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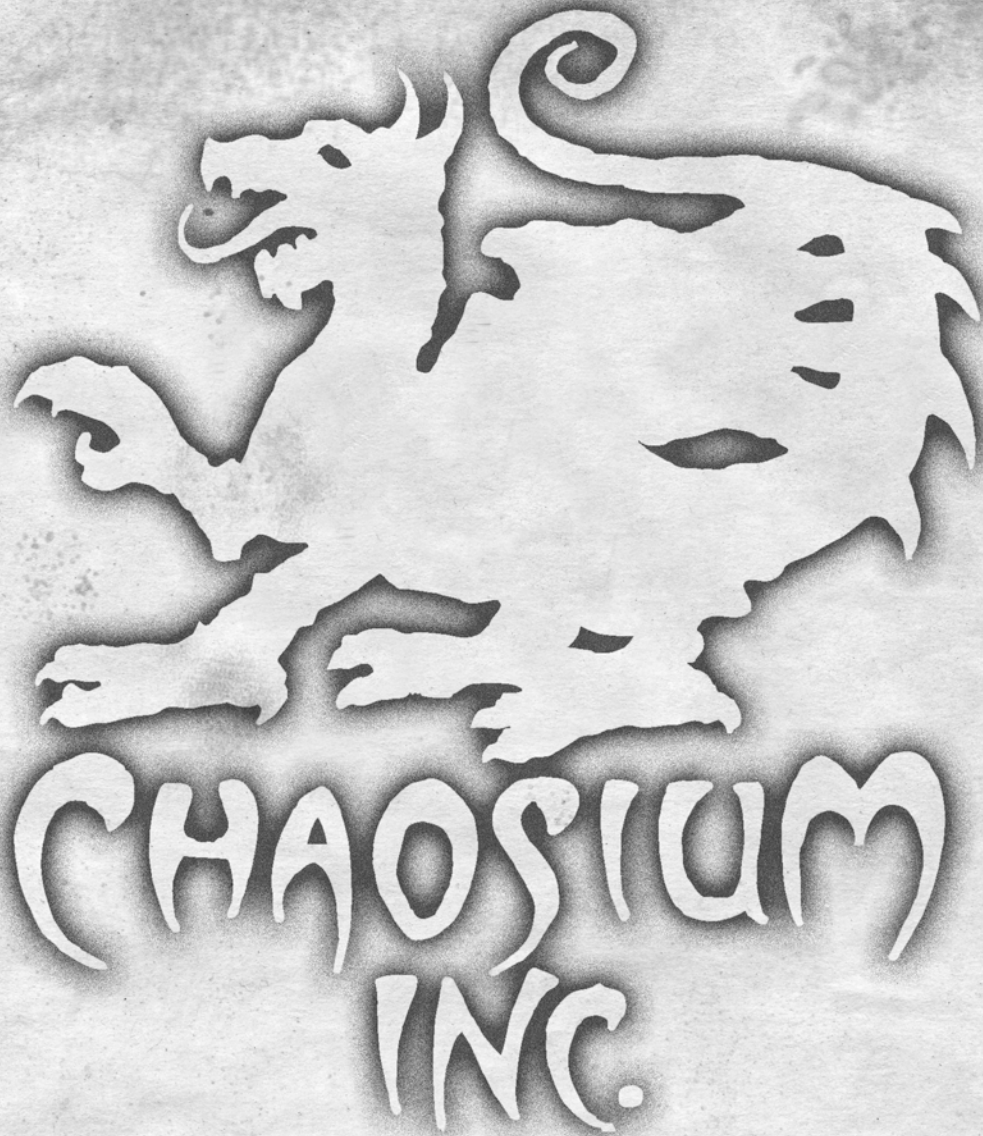
# Extrico Tabula



**THE SECOND  
CTHULHU INVICTUS COMPANION**







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# EXTRICO TABULA

- OR -

## UNRAVELING BORDERS

THE SECOND CTHULHU INVICTUS COMPANION

BY OSCAR RIOS







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Special thanks: Once again to Chad Bowser, creator of Cthulhu Invictus.

Dedication: To the person who most shaped my mind, watching countless hours of PBS programs followed by the classic Universal black in white horror movies. We’d watch *Nova* or *Nature* and then stay up for *The Invisible Man* or *The Bride of Frankenstein*. Who knew then how much the mixing of history, science and horror could shape my personality. So, to my beloved mother, this one is for you.

*Quare abyssus non?*



# Chapter 1: Overview of Extrico Tabula

As a rule, men worry more about what they can't see  
than about what they can.

Julius Caesar

Fear of the unknown is mankind's earliest fear, his most basic. What is out there in the dark? What hidden dangers lie within the forest, over those mountains, across that ocean? As the empire expanded, it encountered and absorbed new lands. These areas were filled with new people, speaking their own languages, with their own customs, gods, and mysteries. Just beyond the borders lurked evil entities.

Forces older than our world had dwelled in these places millennia before the arrival of mankind. For their own safety, the local peoples eventually formed legends, myths, and taboos around them. These whispered tales of dread and horror kept people from stumbling into the lairs or paths of these dark and ancient forces. Unfortunately these safeguards were seen as ignorant barbaric superstitions by the new Roman settlers and masters. As the native people slowly became more and more like their Roman conquerors, the old ways were slowly forgotten ... but that didn't make the danger go away.

Occasionally these loathsome, powerful, and malignant beings would be disturbed by the unwitting, unknowing, or unbelieving. When this happened, the normal, predictable world would be turned upside down as horrors beyond mankind's worst nightmare suddenly became real. Minds shattered, bodies withered, and souls were torn from their mortal frames to feed an insatiable hunger. Reality came undone, like a tapestry disintegrating beyond which is only darkness. Welcome to *Extrico Tabula*, *Unraveling Borders*, the *Second Cthulhu Invictus Companion*.

Like the first *Cthulhu Invictus* companion, *Extrico Tabula* contains guide chapters and new scenarios for two new regions. This companion focuses on the provinces of Germania and Britannia, both outer borders of the Empire. These chapters include notable locations, sinister seeds, NPCs, and information on the province, its people, and its history. Though brief, these guides contain enough information to get most keepers started in these areas of the Empire. *Extrico Tabula* also has two new, Briton-specific professions for *Cthulhu Invictus*, as well as a rather extensive random Roman name generator.

The contents of *Extrico Tabula* are as follows:

1. Overview of Extrico Tabula: Introduction, the random Roman name generator, professions (including two new professions).
2. A guide to Germania: a brief look at the province, its history, and its people.
3. Silva Nigre (The Dark Forest): An original adventure in which a military reconnaissance patrol enters the dark forests of Germania on the hunt for a new rebel warlord. What they find is much more sinister.
4. A guide to Britannia: A brief look at the province, its history, and its people.
5. Letalis Messor (A Mortal Harvest): An original adventure in which over a thousand Celts suddenly flee their lands just before harvest, driven by the warnings of a mysterious cloaked figure in the night. Unless they return to their homes soon, their actions could lead to war and starvation. Investigators must get to the bottom of this before it's too late.





## Professions

This section includes two new investigator professions for *Cthulhu Invictus*, and a complete list of investigator professions for *Cthulhu Invictus*. The new professions in this companion are better suited for non-Romans (specifically people from Britannia, who can still be Roman citizens). Some skills, such as Own Kingdom, are from *Cthulhu Dark Ages*, and Horse has been added as a new specialization of Animal Training (not part of Riding as in *Cthulhu Invictus*).

### New Professions

#### Bard

**Skills:** Art (Harp), Art (Poetry), Art (Storytelling), Fast Talk, Insight, Own Kingdom, Persuade, Status.

You are part of the druidic faith, a branch of their priesthood, but more focused on mankind's spirit than the mystical world beyond. You are the voice of your people, their conscience, and their guide. With your stories, poetry, and music you say the things that need to be said, tell the stories that need to be told and teach the lessons that need to be remembered. You are the keeper of lineage and history for your people as well, trained from an early age to have a nearly perfect memory. What you do for your people is connect them to the spirit world; you are their link to that which cannot be seen by most. For you, it means being a raw nerve, an open doorway for the spirits to channel their message to your people. As such you hold a high status with your people and spilling your blood often brings bad luck.

**Special:** +15% to Status, +1 to APP, investigator possesses a perfect memory and begins play with a Celtic half harp.

**Money:** 1D4 x 100 sesterces. **Yearly Income:** 1400 sesterces

#### Druid

**Skills:** Hide, Insight, Natural World, Occult, Persuade, Science (Astrology), Science (Augury), Status.

People live in three worlds. The world they see, the world beyond, and the world between. Balance between these three worlds is important if man is to live in tune with his surroundings. Men must understand nature, the spirits, and the gods and fair folk, and it is your job to teach them. You are a member of the druids, a religious order of the Celtic peoples, a symbol of their culture and identity. Unfortunately, that means you are also a threat to the Romans and all they represent. With the conquest came terrible oppression of your order and destruction of your holy sites. You've had to learn to keep your faith and your place with your people secret, for being a Druid these days means being hunted.

**Special:** +20% to Status with Celtic peoples. At keeper's discretion, a Druid may know 1D3 spells.

**Money:** 1D6 x 50 sesterces. **Yearly Income:** 700 sesterces

### Profession Summary for Cthulhu Invictus

In addition to professions from *Cthulhu Invictus*, the underlined professions are from the first *Cthulhu Invictus* companion and the italicized professions are from this companion.

Advocate / Jurisconsults: Accounting, Civics, Empire, Fast Talk, Insight, Library Use, Persuade, Status.

Apothecary: Accounting, Bargain, Fast Talk, Insight, Natural World, Medicine, Potions. **Special:** +20% to Potions.

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

Augur: Fast Talk, Insight, Library Use, Medicine, Natural World, Occult, Potions, Science (Augury).

Auxiliary: Climb, Empire, Jump, Ride, Sneak, Tactics, Throw, +2 weapons skills.

Barbarian: Climb, Hide, Jump, Other Kingdom, Ride, Sneak, +2 skills.

*Bard:* Art (Harp), Art (Poetry), Art (Storytelling), Fast Talk, Insight, Own Kingdom, Persuade, Status. **Special:** +15% to Status to Celtic people, +1 APP, perfect memory.

Bath House Attendant: Art (Masseuse), Bargain, Fast Talk, Insight, Listen, Persuade, Swim, +1 skill. **Special:** +15% to Swim, +2 APP, -2 EDU.

Bodyguard: Dodge, Fist, Grapple, Insight, Listen, Sneak, Spot Hidden, +1 weapon skill. **Special:** +1 CON, -1 EDU.

Cavalry: Drive, Empire, Ride, Status, Tactics, Track, +2 weapon skills.

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

Charioteer: Animal Training, Dodge, Drive, First Aid, Jump, Repair, Status, Whip. **Special:** +2 DEX, +10% to Drive, -1 EDU, -10% to Status. This profession is available only to lower classes.

Courier: Conceal, Civics, Empire, Fast Talk, Natural World, Ride, Art (Forgery) or Status, +1 weapon skill. **Special:** +20% to Ride, start with own horse.

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

**Criminal Collegium Member:** Accounting, Civics, Conceal, Dodge, Fist, Grapple, Hide, Sneak, +1 weapon skill.

**Druid:** Hide, Insight, Natural World, Occult, Persuade, Science (Astrology), Science (Augury), Status. Special: +20% to Status with Celtic peoples, may know 1D3 spells.

**Engineer/Builder:** Accounting, Civics, Craft, Natural World, Repair, Science (Architecture), Science (Engineering), +1 skill.



**Entertainer:** Art, Bargain, Climb, Conceal, Jump, Persuade, +2 skills.

**Farmer:** Accounting, Bargain, Civics, Craft, Fist Aid, Natural World, Repair, Track.

**Finder:** Bargain, Civics, Conceal, Hide, Insight, Library Use, Other Kingdoms, Spot Hidden.

**Gladiator:** Climb, Conceal, First Aid, Fist or Grapple, Insight, Sneak, Throw, +1 weapon skill.

**Horse Breeder/Trainer:** Accounting, Animal Training (Horse), Bargain, Empire, Natural World, Ride, +2 skills. Special: +20% to Ride or Animal Training (Horse).

**Hunter:** Accounting, Bargain, Other Kingdoms, Natural World, Spot Hidden, Track, Throw, choose one of Bow or Spear or Net.

**Laborer:** Drive, Empire, Fast Talk, Hide, +6 skills. Special: +1 STR, +2 CON, -2 EDU, skills can never exceed 75%.

**Merchant:** Accounting, Bargain, Drive, Empire, Fast Talk, Other Kingdoms, Other Languages, Write Language.

**Miner:** Climb, Craft (Smelting), Listen, Natural World, Repair, Science (Metallurgy), Spot Hidden, choose one of Maul or Hammer or Pick or Shovel. Special: +2 STR, ages faster than normal.

**Newsreader:** Bargain, Civics, Dodge, Empire, Fast Talk, Insight, Persuade, Status.

**Overseer:** Art or Craft, Grapple, Insight, Listen, Other Language, Persuade, Spot Hidden, Whip.

**Patrician:** Accounting, Civics, Empire, Other Kingdoms, Persuade, Status, Write Language, +1 skill.

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

**Publican:** Accounting, Bargain, Civics, Empire, Insight, Library Use, Persuade, Status. Special: +10% to Accounting.

**Priest/Priestess:** Empire, Fast Talk, Natural World, Occult, Persuade, Science (Augury or Astrology), Status, Write Language.

**Resistance Leader:** Civics, Conceal, Hide, Insight, Listen, Sneak, Tactics, +1 weapon.

**Sailor:** Climb, Natural World, Other Kingdoms, Pilot Boat, Repair, Spot Hidden, Swim, Throw.

**Scholar:** Civics, Empire, Library Use, Science, Status, Write Language, +2 skills.

**Senator:** Civics, Empire, Fast Talk, Library Use, Other Kingdoms, Other Languages, Persuade, Write Language.

**Slave:** Civics, Craft, Empire, Insight, Natural World, +3 skills.

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

**Teacher:** Empire, Library Use, Natural World, Other Language, Other Kingdoms, Science, Write Language, +1 skill.

**Thief:** Climb, Conceal, Fast Talk, Hide, Jump, Throw, Track, +1 skill.

**Vigiles:** Civics, Climb, First Aid, Insight, Natural World, Spot Hidden, choose one of Axe or Pick, choose one of Club or Whip. Special: +1 STR, +1 DEX, +15% to Climb.

**Writer:** Art (Writing), Art (Poetry), Bargain, Empire, Library Use, Persuade, Status, Write Language. Special: +10% to Art (Writing) or Art (Poetry), +2 EDU, -1 STR, -1 CON.

## The Random Roman Name Generator

The original *Cthulhu Invictus* rulebook has a good selection of Roman names. The list provided here is larger, with 18 praenomens, 400 nomens and 1,000 cognomens. These are organized into tables, allowing you to generate historically accurate Roman names with a few dice rolls. To explain the structure of Roman names, some sections from *Cthulhu Invictus* have been reprinted.

### Male Roman Names

Like much of Roman society, Roman names had a complex structure and stratigraphy. It was often possible to determine a Roman man's position in society by the number of names he possessed. The typical Roman aristocrat had three names, the *praenomen*, *nomen*, and *cognomen*. The praenomen was the man's individual name given in a naming ceremony. It was typically only used in an intimate family setting. The hereditary nomen was the man's public name if he lacked a cognomen. The nomen was the name of the man's clan (*gens*). A man's third name, the cognomen, was his public name. An example of a man's full name would be Gaius (praenomen) Julius (nomen) Caesar (cognomen).

