the time he died, Aristion required each member of the Custus Notitiae to gouge out his left eye in remembrance of his own first encounter with the Mythos, and his selfless attempt to save his friend. More sinister than that were Aristion's plans to summon a being he had read about in one of the stolen scrolls, an entity called Azathoth. The other members knew nothing of these intentions,

and he would likely have succeeded if he had not died before he could make the attempt.

For the ten years after Aristion's death, the Custus Notitiae drifts aimlessly. They collect no new works, and few members even enter the catacombs, although they do induct a new member each time one dies. It is this practice that resurrects the society. In 8 CE, an Egyptian scholar named Khasekhemwy is inducted. Through the force of his personality, he reinvigorates the group in its mission to search for and recover written works that might harm humankind.

For the next 39 years, the society increases its library under Khasekhemwy's watchful eye. Despite his careful guidance and strict orders, however, most members of the society are intellectually curious and can't help but read what they find. As a result, the average member of Custus Notitiae is somewhat unstable; typical disorders involve obsessive-compulsive behavior regarding books. In a few cases, members have attempted to use the forbidden knowledge the group has accumulated. Khasekhemwy has destroyed these offenders by his own hand.

The Custus Notitiae is a closed society of 25 members, known only to its membership. Although the society employs external agents to track down books, they're led to believe they're working for wealthy collectors. New members are inducted only when existing members die. Most initiates are scholars, but some are those whom the society has employed to recover scrolls and tomes. Although Khasekhemwy doesn't require new inductees to gouge out an eye, some do nonetheless, to pay homage to those who first took up the fight.

Rumors of Custus Notitiae have circulated in Arabia Magna, Asia Minor, Egypt, Gaul, Greece, Judea, Italia, Northern Africa, and Syria.

## DAUGHTERS OF ISOLATION

Followers of Ut'ulls-Hr'ehr, the Daughters of Isolation are an all-female cult centered on the Paradise of Daphne outside Antioch. The object of their adoration, the Great Old One Ut'ulls-Hr'ehr, lives in the caverns below the Paradise, a grotto dedicated to Hecate. No one knows how long the grotto



has been there, but stories of Hyksos troops being flayed alive have survived in the *Tomb Texts*, and the tales match the Daughters' current practices.

The Daughters live throughout the Antioch, and live their daily lives as any law-abiding citizen would. But twice a month, dressed in sheer gowns and wearing masks made from flayed human skin, the Daughters gather at the Paradise of Daphne, where they promise invited visitors that their wildest sexual desires will soon be fulfilled. But the orgy is a ruse that allows the Daughters to select three victims for a ritual to follow in the grotto below. During the frivolities, the Daughters give the selected guests a special beverage of wine and the milk of Ut'ulls-Hr'ehr, a POT 20 poison. Drugged victims become semi-conscious, aware of their surroundings, cognizant of both pleasure and pain, but unable to move or speak. The Daughters bring the chosen three to the grotto of Hecate, and, after chaining them to the walls before Ut'ulls-Hr'ehr, simultaneously rape and flay them. Then, still living, the victims are fed to the Great Old One. The Daughters ensure that none of these sacrifices leaves the grotto alive; they don't want the mutated spawn of Ut'ulls-Hr'ehr wandering Antioch.





No Daughter is ever forced to leave the cult, regardless of age or infirmity. Nevertheless, all are expected to perform the rites until the day they die. New Daughters are chosen when existing members die. Typically, new candidates are kidnapped off the streets before reaching puberty. The cult prefers orphaned or poor girls, whom they can give them a better life. Blindfolded candidates are taken to the grotto, where their blindfolds are removed and they are instructed to feed from Ut'ulls-Hr'ehr. Those who do become Daughters. Until they reach puberty—when they can partake in the rituals—the live as foster daughters to members of the society. Abductees who do not accept Ut'ulls-Hr'ehr are killed and fed to the Great Old One.

The Daughters of Isolation have no hierarchy. All decisions are made jointly, with each Daughter having an equal say. Still, the cult makes few decisions. The major one is which three Daughters are allowed to select a sacrifice. Each Daughter makes her choice known at the Paradise, and the other Daughters decide if the candidate is suitable.

No evidence of the Daughters of Isolation has been found outside Syria.

## FISHMEN OF LIERGANES

Several hundred years ago, the village of Lierganes on the Mediterranean was a fishing village like any other, but seemingly overnight, its fortunes changed for the better. Fish practically jumped into its fishermen's nets, and they became known, mockingly, as the Fishmen of Lierganes. After a generation or two, though, the mocking stopped, and other villages grew afraid. The villagers of Lierganes had come to look wrong. Their eyes were bulbous, their skin pasty. They smelled of the sea, and they spoke with croaking voices reminiscent of frogs or seals. Now, residents of the neighboring villages avoid Lierganes.

When the Roman proconsul came to power in the province, he heard tales of the Fishmen of Lierganes and sent a detachment from Legio VII Germania to investigate. The Legion found the town unnerving but abandoned, having only derelict buildings, nets full of rotting fish, and a horrible stench of the sea. The Legion retreated to its post in Leon, on the far

side of the province from Lierganes, and informed their command that the town was deserted.

As soon as the Romans left, the residents of Lierganes returned to their homes.

If the Legion had pushed past the town and up the beach, they would have found a strange opening carved into the cliff. It gives way to a man-made cavern with a large pool at its center. This is the temple to Dagon where the Fishmen of Lierganes worship and sacrifice.

The true story is that when the first deep ones came to Lierganes from the island of Fantari, the residents were terrified. The deep ones, however, offered the villagers more fish each day than they could otherwise catch in a month. In exchange, they asked only that the villagers ally with them and worship Dagon. The village leaders accepted. As time went on strange changes affected the village's children, and the town slowly devolved until deep one hybrids outnumbered untainted residents. Now, instead of fishing, they make their wealth by raiding Roman trading ships and using captured women as breeding stock.

The Fishmen of Lierganes don't stray from their home in Hispania.

## FOLLOWERS OF DAGON

The Followers of Dagon are a small group of approximately one hundred human and deep one hybrids living in the mainland region of Tyre. They worship Dagon, the Philistine god of the water, from an underground temple in the south side of the city. The temple's top floor, accessible from street level, is dedicated to the Semitic god of grain who shares the same name as the deep ones' deity. The high priest Petrilor serves double duty in the temple, leading services to both Dagon, even though he himself is a deep one hybrid.

The temple is connected to the Mediterranean by several underwater caverns that full deep ones use to travel to the temple for worship and mating, from their city several miles off the coast. Some of these underwater tunnels run from the mainland all the way to the island, making it possible to travel between the two unseen.

The deep one city is much smaller than the deep



one colony on Fantari, but it's very effective at raiding Egyptian grain shipments leaving Alexandria. The deep ones take slaves and potential mates from the ships, and give grain and other salable items to Petrilor. He either sacrifices these to the Semitic Dagon or sells them to an unscrupulous trader in Tyre who doesn't question the goods' provenance.

The Followers of Dagon have always been threatened, politically and—at times—physically, by another cult in Tyre, the Priests of Melkarth. Dagon's cult lacks the funds and numbers of the Priests of Melkarth, so it has had little choice but to weather the abuse. Recently, however, Petrilor led an assault on the Temple of Melkarth, destroying it and many of his foes with the aid of a Samaritan named Simon of Gitta. With the Priests of Melkarth scattered and their plans to summon Cthugha thwarted, the Followers of Dagon are enjoying a period of relative peace and prosperity in Tyre. Traditionally, they've been wary of outsiders, but the recent aid of Simon of Gitta might predispose them to help and accept help from non-members, should the opportunity arise.

The Followers of Dagon are known to worship in Egypt and Syria.

## FOLLOWERS OF URAKHU

There are sorcerers who follow Shaddad of Iram and worship the great worm Shudde M'ell. They take their name from the world the *G'harne Fragments* mention as the one from which Shudde M'ell and his progeny originated.

Thousands of years ago, a tribe of nomadic traders plying a route between Africa and the empires of the Fertile Crescent discovered the ruins of G'harne, and the *Fragments*. One of the tribe's shamans, Ashod, spent over 20 years in G'harne trying to understand what the *Fragments* meant. Living in the ruins took its toll, and he was plagued by visions of the Great Old Ones and their life in the city. During one of those visions, the strange dot-glyphs suddenly made sense, and the shaman was able to create an oral translation of the fragments.

Ashod shared the information with other shamans of his tribe the next time they came to bring him food. They agreed to use the information for

their own gain. Using sorcery to kill the tribe's chieftain, they replaced him with Ashod. Following guidance from the visions, the shaman led his tribe to the southern Arabian Peninsula. Ashod followed the path dug by a great worm in his visions, leading him to a region of the Arabian Desert above a vast water supply the nearby oasis only hinted at. He ordered his followers to build a great city there.

The city, Iram, grew quickly. Wells were dug, temples to the Worm of Urakhu built, and roads laid. As the citizens ranged out from Iram, they stumbled upon a city that was home to reptilian humanoids. The reptilians, weakened because their city had been thrust up from beneath the sea, didn't put up much of a fight, and continued their retreat to an underground paradise. Ashod took it as a sign of his right to rule the region and told his tribe that the reptilians had been defeated, even though his men refused to enter the caverns under the Nameless City to give chase.

Ashod died of old age soon after, and another shaman took his place. Over the centuries, the tradition of a shaman-sorcerers ruling the tribe and the city continued. The sorcerers determined the need to propitiate Shudde M'ell, and based on the tales Ashod had recounted from the *G'harne Fragments*, they began sacrificing non-tribe members every five days under the night sky by slitting the victims' throats and letting the blood seep into the sand.

Residents of the city fear the power wielded by the Followers of Urakhu, who flaunt their sorcerous abilities, using them for personal gain. Some members of the tribe harbor deep-seated fears that Shaddad, head of the Followers of Urakhu and current ruler of Iram, will one day overstep his bounds and doom them all.

The Followers of Urakhu have no known presence outside Arabia Magna.

## GNOSTICISM

A syncretism of Asian, Egyptian, Greek, and Christian beliefs, Gnostics believe that knowledge is salvation, a literally liberating force that can enable a follower to break his ties to this world and move on to the next.

According to Gnostic beliefs, there is a single true god, but he is unknowable. From this god poured forth the Aeons, finite but supernatural

beings who helped shape the universe. One of the Aeons, Sophia, gave birth to the Demiurge, an imperfect creator god that humanity would come to know as Jehovah. This Demiurge created the earth and all those who dwell on it.

A Gnostic gains salvation by learning the secret knowledge that will unlock his inner self. If a worshipper can unlock his inner self or divine spark, it will be freed to join the true god upon death.

Among the Gnostic sect, snakes are inviolate. They believe the snake wasn't the corrupter of humanity, but the liberator who brought knowledge to Adam and Eve. Some who have witnessed Gnostics believe the cult worships the snake.

Most Gnostics are solitary practitioners who worship privately. Some, however, congregate to share what knowledge they've found. Gnostics believe that women are equal to men and that some of Christ's disciples were actually women.

Gnostics can be found in Arabia Magna, Egypt, Italia, Judea, and Parthia.

## HARII

Tacitus writes of the Harii that they're a fierce Germanic tribe who "enhance their natural savageness by art and choice of time; their shields are black, their bodies painted black, and they choose black nights for battles." In truth, the Harii is a cult whose members, drawn from numerous tribes, are bound together by their worship of the Pool of Shadow, an avatar of Nyarlathotep.