### Female Roman Names

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

### Praenomens Tables (1D6; 1-2 Table I, 3-4 Table II; 5-6 Table III)

Praenomens Table I (1-2)	Praenomens Table II (3-4)	Praenomens Table III (5-6)
1- Amulius	1- Gallio	1- Placus
2- Appius	2- Giaus	2- Publius
3- Augustus	3- Gnaeus	3- Quintis
4- Aulus	4- Horatius	4- Quintus
5- Caeso	5- Julianus	5- Secundus
6- Caius	6- Kaeso	6- Servius
7- Cassius	7- Lucius	7- Sextus
8- Cnaeus	8- Mamercus	8- Spurius
9- Decimus	9- Manius	9- Tertius
10- Decius	10- Marcus	10- Tiberius
11- Flavius	11- Numerius	11- Titus
12- Galerius	12- Oppius	12- Vibius

### Feminizing Names

To create a female name, drop the ending of the male name and add either -a or -ia, which ever sounds better. For example, Livius becomes Livia and Merula becomes Merulia. There are a few oddball names, such as Drusilla, which is formed from Drusus, but the end result should be a name you like, can pronounce and fits the character.

### Slaves and Freed Slave Names

A slave only had one name. This name could either be a family name held before the person was enslaved, or a name given to him by his master. In this case, the name could be anything. It could be a mythological name such as Hercules or a name indicating where the slave was from, such as Aegyptus. When a slave was freed, his slave name became his Cognomen. The newly freedman would then take the Praenomen and Nomen of his former master, who becomes his patron.

### Directions:

1. If applicable, roll 1D6 to determine praenomen table.
2. If applicable, roll 1D12 on the above selected table to determine praenomen.
3. Roll 1D4 to determine the nomens table.
4. Roll 1D100 on the above selected table to determine nomen.
5. Roll 1D10 to determine the cognomen table.
6. Roll 1D100 on the above selected table to determine cognomen.
7. If applicable, feminize the name.



**Nomes Table I (1 on 1D4)**

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

**Nomens Table II (2 on 1D4)**

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



***Nomens Table III (3 on 1D4)***

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

***Nomens Table IV (4 on 1D4)***

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

**Cognomen Table I (1 on 1D10)**

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

**Cognomen Table II (2 on 1D10)**

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





***Cognomen Table III (3 on 1D10)***

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

***Cognomen Table IV (4 on 1D10)***

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

**Cognomen Table V (5 on ID10)**

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

**Cognomen Table VI (6 on ID10)**

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

**Cognomen Table VII (7 on 1D10)**

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

**Cognomen Table VIII (8 on 1D10)**

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

**Cognomen Table IX (9 on ID10)**

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

**Cognomen Table X (10 on ID10)**

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



## Chapter 2: A Brief Guide To The Province Of Germania

The province of Germania encompasses the lands around the Rhine River, which include much of modern day Germany and the Netherlands. It was a fertile land, well forested with abundant waterways. Germania was an important part of the Empire, a source of raw materials, and a vital market for goods. It was the northern border of the Empire and one of the most active for the Roman legions. The province was the location of numerous bitter wars costing the lives of hundreds of thousands of Roman soldiers. The lands north of the Rhine were seldom controlled by the Empire for long, leading to the development of a series of military fortifications along the river.

Not all of Germania was in a constant state of war or even opposed to Roman rule. Many locals embraced their Roman citizenship. The warrior traditions of the Germanic people were welcomed into the Empire, as

tens of thousands of native Germanic citizens enlisted in Roman legions. Germanic towns and cities were built to the standards of the empire. Germanic citizens sent their children to Roman schools, learned Latin, began raising Roman crops, and adopted Roman dress. The province might have been the frontier of the empire, but it was not without civilization.

However Germania is an old place with many secrets. The forests and rivers of this land hold more dangers than Germanic uprisings or the occasional wolf. Dark things dwell among the ancient towering trees. Creatures disguised as men plot to spread their control over humanity. Foul gods are worshipped as they have been since mankind was first taught of their existence, through whispers into the dreams of the sensitive.



## Germania Timeline

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The following is a brief timeline of historical events taking place in Germania with regard to its conflicts with, and being a part of, the Roman Empire. Keepers wishing to know the full details behind these events are encouraged to consult historical sources on the matter. This is in no way a proper historical document, but only an easy reference to the history of the region from 133 BC to 70 AD.

**113 BC:** Germanic tribes (Cimbri & Teutoni) defeat Gnaeus Papirius Carbo's Roman army in Noricum, pushing west and displacing various Celtic peoples.

**109 BC:** Germanic requests to settle the lands of southern Gaul are refused by Rome. They respond by attacking and defeating another Roman army under the command of Marcus Junius Silanus.

**105 BC:** Germanic forces led by the Cimbri King Boiorix launch an offensive and defeat the Roman Armies under the command of Mallius and Caepio. Roman forces suffer more than sixty thousand casualties.

**103 BC:** After an unsuccessful drive into Hispania, the Cimbri reunite with the Teutoni forces, which had settled in Southern Gaul. The two then make a push towards Italia.

**102 BC:** The Teutoni are defeated by Roman forces under the command of Gaius Marius, losing over one hundred thousand men.

**101 BC:** After some early successes King Boiorix and his people, the Cimbri, are defeated by Gaius Marius. The Germanic forces are utterly annihilated; the king and sixty thousand of his men die in the battle.

**58 BC:** Rome launches its campaign against Gaul. Caesar is forced to launch three separate campaigns against the Germans (in 58, 55, and 53 BC). Caesar is aided by his ally, the Germanic tribe Ubii, in battles against the Suebi, Tencteri, and Usipii tribes.

**12 BC:** Nero Claudius Drusus moves into Germania to establish Roman control over the region. He is mostly successful but dies in 9 BC.

**9 BC:** Tiberius continues the work of his brother, Drusus. He forges good relations with the Germanic tribes.

**9 AD:** The Uprising of Arminius Begins: The XVII, XVIII, and XIX (17th, 18th, and 19th) legions are destroyed in a surprise attack in the Teutoburg forests. The attack is led by the Cherusci tribe under the command of Arminius, who once was an auxiliary commander in the Roman legions.

**9 – 11 AD:** Tiberius invades the territory held by Arminius in 9, 10, and 11 AD, seeking to avenge Roman honor, but he doesn't try to re-conquer the region.

**12 AD:** Tiberius withdraws his forces east of the Rhine, content to allow the confederation of Germanic tribes forged by Arminius to disintegrate on its own.

**14 AD:** Tiberius become emperor and assigns his nephew, General Germanicus, command of the Roman forces in Germania. He launches invasions across the Rhine in 14, 15, and 16 AD, defeating Arminius in battle. However, these attacks only strengthen Arminius's position. Germanicus is eventually recalled.

**19 AD:** Arminius dies, assassinated by members of his own tribe. Rome denies any involvement in this act and comes to accept the lower Rhine as the northern boarder of Rome-controlled Germania.

**28 AD:** The Frisians and Chauci tribes revolt but are defeated by the 5th Legion.

**69 AD:** Rome experiences a civil war, having four different emperors this year. The forces in Germania side with Emperor Vitellius, who eventually loses. Many of the Roman forces in Germania are sent to Italia to fight, leaving the area undefended.

**69 – 70 AD:** The Batvii tribe led by Julius Civilis revolts, destroying Xanten as well as the 5th and 15th legions defending it. The 1st Germanic and 16th Gallicia legions are forced to surrender to Julius Sabinus.

**70 AD:** The civil war over, Emperor Vespasian sends General Quintus Petillius Cerialis into Germania to restore order. The revolt is put down, Xanten is rebuilt, and new forces were garrisoned in the region.

## Military Forces

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Germania was a hot spot for the Empire, with rebellion ever seeming to smolder among its people. As such the Empire usually garrisoned four legions in the province. These legions were garrisoned with troops from Italia, but eventually became much more Germanic as more and more locals entered military service. Large numbers of local auxiliary units operated as parts of these legions. The precise legions and their locations varied from era to era, but two periods will be listed below (with base in parentheses).

**10 AD:** 5th Alaudae (Xanten), 21st Rapax (Xanten), 20th Val Victix (Cologne), 1st Germanica (Bonn).

**70 AD:** 10th Gemina (Nijmegen), 22nd Primigenia (Xanten), 6th Victix (Neuss), 21st Rapax (Bonn).



## Germanic Legionnaires

Native Germanic people entered the legions in large numbers. These men came from a culture that respected military service and had proud warrior traditions. This helped Romanize many of these citizens, as they worked closely with the Romans and were granted citizenship after a period of military service. Unfortunately for Rome, this practice also allowed potential enemies a valuable insight into the Roman military as well as invaluable training in martial skills and tactics. Former and active auxiliary personnel, such as Arminius, led many of the most vicious revolts.

## Economy

The basis for the economy in Germania is agriculture. The bulk of the province's citizens are farmers who raise a variety of cereal grains such as barley, rye, oats and wheat. In areas where the soil is too poor to raise grain, people herd animals, especially cattle. Much of this goes to feed the province and the vast numbers of soldiers stationed within it. The Romans have introduced many crops to the area, such as wine grapes, walnuts, beets, apricots, pears, plums, and almonds.

Germania is a valuable market for Roman merchants. The province imports glass, metalwork and fine pottery from Rome. Germania exports more than foodstuffs, sending slaves, leather, and amber to the other parts of the Roman Empire. The price of amber is quite high and only the wealthiest can afford to own it. A small piece of amber is worth as much as a slave.

### Amber

Romans wore amber for a variety of reasons, not all of which were cosmetic. It was widely believed that wearing a piece of amber around the neck protected one from goiter and tonsillitis. It was worn to combat fever, resist attacks of madness, and grant more youthful look. Amber amulets were placed on babies for general protection. Amber stones can cost anywhere between 500 – 2400 sesterces (1D20+4 x 100) depending on the size and quality. Investigators may find the investment to be well worth it.

The belief in the beneficial effects of amber is not unfounded. Investigators wearing an item of amber on their person can resist the effects of magic as if they have +2 POW. This works against Mythos magic and spell-like effects of Mythos creatures. This bonus only works as a passive defense; the wearer cannot use the POW to boost their Sanity or fuel spellcasting in any way. Individuals wearing amber are also partially immune to Shan Meld attacks, halving their chances to successfully enter a human mind (30%).

*Example:* Rudiger, a Batvian sorcerer with a POW of 16, casts the Mental Suggestion enchantment on Cassia the courtesan. Cassia's natural POW is only 14. Rudiger must win a POW vs. POW check on the resistance table. However Cassia is wearing an amber amulet, a gift from one of her more wealthy patrons. This raises her POW by 2 points, giving her a score 16 and boosting her resistance to the enchantment considerably.

## Native Peoples

The native people of Germania come from a collection of many different tribes, speaking a variety of dialects. They are known for being warlike, and have a history of migrating into new areas and displacing the people living there. It was these migrations that brought the Germanic people into conflict with the Roman Republic in the 2<sup>nd</sup> Century BC.

As the area came under Roman control the native people adopted many Roman ways. Their settlements began to be planned on orderly grids and cities began to emerge.

This made the region easier to rule and control for the Romans. Tribes would be settled into these orderly towns with the tribe's leader set up as the town's administrator. Slowly, more and more people began speaking Latin, wearing togas, and having their children educated in Roman schools.

The warrior traditions of the native Germanic people would not be silenced, nor did the Romans truly wish this. Tribes would, and did, rebel against their Roman rulers, plunging whole areas into rebellion. German warriors often enlisted in the Roman Legions, with their tribes allowed to pay lower taxes for their military contributions. The province of Germania supplied large numbers of auxiliary infantry and cavalry troops.

There are a wide variety of tribes of native Germanic peoples. Some of these (such as the Ubii) are openly allied with Rome, others simply accept Roman rule, and others will from time to time openly rebel. Relations between tribes were seldom stable either; alliances and conflict seem to be ever shifting as one group pushes into the territory of another. A few of these tribes, divided between those in northern and southern Germania are listed below:

**Northern Tribes:** Menapii, Batavi, Condrusi, Atuataci, Eburones, Frisii, Chaucii, Istavones, Sicambrii, Marsii, Cattii, Ubii

**Southern Tribes:** Triboci, Rauraci, Nemetes, Caracates, Sequani, Helvetii, Marvingii, Nariscii, Burgundiones, Cheruscii, Hermundurii, Seubii



## Germanic Names

Keepers wishing to expand play in Germania, as well as players wishing to have native born Germanic investigators, will likely need a good supply of Germanic names. Below is a good selection of suitable Germanic names.

### *Male Germanic Names*

1- Adlric	21- Eldric	41- Hilbert	61- Leudbold	81- Rupert
2- Adalwulf	22- Emeric	42- Hrodland	62- Lothair	82- Seppel
3- Adelmarr	23- Erdmuth	43- Hrodwulf	63- Ludger	83- Severim
4- Aldrik	24- Ernst	44- Hugbert	64- Ludwig	84- Sigbert
5- Ansell	25- Erwin	45- Ingwaz	65- Lutiger	85- Sieghard
6- Ansgar	26- Ewald	46- Jochim	66- Manfred	86- Sigiswald
7- Azzo	27- Faramond	47- Jurgen	67- Markus	87- Sigmund
8- Barthold	28- Fastred	48- Kaiser	68- Meinhard	88- Tancred
9- Bernigar	29- Freidhold	49- Karl	69- Meinrad	89- Till
10- Bruno	30- Gaufrid	50- Karsten	70- Mertem	90- Traugott
11- Burkhard	31- Gerhart	51- Kayetan	71- Ortwin	91- Urs
12- Carsten	32- Gernot	52- Kiefer	72- Otto	92- Velten
13- Dachs	33- Gerrit	53- Kipp	73- Reginar	93- Volker
14- Dedrick	34- Gerwulf	54- Konrad	74- Reginold	94- Wenzel
15- Detlef	35- Gomic	55- Korbl	75- Reimund	95- Werner
16- Deithelm	36- Gotthold	56- Kuno	76- Reto	96- Werther
17- Deitmar	37- Gunther	57- Kurt	77- Rickert	97- Wilhelm
18- Dietrick	38- Hagan	58- Lanzo	78- Rikert	98- Witold
19- Ekehard	39- Hardwin	59- Landoberct	79- Rotger	99- Wolfgang
20- Edsel	40- Herrick	60- Leonhard	80- Rudiger	100- Wolfram

### *Female Germanic Names*

1- Adala	21- Claramond	41- Hannelore	61- Klothilda	81- Reinhilde
2- Adelheit	22- Conradine	42- Hedwig	62- Kriemhilde	82- Renate
3- Adelinda	23- Cordula	43- Heinrike	63- Kunibert	83- Rohesia
4- Agna	24- Corina	44- Helma	64- Leni	84- Roswitha
5- Aleit	25- Dagmar	45- Hilda	65- Leona	85- Ruperta
6- Alina	26- Elfi	46- Hildegarde	66- Liesl	86- Selma
7- Alke	27- Elsa	47- Hiltraud	67- Lora	87- Sieghild
8- Aloisia	28- Emile	48- Hulda	68- Loreley	88- Sonje
9- Amalia	29- Ermelinda	49- Ilsa	69- Lotte	89- Swanhilde
10- Amelinda	30- Ermentrud	50- Imma	70- Luitgard	90- Ulrike
11- Anelie	31- Erna	51- Inge	71- Madde	91- Ursel
12- Annelie	32- Felicie	52- Irma	72- Makasinth	92- Ute
13- Anselma	33- Frauke	53- Irmalinda	73- Malwine	93- Valda
14- Athala	34- Gabriele	54- Irmgard	74- Maud	94- Verena
15- Belinda	35- Gerde	55- Irmhild	75- Mette	95- Waltraud
16- Bertilda	36- Gisela	56- Isold	76- Minna	96- Wiebke
17- Bindy	37- Greta	57- Jolenta	77- Mitzi	97- Wilda
18- Bruna	38- Grieslda	58- Karoline	78- Odilia	98- Wilhelmina
19- Brunhilde	39- Gunda	59- Kinge	79- Otthild	99- Zelda
20- Carina	40- Gundula	60- Kirsa	80- Ottoline	100- Zenzi

## Personalities of Germania

Here are six NPCs investigators can meet while traveling in Germania. Some are loosely based on actual historical figures, while others are completely fictitious.