Attracted by the screams when a group of Suebi warriors attacked a Scythian village, the Pool of Shadow rose from a nearby druidic shrine. Impressed by the Suebians' ferocity, it let them live, instead enveloping the remaining Scythians, draining their strength until the Suebians stood, weapons drawn, in a village of corpses. The Suebians recognized the power of the entity that had aided them and fell to their knees in supplication. When the warriors returned to their tribe and told of the shadowy god who had killed the Scythians on their behalf—a god they now worshipped—their kinsmen were mortified. Fearing retribution from their own gods, the tribe banished the warriors, threatening execution if they ever returned.

Taking the name Harii, the exiled warriors rampage throughout Germania Magna. They let only



the best and most ruthless warriors of the tribes they raid survive, provided they join the Harii and swear allegiance to the Pool of Shadow. In reverence to their god, they paint themselves, their shields, and their weapons black, and attack only on the darkest nights. The villages in the regions where they prowl post extra guards on moonless nights in fear that the Harii will come.

No evidence of the Harii has been found outside Germania Magna.

## KUKERI

In the last days of winter, members of the Thracian Kukeri don fearsome masks, sheepskin garments, and chanove belts for a ritual to protect against the kalikantzaris. A secret society comprised entirely of men, they sing, dance, and chant while performing mock human sacrifices. The role of “sacrifice” constitutes a great honor. The villagers treat the person selected with the highest respect, celebrating him in the days leading up to the ritual, and passing him with reverence in the weeks afterward.

In Asia Minor, however, the Kukeri have turned to a darker path; they now worship the kalikantzaris, and the sacrifices they offer are real. Offended by the Thracian Kukeri and their imitative rituals, they often cross into the northern land and kidnap a villager to use as their sacrificial victim. Although Thracian warriors would sail to Asia Minor to rescue their kinsmen, their leaders hold them back. The kalikantzaris protect the members of their cult, and no warrior can hope to survive against them.

Worrying rumors hint that this dark cult is spreading from Asia Minor. Chieftains in Dacia hear tales of Kukeri in nearby villages that walk away from the annual ritual with human blood on their knives—and of “honorary victims” who don’t walk away at all.

Kukeri practice in Asia Minor and Greece.

## LOTOPHAGI

The Lotophagi fled Sarnath when it was destroyed and found themselves on a small island off the north coast of Africa where they now live, unable



to dream. Desperate to return to the Dreamlands, they feast solely upon the trance-inducing lotus that grows on there.

The Lotophagi are content to spend their days eating the fruit and their nights hoping to dream their way back home. They offer the fruit to anyone who lands on their island in hope that the newcomer is a powerful dreamer sent by Lobon or Tamash to open the gates.

Successive generations have assimilated into Punic culture, but all hold to the hope that they will one day return home.

Because the lotus they eat only grows on their island in Northern Africa, the Lotophagi cannot be found anywhere else.

## MITHRAISM

Although in its infancy in 46 CE, over the next two and a half centuries Mithraism grows steadily in popularity, rivaling Christianity as the dominant religion during the reign of Constantine. Evidence of Mithraic activity has been found from Numidia in North Africa to Hadrian’s Wall in Britain.



Known as a “mystery” cult, members keep the cult’s rites and activities secret, and membership requires initiation. What little factual evidence exists comes primarily from documents its enemies and opponents have written.

Mithraic worship occurs in a *mithraeum*, an underground temple built to resemble a natural cave. Typically 75 feet long by 30 feet wide with a vaulted ceiling, the average mithraeum holds between 20 and 30 occupants at a time. The central icon of Mithraism, the *tauroctony*, is located at the rear, carved either as a free-standing sculpture or as a relief carving.

The tauroctony are remarkably consistent regardless where in the Empire they’re located. Mithras faces the viewer, straddling a bull. His left hand pulls the bull’s head back by the nostrils while his right plunges a dagger into its throat. A dog under it drinks the blood from the wound while a scorpion attacks the bull’s genitals. Often the bull’s tail ends in ears of wheat, with a raven perched upon the beast’s back. On the viewer’s left, a smaller male figure, Cautes, holds a raised burning torch. Above Cautes, in the upper left corner, is the Sun God in his chariot. On the right stands a similar figure, Cautopates, holding a down turned torch, which might or might not be burning. The moon is above Cautopates, in the upper left corner.

Mithraism is most popular among legionaries of all ranks, followed closely by non-Roman citizenry, freedmen, slaves, and provincial merchants. Members of each mithraeum are divided into seven ranks: Corax, or Raven; Nymphus, or Bride; Miles, or Soldier; Leo, or Lion; Perses, or Persian; Heliodromus, or Courier of the Sun; and Pater, or Father. These ranks represent varying degrees of spiritual advancement.

Sunday is held sacred to Mithras, and his birth is celebrated on December 25<sup>th</sup>. The faithful are required to perform ritual baptism as an act of purification, and drink wine and eat bread as symbolic of the blood and body of Mithras. His followers see Mithras as a mediator between heaven and earth, a dead and resurrected god considered part of a Divine Trinity.

Mithraists hold strong beliefs in both a celestial heaven and an infernal hell. They anticipate a final day of judgment when the dead will rise, and a final conflict that will destroy the existing order of things, culminating in a victory of light over darkness.

Mithraism is found in Britannia, Italia, Northern Africa, and Parthia.

## THE OLYMPIANS

In 2864 BCE, a shepherd named Amacles discovered a carved stone relic while tending his flocks on the slopes of Mount Olympus. An uneducated peasant, the markings on the irregularly-shaped disk meant nothing to him. Still, he could tell they weren’t natural, so Amacles took the disk to town hoping to sell it for a few coins.

He showed it to a minor priest named Meleizeus, who saw little value in it. Still, he gave the shepherd a loaf of bread out of charity. He deposited the disk in a storeroom, and there it sat, forgotten, for more than three decades.

The relic resurfaced when Meleizeus, now a leader in the temple, stumbled across it while searching for amphorae. Attuned to magic after 30 years of study, he could sense the power, hot enough to burn flesh, leaching from it. The amphorae forgotten, Meleizeus wrapped the disk in the folds of his robe and hurried to his chambers.

For the next 12 years he studied the relic, poring over tattered scrolls and eroded stone tablets for keys that would decipher the ancient markings. Eventually, he was left with a handful of symbols that he could not find referenced in any text or scroll, or even whispered about by superstitious peasants on dark, moonless nights. Desperate for more of the power he had tasted in the storeroom, Meleizeus sent missives to prominent scholars, bidding them to meet him in a secluded location, urging their discretion.

When he unveiled the relic, many of the scholars discounted it as a bauble left over from a forgotten time and people. Others, more attuned to magic, shivered in its presence, denouncing it as evil and begging Meleizeus to destroy it. Some, however, were as intrigued by the stone as Meleizeus, and offered to help him unlock its secrets.

That they did, at midnight on the vernal equinox, in a cavern high atop Mount Olympus. Ringed by his followers, Meleizeus held the stone disk in one hand, ignoring the searing heat emanating from it. As the circle intoned a solemn chant, Meleizeus traced the etched symbols slowly with his finger, careful to follow the pattern his research had revealed. As he lifted his finger from the last symbol, a deafening crack shattered the cave, and the cultists found themselves staring full in the face of a realm

more fearsome, more evil, and more full of power and magic than any they had ever imagined—the realm of Hypnos, god of the Dreamlands.

Not all of Meleizeus' followers survived the experience, and not all who survived remained fully sane. However, those not destroyed found themselves imbued with knowledge and powers to make them like gods to mortal men. Thus were born the Olympians.

Having held the stone disk during the ritual, Meleizeus absorbed more power than his fellow scholars and quickly established control over them. He proclaimed himself born anew and changed his name to Zeus, Father of Gods. Leaving the fallen to rot, the cultists parted company, each pursuing his own interests with renewed passion. None hid his powers from the “mortals” around them, and before long temples were built to honor them, and sacrifices of food, animals, and virgins offered in their names.

In addition to invulnerability and exceptionally long life, the Olympians gained the power of flight, the ability to create hybrid creatures, and the knowledge to summon entities from other domains. Zeus favored one Hound of Tindalos hybrid in particular, a ferocious three-headed beast named Cerberus, that delighted in the cruel tasks to which its master set it.

Although they seldom congregated, from time to time the Olympians returned to their cavern to steal more power through the stone. Eventually, though, Zeus became jealous of the others, and hid the stone where none but he could find it. He set Cerberus to guard the relic, allowing no one else to pass. More and more, Zeus used the stone to slip into the Dreamlands, ferreting out new spells and powers. At first, he avoided the Dreamland gods, jumping back to the waking world whenever one came near. But as his power grew, he became cocky and reckless. He ceased to fear them, ceased to hide in the shadows when they drew near, until one day he stole power from Hypnos himself.

The lord of the Dreamlands exploded in rage. Yanking Zeus fully into his realm, Hypnos shredded his mind bit by bit, reclaiming the powers the Olympian had stolen from him and others. When Zeus was at last an empty husk, Hypnos turned his rage on the remaining cultists, setting a true Hound of Tindalos to hunt them down, one by one. As it tossed the bloodied forms at Hypnos' feet, the lord of the Dreamlands shattered their minds, leaving them as empty and hollow as Zeus.

Most Olympians were destroyed within a fortnight. By then, Hypnos's rage had been sated, and he released the Hound from its task. Only a handful of minor Olympians remains, with powers barely rivaling that of the local auger. The tales of their fellow Olympians' demise ever fresh in their minds, they've faded into the background, surfacing only when determinedly sought by their worshippers, and even then returning to seclusion as quickly as possible.

Legends of the Olympians survive to this day, and their worshippers can be found anywhere the Empire has a presence.

## PRIESTS OF MELKARTH

Melkarth is a popular deity in Tyre. Most of his worshippers are wealthy, powerful citizens, and temples can be found throughout Syria. Only the Priests of Melkarth, however, know that they really worship Cthugha—known in Stygian as Kutugha—and that he is not just an abstract sun deity. The Priesthood hopes to summon Cthugha so they can use the god's powers to overthrow Rome and take over the known world, placing Mattan, the cult's high priest, at its head.

The Temple of Melkarth is on a small island in the Mediterranean, connected to the promontory of Tyre by a causeway. A large, domed structure, it's supported by numerous pillars. At its center is a 20-foot golden statue of a humanoid with a bull's head. During public ceremonies, sacrifices of animals and grain are placed in the statue's hands. The high priest then activates a lever, which raises the hands to the bull's mouth. The sacrifices fall inside, where a fire blazes. During private rituals, however, the priests feed kidnapped children to the statue in an attempt to summon Kutugha.

Until recently, the Priesthood didn't know the exact ritual to summon the Great Old One. However, Mattan used the temple's wealth to steal the Sapiencia Magorum from Iram, the many-pillared city in the Arabian Desert. Using the knowledge therein, Mattan opened a gate in the Temple of Melkarth and summoned the Children of Cthugha to guard it. When that proved successful, he attempted to summon Cthugha itself.



The timely intervention of Petrilor of the Temple of Dagon and Simon of Gitta prevented Cthugha from entering the world. Many of the cult's priests and fire elementals were destroyed, but Mattan himself, possessed by the spirit of Cthugha, survived even as the temple burned around him. Along with the surviving priests, Mattan, devoid of Cthugha's grace, fled to Alexandria.