### Germanicus

*Roman General*

**Skills:** Civics 7%, Empire 75%, Sword (Gladius) 70%, Status 80%, Tactics 80%

Born Tiberius Claudius Drusus, the son of General Nero Drusus and Antonia Minor (Daughter of Mark Anthony and Octavia Aggippa), Germanicus hails from very prestigious stock. He received his agnomen of Germanicus in 9 AD in honor of his father's military victories in Germania. An excellent soldier, successful military commander, and natural leader, he was loved by his men and the average citizen alike.

In 14 AD he was put in command of all military forces in Germania, at the height of the struggles against Arminius and his coalition of rebellious Germanic tribes. Once in Germania he quickly led his men across the Rhine River, launching a trio of invasions over a three-year period. Germanicus and Arminius played a chess game with their armies, seeking to gain the upper hand on the other. Germanicus managed to recover two of the three Eagle standards lost in the Roman defeat at the Battle of the Teutoburg Forest. Unfortunately, before one could win final victory over the other, Germanicus was transferred out of Germania in 17 AD. He died under mysterious circumstances in Antioch in 19 AD. His body was rumored to have shown signs of poisoning speculated to be carried out under the orders of Emperor Tiberius, who might have felt jealous and fearful of Germanicus's popularity.

### Publis Curtius Masavo

*Commander of XXI Legion*

**Skills:** Accounting 85%, Empire 70%, Status 80%, Sword (Gladius) 65%, Tactics 75%,

Curtius Masavo is a good, tough soldier who rose through the ranks the hard way. From a minor Equestrian class family with few political connections, it was by proving himself time and time again that he reached the rank of Legate. This happened after he saved the legion from decimation after the previous Legate and the highest-ranking tribune were killed. Curtius Masavo took command, restored discipline and turned what was becoming a rout into a counterattack. Few could deny his valor, and he was rewarded with promotion to the rank of Legate to the 21<sup>st</sup> Rapax (Predator). Little does he know that this assignment is not going to be an easy one, as his men are being posted at the fortress of Xanten, one of the hottest fortified areas along the Rhine.



### Menius Corvinus

*Roman Merchant*

**Skills:** Accounting 70%, Bargain 60%, Drive 55%, Fast Talk 65%, Navigation 65%

Menius Corvinus is a successful merchant, transporting goods between Germania and Rome. He deals mostly in leather and metalwork, and occasionally in amber, slaves, and glass. Menius knows Germania, its customs, and people quite well. He also speaks several of the local Germanic dialects and seems to be well liked by everyone he meets. If investigators need a guide, an introduction, or a translator, they could do much worse than Menius Corvinus.

The merchant owns two spacious homes, one in Rome and the other in Cologne, splitting his year between the two places. Unbeknownst to anyone, he also has two wives and families; a Roman one in Rome and a Germanic one in Germania. Both his wives are happy and beautiful, both families are well provided for and each is totally unaware of the other's existence. Should someone ever find this out, he or she would have powerful leverage to apply against the wealthy and well-connected merchant.

### Arminius of the Cherusci

*Germanic Resistance Leader*

**Skills:** Civics 65%, Hide 70%, Persuade 60%, Status 70%, Tactics 80%

Son of the Cherusci chieftain Segimerus, Arminius (a Latinized version of Irmin) attained Roman citizenship and status and became a Roman auxiliary commander. However, by the age of 23 he shifted his efforts from serving the Empire to driving it out of Germania altogether. In 9 AD, he led a coalition of tribes to victory against the 17<sup>th</sup>, 18<sup>th</sup>, and 19<sup>th</sup> legions in the

Battle of the Teutoburg Forest. For the next twelve years, Arminius waged war against Rome – until members of his own tribe murdered him. His Roman adversaries had a deep respect for Arminius's military leadership and denied claims that his death was part of an assassination plot.

## **Konrad of the Helvetii**

*Germanic Auxiliary*

**Skills:** Cthulhu Mythos 7%, Long Sword 75%, Natural World 60%, Spot Hidden 65%, Track 70%.

Konrad was the son of a farmer of the Helvetii tribe who grew up watching the Roman soldiers marching past his family's fields. When he was old enough, he enlisted in the 1<sup>st</sup> Germanica Legion stationed in Bonn. That was more than ten years ago and Konrad is now a Roman Citizen. He's a tall man with red hair and beard and a model soldier, well trusted by his commanders. So far he remains unmarried, despite pressure from his family and the efforts of several young ladies.

Once after a battle, he came upon a group of men wandering the battlefield. He tried to drive them off thinking they were looting the bodies. When he got closer he realized that they weren't looting the dead, they were eating them. Konrad still has the scars the ghouls gave him that day, but survived and has since encountered other mysterious things beyond understanding. If he should happen upon investigators combating the forces of the Mythos, he might just take a week or so leave to assist them.

## **Lutiger Savius**

*Germanic Finder*

**Skills:** Civics 65%, Conceal 80%, Hide 75%, Insight 65%, Cthulhu Mythos 21%

Lutiger is a member of the Marvingii tribe, a Roman citizen and retired auxiliary officer from the 5th Alaudae Legion. These days he makes a good living as an advisor to various Roman officials, giving them an insight into the gossip, rumblings, and politics among the Germanic tribes. If there's a problem brewing, they can trust their man to sniff it out. To his people, he is a useful go-between, often able to smooth things over with the local Roman authorities. Everyone trusts Lutiger, which is what makes him so very dangerous.

When he was nine years old, the young Marvingii fell through the ice on the Rhine and nearly drowned. As he was dying, his mind was opened to a voice, a voice that has whispered to him during his dreams ever since, the voice of his master. His master lives far away, dead yet undying, dreaming away in his temple sunken beneath the sea. His master wishes to be free and tells him to do things, like murdering and sacrificing living human beings. Lutiger obeys without question. His master has taught him many things, granting him

powers beyond that of mortal men, powers unholy and dark. One day Lutiger knows his master will fully awaken and sometimes he's told to do things that will hasten that day's coming.



## **Important Locations In Germania**

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### **Mainz (Moguntiacum)**

This city was founded at the mouth of the Main River, in 13 BC. It was an important military town, often serving as the base for various military legions. The Romans also used Mainz as a naval station, basing a fleet of river patrol boats here. The city boasts an aqueduct system, a bridge spanning the Rhine River, the largest theatre north of the Alps, and a funeral monument to General Drusus, stepson of Emperor Augustus.

### **Bonn (Bonna)**

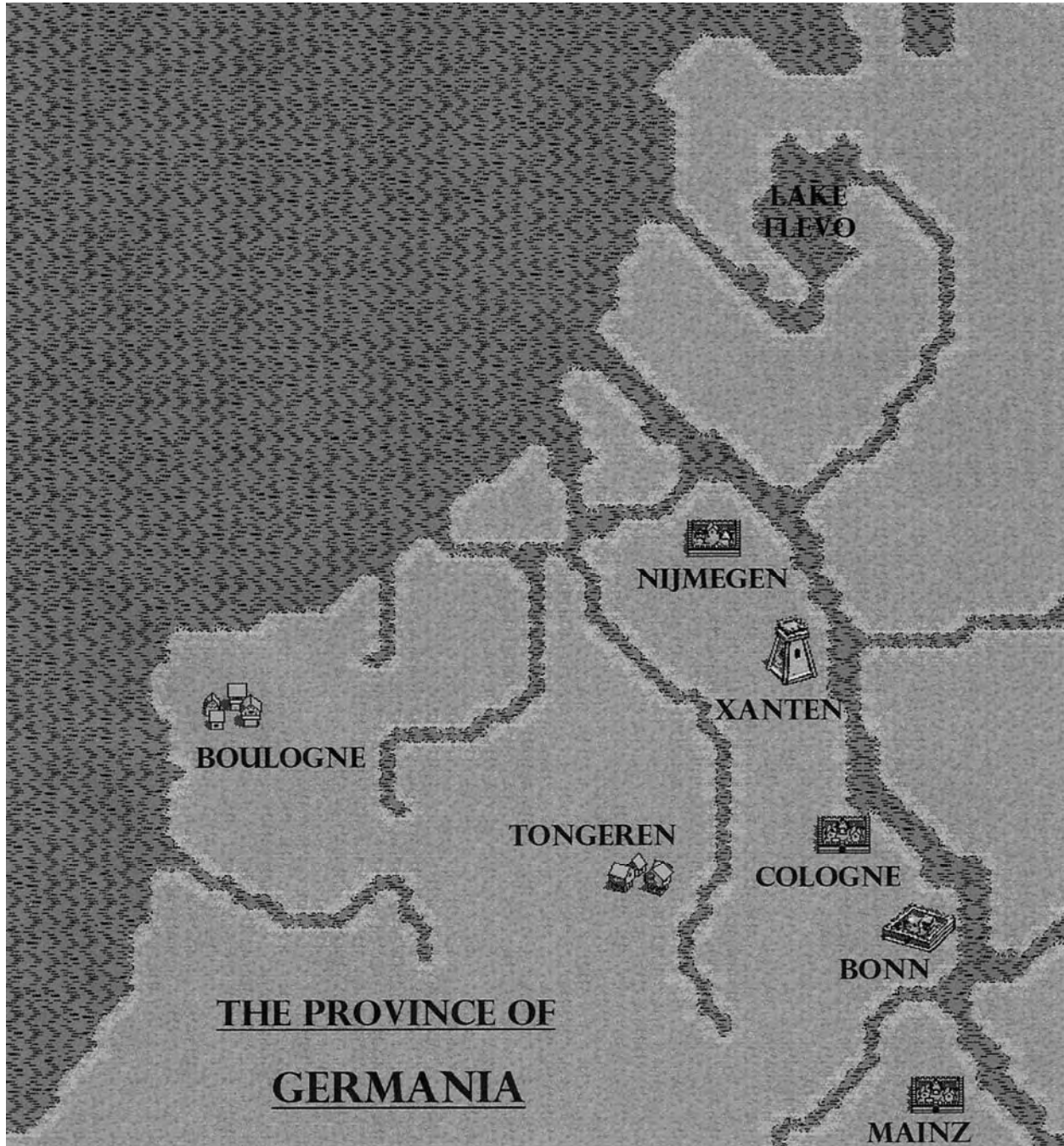
This Roman fortress city was built at the confluence of the Sieg and Rhine Rivers in 13 BC. It was initially used by auxiliary troops to guard a river crossing but was occupied by the 1<sup>st</sup> Legion Germanica after the battle of the Teutoburg Forest. The town was rebuilt out of stone after the Batavian revolt of 70 AD and became the base for the 21<sup>st</sup> Rapax and later the 1<sup>st</sup> Minervia Legions. Bonn is an important religious center to the Cult of the Aufanian Mothers, a triad of native goddesses often depicted with fruit and wearing large hats.

## Cologne

Capital of Germania, it was first founded in 38 BC when the Ubii tribe was relocated from the Rhine's north bank to its southern one by Governor Marcus Vipsanius Agrippa. The city's fortunes forever changed when Julia Agrippina, Daughter of Vipsanius Agrippa, married Emperor Claudius in 48 AD. Julia had been born and raised in Cologne and in 50 AD granted her birthplace the full rights of a Roman City.

Cologne has most of what any true Roman city would, from roads, a defensive wall, sewers and an aqueduct system to temples, theatres and bathhouses. Cologne is the northeast cornerstone of the Roman Empire.

## Province of Germania



## **Nijmegen**

Originally the capital of the Batvii tribes, the settlement began its life as Batavodurum. Near the town was Hunerberg, a Roman military base. The base was only occupied for a few years before being abandoned. Afterwards a community of luxurious accommodations for high-ranking Roman officials was established on the Kops Plateau. After the Batavian rebellion, in which everything in the area was devastated, the civil settlement of Nimegen was constructed not far from the River Waal. The 10<sup>th</sup> Legion was stationed here for three decades to keep an eye on the Batvian.

## **Xanten (Castra Vetera)**

This Roman legionary base at the congruence of the Rhine and Lippe Rivers is the site of many battles. This fortress is situated on a high hill approachable only from the south. Xanten was destroyed and rebuilt several times. In 43 AD, a river port was built to supply the base and Xanten's wooded fortifications were replaced by natural stones and brick. A town sitting at the foot of the hill usually supports the fortress.

## **Sinister Seeds**

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### **The Amber Merchant of Nijmegen**

A wealthy merchant named Maccius Longus is trying to corner the market on amber, by buying out his competitors or having them driven out of business by violent means. Outwardly it seems as if Maccius is just a ruthless businessman trying to control the empire's supply of amber, but that is not the case. His actual plan is to make amber so scarce and expensive that it falls out of fashion. This is because Maccius Longus and most of his associates are actually being controlled by Shan living inside their brain tissue.

The Shan are finding their activities hindered, as their most desired targets are now commonly wearing amber. This fashion trend has been making their activities much more difficult, by restricting their movement between hosts, and people wearing amber are much more difficult to Meld with. Having figured out the problem, they have decided to do something about it. The Shan will stop at nothing to achieve their goals. They are well funded, politically connected, and have many warriors at their command.

### **Rebel's Moon**

The Atuataci tribe revolted against Roman authority last year and things did not go as well as they hoped. Their town was burned down, their numbers decimated, and they were forced to relocate to a much less defensible location. Jurgen, the new Atuataci chieftain, has been appointed administrator of their new town, after swearing allegiance to Rome. The young noble is without hope until one day when his wife is attacked by "a large black wolf" and survives.

Within weeks the murders begin. Hulda, his wife, is now a werewolf. Jurgen discovers this and allows his wife to infect him as well. Jurgen and Hulda then begin convincing other Atuataci who are still eager to throw off the chains of Roman oppression to join their new pack. Once they have fifty or sixty members, they'll start a new uprising against their Roman oppressors, only this time the moon will be on their side.



### **Lady of Shadows**

In the province's capital of Cologne, death stalks the streets in the dark hours of night. Once per month, on the nights of the new moon, citizens are being stalked and killed. The next morning they are found, stone cold dead, looking as if they were a hundred years old. All of the victims had been in the prime of life when last seen alive, and all of them were Romanized Germanic citizens. Fear is spreading throughout the city.