The Priests of Melkarth have a presence in Northern Africa and Syria.

in their minds. Because the god is growing weak, it hopes to mobilize the Kushite Empire to strike into Roman Egypt and free it from its prison. But the Qore lack real political power, and the Kandake is afraid to go to war against the Romans again after Kush's humiliating defeat at the hands of Octavian, so a military campaign seems unlikely to materialize.

No evidence of the Qore has been found outside Kush.

## THE QORE

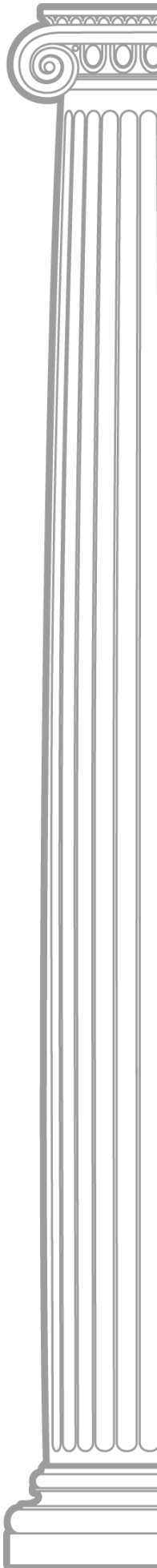
The Qore are Kushite women who serve as mouthpieces of Apedemak, the god of Meroë. Although Apedemak is depicted on its temples as a four-armed, lion-headed creature, in reality it looks much different. When it walked Egypt and ventured into Kush, it appeared as a massive black lion wearing the headdress of a pharaoh.

The Black Lion is currently imprisoned under the temple complex of Karnak and speaks to the Qore through dreams, carefully planting thoughts

## REPUBLICANS

When Julius Caesar was declared emperor, senators who feared the power he would wield killed him. His nephew and heir, Octavius, then fought a vicious civil war to avenge his uncle's murder and assert his place as emperor. As one of his first actions, he undermined the senators' power by turning that elected position into one that required the emperor's ratification. If a senator didn't conform to the emperor's agenda, he could be—and often was—replaced.





Many senators chafed at their loss of power and wanted to regain their former glory. Under the Republic, senators led the government and dictated the laws. Now, in the Imperial Age, they're dictated to and led by the emperor.

Numerous former senators, and many who still hold office, meet in country villas and back alleys conspiring to overthrow the emperor and return the Republic to its former glory. Several legates, and by extension several Legions, are under their control. But even with deep purses and formidable resources, the Republicans are a long way from restoring their place in society.

Although some Republicans are realistic and pragmatic, realizing that only their sons or grandsons might one day usher in a return of the Republic, others are desperate, wanting to see the Republic reborn in their lifetimes. They've been in contact with Etruscan and Samaritan magi, and hope to use the secrets of the ancients to hasten the Empire's demise. Unfortunately, these Republicans don't understand the forces the magi try to harness.

The Republicans operate in Asia Minor, Egypt, Greece, Hispania, Italia, Judea, and Northern Africa.

## SICARII

As Roman control over Judea grows, the ranks of the Sicarii swell. A *sicarius*, or dagger-man, prowls the streets assassinating Romans, Roman supporters, and even those who simply tolerate Roman rule. If someone isn't against Rome, he might find himself a target of the Sicarii.

The Sicarii grew out of the Zealots, a group of Jews who opposed Rome in Jerusalem. Many members of the Zealots, however, felt they weren't doing enough to evict the Romans. Those dissidents took matters into their own hands, executing their enemies in broad daylight. Over time, the movement grew from a bunch of like-minded individuals into an organized group capable of taking and holding the Masada for several years.

A Sicarius doesn't hide his actions, but doesn't act stupidly, either. He keeps a small knife under his cape and prefers to attack on crowded streets. As his victim dies, the Sicarius blends into the crowd by joining in the lamentations.

The Sicarii aren't confined to Jerusalem. After

Jerusalem's fall to the Romans, the Sicarii found themselves spread across the Mediterranean. They continue their work, often in small numbers, trying to free their homeland from Roman rule. Currently, they're found throughout Judea.

## THE TITANS

Before the rise of the Olympians, pre-Roman civilization was ruled by the strong, firm hand of the Titans, an elite core of religious elders. They were the most skilled, most knowledgeable, most influential religious leaders, and they didn't surrender their power easily.

The Titans true goal was scholarly research, rather than the populace's spiritual salvation and instruction. They were as likely to pursue scientific and socio-political research as philosophical and religious study. Over time, they came to guide society by directing the clerics who in turn led the cities' secular leaders.

Each Titan earned his place through years of study and research that honed his mind and skills to a level that gave him unquestioned authority in his sphere of influence. Such individuals, usually high-level clerics, would catch the attention of existing Titans. They'd be invited to attend some function, usually a meeting to discuss a controversial or emerging point of scholarly influence, or to debate the course of action for a sensitive civil issue. One whose contribution to these discussions impressed the Titans would be invited to attend future gatherings. Eventually, some task of enormous responsibility and importance would be set, as a test. If he successfully completed it, the candidate became a Titan. No ceremony of confirmation was held, nor title bestowed; it was simply understood, and unquestioned.

When the Olympians first dabbled in extra-planar magic, the Titans took little notice. Mid-level clerics commonly explored new areas of research. No one could gain knowledge without trying new things, after all. When Zeus and his followers broke the seal to the Dreamlands and came to full power, the Titans recognized the danger the Olympians posed. They took action to neutralize these new "gods," but it was too late. The power that Zeus had tapped was older even than the Titans, and in many ways stronger. The only thing that saved them from



annihilation was the Olympians' unfamiliarity with their new powers. As the Olympians grew stronger and gained greater control, though, the Titans found themselves hard-pressed to hold them at bay.

Unlike the Olympians, the Titans didn't draw power from magic or mysticism. Instead, they relied on their knowledge of science, alchemy, and other intellectual pursuits. As their struggles with the Olympians intensified, the Titans found new practical applications for their knowledge. They built prisons from materials not susceptible to the Olympians' magical manipulations, confining those they defeated within them. Alchemy, genetics, and biology melded to create fantastical creatures like the Typhon, monsters whose sole purpose was to destroy the Olympians—and also the unnatural creations that Zeus and his followers spawned. Medical science advanced to combat some of the afflictions the Olympians visited upon peasants as they tried new powers learned from the Dreamlands. Although these were simply the finely honed skills of scientists and scholars, to the uninitiated they were as much magic as the powers touted by the Olympians, and to the common folk of pre-Roman times it seemed as though a war raged between gods.

Eventually, Zeus's Mythos-granted powers outpaced the skills of the Titans, and in one final surge, the Olympians overwhelmed their former masters. Their bodies shredded in the aftermath, the Titans' souls were locked in a dark, unreachable corner of the Dreamlands. They suffer unspeakable torment to this day, waiting for someone to free them and restore them to power.

What few worshippers of the Titans remain are found almost exclusively in Greece and Italia.

## VESTAL VIRGINS

Shrouded in the mists of history, few Romans know the true origins of the Vestal Virgins, and even fewer appreciate their importance.

On the surface, the Vestal Virgins are six priestesses of the goddess Vesta who are required to remain celibate from the time they're inducted until they leave the priesthood 30 years later. New girls are inducted between the age of six and ten. Each

spends ten years learning the society's secret rituals. For the ten years that follow, they perform rituals and tend the Sacred Flame in the Temple of Vesta. Once this tenure is over, each Virgin spends ten years as a senior, training a new group of novitiates. When her thirty years of servitude are concluded, the Virgin is free to leave the temple and marry.

The Vestal Virgins are inviolate; if a man injures a Virgin or tampers with the Sacred Flame, he pays with his life. If a Virgin loses her chastity, she's buried alive. These punishments are severe because the Vestal Virgins are vital to Rome's survival. If they fail in their duties, an unspeakable evil will be released upon the city.

The evil's genesis lies in the fourth millennium BCE, when a cult to Ereshkigal, Sumerian goddess of destruction, gloom, and depravity, succeeded in summoning its deity, which manifested as a headless monstrosity with gaping mouths on its palms and genitalia. This god, also known as Y'gonolac, ravaged Sumer and corrupted several cities before it was vanquished by followers of Gibil, Sumerian god of fire. But in the ritual, Gibil lost his godhood, and was reduced to an ordinary flame.

That fire, potently protective but susceptible to being extinguished, has been moved from city to city and empire to empire ever since, to keep it safe from Y'gonolac's followers. In 375 BCE, the fire's protectors moved it to Rome and placed it under the guardianship of six women chosen for their virtue and chastity, traits that protect them from the depraved advances of Y'gonolac's devotees. They renamed Gibil to Vesta and performed an elaborate ritual to seal the temple room that houses the flame from anyone who isn't a virgin.

If a Virgin ever loses her chastity, she'll be unable to tend the fire. If the fire ever falters, Y'gonolac will return.

The Vestal Virgins are only found in Italia.





**T**he Roman Legions are the best-trained, most efficient fighting force in the Western world. In most cases, their training—rather than superior technology—ensures their victory. The Legions range across the Roman Empire and beyond, and are often the first Romans to encounter new cultures.

The average legionary joins between the ages of 17 and 23. He has to be a citizen of the Empire with no serious criminal offenses; non-citizens become auxiliaries and receive less pay. Upon joining, a new legionary receives a small amount of cash to travel to his unit. The legionary serves 20 years before retiring, at which time he receives a lump sum of 13 years pay as a pension. After retiring, he may be on reserve for five years, during which time he can be summoned in case of emergencies.

Training is rigorous. Three times a month, the legionary has to march 20 miles in under five hours. He frequently practices with wooden swords, javelins, and shields, all of which weigh more than their practical counterparts.

In addition to gaining physical stamina and fighting prowess, the legionary learns harsh discipline. If he steals from the camp or gives false witness, he's bludgeoned to death. If he's caught sleeping

on watch, the men whose lives he endangered stone him to death. This discipline enables the Legions not only to succeed as often as they do, but also to survive the privations of life outside Rome.

During his stint in the army, the legionary can't marry. He can develop lasting relationships with local women, and father children on them, but neither the unions nor the children are legally recognized. Senior officers, however, often travel with their families, and their wives and children live in the camp with the soldiers.

Each Legion falls under the command of a legate appointed by the emperor. To avoid the troops becoming too attached to him and supporting him in a campaign against the emperor, few legates hold their posts for more than four years before a new one is appointed.

Six tribunes assist the legate. It's customary for the highest-ranking tribune to be a young noble getting a sampling of army life, usually without formal training.

Below the tribunes is the camp prefect. Typically, he's a battle-hardened veteran who has risen through the ranks. He's in charge of running the camp with a firm hand and, in the absence of the legate and tribunes, he runs the Legion.

## ORGANIZATIONAL STRUCTURE

- 10 Contubernium (8 man squad-units) = 1 Centuria (80 men)
- 2 Centuria = 1 Maniple (“Handful”) Unit (170 men)
- 3 Manipulus or 6 Centuria = 1 Cohort (510 men)
- 10 Cohorts = 1 Legio (5200 men)

## INVESTIGATOR LEGIONARIES

Given the different cultures that comprise the Legions, the training the troops receive, the fact that they often enter unknown territory, and the different ancillaries attached to them, stipulating that a group of newly created investigators are from a Legion can greatly facilitate the

integration of diverse party members into a cohesive whole, even if they’re not all soldiers. In addition to legionaries, the Legions include engineers, musicians, physicians, armorers, carpenters, and auxiliaries.