Many years ago, when the Suebii tribe resisted Roman expansion into Germania, a beautiful tribal leader was betrayed by some of her own people. Lady Cordula was handed over to the Romans by her traitorous handmaiden and bodyguards in return for 500 sesterces. The Suebii launched an all-out attack in an attempt to free her, but Cordula was only bait. The trap worked, her people were defeated, and she became a slave. The once proud and powerful Suebii noble was whipped and humiliated before her people. She soon afterward took her own life by drowning herself in the Rhine, but her spirit never rested in peace.

The Suebii noblewoman's ghost still haunts Cologne, rising out of the river and stalking the city for victims. The few witnesses to her appearances describe the ghost as a mass of living shadows in the shape of a woman with two red glowing eyes. Cordula only kills Romanized Germanic citizens, striking out from beyond the grave at what she sees as her betrayers.

Unless stopped, she will continue to kill until she has slain one person for every silver coin given to her betrayers. So far, she's claimed only 65 victims over a three-year period, leaving her over 400 more to go.







# Chapter 3: Silva Nigra

## (The Dark Forest)

Trouble is brewing in the dark forests of Germania, again. Six years ago, this was the center for some of the fiercest resistance to the Empire. Savage bands of barbarian warriors, striking from camps located deep in the forest, gave the 21<sup>st</sup> Rapax Legion quite a hard time. In the end, the barbarians of the Condrusi and Menapii tribes couldn't stand up to the awesome might that is Rome. After nearly a year of fighting, they were broken. More than a hundred of these brigands were eventually captured and hanged, the rest falling to or fleeing from the legionnaires in battle. The troops moved on to other hot spots of the Empire and peace settled into the region. The problem was solved, until now that is.

Things are starting to go well in the lands around Xanten, the riverside fortress where the 21<sup>st</sup> legion is stationed. The local people are getting accustomed to Roman rule. Roads, built for military purposes, are now being used for travel and commerce. Trade routes are being established to deliver Germanic goods to the markets of Rome: fine furs, woods, and amber from the Baltic regions. The road the Legion's engineers built through the dark forest, called the *Accius Path*, was originally constructed to conduct patrols along a series of small bases. Now it has become the most used trade route in the region. The road connects Xanten, the empire's main market in the region, with several villages beyond the forest. Money, in the form of profits and taxes, is starting to flow in and out of the region when the attacks began.

### Keeper's Information

There are no bandits in the Dark Forest, no living ones anyway. In the days when thousands of troops were stationed within the forest, a cult of Shub-Niggurath worshippers thrived there! This coven of five women operated not only under the noses of the Roman soldiers, but right beside its main camp. The cultists, who are called the *Whores of the Black Forest*, operated a brothel that serviced Roman troops during their campaign against the rebels six years ago. Each time a soldier visited one of the whores, he unwittingly took part in ritual worship to The Black Goat Of The Woods With A Thousand Young.

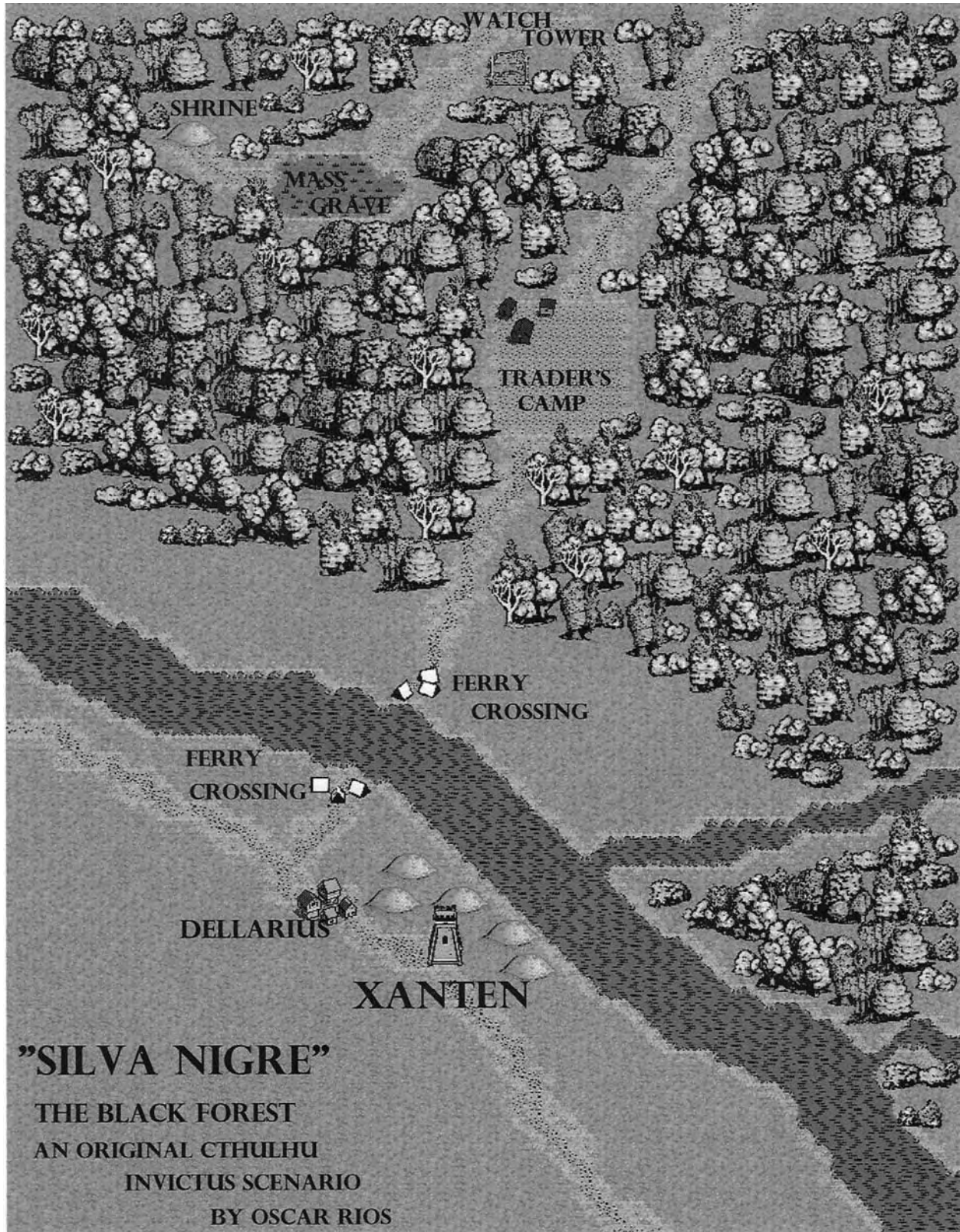
Gangs of barbarian bandits have begun savagely attacking travelers along the Accius Path. The survivors are few; usually a single person is allowed to escape by the bandit chieftain. The survivor always carries a message to the Roman authorities, often in the form of taunts and defiance. The bandits have declared that the Black Forest is now a free kingdom, and they are demanding outrageous tributes of silver to allow the Empire use of its own road! Sergius, the local Roman prefect would give them steel instead!

Your group, elements of the 21<sup>st</sup> Rapax (or predator) Legion are being sent into the Black Forest to gather intelligence. A combination of Roman legionnaires, local auxiliary troops, and barbarians, it is your job to see what this business is about. Is this a small band of upstart bandits, or a host of hundreds starting open rebellion? Have they occupied the old campsite inside the Black Forest, which the legions used during the previous campaign? From where in the forest are these bandits striking? How many troops are needed for total victory? Long cloaks and tunics are given to you, as your mission is to be kept a secret. It would not be wise to let the enemy know they are being spied on.

The intelligence your group gathers will be vital to planning the operations to crush these savages once and for all. As your team leaves its base of Xanten you already see preparations being made for the arrival of additional troops from Rome. Smithies' hammers rise and fall, making new helmets, swords, and spears for the coming campaign. You have six days to return with your report.

The coven grew in wealth and power until the rebellion was put down and the conflict ended. As the troops were transferred to other regions, they visited the brothel less and less. The almost constant rituals grew fewer, until they stopped completely. As peace settled over the land, the Whores of the Black Forest found themselves adrift. No town would accept them and their once great wealth and power was waning. War had been good for them, with the soldiers spending their coins and being so easily lured into taking part in ritual worship to the dark goddess of fertility. Peace was proving to be a death sentence for the cult, so they decided that peace itself would die!

Area Map for *Silva Nigra*



The Whores of the Black Forest, with their still potent magical powers, took action. They went to the mass graves beside the old battle site where the legions had destroyed the last of the rebels. There they animated a force of zombies, enslaving them to their wills. With these undead warriors, they began attacking anything that traveled along The Accius Path. One of them is always present to direct the zombies, mounted and disguised as a man. When the battle ends, a survivor is released to deliver an inflammatory message to the Romans. Their plan is to bring the soldiers back to the Black Forest, and if that means starting a war where hundreds of innocent locals would be slain, then so be it. The Black Goat Of The Woods With A Thousand Young will have her tribute!

## Part One: The Black Forest

### Initial Briefing

Keepers should role-play the meeting with Prefect Sergius. The meeting should be brief and Keepers should portray Sergius as a busy man with many details to attend to concerning the coming campaign. They will answer their questions as best he knows but in truth knows very little. Information is for the investigators to provide. He will order them to have the cavalry scout character to set out on his own back to Xanten to deliver the report as soon as they have the answers he requires. He needs this information in six days, because in ten days a caravan will be leaving Xanten using the Accius Path. He must know if the way is safe, just how many men he'll need to send as an escort, or if he should deny the merchants the use of the road altogether.

He will give them the name of the last survivor of a bandit attack, a local man and new Roman citizen named Hademar. Hademar is currently in the nearby village of Dellarius, being nursed back to health by his parents. Sergius will tell investigators "You may question him if you like, as Dellarius lies along the road to the Dark Forest and the Accius Path."

### Dellarius

At the edge of the road where the Black Forest begins is the village of Dellarius. It is home to about two thousand, with about 20% of these being native Romans. The rest are local Germanians who have only recently become Roman citizens. The village is little more than a collection of farms raising fields of barley and rye. Here the investigators can talk to the last survivor allowed to live by the bandits.

*Pre-generated characters vs. standard characters:* Silva Nigra is designed for a military party assigned to the 21<sup>st</sup> legion, a long-range reconnaissance patrol. Six pre-generated characters, all soldiers of the 21<sup>st</sup> legion, are listed at the end of the scenario. If players or keepers wish to use other investigators, some small alterations may be necessary. Keepers will need to figure out why the local Prefect Sergius would be sending them on such an important military mission. Maybe regular legionaries would be too obvious? Maybe the investigators are trusted associates of the prefect? Perhaps they are being hired to do so quickly, as Sergius needs every soldier at his disposal to get ready for the coming military expedition into the forest. Perhaps some of the investigators are local native Germanic Roman citizens who don't want to see these bandits spark a wider conflict that could well plunge the entire province into war.

### Hademar

The last survivor is a local Germanian, from the Helveti tribe, who became a Roman citizen last year. He's about twenty, with light hair, a large strong build, and a reputation as a dependable and outgoing fellow. He is also known to be one of the best local fighters in the area. The caravan he was working for (as a driver) was ambushed in the Black Forest and he was the only survivor.

Currently he doesn't leave home much and appears thin and haggard. Hademar is currently insane, suffering night terrors from what he saw in the forest. His memory is clouded and muddled, his brain trying to protect itself from the horrors he survived. He'll relate the story he gave the Prefect Sergius but he's holding something back – the investigators can discover this with a successful Insight roll. If they make a successful Persuade roll, he'll tell them the whole story. Fast Talk rolls will not work, as he is far too terrified to speak of what happened easily:

*His Story:* A force of maybe twenty men attacked the caravan he was with. They tried to defend themselves, but were overwhelmed. Then many of his party attempted to surrender but were cut down without mercy, even if unarmed. He fought some of the brigands and thinks he might have killed one (a lie). A young man on horseback gave a command that he be taken alive. Many men surrounded him and beat him into submission. This apparent leader was the only one of the band who spoke to them, and he wore a helmet covered by an animal skull. He was then given a message to deliver to "the Romans," tied onto of the surviving horses, and sent back down the road to Dellarius.

*What he's not telling:* As he fought the bandits he lodged his sword in the ribcage of one of them. It should have been a fatal blow yet the man didn't even make a sound. The attacker then hit Hademar with his gauntlet, knocking him away. He tried to run, but was grabbed by another bandit, who stank horribly. That's when the filthy bandits surrounded Hademar, hitting and kicking him into unconsciousness. He remembers he was tied to the horse and a note stuffed into his shirt.

## The Black Forest

Investigators wishing to run a more historically accurate campaign should have the Black Forest on the northern shore of the Rhine River. The legionary fortress of Xanten, as well as the fictitious village of Dellarius is situated on the southern shore of the Rhine. Crossing the river is a simple matter. Keepers should simply include a short ferry trip across the river, likely run by Germanic merchants working closely with and under the protection of a military detachment of auxiliaries from the 5<sup>th</sup> Alaudae Legion, also currently stationed in Xanten.

Entering the forest, the investigators can travel all the way to the old Legionaries Camp. Keepers should describe the forest as dark, quiet and foreboding. One of the pre-generated characters, Fufius Sura, who is a veteran of the campaign six years ago, remembers the forest as well.

Your road leads right into The Accius Path, the



military road the legionnaire's engineers built during the last uprising. It's a wide road, usable by wagons and covered in gravel. It took two years of cutting down trees and hauling lumber but the path was completed. It linked four villages, which surrounded The Black Forest. As you enter you find that the forest has started pushing in on the road. Young trees and bushes have grown in from the edges of the path and patches of sunlight that once shone down on the road are gone. The limbs of the trees above The Accius Path have grown to enclose it, making it almost seem as if you were traveling into a cavern.

## The Bear

On the way to the camp, a bear attacks the investigators. It can be heard charging through the forest towards the road, but cannot be seen because of the growth. It breaks through onto the road at a flat run, and attacks the investigators. The beast is panicked, insane with fear after a run-in with one of the forest's resident Dark Young.

STR 16    CON 14    SIZ 16    INT 5    POW 10  
DEX 13    Move 16    HP 15

**Damage Bonus:** +1D4

**Weapons:** Claws 40%, damage 1D6+db  
Bite 25%, damage 1D10.

**Armor:** 3 points of fur and gristle.

**Skills:** Track By Smell 80%.

## Stepping off the path

Investigators stepping off the road may have trouble getting back to it. The Dark Young of Shub-Niggurath delights in tormenting travelers. It will use its natural ability to animate trees to subtly rearrange the investigators surroundings. Players trying to retrace their steps back to the road will suddenly find trees where they know a path was moments ago. Even if they follow their own tracks, they could lead directly into a tree. Investigators making Spot Hidden and Listen rolls will hear the sound of movement among the trees and catch a glimpse of motion and swaying limbs, but at this point they will find nothing. The Dark Young is not yet ready to attack the investigators; it simply wishes to confuse and unnerve them.

## Part Two: The Legionaries Camp

The camp is located about a day's march into the Dark Forest, and investigators should arrive here just as the sun is setting. It is a wide clearing where the tress have been cut down and carted away, with a handful of small empty buildings, a central well, and the old brothel. Saplings have started growing around the clearing. Caravans crossing the Dark Forest use this area as a campsite and a place to water horses.

### Arriving at the camp

Most of the semi-permanent buildings of the camp are now gone. However, smoke is rising from the chimney of one of them, the old brothel. Outside of this building is a garden, and also pens for pigs and goats. The old building appears in good repair.