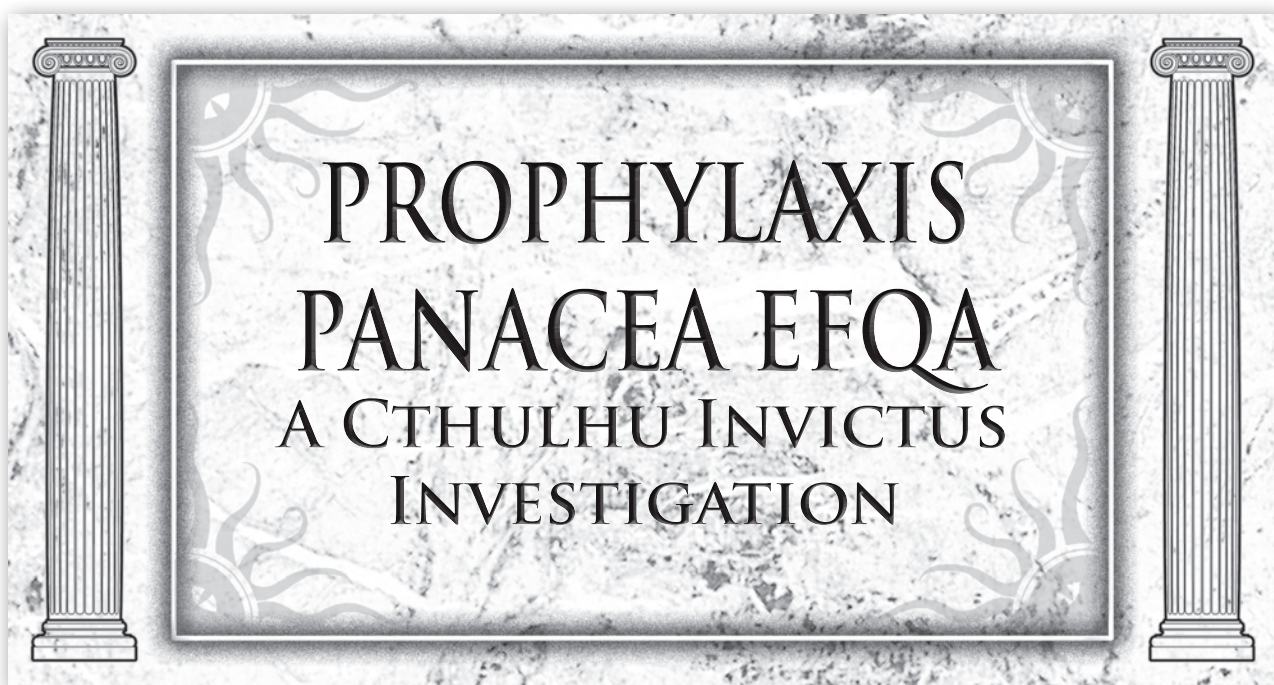


# ROMAN LEGIONS

As time passes new Legions are formed, some are disbanded, and enemies obliterate others. The following list contains each Legion's name, the dates of its activity, and the reason it disbands, if known.

- Legio I (referred to once as "I Germanica") – 48 BCE to 70 CE, destroyed in the Batavian Rebellion.
- Legio I Adiutrix – 68 CE to 444 CE
- Legio I Italica – September 22, 66 CE to the fifth century
- Legio I Macriana liberatrix – 68 to 69 CE
- Legio I Minervia – 82 CE to the fourth century
- Legio I Parthica – 197 CE to the early sixth century
- Legio II Adiutrix pia fidelis – 70 CE to the third century
- Legio II Augusta – 30s BCE
- Legio II Italica – 165 CE to the beginning of the fifth century
- Legio II Parthica – 197 CE to the latter half of fourth century
- Legio II Traiana fortis – 105 CE to the fifth century
- Legio III Augusta – 43 BCE to the late fourth century
- Legio III Cyrenaica – probably around 36 BCE to the fifth century
- Legio III Gallica – around 49 BCE to the early fourth century
- Legio III Italica – around 49 BCE to least the early fifth century
- Legio IV Flavia firma – 48 BCE to 70 CE, disbanded by Vespasian
- Legio IV Macedonica – 48 BCE to 70 CE, disbanded by Vespasian
- Legio IV Scythica – around 42 BCE to the early fifth century
- Legio V Alaudae – 52 BCE to 70 CE, destroyed in the Batavian Rebellion
- Legio V Macedonica
- Legio VI Ferrata
- Legio VI Victrix
- Legio VII
- Legio VII Gemina
- Legio VIII Augusta – 59 BCE to the fourth century
- Legio IX Hispana – before 58 BCE to around 160 CE
- Legio X Equestris – 58 BCE to the fifth century
- Legio X Fretensis
- Legio X Gemina – 58 BCE to the fifth century
- Legio XI
- Legio XII Fulminata
- Legio XIII Gemina – 57 BCE to the fifth century
- Legio XIV Gemina
- Legio XV Apollinaris
- Legio XV Primigenia – 39 to 70 CE, destroyed in the Batavian Rebellion
- Legio XVI
- Legio XVI Flavia Firma
- Legio XVII – 41 BCE to 9 CE, destroyed in the Battle of Teutoburg Forest
- Legio XVIII – 41 BCE to 9 CE, destroyed in the Battle of Teutoburg Forest
- Legio XIX – 41 or 40 BCE to 9 CE, destroyed in the Battle of the Teutoburg Forest
- Legio XX Valeria Victrix – 25 CE to the late third century
- Legio XXI Rapax – 31 BCE to 92 CE, destroyed in Pannonia
- Legio XXII Deotariana – 48 BCE to c. 133 CE, destroyed in the Jewish Rebellion
- Legio XXII Primigenia – 39 CE to the third century
- Legio XXX Ulpia Victrix – 105 CE to the early fifth century





**I**llness is common in the days of the Roman Empire, especially in the provinces. But in 80 CE, Palmyra is suffering worse than most. Phthisis, cholera, fevers, boils, and rashes plague the populace. Many have died, and those who live grow weaker each day.

The physicians are powerless to help. They offer salves and potions, but no sooner does a citizen recover from one illness than another strikes. The legionaries have been especially hard-hit. Three cohorts, half of the forces stationed in Palmyra, have succumbed. Eager to keep the city under Roman control, and desperate to keep the emperor from noticing the deteriorating situation, the prefect has sent to Emesa for aid.

The citizens believe a kul pollutes the city's water. The *praefectus castrorum* suspects that the outbreak was caused by a group of Parthians who passed through recently. The temple priests believe the gods are dissatisfied. The prefect has no theory of his own, and just wants the epidemic stopped. None of them know that something far worse than disease plagues Palmyra.

## KEEPER'S INTRODUCTION

In Martius 80 CE, the prefect of Palmyra sends to Emesa for aid. The city, a vital oasis along trade routes from India, China, and Rome, has been plagued with illness. Half the legionaries stationed in Palmyra have succumbed, and the citizens, hit equally hard, grow restless.

Everyone in Palmyra has a theory about the illness' origin, but none is right. The true culprit is a cult of Mot, humans aligned with a tribe of scorpion men from Parthia, working to summon the Syrian god of death and disease. The cultists believe that if they can take Palmyra in the name of their god, they can use the city's caravan routes to spread the blessing of Mot throughout the world. As the summoning progresses, the diseases grow more virulent, spreading further and further from the cult's summoning chamber.

The investigators must track the cult to its lair beneath a bathhouse in the northwest district of Palmyra, and stop the summoning before Mot is raised. Otherwise, the Great Old One will burst from his underground lair, raining disease-tainted ichor for miles around.

## INVOLVING THE INVESTIGATORS

Part of the Legio III Gallicia is in Emesa to defend the city from Arab incursions when Emesa's prefect gets the letter from Palmyra. He sends a cohort of legionaries to bolster the oasis town, along with physicians and scholars to find a cure for the epidemic that plagues it. In addition to these three occupations, investigators could be camp followers, slaves, servants, or even merchants or travelers who join the caravan for protection from Arab and Parthian raiders.

Alternatively, the investigators could already be in Palmyra, or could travel there on business of their own. In this case, the keeper should disregard the section on the Emesa Prefect.

## INVESTIGATORS' INTRODUCTION

The following section can be read aloud to the players, or summarized, as the keeper desires.

Despite the threat from Arabian raiders, when the prefect of Emesa received a letter from Palmyra requesting aid, he ordered the *primus pilus* of Legio III Gallicia to send a cohort of legionaries to bolster the town. An epidemic has plagued it for weeks, and the local garrison has lost half its number. Although Emesa needs soldiers, too, the loss of Palmyra as a caravan hub would be devastating to the Empire.

Thus, the *tribuni angusticlavii* Appius Hostilius Varro has gathered the 250 men of his cohort and begun the trek to Palmyra. Physicians, scholars, and others assigned by the prefect accompany them. A baggage train of 32 mules carries the cohort's supplies, including food, water, tents, and palisade stakes. Camp followers trail the cohort, hoping to sell goods and services to the soldiers. As they pass through the city's gates and head into the desert, merchants, pilgrims, and travelers join the caravan for protection. In all, one hundred non-combatants travel with the cohort.

## THE JOURNEY

Palmyra is 90 miles east of Emesa, so the caravan takes three days to reach its destination. The Syrian Desert between Emesa and Palmyra isn't a sandy desert like the great Arabian Desert. Rather, it's a rocky steppe formed millennia ago by lava flows. Camels, ibis, and other wildlife dot the landscape. Periodically, with a successful **Spot Hidden** check, an investigator spies a nomadic horseman or two on a nearby rise, but these watchers disappear into the desert before anyone can investigate.

As the caravan crests a ridge, call for **Spot Hidden** checks. Successful investigators see what looks like a jackal about 150 yards away. The creature glances at the approaching caravan, then turns away and pounces on an ibis, little more than a blur in the scrub. With the ibis dead at its feet, the creature raises its head and lets out a siren-like howl. A few minutes later, three more of the creatures join it and begin feasting on the dead bird. If the investigators approach, the creatures dash off into the distance, well out of bow range.

About half an hour later, the investigators hear a scream from the rear of the caravan. Varro immediately orders six legionaries to investigate, with any investigator legionaries among them. Investigators with other occupations are free to accompany this group.

When they reach the back of the line, they find a group of camp followers gathered around a body on the ground. Blood pools around the corpse, huge chunks torn from its legs and torso. Two merchants stand nearby, trying to calm a blood-spattered woman. Investigators who question her learn that she had been walking beside the man when he was attacked. She didn't see what happened, just a blur



out of the corner of her eye and the man was dead.

A successful **Track** roll reveals canine prints in the ground. They lead toward a rise a few hundred yards away. A jackal-like creature sits there, watching the caravan—loping away as soon as any investigator spots it. Investigators can go to the rise, but by the time they reach it, the creature is gone. They find no further tracks in the gravelly terrain.

If told of the death, Varro orders the caravan halted. He orders several legionaries to gather scrub and burn the man's body. Once the fire is started, Varro orders the caravan under way again. They don't have time to wait for the body to be consumed.