### The Old Brothel

The only people currently in the camp are three of the five prostitutes (cultists). They are the elder Agneta, and her daughters Berta and Faiga, all of the Frisii tribe. They are the only people who make their home at the old camp in the forest. The three women will be overjoyed to see soldiers and welcome them wholeheartedly. They will embrace the investigators, covering them with kisses while explaining how happy they are to see that they have returned. The three women quickly offer to help the investigators with their tents and offer to cook a meal for them. They will also invite investigators into some of the small alcove chambers inside the brothel for "further comforts." The women serve the investigators a hearty stew and even a pair of skins of local beer.

If investigators are playing the pre-generated characters, Agneta will remember Fufius from the "Good Old Days" and he'll remember her as well. Her daughters Berta and Faiga were still young back then (12 & 13) but now their mother explains, "They are women now, living women who long for the touch of a man." The younger girls are thrilled to see the soldiers and will do everything in their power to lure them into the alcoves of the brothel. They ask for only a single silver coin in return. All three women are eager to make offerings to Shub-Niggurath. With a successful Know roll, Fufius will remember that Agneta had a twin sister at the brothel. If asked, Agneta will say that her sister will be back in a day or so, and that she has a beautiful daughter as well.

### The Women's Story

Investigators should have a number of questions for the three women. Their stories for the most likely lines of questioning are as follows:

*Why they are living inside the old camp:* If questioned as to why they remained here they

explain, "Who would accept us, kind sirs? First we are hated because we are whores. We are further hated because we welcomed the Roman men when many of the locals were fighting against them. No one would have us; not even our tribe would welcome us. They would stone us if we tried to leave the forest. This is our home now. We ply our trade now and then on the passing traders and merchants, for grain and cloth and livestock. It is not like the old days, when all was wine and silver coins, but we survive." All of this is true, but the main reason is that they are cultists who worship Shub-Niggurath.

*If asked about the bandits:* When asked about the raiders the women tell a story of a large host of men (maybe two or three hundred) living within the forest, ambushing and killing travelers. They will say some of these men came to the brothel for comfort, but that they were dirty, violent, and cheap. Each will claim to have been badly beaten and poorly treated by these men, seeming to be afraid to even recall the incident.

If asked where these bandits are striking from, they will claim to not know, saying only that is it somewhere "north of here." If asked who they think is behind these attacks, they will say they believe the raiders to be from the Cattii and Atuataci tribes, whose lands are located north of the Dark Forest. They explain that they cannot be sure but they think they recognized the raider's tribes by their accents.



*Their story about the bandit's visit:* They will say that the men stole two of their pigs and gave them only a few coins and trinkets in return. To back up their story they show the investigators some of the coins and trinkets (belt buckles and cloak pins) with which they claim they were paid. These items were

all stolen from recently attacked caravans. A Spot Hidden roll will allow an investigators notice initials engraved on one of the items. They match the name of one of the merchants slain in a previous attack.

Agneta will add, “We are so happy you soldiers are here to protect us now. We are whores, yes, but we are people. I do not wish for one of my daughters to be scarred or killed by one of these beasts. Roman men are so much nicer, so much more handsome and generous.” The women are lying, of course, but each of them is a very skilled liar (see statistics).

*The Atuataci connection:* If the investigators are playing the pre-generated characters, Sigemund is a member of the Atuataci tribe. He is also a member of

## Part Three: The Last Caravan

The next day the investigators should be able to find the ruins of the last caravan. It is several miles up the Accius Path, which runs generally north to south. During this time the Dark Young begins to take a greater interest in the investigators. It will follow at a distance, likely spooking horses (or Lothar the war dog if investigators are using the pre-generated characters). The creature will not yet move against them.

### The Remains

Here investigators will find all that remains of the last caravan attacked by the bandits, the one in which Hademar was the sole survivor. There are six dead oxen (draft animals), two burned wagons and a dozen bloated corpses. Many of the dead were unarmed and defenseless; all were brutally killed in a way that trained soldiers would recognize as lustful, savage, and generally unprofessional. Clouds of flies lift, buzzing away from the bodies as investigators approach. Investigators must make a Sanity Check (0/1D2), a low check due to the fact that soldiers see such things often. Anyone looking for tracks will find a trail leading away from the area without needing to make a roll.

### The Trail

These tracks lead into the forest. They are of twenty men, a single horse, and a wagon that appears to have been pulled behind six of the walking men. With a Know roll, the investigators will realize the trail seems amateurish, easy to follow, and easy to hide by anyone knowledgeable in moving through the forest. The fact that it was not concealed fills the pre-generated professional soldier investigators with contempt.

### The Lookout Post

After about three miles, the trail intersects with a side trail of the Accius Path. The side trail goes east to west. The rather obvious trail the bandits left goes east to the Bandit Camp (see Part Four). To the west, the trail goes uphill about a mile to a semi-cleared hilltop fort.

the local anti-Roman resistance and will know without a doubt that his people are not involved in these attacks in any way. The fact that part of the blame for this is being laid on his tribe should be alarming, as the Romans military response could well be quite brutal and his people are not yet ready to confront the Romans militarily.

### Setting out again

Investigators should be able to camp here in comfort, unharmed by the cultists in any way. The next morning the women help the investigators get ready, fixing them a hearty breakfast before bidding them farewell. They wish them good luck and hope that they return soon with friends and coins.

The fortified hilltop is an old Roman lookout post. It has a four foot tall wooden wall, with the tops sharpened to points. This was an outpost from the campaign six years ago, built as a forward observation post. The fort is large enough for twenty men to camp inside. The sides of the hill are steep, with only a single trail leading up. An old cart is besides the single opening in the wall that was once the main gate. The cart has metal plates riveted into it and was pulled across the opening as a sort of door. It is in bad repair, but usable in a tight spot.

### The Dark Young Lashes Out

While following the trail, the investigators will be stalked and harassed by something in the forest. They will hear movement and catch glimpses of something out in the forest but such moments will be fleeing. This is one of the many Dark Young of Shub-Niggurath who dwell within the Dark Forest of Germania. At this point, it will not physically attack the investigators or allow itself to be seen. However, it casts spells at them until its MPs are exhausted. See Part Five for its statistics.

The Dark Young knows several spells. The creature’s favorite spell by far is *Lame Animal*, which it will use against the investigator’s mounts. If investigators are using the pre-generated characters the Dark Young will first *Lame Heroicus* (the mount of Sheridan of Aquatania) and later *Lothar* (the war dog of Sigmund). Stricken animals will be unable to walk, with their joints swelling up until they ooze like blood filled sponges. The animals will be in immense pain, unable to walk and suffering immensely. This lasts until the Dark Young is destroyed or the unfortunate animal is humanely put down.

The Dark Young continues to follow and terrorize the investigators until all of its MPs are expended, or investigators approach the Bandit Camp (see Part Four). In either case, it simply wanders off, leaving the investigators for the cultists to deal with.



## Part Four: The Bandit's Lair

Following the trail from the caravan ambush to its destination takes the investigators most of the day. The trail leads to an area of cleared ground in the forest. The pre-generated character of Caeso Fufius Sura will realize that this is approximately the same area the last battles of the uprising took place six years ago. If that investigator makes a successful Know roll, he also realizes that this clearing is not too far from where the last rebel holdouts were executed and buried in a mass grave. Keepers should pace things so that the investigators arrive at the bandit camp just before dark.

**The Camp of Phantoms:** The camp appears to be forty old looking tents covering the clearing. They are broken into ten groups of four tents, each surrounding a central campfire pit. Investigators will notice not a single raised voice or line of smoke as they approach. As they get closer, investigators will notice odd things about this camp. There are no fires lit, no sign of a latrine, and no livestock or evidence of the horse whose tracks the investigators found. There isn't a single person moving about.

If investigators explore the camp closer they quickly learn that the entire thing is a ruse. They find no signs of anyone living here (no food or water, no bedding, cooking gear, or personal possessions). The tracks investigators have been following lead through the camp and onto an old muddy path leading east.

**The Hangman's Path:** This muddy path was once a trail that hosted an important event six years ago. After the final battle to put down the Condrusi and Menapii uprising, more than a hundred rebel warriors were captured near here. The prisoners were all executed, hanged from the trees that lined both sides of the road. Short strands of rotten hemp rope still hang down from many tree limbs here. If investigators are using the pre-generated characters, Caeso Fufius Sura will remember this area well. He will also remember where it ends, namely the mass grave where the rebels were buried after the last battle of the uprising.

**The Mass Grave:** Investigators who follow the tracks down the muddy trail come to an open trench in the earth. The entire area stinks of death and clouds of large black flies are everywhere. In this muddy trench lie several dozen rotting corpses. Some of them seem to have been fully exhumed and are lying in the open air. All appear to have been mummified to some extent by the damp earth, and appear grotesque and leathery.

Investigators making a Spot Hidden roll will notice that the corpses are wearing bits of decrepit armor. Old rusty weapons are also scattered about in the mud near these dead bodies. Investigators making a successful Know roll will realize that prisoners would not have been buried in a mass grave with their arms or armor; as such items would have been stripped from them.

The pre-generated characters will realize that this is common procedure in the legions, and Caeso Fufius Sura distinctly recalls doing so in this case.

### The Zombie Attack

As the investigators approach the mass grave, or whenever the keeper deems most dramatic, a voice will suddenly scream out from the trees, "Kill them! Kill them, all but one! Bring the last one to me! Arise, arise my warriors." It is a high voice belonging to a young man, or maybe a woman. Anyone making a successful Spot Hidden roll catches a glimpse of a mounted figure through the trees on the far end of the trench. The rider, dressed all in black with an animal skull helmet, darts away on the horse before more details can be seen or a missile attack can be made.

At this point, about twenty or so of the corpses slowly begin to rise. They sit up and then slowly stand as they take up rusted swords, axes and spiked clubs. The rotting warriors then turn toward the investigators and begin their attack. The keeper can alter the exact number of zombies. It is important to maintain tension without allowing the investigators either an easy victory or giving them a battle they cannot win. It is important for keepers to make certain that the numbers of attackers seem to be one that investigators feel they cannot overcome. This may force them to withdraw, possibly falling back to a more defensible location such as the lookout post (see Part Four).

#### Zombie Warrior

STR 15    CON 16    SIZ 14    INT 0    POW 1  
DEX 7    Move 6    HP 14

**Damage Bonus:** +1D4

**Weapons:** Bite 30%, damage 1D3  
Rusted weapons & spiked clubs 25%, damage 1D8+db.

**Armor:** None, but impaling weapons do 1 point of damage, and all others do half rolled damage. The tattered mostly rotten armor they wear is for show and offers no protection.

**Sanity loss:** 1/1D8

**Battling the Undead:** The zombie warriors attack the investigators by surrounding them and pressing in on all sides. The zombies to the rear will rise out from under piles of dead leaves and sticks. The undead attackers take only 1 point of damage from impaling weapons and half damage from all other types. Once this is discovered, investigators might realize that they are likely to be overwhelmed if they stand and fight. If they are playing the pre-generated characters, the investigators might be able to win a toe-to-toe fight with the zombies if they maintain discipline and protect

one another. It will be difficult and costly, but possible. However, the investigators' best chance at a success is to make a run for the old observation outpost, three miles away. But to do this they must fight their way clear of the zombies.

**Making a Run for It:** If the investigators manage to destroy (hack apart) six of the zombies, they'll be able to make a gap in the zombie ranks and have a chance to make a run for it. The zombies, while slower than the investigators, will never tire or cease their pursuit. A successful Idea roll tells the investigators that they will eventually be run down before they can escape. If investigators have not yet remembered the abandoned outpost, the keeper should allow a successful Idea roll to bring this defensible position to mind. What follows for the investigators is a nightmarish three-mile run through the dark forests, with a horde of walking dead on their heels.

## **The Battle at the Outpost**

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Once investigators fight their way clear, they should get to the stockade with enough time to bind and dress wounds, catch their breaths, and make some preparations for the coming attack. The outpost is in need of some quick repair to strengthen its defenses. Cunning investigators will seek to make preparations to improve their situation before the attack.

**The Walls:** Once at the outpost, the investigators will have a few rounds to strengthen the defenses. The walls of the outpost are weak in three sections and will easily be breached in a single round unless repaired. Keepers should allow the investigators to attempt three Repair rolls in order to fortify these weak points in the outpost's walls. Once these repairs are complete, it will take the zombie horde four rounds to batter down a section of the outpost's wall.

**Fire:** In the center of the outpost is a large central fire pit lined with stones. However there is no suitable firewood for inside the compound. Investigators can easily gather firewood from the forest around the outpost, spending three rounds to do so. Once a large fire is lit inside the outpost, the investigators will be able to see everything in the immediate area clearly.

This will allow defenders to spot the zombies easily as they approach the stockade. Investigators outside of the outpost gathering firewood must make a Luck roll, or they spot the shambling undead approaching and are required to make a additional Sanity check.

**The Stones:** The investigators will find three piles of ten large stones (total of thirty) at the inner base of the outpost's defensive palisade. These are for hurling down on opponents attacking the outpost. Each of these stones weighs about thirty-five pounds and inflicts 2d6 points when thrown from the top of the palisade onto an attacker. Investigators will need to make a successful Throw roll to score a hit with one of these stones. Investigators making a successful Spot Hidden roll will see similar stones scattered all around the outside of the outpost. There are fifteen such stones outside and recovering one for use will require an investigator to spend three rounds retrieving it. Multiple investigators could make quick work of this, gathering valuable ammunition for the coming attack.

**The Dead Storm the Outpost:** Keepers should have between ten and fourteen zombies attack the outpost. Half of the zombies will attack the main gate, using the road up the hillside. They will take three rounds to reach to fort and another round to climb over the gate thus entering the outpost.

The other half will fan out and climb the steep sides of the hill. This will take them six rounds to climb up to the wall of the stockade. At this point they will attempt to batter down a section of the wall. This will take them between one and four rounds (one round plus an additional round per successful Repair roll made to reinforce the wall. Once a section of the wall is breached, the zombies will enter the compound.

A keeper should try to make this battle tense and chaotic while slowly allowing investigators to feel they are gaining the upper hand. The battle should end with most defenders wounded, possibly insane, or if truly unlucky, deceased. By the end of the battle, the investigators should be exhausted. The zombies attack only with this single wave, and if they are dispatched no further attacks are made.

## Part Five: The Whores of the Black Forest

After the zombie horde sets out to destroy the investigators, the coven gathers to celebrate. The location of their shrine is a sacrificial stone table in the dark woods, not far from the trench of open graves. All five cultists will be there, along with a pair of human sacrifices (see below). They will strip naked, dance around the fire, and conduct their ritual to its conclusion. That is, unless the investigators put a stop to it.

**If the investigators have had enough:** The investigators may wish to leave the area after surviving the zombie attack, instead of pushing on after the mysterious rider. If they attempt to leave the area without first dealing with the cultists they find the trails they used to get here are now gone. This will be the work of the Dark Young, using its ability to move trees. It will take investigators several successful Navigation rolls to find their way back to the main road. If they get back to the old legionary camp they will find the whores are gone.

At this point, several Dark Young will begin moving trees around so that the investigators wander about in confusion. The road leading out of the forest will twist and turn never seeming to leave it. The Dark Young will then hunt the investigators down, killing them. The cultists have won, strengthened by their sacrifices. The only way for the investigators to escape the Dark Forest is to defeat the cultists who dwell there.