The caravan continues for another two hours before Varro orders a stop to make camp. The legionaries set to digging a trench and constructing a palisade from the stakes the mules carry, and servants set up tents inside the rectangular fortification. When they're done, Varro posts a guard of ten men to patrol in pairs around the palisade. The rest of the legionaries eat dinner and then go to sleep. Camp followers wander from tent to tent, hawking their wares.

A few hours later, the investigators hear screams from the far side of the camp. As legionaries burst from their tents, weapons drawn, and rush to formation, more screams erupt from a second area, followed by yet more from a third location.

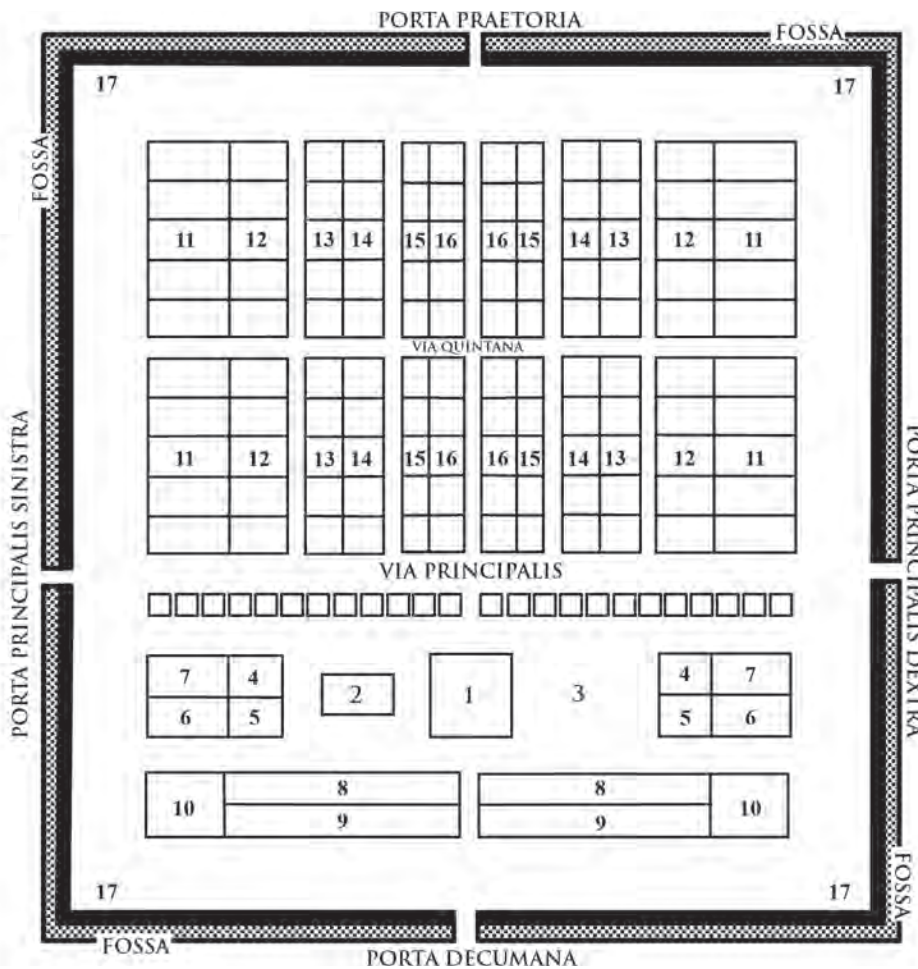
Twenty-five bardi have slipped past the guards and jumped the palisade wall, attacking those sleeping inside. They work in groups of two or three and strike different locations throughout the camp at the same time, using their speed to cover great distances and give the illusion that there are even more of them.

As soon as the investigators kill a bardi—or see a legionary kill one, if they don't rush to engage—the other members of that pack immediately retreat over the wall. As they go, they howl a warning to the rest, who break off the attack and run away.

Investigators from Asia, or who are familiar with the region and succeed at a **Natural World** roll, recognize the creature as a bardi. Other investigators who succeed at a **Natural World** roll realize the creature isn't a jackal, although they can't be sure what it is. Anyone who fails a **Natural World** roll thinks it looks like a jackal with misshapen hind

# THE LEGION CAMP

1. Praetorium (Varro's Tent)
2. Quaestorium (Questor's Quarters)
3. Forum (Public Market)
- 4, 5, 6, 7. General's Staff
8. Extraordinarii Equites
9. Extraordinarii Pedites
10. Auxiliaries
11. Pedites Sociorum
12. Equites Sociorum
13. Hastati
14. Principes
15. Triarii
16. Cavalry
17. Palisade





legs and unusually large fangs. All investigators notice thick, white ichor foaming from the dead creature's mouth.

Varro orders the camp put back in order and new guards posted. Those who had failed to stop the bardi are sentenced to *fustuarium*, being stripped of their armor and beaten to death with cudgels for dereliction of duty. If investigators try to intercede on the guards' behalf, they must make a critical success with a **Persuade** roll to convince Varro to let the guards live. Otherwise, the investigators are punished with *castigation*, each suffering 1D6 damage from being struck by Varro's staff.

After the executions, Varro orders the bodies of the dead burned and the guard doubled. The investigators learn that the bardi killed eight non-legionary non-player characters and four legionary NPCs for every round the combat lasted from the first howls.

The rest of the night passes uneventfully, and the cohort breaks camp in the morning and continues to Palmyra. Screams break the silence every few hours during the day as the bardi stalk the caravan, picking off stragglers. A few hours before nightfall, Varro orders the caravan to make camp. He again posts a double guard, but the bardi slip past, attacking the occupants until one of their own number is killed. As before, Varro sentences the failed guards to *fustuarium* for dereliction of duty, and orders any dead burned before breaking camp.

If investigators insist on serving as camp guards at the beginning of the night, they must make **Spot Hidden vs. Sneak** rolls on the Resistance Table. If they fail to spot the bardi before they attack, they are subject to Varro's punishment unless someone intercedes.

When the caravan gets within ten miles of Palmyra, about three hours after breaking camp the next morning, the bardi stop their hit-and-run attacks. Investigators who succeed at a **Spot Hidden** check see the bardi head back into the desert, each pack going a different direction.

## THROUGH THE GATE

The caravan enters Palmyra through the Damascus Gate. A wide street bustling with travelers stretches north into the city. The Roman garrison, secure

## PALMYRA, CITY OF PALMS

Palmyra is an oasis town surrounded by date palm, pomegranate, and olive trees. Irregular mud walls surround the city, with seven gates at various points along its perimeter. The buildings are made of either marble or sandstone, with marble reserved for temples and important civic buildings.

The oasis is on the south and west sides of the city, and the spring that feeds the oasis is in the southern stretches. Beyond the oasis is the rocky Syrian Desert.

behind a wooden palisade, is on the west side of the road. Residential apartments are to the east. As they make their way down the street, the investigators notice three musicians surrounding a nearby well. On a successful **Idea** roll, they realize the musicians are playing *to the water* instead of soliciting coin from the passing crowds (see "The Musicians," below).

This portion of the scenario offers an open matrix of possibilities for the investigators. The various types of people they may encounter and speak with, and what each type can tell them, are detailed in the following sections, but the order in which they're presented here is arbitrary.

The key event that transpires at some point during the investigation is the investigators' encounter with the amulet pedlar Alexander (see the section "Prophylaxis Panacea"). After that, the keeper may trigger the climax of the scenario with the investigators' second meeting with Alexander (see "Return of the Magician").

## THE GARRISON

Varro leads the caravan through a gate in the palisade, and into the Roman garrison. A silver-haired man attended by soldiers comes forward to greet him. Varro salutes the man, who is Marcus Octavius Glabrio, *primus pilus* of the Palmyra garrison.

Glabrio immediately orders Varro to send his physicians to the medical tents to tend to the sick



soldiers. Legionaries are directed to stow their gear in any available tent and return for orders. Others are free to head into town.

If questioned, Glabrio is hesitant to talk to members of lower classes, but a successful **Status** roll convinces him to open up. He's a reserved man, but answers direct questions and knows the following information:

- The illness began about three months ago. It spread quickly, and even his soldiers began to succumb.
- Out of the four cohorts originally in Palmyra, only two remain. The others have fallen to illness.
- The city has suffered as much. Thousands have died.
- He believes the disease was caused by a Parthian caravan that came through about the same time that the epidemic started. He thinks they probably poisoned the wells.
- The cohort from Emesa is to assigned to aid the prefect of Palmyra in keeping the peace and defending the caravan routes.

Investigators who are legionaries must make a successful **Persuade** roll to obtain permission to look into the cause of the illness. Otherwise, Glabrio orders them to report to the eastern wall for patrol duty. They'll have to find some way to investigate without being caught and charged with dereliction of duty.

After reporting to the garrison leader, investigators with medical knowledge can go to the medical tents to treat the sick. Those who are merchants can go to the merchant district to meet with vendors who might buy their products. People at both of these locations, and throughout Palmyra, can give them information about the epidemic.

## WORD ON THE STREET

Anyone the investigators speak to in town knows the following information:

- The epidemic started about three months ago. At

# PALMYRA CITY MAP



first confined to a small part of the northwestern district, now only the eastern part of town remains unaffected.

- Many of the diseases that have arisen are usually associated with fouled water.
- Palmyra's water comes from the oasis on the south and east sides of the city. The Efqa spring to the south feeds the oasis.
- Nothing the physicians or anyone else has done has slowed the spread of the disease.

## THE PHYSICIANS

Fully half the garrison's tents have been turned into medical tents, and physicians run among them. Moans, coughs, and cries come from many. The smell of death and decay is overpowering.

If an investigator tries to stop one of the harried physicians, the doctor immediately shoves a salve into his hands and orders him to follow.

Any physician knows the following information:

- The sick are afflicted with a variety of illnesses, not just one disease. Well-known cures for these ailments have no effect. The only survivors are those afflicted with minor illnesses. Soon after,



# GETTING SICK

Investigators who spend any time in the infested areas of Palmyra, or drink the water, run the risk of contracting an illness. However, since Mot's presence—rather than normal vectors—causes these diseases, investigators can catch a disease they haven't been exposed to.

The keeper should secretly roll against an investigator's CON × 3 every time an investigator drinks the local water (even unintentionally, such as if knocked down in the oasis), or for every hour spent in the infected region of town. If the roll fails, the investigator contracts a disease of the keeper's choice.

Most of the following diseases are incurable during the first century CE. Although some aren't native to Palmyra, Mot isn't constrained by geography. Additionally, some of these illnesses normally take years to kill, but because of Mot's influence, the infected in Palmyra die in a fraction of that time.

**Dracunculiasis:** This “affliction with little dragons” is spread when a person drinks stagnant water containing eggs of the Medina or Guinea worm. The eggs hatch and the worm grows in the host until it eventually emerges through a lesion. The only cure is to twine the worm around a stick and slowly pull it from the victim's body, a burning, painful process that can take weeks and results in a loss of 1d6 HP.

**Dysentery:** Also known as the flux, dysentery comes from drinking water contaminated with a certain amoeba. It results in bloody diarrhea

and the temporary loss of 1d4 CON. The disease takes 1d6 weeks to clear on its own, provided the victim consumes no more contaminated water. Under the care of a physician, the victim can recover in half the time.

**Leprosy:** This disease manifests as skin lesions, thickened dermis, and skin discoloration. It does not cause body parts to fall off, but the thickened dermis and associated nerve damage can prevent external wounds from being felt, leading to infection.

**Phthisis:** A deadly infectious disease caused by micro-bacteria, phthisis primarily attacks the lungs and nervous system, but can damage any part of the body. Symptoms include chronic coughing, bloody sputum, fever, night sweats, and weight loss. Also known as tuberculosis, this is the most deadly disease in *Cthulhu Invictus*. It's spread through the air and is almost always fatal, although victims can languish for months before succumbing.

**Syphilis:** This disease can damage the heart, brain, eyes, and bones. It initially manifests as chancres, painless skin lesions. The victim develops a rash on his limbs and extremities after several months and begins suffering headaches, fevers, sore throats, and weight loss. Between one and ten years after infection, granulomas—tumor-like balls—develop, disfiguring the victim. During this stage, a slow mental decline begins. Infected investigators suffer a 1d4 decrease in maximum SAN per month.

though, even the survivors contract something else. With each new illness, they grow weaker and weaker, until finally they, too, succumb.

- Most of the illnesses are known to spread through polluted water, but they've encountered a few that are associated with vermin.
- Although the common citizenry believe a creature called a kul has invaded the water, more likely there's a problem with the sewer system, or a dead animal polluting the water source at Efqa spring. The epidemic has hit so fast, though, that no one has had a chance to thoroughly investigate either of these theories.
- None of the normal cures do any good.

## THE MERCHANTS AND CITIZENRY

Many storefronts are closed, vendors' tables are empty, and the streets are quiet. Those few people in the streets cover their faces with rags or the corners of their cloaks. The investigators can learn the following information by speaking to merchants and citizens:

- Some suspect a kul has invaded the water supply and is polluting it. If asked, they explain that a



## THE THEATER OF PALMYRA

Investigators are welcome to visit the theater, but because of the illness no plays have been performed for weeks. Passersby comment that even if the actors were healthy enough to perform, people are more concerned with avoiding illness, and finding ways to end the sickness, than they are with entertainment.

kul is a creature that used to be human but is now more fish than man. It resents people for being able to do what it cannot, and pollutes the water by stirring up mud and filth from the bottom. Only the sweetest music can calm a kul and make the water potable again.

- Some suspect the Parthians have poisoned the waters with Babylonian sorcery in preparation for an invasion. The first people fell ill shortly after a Parthian caravan passed through.
- Some suspect the Parthians put a kul in the water supply.
- No sane citizens use the wells or bathhouses anymore. They drink only wine.
- Most resent the Roman settlers and Palmyran leaders, who have been unaffected so far.

## THE MUSICIANS

To mollify the citizens, the prefect has hired musicians to play for the kul they believe is in the water supply. If the investigators speak to any of the musicians in town who have been so hired, they can learn the following information:

- Musicians have been hired to calm the kul by playing music and singing to it at each well in Palmyra.
- The musicians currently at the wells aren't the ones originally hired—those fell ill and died. These musicians are the third round of replacements.
- Though they perform the best songs in their repertoire, it seems to do no good.

Most of the musicians have begun to doubt anything will help.

## ROMAN SETTLERS

The Romans, primarily wealthy caravan masters, live on the east side of town in nice, Roman-style houses rather than the filthy apartments and tenements where most Palmyrans live in. They know the following information:

- They have seen no more illness than normal in the eastern side of town. Those few who have been to the west side of town on business admit that things look bad.
- To be safe, they drink only wine and avoid the water.

## THE PREFECT

The Roman Prefect Decimus Flavius Malleolus, head of the city, is doing everything he can to keep disease under control and prevent Rome from finding out about the situation. He has bribed merchants and guards to make sure caravans move through the city as quickly as possible and ask few questions. He knows the following information:

- The citizens believe a kul is polluting the wells, the primus pilus and some merchants suspect Parthians of poisoning the water supply, and the temple priests ascribe the illness to various failures by the citizenry in worshipping the gods. The prefect himself doesn't believe any particular theory to be more credible than the others.



- He wants the disease cured and these events not to come to Rome's attention.
- With a successful **Insight** roll, investigators detect that Malleolus is hiding something. If pressed, he confesses to bribing merchants and caravaneers not to speak of the situation to those outside Palmyra.

## THE TEMPLES

Palmyra has three temples: to Allat, Nebo, and Bel. If investigators go to the temples to speak to the priests, they learn different information at each one.

### THE TEMPLE OF ALLAT

The Temple of Allat, just outside the garrison, is a modest *cella* with a brazier in the center. A sculpture of a stylized lion with an oryx resting between its paws, roughly ten and a half feet tall, embellishes the wall by the entrance. The inscription on it reads, "Allat doth bless the one who spilleth not blood against this temple."

If asked about the disease, the priests tell the investigators that Allat holds dominion over the earth and the rain, and her cleansing rains will wash the disease away. If the investigators want to hasten the rains, they can sacrifice to Allat. Since Allat won't accept animal sacrifices, the priests sell aromatics to be placed in the brazier for ten sestertii.

### THE TEMPLE OF NEBO

The Temple of Nebo is in the southeast part of town, just east of the senate building on the main street. The temple is under construction, but the oracles are still accepting sacrifices in the *cella*.

The bearded priests of Nebo offer to cast bones for the investigators, for a nominal fee of 50 sestertii. After an hour of tossing bones covered in chicken blood, the priests tell the investigators that Nebo advises them that the corruption is in the water, but isn't the water itself. If pressed, they have no further information, and venture no interpretation of the oracle. They are willing to continue casting bones for additional donations, but every successive oracle is more cryptic than the last. Possible pronouncements include these:

- "The source is at the water that is not the water's source."
- "Filth and decay leads to what's pure."

### THE TEMPLE OF BEL

The Temple of Bel is the largest in Palmyra. The main street runs from the Damascus Gate to its base. Eight columns run across the front and back of the temple, with 15 on each side. Fifteen steps rise from the street to the first tier. Two more steps lead up to the columns, and four steps lead into the *cella*, which has two cult chambers for Bel. Unlike most temples, worshippers don't enter from the end of the *cella*, but through an elaborate doorway on the west wall.

As the investigators enter the temple, the priests slit the throat of a sacrificial bull on the altar near the door. One blood-spattered priest walks over to the investigators and smears a bloody hand over their faces in the name of the Master of the Heavens.

If asked, he explains that they're sacrificing another bull to Bel in hope of lifting the epidemic. They've sacrificed one bull every three days. Although it hasn't restored the city, it has kept the sickness from reaching the sky god's temple.

## THE BATHHOUSES

Palmyra has three bathhouses, one of which is the source of the illnesses. All three bathhouses follow the classical floor plan. Musicians perform at all three bathhouses, part of the Prefect's attempt to pacify the populace regarding the rumored kul.

### BATHHOUSE OF PALMYRA

The Bathhouse of Palmyra is across the street from the Temple of Nebo. It's the largest of the three and caters to the richest Palmyrans and Romans.

Some clientele are in the bathhouse, but fewer than expected. The *balneator*, or keeper of the bathhouse, introduces himself as Makarios and entreats the investigators to bathe, assuring them that his waters are clean and pure.

Makarios and his staff believe the Parthians caused the epidemic.

### BATHHOUSE OF ORESTES

The Bathhouse of Orestes, named after its founder and *balneator*, is in the southern district, halfway between the garrison and the senate house.

A mere half-dozen clients walk around the bathhouse, in various states of undress, but only get in the water for the briefest amounts of time.

Orestes is a gregarious salesman and outspoken business rival of Makarios. He says that the water



in his bathhouse is sweet. If investigators succeed at a **Persuade** roll, he confides in hushed tones that a few clients fell ill after visiting his bathhouse. After that, business dropped off dramatically. He thinks Makarios poisoned his water to drive him out of business.

While Orestes is talking, one of the customers has a coughing fit, and an attendant scurries over to help him onto a bench. Orestes laughs and opines that Egyptians can't hold their wine. An investigator can attempt **First Aid** to help end the fit. A successful **Medicine** roll reveals the man most likely has phthisis.

### BATHHOUSE OF BARDOL

The third bathhouse in Palmyra is in the northwest section of town, and is home to the secret cult of Mot. As the investigators move through the northwest section of town toward it, they see more and more sick people, and the illnesses become more severe.

A few musicians and attendants linger inside this small bathhouse, but no customers. The balneator introduces himself as Bardol. He wears heavy make-up and long, ornamental gloves. Investigators who succeed at a **Spot Hidden** roll notice a subtle sickly-sweet smell permeating the bathhouse.

One of the attendants has a seeping boil on his leg, and a thick, grey worm protrudes from it. The investigators must succeed at a **Persuade** roll to look at the man's leg. Otherwise, he refuses. A successful **Medicine** roll determines he's infected with a dracunculiasis worm, which is only known to infest water in sub-Saharan Africa.

Bardol says that most customers stopped visiting when the illness started. Now, only a few regulars

still visit. He employs musicians as the prefect suggests, but it does no good.

While the investigators are conversing with Bardol, an attendant comes up to him and says something in a foreign language. Bardol replies in the same language. Investigators who know Parthian recognize that language. If an investigator succeeds at an **Other Language (Parthian)** roll, he understands the servant to have said, "Master Dariahuš and his men broke tiles in the tepidarium." Bardol replied, "Add it to Dariahuš' bill. He will pay for it the next time he visits." If questioned, Bardol explains that it's just a minor problem with one of his regulars. In truth, scorpion men damaged the tiles simply by stepping on them.

If investigators search the bathhouse, they find nothing amiss. Bardol has a secret passage constructed in the tepidarium.

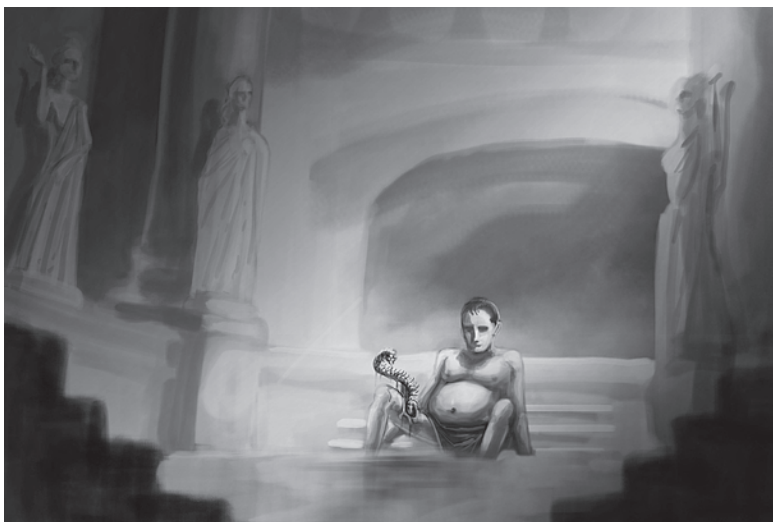
## THE SEWERS

The investigators might want to explore the sewers, perhaps to find the kul. Numerous grated sewer entrances are set in alleys throughout Palmyra. Several have been marked on the map.

Metal grates cover the sewer entrances. If an investigator wants to open one silently, he must succeed at either a **Conceal** or **Luck** roll. Metal rungs lead down into the darkness.