**Back to the Mass Grave:** As the investigators return to the mass grave in an attempt to pick up the tracks of the mounted rider, the Dark Young returns to further harass them. If investigators are playing the pre-generated characters and either Heroicus or Lothar hasn't been stricken lame yet the evil creature will cast *Lame Animal* spell on it now.

The Dark Young may also cast *Wrack* upon a random investigator, slowing them down. It will not yet attack or reveal itself, as it's smart enough to know that men armed with axes and swords are a threat to it. The creature only wants to spread terror and amuse itself. Besides, it will already be feeling the tug of a summoning spell, knowing that bound sacrifices will be waiting upon the stone table.

**Finding the shrine:** The cultist's shine should be easy for investigators to find. Investigators searching the area around the open graves can find the tracks of the horse. This can only be the mount of the rider who commanded the zombies to rise and attack them. A successful Track roll will lead investigators to a trail. On this trail, they will find the wagon of looted supplies from the caravan. The trail goes on for several miles, from the mass open grave to a clearing

where the cult gathers to make offerings, holy ground consecrated to Shub-Niggurath.



### The Shrine of Shub-Niggurath

Several miles deeper into the forest from the mass grave is a stone table, which the cultists have erected for sacrificial offerings. By the time investigators arrive, the cultists will have built a fire beside it. They will be spending the evening dancing, chanting, and offering prayers to their goddess, The Black Goat of the Woods with a Thousand Young.

Beside this table is a pyramid of thirty-one polished infant skulls; children the cultists have sacrificed in the past. Many of these children were born to the cultists (see below, *The Cult*). Upon the table are five sacrificial daggers, a bowl of burning incense, a clay idol (an image of Shub-Niggurath with inscriptions in Germanium – +3% Cthulhu Mythos) and two human sacrifices (see below, *The Captives*).

The investigators should easily find the shrine – the tracks of the horse lead straight there (the horse is tethered and blindfolded nearby). Keepers should try to pace the scenario so that investigators arrive here at nightfall. If needed, the Keeper can delay investigators with the Dark Young's mischievous interference. The women are so focused on the ritual that they won't notice the investigators' approach.

**The Captives:** There are two people currently on the sacrificial table: a twelve-year-old girl named Thesnela and a ten-year-old boy Vannius. Both are naked and virgins – bound and gagged as well as indefinitely insane from what they have seen so far. Thesnela suffers from catatonia and Vannius suffers from psychosomatic paralysis, rendering both totally immobile. Investigators playing the pre-generated characters will get some additional information: Sigemund instantly recognizes the boy as the son of Sigimir, chieftain of the Atuataci.



**The Cult of Shub-Niggurath:** The Whores of the Black Forest, as the cult is called, have been operating for several decades. They grew in power with the Roman military campaigns, servicing the soldiers serving in the region. Running the military brothel gave them coins, protection, a place where worship (in the form of carnal couplings) could be done, and sacrifices (in for form of children conceived from said couplings). There are currently five members of the cult.

Each of these women is beautiful, dark haired, tall, and in excellent physical shape. They exude sensuality and cannot look upon a man without lust in their eyes. They are all related as well: Agneta and Dagmar are fraternal twins (age 32), Ebba (age 18) is Dagmar's daughter, and Berta (age 19) and Faiga (age 18) are the daughters of Agneta. All are gifted liars and seducers, and skilled at moving about the forest undetected.

Pregnancies are a common occurrence to cult members, due to their profession and method of worship. Any male children produced from a pregnancy in the brothel are sacrificed to Shub-Niggurath as soon as they are born. Infant girls are offered to The Black Goat of the Woods as well, although some are rejected as offerings, and thus spared. These baby girls are then raised and trained in the oldest profession and their family's dark faith. Upon reaching puberty, they join their mothers and sisters as full-fledged members of the cult. Each offering the cult makes is claimed, or rejected, by one of the Black Forest's many Dark Young of Shub-Niggurath.

**The Ritual:** The investigators will recognize the nude dancing worshippers as the whores from the Roman camp. The women lustfully chant, "Ia Ia, Shub-Niggurath, Black Goat of the Woods with a Thousand Young, we make to thee an offering of

flesh and blood! Ia Ia Shub-Niggurath, our dark mother, hear our prayers, accept this humble sacrifice!"

Unless the investigators take quick action, the two captives are doomed. The dancing women soon gather around the stone table, pick up their daggers and offer up the pair of virgins as human sacrifices to The Black Goat of the Woods with a Thousand Young. Investigators witnessing this must make a Sanity Check or lose 1/d3.

**Battling the Cultists:** If attacked, the cultists defend themselves with their spells and daggers. They will also call upon the Dark Young of Shub-Niggurath lurking nearby to help them. The creature will come crashing into the area 2-5 rounds (1D4+1) after it has been called. If investigators are lucky, several of the cultists may already be slain before it arrives. Sadistic keepers may have several Dark Young arrive, as investigators are well armed and in armor. The encounter should be tense and challenging, not irritating and hopeless. Keepers need to be careful not to exert too much pressure on investigators, adjusting the encounter to match the strength (or weakness) of the investigators.

### The Whores of the Black Forest, evil cultists of Shub-Niggurath

**Names:** Agneta, Berta, Dagmar, Ebba & Faiga

STR 14 CON 16 SIZ 13 INT 14 POW 15  
DEX 15 APP 15 EDU 13 SAN 0 HP 15

**Damage Bonus:** +1D4

**Weapons:** Large Knife 70%, damage 1D6+db.

**Armor:** None

**Skills:** Art: Singing or Dancing 60%, Fast Talk 85%, First Aid 55%, Hide 65%, Insight 70%, Listen 55%, Natural World 55%, Other Language (Latin) 35%, Persuade 75%, Seduce Men 75%, Sneak 65%, Spot Hidden 50%, Throw 60%, Cthulhu Mythos 35%.

**Spells:** Bat Form, Bind Enemy, Evil Eye, Mental Suggestion, Stop Heart.

#### Notes on cultists' spells:

- *Bat Form* will be used if they attempt to flee.
- *Bind Enemy* will only be attempted on an investigator who was seduced by one of the whores at the Legionaries camp in Part Two.
- *Evil Eye* is a curse spell, which will be cast by one of the cultists as she attacks with a knife.
- *Mental Suggestion* will be used to command one investigator to attack another. It takes several rounds so might not be successful if investigators launch a fast moving attack.

- *Stop Heart* is a powerful spell, which they can only attempt once due to the high MP cost. Only one cultist will attempt this spell.

**Notes on cultists in melee combat:** In combat, the cultists will start by casting spells but then switch to their large daggers (atop the sacrificial table). Keepers can have them use the large stone table as cover against missile attack (-40% to attacks). If more than half of their numbers are killed, the remaining cultist will attempt to flee the area using the Bat Form spell.

**Reinforcements:** After several rounds, the Dark Young of Shub-Niggurath will enter the clearing and begin attacking the investigators. Everyone in the area will clearly hear the creature approaching, as it roars and thunders forward on its three thick legs ending in cloven hooves. As it emerges, investigators are also assaulted with the beast's vile stench. It slobbers forward, hungering for human flesh and eager to bring its little game to a conclusion.

### Dark Young of Shub-Niggurath

STR 44   CON 16   SIZ 44   INT 14   POW 18  
DEX 16   Move 8   HP 31

**Damage Bonus:** +4D6

**Weapons:** 4 Tentacles 80%, damage db + STR drain  
Trample 40%, damage 2D6 + db.

**Armor:** Hand-to-hand weapons do normal damage; attacks dependent on heat, blast, corrosion, electrical charge, or poisoning have no effect.

**Spells:** Implant Fear, Lame Animal, Wrack.

**Sanity Loss:** 1D3/1D10.

## In Conclusion

If the investigators defeat the cultists and The Dark Young of Shub-Niggurath (possibly more than one), the adventure is over. Things return to normal in the region and the investigators can make up any story they wish. Prefect Sergius is very pleased. He sends additional patrols into the area to make sure the bandits are dispatched, and after finding the investigators story to be true, he rewards them. If investigators are using the pre-generated character, this bonus will be a promotion and two weeks of leave.

If the two captives are rescued, they both turn out to be the children of influential locals. Furtuis, a wealthy Germanic merchant is the father of Thesnelda, the twelve-year-old girl. He is so grateful to the investigators that he gives each one a bag of amber gemstones worth 500 sesterces. Furtuis and his entire family become Roman citizens within a year.

Sigimir, the father of the ten-year-old boy Vannius, is a powerful Germanic chieftain of the Atuataci tribe and a staunch opponent of the Roman influence of the region. The return of his kidnapped son by Roman soldiers comes as quite a surprise. This event changes Sigimir's mind about the Empire and he becomes a strong supporter of Rome. This political shift further stabilizes the region and brings even great prosperity to all. In gratitude, Sigimir gives each of the investigators a beautiful sword (decoratively crafted and worth 200 sesterces), a fine horse (worth 2000 sesterces), and a comely slave (App 15).

### Sanity Awards

- For defeating the zombie warriors: 1D8
- For each cultist killed: 1D3
- For defeating the Dark Young of Shub-Niggurath: 1D10
- For each human sacrifice rescued children: 1D4

## Pre-generated Investigators

The following six pages contain pre-generated investigators that are designed to be used in this adventure. Permission is granted to copy these pages for personal use.

## Caeso Fufius Sura

Age 24, Male, Centurion

Birthplace: Arabia Magna

Social Class: Plebs (Commons)

Languages: Latin 70%, Germanian 11%.

Characteristics & Rolls							
STR	15	DEX	12	INT	14	Idea	70%
CON	16	APP	10	POW	13	Luck	65%
SIZ	16	SAN	65	EDU	14	Know	70%

Damage Bonus: +1D4

Hit Points: 16

Magic Points: 13

**Skills with Additional Points:** Climb 52%, Dodge 32%, Empire 40%, First Aid 50%, Jump 40%, Natural World 25%, Own Kingdom (Germania) 11%, Spot Hidden 40%, Status 45%, Tactics 61%, Write Language (Latin) 30%.

Weapons													
<i>melee</i>	%	<i>damage</i>	<i>hnd</i>	<i>rng</i>	<i>#att</i>	<i>hp</i>	<i>missile</i>	%	<i>damage</i>	<i>rng</i>	<i>#att</i>	<i>shots</i>	<i>hp</i>
Fist	50	1D3+db	1	touch	1	n/a	Pilum	70	1D8+db	25 yds	1	1	20
Grapple	25	special	2	touch	1	n/a							
Head	10	1D4+db	1	touch	1	n/a							
Kick	40	1D6+db	0	touch	1	n/a							
Gladius	75	1D6+1+db	1	medium	1	20							

**Equipment:** Backpack, small tent, shovel, small hammer, mess kit, bedroll, water skin, whetstone, tinderbox, set of dice, writing journal, quills (5), ink.

**Sesterces:** 30 on hand.

**Weapons:** Gladius & scabbard, Pilum.

**Armor:** Lorica Segmenta (8 points), Medium Shield (Parry 45%, 25 HP), Helmet.

**Background:** Born in Arabia Magna, you joined the legions at the earliest possible age to make a better life for yourself. That seems like a lifetime ago. You are now a hardened veteran; stationed in Germania for almost nine years. You've seen it all in your time here: victory and defeat, battles and routes. Nothing surprises you anymore. You were here six years ago during the campaigns to root out the barbarians from the Dark Forest. Many good men died fighting back then, and you lost a lot of friends. You try not to make friends anymore. You've begun counting the days until you can retire; you know that's bad luck, but who cares?

## Sheridan of Aquitania

Age 20, Male, Cavalry

Birthplace: Aquitania, Gaul.

Social Class: Plebs (Commons)

Languages: Latin 75%, Germanian 16%.

Characteristics & Rolls							
STR	14	DEX	12	INT	16	Idea	80%
CON	15	APP	11	POW	13	Luck	65%
SIZ	13	SAN	65	EDU	15	Know	75%

Damage Bonus: +1D4

Hit Points: 14

Magic Points: 13

**Skills with Additional Points:** Animal Training (Horse) 30%, Drive 40%, Empire 40%, Fast Talk 30%, First Aid 50%, Jump 50%, Listen 55%, Natural World 30%, Ride 75%, Spot Hidden 40%, Status 35%, Tactics 31%, Throw 40%, Track 45%.

Weapons													
<i>melee</i>	%	<i>damage</i>	<i>hnd</i>	<i>rng</i>	<i>#att</i>	<i>hp</i>	<i>missile</i>	%	<i>damage</i>	<i>rng</i>	<i>#att</i>	<i>shots</i>	<i>hp</i>
Fist	50	1D3+db	1	touch	1	n/a	Sh. Spear	65	1D6+db	15 yds	1	3	15
Grapple	25	special	2	touch	1	n/a							
Head	10	1D4+db	1	touch	1	n/a							
Kick	25	1D6+db	0	touch	1	n/a							
Long Sword	70	1D8+db	1	long	1	20							
Sh. Spear	65	1D6+db	1	long	1	15							

**Equipment:** Backpack, small tent, wooden stakes, small hammer, bandages, mess kit, bedroll, water skin, whetstone, tinderbox, saddlebags, saddle, horse feed, horse brush.

**Mount:** Fine well trained stallion.

**Sesterces:** 30 on hand.

**Weapons:** Long sword & scabbard, three short spears.

**Armor:** Leather & Rings (5 Points), Helmet.

**Background:** Born in Gaul to a well-placed family, you joined the legions for a chance to travel and see the world. Army life is not all you had hoped for. Still, the pay is good and when you retire, you'll get land and a pension. Your dream is to retire to a ranch in Gaul, breeding and training horses, living the good life. Until then, you do your job and do it well. You enjoy battle, love your mount (a stallion called Heroicus), and really hate being stationed in Germania.



## Vibius Vatinius Matho

Age 18, Male, Centurion

Birthplace: Rome

Social Class: Plebs (Commons)

Languages: Latin 85%, Germania 41%.

Characteristics & Rolls							
STR	14	DEX	11	INT	12	Idea	60%
CON	12	APP	11	POW	12	Luck	60%
SIZ	14	SAN	60	EDU	17	Know	85%

Damage Bonus: +1D4

Hit Points: 13

Magic Points: 12

**Skills with Additional Points:** Accounting 10%, Bargain 15%, Climb 45%, Empire 60%, Jump 60%, Other Kingdoms (Germania) 45%, Persuade 45%, Spot Hidden 60%, Tactics 51%.

Weapons													
melee	%	damage	hnd	rng	#att	hp	missile	%	damage	rng	#att	shots	hp
Fist	50	1D3+db	1	touch	1	n/a	Pilum	75	1D8+db	25 yds	1	1	20
Grapple	25	special	2	touch	1	n/a							
Head	10	1D4+db	1	touch	1	n/a							
Kick	25	1D6+db	0	touch	1	n/a							
Gladius	80	1D6+1+db	1	medium	1	20							

**Equipment:** Backpack, small axe, 12 wooden stakes, mess kit, bedroll, water skin, whetstone, tinderbox, bundle of letters from family.