Without a doubt, the sewers are nasty, full of effluence and vermin. The further northwest the investigators travel, the more pronounced the carrion beetles, rats, scorpions, and other vermin become. By the time they reach the area under the Bathhouse of Bardol, the vermin practically form a carpet beneath their feet. If the investigators succeed at a INT x3 roll, they realize they're in the northwest part of town, close to the Bathhouse of Bardol. If the investigators haven't been to the Bathhouse of Bardol yet, they can still determine that they're under the northwest section of town.

At one point, a scorpion man and four cultists guard a large stone door. Even if the investigators defeat them, they're be unable to open it; it's seemingly barred from the other side. Listening at the door, investigators hear a faint buzzing and some chanting.





# PROPHYLAXIS PANACEA

This encounter can occur at any time while the investigators are exploring the city, but should not happen near the Bathhouse of Bardol.

A young magician with a bushy beard stops the investigators in the street. He's dressed in Greek robes and wears at least 20 amulets. He introduces himself as Alexander, maker of the best protection talismans in Syria. He tells the investigators that his amulets have kept him safe from the diseases that plague Palmyra. A successful **Medicine** roll reveals he appears completely healthy.

If asked about the epidemic, Alexander says that it started in the northwest section of the city and spread from there.

A successful **Know** roll suggests that despite his outfit and name, "Alexander" definitely isn't Greek. More likely, he's Syrian. If questioned about this, Alexander is unfazed and continues his sales pitch.

The magician sells his amulets for 500 sestertii each. A successful **Occult** roll, if made while examining an amulet, reveals that they're worthless. Again, Alexander continues trying to sell the amulets, even if their efficacy is challenged.

## TRAVEL TO EFQA

Any resident of Palmyra can direct an investigator to the Efqa spring, which feeds the oasis that keeps the city alive. During the early days of the epidemic, it was checked for problems but none were found, and no one has been back.

It takes about 30 minutes to reach the spring. Although the trip isn't difficult, investigators must tread lightly. The water is eight feet deep in places, and the date palms grow densely. Investigators who succeed at a **Natural World** roll notice a surprising dearth of animals in the area. Normally, camels, ibis, cattle, and other creatures stay around oases to be near the water supply.

Efqa itself is in the recess of a dank cave. Almost as soon as they step into it, investigators notice a marked increase in the number of rats, scorpions,



carrion beetles, and other vermin. The deeper into the cave the investigators go, the more vermin they see until eventually the creatures cover the floor, walls, and ceiling.

Further still into the cave, the investigators must attempt a **Listen** check. If successful, they hear voices from ahead. If the investigators know Parthian and succeed at an **Other Language (Parthian)** check, they hear, "The Blessings of Mot be upon you. Mot will rise triumphant!" Otherwise, a successful **Idea** roll notes the repetition of the word "Mot," and an **Occult** roll suggests the connection that Mot is the Syriac god of death and decay.

If the investigators continue down the tunnel, they encounter two scorpion men emptying bags into the water. Although noticeably diseased, they fight to the death. Despite their illness, the battle isn't an easy one. In fact, investigators who have battled scorpion men before notice that these are more difficult opponents than normal. If the investigators are victorious, they can search the bags, and find them full of offal and detritus. But a successful **Natural World** roll makes it clear that poisoning the oasis in this manner wouldn't be sufficient to cause the diseases seen in town.



## CALLING THE LEGIONS

After being attacked, the investigators might call in the local legionaries for backup. If so, the keeper should increase the number of scorpion men and cultists to make the fight challenging. The primus pilus of the garrison won't devote all his men to this effort, of course, but does offer a reasonable detachment of 15 to aid the investigators.

After the combat, the investigators must again make **Listen** checks. If successful, they hear someone coming down the cave toward them. A man dressed in a tunic, with some kind of suppurating skin ailment, comes into view. As soon as he sees the dead scorpion men, he turns and runs.

If the investigators follow, he leads them on a chase through the oasis, and eventually back to Palmyra, where he tries to lose them in the city streets. If the investigators catch him, he admits only to being a faithful servant of Mot who is poisoning the spring to serve his god.

## RETURN OF THE MAGICIAN

At an appropriate point in their investigation, as they walk down a public street, the magician Alexander—bruised and bloody—scrambles out of an alley and collides with the investigators. He stammers that he was selling amulets outside the Bathhouse of Bardol when several men ran out of the bathhouse and attacked him.

Just then, six cultists charge out of the alley. They're badly diseased, with flies—Mot's Swarm—buzzing around them. When they see the investigators with Alexander, they attack them all, the flies swarming them as well.

## THE BLESSING OF MOT

After the attack, the investigators presumably return to the Bathhouse of Bardol. If Alexander is with them, the keeper decides how useful he is be. If the investigators fall into serious trouble, the keeper can play Alexander as a real magician who knows a few useful spells. Otherwise, he follows their lead.

When the investigators arrive at the Bathhouse, all the musicians are dead. A successful **Medicine** roll reveals that the puncture wounds in their bodies are probably from the stinger of a large, poisonous creature.

Investigators who go into the tepidarium notice a doorway that hadn't been there before; the stone door had been camouflaged to look like part of the wall. Wide, stone steps lead down from the doorway into the darkness below.

Two scorpion men charge up the stairs at the investigators. If they're defeated, the investigators can proceed down the stairs into a dank room. Six cultists, including Bardol, gather around a pool of muck and slime bubbling out of cracks spreading across the floor. As the investigators enter, two cultists and the last scorpion man in the room move to intercept them.

Only one cultist is necessary to summon Mot, but the ritual culminates more quickly if more cultists chant. If the investigators don't prevent any of the other four cultists from chanting, the ritual takes ten rounds to summon Mot. For each cultist the investigators interrupt, whether by wounding or killing him, the ritual takes an additional two rounds. If the cultists successfully summon Mot, the investigators must deal with the god of pestilence as well.

## CONCLUSION

If the investigators destroy the cult and—if necessary—defeat Mot, Palmyra slowly recovers. Each investigator who assists in stopping the cult receives 1D10 SAN.

Physicians in the garrison camp are able to treat the infection caused by Mot's Swarm, if any investigators require this aid.

If the investigators fail, Mot's influence spreads from Palmyra to all cities along the trade routes that pass through it. Over time, cities throughout the Roman Empire fall to the Syriac god of death and decay.

## STATISTICS

### ALEXANDER, Age 26, Itinerant Magician and Peddler of Dubious Amulets

Alexander has wandered the Near East for his entire life, initially serving as an apprentice to another magician. His teacher was a charlatan who primarily taught Alexander how to fleece people. Alexander was an apt pupil, but often finds himself just one step ahead of an angry mob. Alexander has a long beard and wears a scholar's cloak to appear Greek, a ruse his teacher taught him to convince people to buy into the illusion of sorcery. Despite his dubious techniques, Alexander possesses some magical talent and can occasionally create useful amulets.

STR 10 CON 12 SIZ 12 INT 15 POW 14  
DEX 12 APP 15 EDU 10 SAN 70 HP 12

**Damage Bonus:** —

**Weapons:** Small Knife 25%, damage 1D4

**Skills:** Art (Sleight of Hand) 35%, Bargain 43%,  
Fast Talk 52%, Occult 35%, Persuade 43%.

**Languages:** Latin 99%, Greek 43%.

**Spells:** Create

Amulet, Create  
Bulla, Create  
Love Philter.

### APPIUS HOSTILIUS VARRO, Age 40, Tribuni Angusticlavii

The Varro family has served in the Legions for generations, and Appius is only too happy to continue that tradition. The men who serve under him do not all like him, but they respect him as an honorable man

who adheres to the rules and regulations of the Legion.

STR 15 CON 15 SIZ 14 INT 15 POW 13  
DEX 12 APP 12 EDU 14 SAN 65 HP 15

**Damage Bonus:** +1D4

**Weapons:** Gladius 56%, damage 1D6+1 + db

Pilum 50%, damage 1D8 + db

Pugio 50%, damage 1D6 + db

**Languages:** Latin 99%, Aramaic 23%.

**Skills:** Civics 30%, Dodge 40%, Empire 53%,  
Insight 43%, Persuade 60%, Status 41%,  
Tactics 71%.

### AULUS CASSIUS RAVILLA, Age 38, Prefect of Emesa

Where his fellow politicians see only the danger of failure and disappointing the emperor, Aulus sees the opportunity to prove himself invaluable to Rome. This philosophy has fueled his rise through the ranks of public office, making him a prefect before his 40<sup>th</sup> year. Even that position is only a temporary stop on the way to greater things.

STR 12 CON 13 SIZ 11 INT 16 POW 14  
DEX 14 APP 15 EDU 14 SAN 70 HP 13

**Damage Bonus:** —

**Weapons:** Dagger 44%, damage 1D4

**Languages:** Latin 99%, Greek 95%, Aramaic  
45%.

**Skills:** Bargain 43%, Civics 53%, Empire 62%,  
Fast Talk 48%, Insight 61%, Persuade 49%,  
Status 58%.





**BARDI, Servants of None**

<i>char.</i>	<i>rolls</i>	<i>averages</i>
STR	3D6	12-14
CON	3D6+6	16
SIZ	3D6	12-14
INT	4D6	18-20
POW	3D6	12-14
DEX	4D6	18-20
Move	20	HP 15

**Av. Damage Bonus:** N/A.

**Weapons:** Bite, 50%, damage 1D4  
Claw 48%, damage 1D4 + db

**Armor:** 2 points of hide.

**Spells:** A bardi with INT 18 or higher can know any spells the keeper desires.

**Sanity Loss:** 0/1 Sanity loss upon recognizing the creature is not a jackal.

**BARDOL, Age 32, Cult leader and Bathhouse Proprietor**

Bardol's father inducted him into the cult of Mot at an early age, and he took to the worship wholeheartedly. He believes that Mot's coming will bring about a new era, one in which he can rule.

STR	10	CON	14	SIZ	14	INT	17	POW	18
DEX	10	APP	12	EDU	11	SAN	25	HP	16

**Damage Bonus:** —

**Weapons:** Sword 33%, damage 1D8

**Skills:** Cthulhu Mythos 3%, Listen 45%, Occult 70%, Persuade 80%.

**Languages:** Parthian 99%, Latin 45%, Greek 33%, Aramaic 30%.

**Spells:** Call Mot, Nightmare, Wrack.

**CULTISTS, Diseased followers of Mot**

*Use these statistics for merchants and citizens as well, if necessary*

STR	10	CON	12	SIZ	15	INT	10	POW	10
DEX	10	APP	8	EDU	10	SAN	15	HP	14

**Damage Bonus:** —

**Weapons:** Dagger 50% damage 1D4+2

**DECIMUS FLAVIUS MALLEOLUS, Age 45, Despondent Roman Legate**

Malleolus has almost given up hope. He's been legate of Palmyra for a little over a year. Now, people are dying all around him, struck down by an unknown disease. The garrison has been so hard hit that he's had to call on a Legion in Emesa for

support. Malleolus is of average height and build, with brown eyes and black, curly hair. A scar from a battle with Parthian raiders runs laterally across the bridge of his nose.