**Sesterces:** 50 on hand.

**Weapons:** Gladius w/ scabbard & baldric, 1 Pilum.

**Armor:** Lorica Segmenta (8 points), Medium Shield (Parry: 50%, 20 hit points), Helmet.

**Background:** You're a new recruit, transferred here seven months ago. From a highly placed family in Rome, you are hoping to move up through the ranks until you command a legion of your own. This is just the start of your glorious career, carrying out the will of Caesar and spreading the glory of the Empire. You've established yourself as the best swordsmen stationed at this outpost, but you have yet to see any action. You hope your wealthy and powerful uncle wrote your commander, like he promised. He was going to send him a letter asking him to make sure you got some battlefield experience. You'll need a few commendations under your belt so he can start pulling strings to get you promoted.

## Heorowearð

Age 22, Male, Auxiliary

Birthplace: Germania

Social Class: Latins

**Languages:** Latin 21%, Germanian 85%.

Characteristics & Rolls							
STR	15	DEX	14	INT	11	Idea	55%
CON	15	APP	6	POW	14	Luck	70%
SIZ	16	SAN	70	EDU	17	Know	85%

**Damage Bonus:** +1D4

**Hit Points:** 16

**Magic Points:** 14

**Skills with Additional Points:** Climb 59%, Empire 50%, First Aid 45%, Hide 35%, Jump 45%, Listen 40%, Occult 25%, Ride 25%, Sneak 55%, Tactics 31%, Throw 45%, Track 40%.

Weapons													
<i>melee</i>	%	<i>damage</i>	<i>hnd</i>	<i>rng</i>	<i>#att</i>	<i>hp</i>	<i>missile</i>	%	<i>damage</i>	<i>rng</i>	<i>#att</i>	<i>shots</i>	<i>hp</i>
Fist	70	1D3+db	1	touch	1	n/a	Bow	75	1D8	60 yds	1	24	10
Grapple	25	special	2	touch	1	n/a							
Head	10	1D4+db	1	touch	1	n/a							
Kick	25	1D6+db	0	touch	1	n/a							
Gladius	75	1D6+1+db	1	medium	1	20							

**Equipment:** Backpack, small axe, 12 wooden stakes, mess kit, bedroll, water skin, whetstone, tinderbox, 25 feet of rope, large sack, spare bowstring.

**Sesterces:** 10 on hand.

**Weapons:** Gladius & sheath, bow, quiver, 24 arrows.

**Armor:** Chainmail (7 points), Helmet.

**Background:** You are a large man, a well-trained warrior known for prowess in battle and courage in the face of death. What you are most known for is the horrible scars you carry on your face and body. They give you a fearsome, almost frightening appearance. When the Romans first came to this region, your tribe fought against them. After quickly being defeated by the legion, you and many others were taken prisoner. All of you were well treated and soon released as a gesture of good will towards your chieftain. He was so impressed by that act that he became one of the first local warlords to make peace with the Romans. You were so impressed that you joined the legions as an Auxiliary trooper not long later. No one in the ranks comments on your face; the same cannot be said back at your village.

## Sigemund

Age 20, Male, Barbarian

Birthplace: Germania

Social Class: Peregrini (Foreigners)

Languages: Latin 10%, Germanian 75%.

Characteristics & Rolls							
STR	15	DEX	10	INT	14	Idea	70%
CON	14	APP	8	POW	10	Luck	50%
SIZ	15	SAN	50	EDU	15	Know	75%

Damage Bonus: +1D4

Hit Points: 15

Magic Points: 10

**Skills with Additional Points:** Animal Training (Dog) 50%, Climb 45%, Empire 11%, Fast Talk 25%, First Aid 31%, Hide 30%, Jump 45%, Listen 45%, Ride 45%, Sneak 50%, Track 70%.

Weapons													
<i>melee</i>	%	<i>damage</i>	<i>hnd</i>	<i>rng</i>	<i>#att</i>	<i>hp</i>	<i>missile</i>	%	<i>damage</i>	<i>rng</i>	<i>#att</i>	<i>shots</i>	<i>hp</i>
Fist	50	1D3+db	1	touch	1	n/a	Sh. Spear	65	1D6	25 yds	1	2	15
Grapple	25	special	2	touch	1	n/a							
Head	10	1D4+db	1	touch	1	n/a							
Kick	25	1D6+db	0	touch	1	n/a							
Ax	65	1D6+db	1	medium	1	15							
Sh. Spear	65	1D6+db	1	long	1	15							

**Equipment:** Backpack, 20 feet of rope, skin of oil, small axe, five days worth of food, 12 strips of dried oxen (for “Lothar”, see below), 3 furs for bedding, bowl, water skin, bandages, war horn.

**Animals:** 1 trained war dog named “Lothar” (bite 40%, damage 1D4; 2 point leather armor).

**Sesterces:** 20 on hand.

**Weapons:** Two Short Spears.

**Armor:** Leather & Scales (6 points), Medium Shield (Parry 45%, 20 hit points), Helmet.

**Background:** You pose as a hunter and a mercenary, living near the Roman’s military base. You’ve managed to befriend a fair number of them. You have even impressed the local prefect, Sergius, so much that you’ve been hired from time to time to assist their troops and sympathizers. Your real reason here is not what anyone thinks it is – you’re a spy. Your true master is Sigimir, chieftain of the Atuataci and secret leader of the local anti-Roman resistance. For months now you’ve been learning all you can about the Romans and sending back reports to your chieftain. What you’ve learned has not been good. You find the Romans well trained and competent soldiers, well equipped and disciplined. You are sure that Sigimir’s warriors cannot hope to overcome the local Roman garrison, even without the reinforcements they would surely send for. For now, you know your life depends on being what you seem to be: a helpful local mercenary. Your one true love in life is the bitch Lothar, a fearsome war dog. You hand raised her from a pup and trained her yourself.

**Eadgar**

Age 17, Male, Auxiliary

Birthplace: Germania

Social Class: Latins

Languages: Latin 51%, Germanian 80%.

Characteristics & Rolls							
STR	16	DEX	14	INT	14	Idea	70%
CON	15	APP	11	POW	13	Luck	65%
SIZ	16	SAN	65	EDU	16	Know	80%

Damage Bonus: +1D4

Hit Points: 16

Magic Points: 13

Skills with Additional Points: Climb 50%, Empire 50%, Hide 30%, Jump 25%, Listen 50%, Other Kingdoms (Uncontrolled Germanic Regions) 21%, Ride 35%, Sneak 60%, Spot Hidden 50%, Tactics 31%, Track 35%.

Weapons													
melee							missile						
	%	damage	hnd	rng	#att	hp		%	damage	rng	#att	shots	hp
Fist	50	1D3+db	1	touch	1	n/a	Sh. Spear	70	1D6	25 yds	1	2	15
Grapple	25	special	2	touch	1	n/a							
Head	10	1D4+db	1	touch	1	n/a							
Kick	25	1D6+db	0	touch	1	n/a							
Long Sword	75	1D8+db	1	long	1	20							
Sh. Spear	70	1D6+db	1	long	1	15							

Equipment: Backpack, small hammer, small tent, mess kit, bedroll, water skin, whetstone, tinderbox, 25 feet of rope, large sack.

Sesterces: 30 on hand.

Weapons: Long sword & scabbard, two short spears.

Armor: Chainmail (7 points), Helmet.

Background: You are a young Germanic warrior, proud of your new Roman citizenship. You serve the legions as a scout, and enjoy being a soldier. Your family was very poor before you joined up, but now they are living much better with your income. You hope one day to travel to Rome to see its wonders. You try to learn as much as you can about the Empire you are not a part of, and are slowly mastering Latin. Your dream is to leave the legion one day with a big fat pension and some land outside of Rome. You're also a little embarrassed when the soldiers start talking about women, because you've never been with one. The Black Forest is a dangerous, haunted place full of bears, wolves, and worse. Many poor people have vanished gathering sticks there.

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# Chapter 4: A Brief Guide To The Province Of Britannia

For 367 years, the lands of Britain were known as Britannia, a province of the Roman Empire. Roman influence with the Britons began during the waning days of the Republic and ended as the Empire began to crumble. Its early history is one of fierce resistance to its Roman masters, as the proud Celtic people sought to regain their independence. In time, that spirit was tempered as divided tribes who often warred against one another were forged into a single people. The Britons developed a single ethnic and national identity as Roman citizens. As the centuries went on, things were not always easy: the province was threatened by its northern neighbors and pulled into the political turmoil that wracked the empire. In the end, they remained part of the empire until the glory that was Rome lay gasping on its deathbed. Britannia never threw off the chains of Roman domination; rather they were left to wither on the vine by an empire that could no longer protect them.

“Beyond” was the other Britannia, where mystical races lived before mankind’s arrival and still lived just beyond the veil of our reality: A land where fairies and goblins misplaced shoes, soured milk, and made babies cry for no reason; where druids sacrificed captives and criminals to the Children of the Earth Mother. A land where Bards carried the secrets of the universe in

perfect memories and weaved enchantments with songs and stories. A place filled with savage warriors who hung severed heads from their belts to invoke dark powers of valor and chaos. A place where maidens were seduced to dance the night away with handsome princes who were something more than human and something less than gods. This was the land that the common Roman centurions at first refused to invade; the legions mutinied rather than cross the sea. Few wished to campaign in a land filled with magic and monsters beyond the edge of the known world. Welcome to the province of Britannia.



## Britannia Timeline

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Starting in 55 BC and lasting until about 410 AD, the history of Britannia is vast, colorful, and at times tragic. Presented here are just a few of the important events. Players and keepers are encouraged to do further research in order to get a more complete picture of the complete story of Roman Briton.

**55 BC:** Julius Caesar sends a reconnaissance expedition to Britannia to explore the possibility that the Britons assisted the Gallic resistance.

**54 BC:** Julius Caesar returns to Britannia with a larger military force. He establishes client rulers, takes hostages, and exacts tribute from the Britons.

**34, 27, and 35 BC:** Caesar Augustus begins plans to invade Britannia but circumstances prevent this, and Britannia and the Roman Empire settle into a relationship of trade and diplomacy.

**39 – 40 AD:** The planned invasion of Britannia by Caligula falls apart before leaving Gaul – the legions are fearful of crossing the ocean and campaigning at the edge of the earth.

**43 AD (Birth of the Province):** With the aid of a fugitive of the Atrebates tribe, Verica, Rome launches a full invasion of Britannia, defeating the Catuvellauni tribe and their allies, and capturing their capital Camulodunum. South Britannia is secured and treaties are made with various tribes.

**43 AD – 51 AD:** The Romans deal with various revolts, uprisings, and guerrilla wars. Troublesome tribes include the Silures, Deceangli, and Ordovces, with minor revolts by the Brigantes and Iceni. Their most skilled adversary is the Catuvellauni leader Caratacus.

**51 AD:** Roman Governor Publius Ostorius Scapula lures Caratacus out of hiding and into open battle. He is defeated but not captured, and he flees to seek refuge among the Brigantes tribe, but is betrayed and handed over to the Romans by their Queen Cartimandua. Ironically, her ex-husband Venutius replaces Caratacus as leader of the native resistance to Roman rule.

**60 - 61 AD:** As Governor Gaius Suetonius Paulinus is leading an army in Wales, Queen Boudicea of the Iceni tribe leads a revolt. Allied with the Trinovantes tribe, her army burns three Roman cities to the ground before being defeated. Boudicea is said to poison herself after the final battle. The crisis is so great it causes the Emperor Nero to consider abandoning the province altogether (see The Boudican Uprising).

**69 AD:** Civil war grips the empire. Weak governors lose control of the legions stationed in the province and the rebel leader, Venutius, uses this to his advantage. He launches an attack, driving the Romans south and leaving him in control of the north.

**70 AD:** Vespian, a former soldier from the II Legion, who campaigned in the invasion of Britannia, becomes emperor. He quickly begins dealing with a variety of crises, including the “retaking of Britannia.”

**71 - 74 AD:** Quintus Petillius Cerialis, the newly appointed Governor of Britannia, launches a military campaign north against the Venutius and the Brigantes. Much lost territory is regained.

**78 – 84 AD:** Gnaeus Julius Agricola, the new governor of the province, launches a further campaign north against the Brigantes, building on his predecessor’s success. Leading the XX Legion, he pushes further north than any Roman army in history, defeating the Caledonians in 84 AD at the battle of Mons Graupius. While the high mark of the Roman advance in Britannia, this border is quickly pulled south to a more defensible position and Agricola is recalled to Rome.

**105 AD:** The stable northern border with Caledonia begins to collapse as northern tribes push south. Roman fortifications are destroyed, either by the attacking Caledonians, the fleeing Romans to deny them to the enemy, or both.

**122 AD:** The emperor Hadrian arrives in Britannia on his tour of the empire. He orders a defensive fortification to be built across the Caledonian frontier in an effort to stabilize the border.

**130 AD:** Hadrian’s Wall is completed, taking eight years to construct (see Hadrian’s Wall).

**142 AD:** Rome advances once again into Caledonia, pushing the borders north of Hadrian’s Wall. A new defensive fortification called Antonine’s Wall is constructed.

**155 – 157 AD:** The Brigantes revolt causes troops to withdraw from captured Caledonian territory. Antonine’s Wall is briefly reoccupied in 163.

**164 AD:** The northern border of Britannia re-stabilizes at Hadrian’s Wall.

**180 AD:** Open warfare comes to the province as Hadrian’s Wall is breached and its commander is killed.

**184 AD:** Ulpius Marcellus is appointed the governor of Britannia and wins a new peace, but is plagued by riots, insubordination, and outright mutiny by his own troops.

**193 AD:** The assassination of Emperor Pertinax sparks a civil war in the Empire. Clodius Albinus, governor of Britannia, makes a play for the throne.

**195 AD:** Clodius Albinus crossed into Gaul in force, meeting rival Septimius Severus in battle. Clodius's army is defeated and he commits suicide. During his absence from Britannia, the north erupts into chaos and steadily deteriorates.

**207 AD:** The new Emperor Severus arrives in Britannia with a force of 20,000 men to restore order. Most tribes immediately sue for peace.

**210 AD:** Emperor Severus restores the northern border at Hadrian's Wall, but is unable to lure the Caledonians, who constantly launch raids against his forces, into open battle. He also divides the province in half (upper and lower Britannia) in an effort to limit the power of rebellious governors.

**Middle 3rd Century:** The empire is plagued by rebellion and barbarian invasion. Britannia avoids these problems, but suffers economic inflation.

**259 – 274 AD:** Britannia breaks away from the empire as part of the Gallic Empire when Postumus attempts to secede from the empire. Aurelian reunites the Empire fifteen years later.

**278 AD:** The governor of Britannia attempts to rebel. A force of Burgundian and Vandal irregular troops, who crossed the channel, quickly squelches these plans and restores order.

**280 AD:** Construction begins on a series of coastal fortifications in Britannia to defend against Irish, Saxon and Attacotti attacks

**286 AD:** Accused of keeping pirate booty for himself, fugitive naval commander Marcus Aurelius Carausius flees to Britannia where he declares himself Emperor of Britannia and northern Gaul.

**288 AD:** An invasion to unseat Carausius fails, and an uneasy peace settles in as the renegade commander attempts to legitimize his position.

**293 AD:** The matter is settled when a second offensive is launched against the "Emperor of Britannia and Northern Gaul." The rebel port of Boulougne is besieged, and Carausius is betrayed and murdered by his treasurer Allectus. Allectus attempts to pick up where his former master left off, but is quickly defeated in battle.

**306 AD:** Emperor Constantius Chlorus lands in Britannia and pushes north, winning a great battle. Unfortunately, he dies shortly thereafter.