STR	13	CON	11	SIZ	12	INT	12	POW	12
DEX	17	APP	13	EDU	14	SAN	60	HP	11

**Damage Bonus:** —

**Weapons:** Large Knife 54%, damage 1D6

**Skills:** Civics 53%, Empire 42%, Fast Talk 45%, Insight 28%, Persuade 62%.

**Languages:** Latin 99%, Greek 45%, Aramaic 34%, Parthian 23%.

**LEGIONARIES, Trusty Backups**

STR	15	CON	15	SIZ	12	INT	13	POW	13
DEX	14	APP	13	EDU	12	SAN	65	HP	13

**Damage Bonus:** +1D4

**Weapons:** Gladius 50%, damage 1D6+1 + db  
Pilum 50%, damage 1D8 + db

**Armor:** 8 point scale, large shield.

**MOT, Great Old One**

Refer to the extended description and statistics on page 123. Mot's Swarm is also described there, with statistics provided.

**SCORPION MEN, Desert Abominations**

<i>char.</i>	<i>rolls</i>	<i>averages</i>
STR	3D6+18	28-29
CON	3D6+6	16-17
SIZ	4D6+12	26
INT	2D6	7
POW	2D6	7
DEX	3D6	10-11
APP	3D6	10-11 (upper body only)
Move	12	HP 22

**Av. Damage Bonus:** +2D6.

**Weapons:** Fist/Punch 50%, damage 1D3 + db  
Bow 25%, damage 1D8  
Sword 25%, damage 1D6 + db  
Telson 45%, damage 1D6 + POT 18 poison

**Armor:** 5 points of carapace on the lower body; the upper, humanoid portion might wear other armor at the keeper's discretion.

**Spells:** 1D4 spells chosen by the keeper, if its INT × 3 is rolled on 1D100.

**Sanity Loss:** 1/1D6 Sanity loss to see a scorpion man.

**Territory:** Parthia.



## ANCIENT KNOWLEDGE

A sorcerer, Armoud, visits a city the investigators are in and there begins offering miracles to the people. Everyone who asks a miracle finds it granted, but then those same people begin to change. Armoud is exacting a hefty price in return for his miracles, turning the people into fosterlings of the Great Old Ones.

## THE BOOK

In a market somewhere out of the way, a vendor offers to sell the investigators an unexpurgated copy of the *Sapienta Magorum*. If they buy it, they soon find that this book really is the one known complete copy of that work. However, soon after their purchase, the vendor soon turns up dead and the investigators find themselves hunted by men—and much worse—from Iram.

## DANGEROUS ROADS

Caravans traveling through the eastern provinces to Arabia are failing to reach their destinations. At first, nomadic tribesmen are blamed, but soon the

losses are too great to chalk up to wandering raiders. When the caravans are eventually located, they're smashed beyond recognition and the bones of men and horses litter the sand. What sinister attacker—a Chthonian? the Sandwalker?—is behind this?

## PICTS!

The investigators find themselves in Caledonia, spending the night in a Roman fortress. Picts, in a tenuous alliance with the Worms of the Earth, assault the fortress, burrowing under the walls. The investigators must survive the assault and counterattack. Perhaps they can drive a wedge between the Picts and their allies, turning these two groups against each other.

## SLAVES TO THE EYE

Agricultural slaves in Hispania revolt and several estates are burned to the ground. The Legions are called in. The few soldiers who survive the initial assault report that the slaves have each painted an eye in the center of their forehead. Followers of Saaitii, the slaves have organized themselves and are trying to summon the dark god.



**T**his is not a comprehensive bibliography of every work consulted in the creation of *Cthulhu Invictus*. Rather, this list is intended to provide keepers and players the opportunity to delve deeper into the ancient world and find new sources of inspiration.

Some of these works do not explicitly mention ancient Rome, or even the ancient world. Nevertheless, each is likely to contribute to the feel and themes of a sword-and-sandal fantasy roleplaying game.

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*Barbarians*  
*Ben-Hur*  
*Colisseum: A Gladiator's Story*  
*Julius Caesar*  
*The Last Days of Pompeii*  
*Rome*  
*Masada*  
*Spartacus*



# GUIDE TO MAJOR TOPICS

... and others that caught our fancy, covering all CTHULHU INVICTUS background and source material excepting the scenario. Section entries are alphabetized, except where noted for purposes of hierarchal clarity.

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Investigator Name \_\_\_\_\_  
 Birthplace \_\_\_\_\_  
 Class \_\_\_\_\_  
 House Gods \_\_\_\_\_  
 Afflictions \_\_\_\_\_  
 Sex \_\_\_\_\_ Age \_\_\_\_\_

## CHARACTERISTICS

STR \_\_\_\_\_ DEX \_\_\_\_\_ INT \_\_\_\_\_ Idea \_\_\_\_\_  
 CON \_\_\_\_\_ APP \_\_\_\_\_ POW \_\_\_\_\_ Luck \_\_\_\_\_  
 SIZ \_\_\_\_\_ SAN \_\_\_\_\_ EDU \_\_\_\_\_ Know \_\_\_\_\_  
 99-Cthulhu Mythos \_\_\_\_\_ Damage Bonus \_\_\_\_\_

## SANITY POINTS

Insane 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14  
 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31  
 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48  
 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65  
 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82  
 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

## MAGIC

Unconscious 0 1 2 3  
 4 5 6 7 8 9 10 11  
 12 13 14 15 16 17 18 19  
 20 21 22 23 24 25 26 27  
 28 29 30 31 32 33 34 35  
 36 37 38 39 40 41 42 43

## HIT PTS.

Dead -2 -1 0 1 2 3  
 4 5 6 7 8 9 10 11  
 12 13 14 15 16 17 18 19  
 20 21 22 23 24 25 26 27  
 28 29 30 31 32 33 34 35  
 36 37 38 39 40 41 42 43

PLAYER NAME



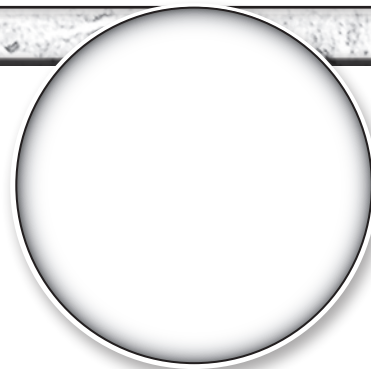
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 CTHULHU INVICTUS



## SKILLS

- Accounting (10%) \_\_\_\_\_
- Animal Training (10%) \_\_\_\_\_
- Art (05%):
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- Bargain (05%) \_\_\_\_\_
- Civics (10%) \_\_\_\_\_
- Climb (DEX+STR%) \_\_\_\_\_
- Conceal (15%) \_\_\_\_\_
- Craft (05%):
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- Cthulhu Mythos (00) \_\_\_\_\_
- Dodge (DEX x02%) \_\_\_\_\_
- Drive (20%) \_\_\_\_\_
- Empire (25%) \_\_\_\_\_
- Fast Talk (05%) \_\_\_\_\_
- First Aid (30%) \_\_\_\_\_
- Hide (10%) \_\_\_\_\_
- Insight (05%) \_\_\_\_\_
- Jump (25%) \_\_\_\_\_

- Library Use (10%) \_\_\_\_\_
- Listen (25%) \_\_\_\_\_
- Medicine (05%) \_\_\_\_\_
- Natural World (10%) \_\_\_\_\_
- Navigate (10%) \_\_\_\_\_
- Occult (05%) \_\_\_\_\_
- Other Kingdoms (01%):
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- Other Language (01%):
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- Own Kingdom (20%) \_\_\_\_\_
- Own Language (EDUx5%):
- \_\_\_\_\_
- Persuade (15%) \_\_\_\_\_
- Pilot Boat (01%) \_\_\_\_\_
- Potions (01%) \_\_\_\_\_
- Repair/Devise (20%) \_\_\_\_\_
- Ride Horse (05%) \_\_\_\_\_



- Science (01%):
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- Sneak (10%) \_\_\_\_\_
- Spot Hidden (25%) \_\_\_\_\_
- Status (15%) \_\_\_\_\_
- Swim (25%) \_\_\_\_\_
- Tactics (1%/25%) \_\_\_\_\_
- Track (10%) \_\_\_\_\_
- Write Language (10%):
- \_\_\_\_\_
- \_\_\_\_\_

## WEAPONS

weapon	skill %	damage	hand	range	#att	shots	hp
<input type="checkbox"/> Fist/Punch (50%)	_____ %	1D3+db	1	touch	1	1	n/a
<input type="checkbox"/> Grapple (25%)	_____ %	special	2	touch	1	1	n/a
<input type="checkbox"/> Head Butt(10%)	_____ %	1D4+db	0	touch	1	1	n/a
<input type="checkbox"/> Kick (25%)	_____ %	1D6+db	0	touch	1	1	n/a
<input type="checkbox"/> Small Knife (25%)	_____ %	1D4+db	1	touch	1	1	10
<input type="checkbox"/> _____	_____ %	_____	_____	_____	_____	_____	_____
<input type="checkbox"/> _____	_____ %	_____	_____	_____	_____	_____	_____
<input type="checkbox"/> _____	_____ %	_____	_____	_____	_____	_____	_____
<input type="checkbox"/> _____	_____ %	_____	_____	_____	_____	_____	_____

## ARMOR



Type \_\_\_\_\_  
 Armor Points \_\_\_\_\_  
 Shield \_\_\_\_\_ %  
 Armor Points \_\_\_\_\_



# ROMA



Forum Magnum

*"Possis nihil Urbe Roma visere maius"*  
*"You can never see anything bigger than Rome"*





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*ius.* [Orazio]  
*han Rome.*





# CTHULHU INVICTUS

ROMAN CHILDREN TREMBLE in their beds as their mothers tell them stories of Jupiter, the Hundred-Handed Ones, and the War of the Titans. They pray that the Fates have woven a long skein for them, free from encounters with the Minotaur and Cerberus. Little do they know that things more horrible than the creatures of myth and legend inhabit the world.

This is the world of *CTHULHU INVICTUS*, a horror roleplaying supplement for *Call of Cthulhu* set in the first century CE, the time of the Roman Empire.

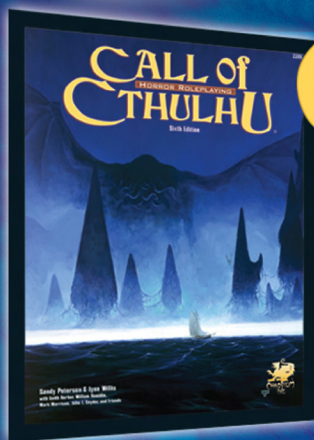


INCLUDES THESE CHAPTERS: Welcome to Rome, Capital of the Known World • Short Tour Around Mare Nostrum • Character Creation • Skills • Equipment and Supplies • Recovering Sanity • Combat • Roman Siege Weapons • The Grimoire • The Bestiary • Cults and Secret Societies • The Roman Legions • Prophylaxis Panacea Efqa • Scenario Seeds



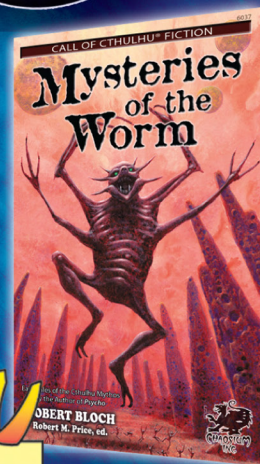
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HORROR SOURCEBOOK



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ISBN-10: 1-56882-305-3  
 ISBN-13: 978-1-56882-305-8

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