**350 – 353 AD:** Britannia sides with Flavius Magnus Megnetius in his bid to become Emperor. He is defeated in 353 at the battle of Mons Seleucuc, falling on his sword when faced with defeat. This leads to a witch hunt to ferry out his supporters throughout the province.

**367 AD:** Threatened by outside attack and with the military in disarray (especially at Hadrian's Wall), a

string of military and civil reforms are passed to deal with "The Great Conspiracy."

**383 – 384 AD:** Yet another usurper named Magnus Maximus crosses the channel and launches a successful campaign against the Scots and the Picts (earlier called the Caledonians). However, his continental goals cost the province troops, as they are transferred out of Britannia. This leads to increased attacks and even an invasion of Wales by the Irish.

**388 – 410 AD:** Barbarian invasion of Britannia increases, yet at the same time the Roman military is slowly being transferred off the island to fight in conflicts on the continent. Increasingly, calls for help go unanswered until it is clear that the province has been abandoned. The Empire is gone and the Britons stand alone.





## **Military Forces**

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During the early days of ruling the province, the Roman military had their hands full. The resistance led by the Catuvellauni king Caratacus, the devastating rebellion of the Icenii Queen Boudicea, and other uprisings by various Celtic tribes insured the province would always have a strong military presence. As the south of Britannia grew quiet and peaceful, the north got hot. Troops were still needed to defend the province against incursions from Hibernia (Ireland) and Caledonia (Scotland).

Three full legions, along with numerous auxiliaries units, were permanently stationed in the province. These were the II Augusta Legion, the VI Victrix Legion, and the XX Valeria Victrix legion. Of these legions, the II Augusta, under the command of Vespasian, took part in the initial invasion of Britannia in 43 AD. The XXth Valeria Victrix took part in putting down the Boudican Revolt in 61AD and had been stationed in the province since at least that time. Two other legions from that early period were the IX Hispana and the XIV Gemina, although they were withdrawn from Britannia and not part of the home garrison.

Much like the Germanians, the warlike Celts had a proud warrior tradition. Many Romanized Celts joined the legions and served as auxiliary troops. This term of military service helped them earn Roman citizenship for themselves and their families.

**Legions permanently stationed in Britannia:** Legio II Augusta, Legio VI Victrix, Legio XX Valeria Victrix

**Legions that served in Britannia:** Legio IX Hispana, Legio XIV Gemina

## **Britannia Stands Alone**

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In the 4th century, the empire was beginning to unravel and contract in on its center. The legions in Britannia also now had to defend against Germanic invasion, including the Saxon invasion of Britannia. These pressures on the Empire, as well as the desperate need for reinforcements elsewhere, led to troops being withdrawn from the province and redeployed away from Britannia. As their enemies closed in around them, the Britons called to Rome for help but these requests would be ignored. Britannia was left undefended, its people abandoned and its future uncertain, as the Dark Ages began.

## **Us, Them, and the Others: Three Roads to War in Britannia**

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Britannia is many different things to the Empire: a valuable market, a source of raw materials, and a source of national pride. It also was not an easy place to administer and defend. Britannia was threatened by

its neighbors to the north and populated by numerous potentially rebellious tribes. The governor needed to be a man skilled in military tactics as well as politics and diplomacy. Such men were not always easy to find, but some of Rome's greatest leaders were at one time governors of Britannia. This created a unique situation in the empire, giving it three different paths to war.

The first path was outside invasion. The Hibernians (Irish) and Caledonians (Scots) from the North would sometimes push south looking for plunder. When this happened, the legions were there to defend the province. The legions maintained fortifications against such incursions (see Hadrian's & Antonine's Walls). We'll call this path "the Others."

The second path to war was native rebellion. Tribes would band together and launch armed rebellions in hopes of throwing off the chains of what they considered Roman oppression. These wars were often harder to put down, as both military and political solutions to the issue would be pursued (as local tribal loyalties would need to be determined). We'll think of this path to conflict as "Them."

The last path to conflict we'll call "Us." The empire needed to appoint a skilled politician and military commander as governor of Britannia, just to make sure the territory remained intact. However, by doing this they gave such a person three legions to command and a wealthy province to govern, with an ocean barrier between them and the rest of the Empire. The sort of man who could effectively rule the province was often the ambitious sort. More than one governor of Britannia got the idea that they'd be better off ruling over an independent territory, and attempted to secede from the empire.

## **Economy**

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Long before the Romans came to Britannia the land was known for its mineral wealth. In the 4th century BC, the Greeks and Carthaginians journeyed to Britannia to trade for tin. Their name for Britannia was Cassiterides, or the Tin Islands. By the time Britannia became part of the Roman Empire, their exports of tin to the Mediterranean had fallen off considerably, due to more accessible deposits in Iberia. However, tin was only a small part of what Britannia had to offer.

The Province of Britannia exported a wide variety of mineral products such as gold, silver, iron, lead, marble, and pearls. The empire was also supplied with animal pelts, timber, wool, grain, fine hunting dogs, and of course slaves from the island province. But almost as important as the exported raw materials, Britannia was an important market for Roman goods. Commonly imported items found in Britannia markets were olive oil, pottery, glassware, and fruit.

Trade into and out of the province made it an important part of the empire. Trade meant tax revenues and

Britannia produced a fair amount. The province was also the launching point for international trade, as custom offices and officials stationed on Hadrian's Wall attest to. Caledonia, the occasional enemy of Roman Britannia, was also a trading partner.

## Native Peoples

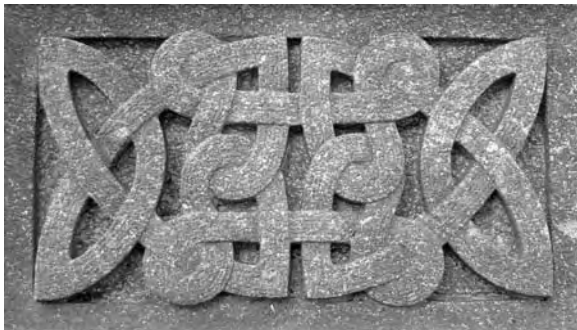
At the time of the Roman invasion of Britannia the land was occupied by the Celts. The Celtic people were a people only in name. They were actually dozens of separate warlike tribes who fought one another as often as they battled outsiders. The Celts were basically an agricultural people, raising crops when not at war with one another. Each tribe was made up of a number of clans, or family groups. Tribe and clan were very important to the average Celt, as it told you who were, who your friends were, and most importantly who your enemies were.

**Southern Tribes:** Dumnonii, Durotriges, Cantiaci, Dobunni, Trinovantes

**Central Tribes:** Iceni, Catuvellauni, Cornovii, Coritanni

**Welsh Tribes:** Silures, Ordovices, Deceangli, Demetae

**Northern Tribes:** Brigantes, Parisi



## Celtic Culture

One thing the tribes had in common was an identical set of religious beliefs (see below) and cultural traditions. The Celts had a strong warrior culture, with each warrior striving to outdo the other in heroics and valor. Weapons and armor were highly decorative, but often warriors would go into battle naked, painted and screaming like madmen. What better way to be noticed as the hero you were? It was a mindset and tactics like this that kept the Celtic tribes from ever fully uniting against the Romans.

Their warlike nature seems at odds with other aspects of their culture. The Celts had a political system of elected chieftains, and laws that protected the rights of women and children. They loved poetry, music, and the arts. Celtic metallurgy was some of the best in the world. This did not stop them from the practice of headhunting; a Celtic warrior often wore the severed head of an enemy on his belt. Such trophies were often mounted outside a home to bring good luck, and as a sign of status to the warrior's clan.

## Celtic Women

Another important difference between Celtic and Roman culture was the status of women. To the Romans, a woman was little more than a servant in your house, to be married off in order to solidify family allegiances. A woman owned nothing, controlled nothing, and made no real decisions. These were left in the capable hands of her father, brother, uncle, or husband.

To the Celts, women were considered equals to men. They could own, sell, and inherit property. Women could choose their own husbands and the rights of their children were protected by law. A woman could be a warrior, a hero, and even a leader. These rights were clearly understood among Celtic tribes. Unfortunately this cultural difference between the Romans and Celts would spark one of the bloodiest periods of Britannia's (and British) history, the Boudican Uprising (see below).

## Celtic Language

The Celtic people at the time of the Roman conquest spoke Brythonic, one of the six Celtic languages. Brythonic would later give rise to the Welsh, Cornish, and Breton languages. To the north in Caledonia (Scotland), Ireland, and the Isle of Mann, the language spoken was called Goidelic, another Celtic tongue.

## Britannia Names

Keepers wishing to expand play in Britannia as well as players wishing to have native born Celtic investigators will likely need a good supply of Celtic names. Here is a good selection of suitable Celtic names.

### Male Britannia Names

1- Abelionni	21- Cadeyrn	41- Euguein	61- Lug	81- Riordan
2- Abellio	22- Caedmon	42- Felim	62- Lugovalos	82- Ruaidhir
3- Agro	23- Caermgen	43- Finbar	63- Lugus	83- Sedna
4- Alaios	24- Calvagh	44- Gahareet	64- Mabon	84- Sellic
5- Alan	25- Cathaoir	45- Goban	65- Maponos	85- Taranis
6- Alaunos	26- Catigern	46- Grannus	66- Mider	86- Teutorix
7- Alban	27- Cattegrin	47- Gwalchma	67- Midhir	87- Tiarnan
8- Anlon	28- Cernuunos	48- Ibor	68- Mogue	88- Treon
9- Aodh	29- Cocidius	49- Irial	69- Molaise	89- Tristand
10- Aonghus	30- Comgal	50- Jarlath	70- Morcant	90- Tristor
11- Arlen	31- Corann	51- Jodoc	91- Tuathal	71- Murcha
12- Arthmael	32- Cunobelinus	52- Kedeherm	72- Nemausus	92- Tuierann
13- Bedivere	33- Cuntotigernos	53- Kellach	73- Odhran	93- Tullich
14- Bedwyr	34- Dagda	54- Kenncoh	74- Osheen	94- Uillen
15- Bedwyr	35- Declan	55- Koun	75- Otteran	95- Uisnech
16- Belenus	36- Dei	56- Kyndeyrn	76- Peredur	96- Ultan
17- Borvo	37- Dumno	57- Leucetius	77- Piran	97- Urien
18- Breanainn	38- Eoghan	58- Lewy	78- Prasutagus	98- Vercingetorix
19- Brennus	39- Esugenius	59- Lithgean	79- Reardan	99- Vigean
20- Bresal	40- Eudeyrn	60- Llwyd	80- Regol	100- Vindex

### Female Britannia Names

1- Aifric	21- Ciannata	41- Edna	61- Lendar	81- Samhaoir
2- Aine	22- Ciar	42- Eimer	62- Lethann	82- Scianth
3- Aisling	23- Cliona	43- Elva	63- Liadian	83- Sinna
4- Anabla	24- Corderg	44- Ethil	64- Liban	84- Slania
5- Anga	25- Corlaith	45- Ethna	65- Meave	85- Sorcha
6- Arlene	26- Corocca	46- Eterna	66- Meeda	86- Stroma
7- Athracht	27- Corotica	47- Faimdid	67- Mide	87- Sulicena
8- Bearach	28- Croeb	48- Fann	68- Muireann	88- Talulla
9- Befinn	29- Cron	49- Fenit	69- Naomh	89- Tancorix
10- Bega	30- Cutha	50- Fina	70- Neamh	90- Tathan
11- Bel	31- Damona	51- Finvola	71- Ness	91- Teleris
12- Beth	32- Dana	52- Gormla	72- Ninne	92- Telta
13- Blathnaid	33- Dareca	53- Guinnear	73- Norlene	93- Thola
14- Brigit	34- Decla	54- Hisolda	74- Odarnat	94- Unna
15- Caoilainn	35- Deoca	55- Isleen	75- Orna	95- Vacia
16- Cardixa	36- Devnat	56- Itdiu	76- Osmanna	96- Veldicca
17- Carra	37- Dorean	57- Kaera	77- Rianch	97- Vicana
18- Carthaid	38- Downett	58- Keelta	78- Ronit	98- Voada
19- Ceara	39- Dunla	59- Keenat	79- Rora	99- Voadica
20- Ceithlenn	40- Dympna	60- Laisrian	80- Sabia	100- Wenna

## The Boudican Uprising

Few single events in the history of Britannia had a deeper or more lasting effect on its people, both Roman and Celtic. It forever changed the way the province was viewed by the Empire, and brought Rome to the point of abandoning its claims to the area. While the event was forgotten during the Dark Ages, it was rediscovered by historians in the Renaissance, and it helped shape the national consciousness of the people of Britain ever since. This event is the uprising of Boudicea, Queen of the Iceni.

As previously stated, to understand how the uprising began is to remember a fundamental difference between Celtic and Roman thinking about the status of women in society. To the Romans, a woman essentially had no rights other than what the men in her family granted her. To the Celts, a woman had all the rights of a man; her legal claims were clearly stated and protected by law. This difference in thinking sparked a dispute over a man's last will and testament which, when it was over, cost over 150,000 lives.

### The Cause

Prasutagus, king of the Iceni, lived very well on the money he borrowed from Roman creditors. He was a friend of Rome and an allied chieftain. When he died, he left half of his estate to his two daughters and his wife, Boudicea. He left the half other to the emperor, hoping that this would ensure fair treatment of his family and people, and satisfy his creditors. Unfortunately, he was wrong.

Upon his death, the Romans, motivated by greed and not acknowledging the status women had in Celtic society, ignored the will. The lands and property of the Iceni were confiscated and the nobility treated no better than slaves. Creditors swooped in to call in the debts of Prasutagus. The two royal daughters named in the will were raped, and Prasutagus's widow, Boudicea, was flogged. This spark would soon be burning out of control as Boudicea led the Iceni and their allies, the Trinovantes, in outright rebellion.

### The Uprising Begins

Boudicea was a natural born leader, physically striking with long red hair and regarded as rather intelligent even by her enemies. She quickly was able to gather an army to her cause, and in 61 AD her timing couldn't have been better. The governor Gaius Suetonius Paulinus was currently in northern Wales, assaulting a druid stronghold and fugitive refuge. With him were the commanders of the II Legion, but the legion itself had remained behind. The stage was set for disaster.

## Camulodunum

Boudicea's forces stormed this city, which had been at one time the capital of her allies, the Trinovantes. As her army advanced, the citizens of the city called on a government official named Catus Decianus for help. He sent the city 200 auxiliary troops, Boudicea's army numbered about 100,000 strong. The Celts took the city, burning it to the ground, killing everyone they found there. No prisoners were taken. The city's last defenders held out for two days in the central temple. By now it was clear that the Romans had a serious problem on their hands.

The 5,000 strong IX Legion Hispana rushed to Camulodunum to put down the uprising, while Catus Decianus fled Britannia for Gaul. As the IX legion arrived, the Celtic forces ambushed them. Outnumbered twenty to one, their attempts to save the city failed. Their infantry were slaughtered and only their commander and a small portion of his cavalry managed to escape. By now news had reached Governor Suetonius, who made a mad dash to Londinium. So did Boudicea's army.

## Londinium and Verulamium

Governor Suetonius and his forces arrived in Londinium first. He expected a legion to already be in place preparing the city for attack but found it totally defenseless. The governor quickly looked over the tactical situation and made a hard decision. The city could not be held, not with the numbers he had and the ground he'd have to protect. Suetonius ordered the city to be evacuated and moved his men to a more defensible position. The city would be sacrificed in hopes that the province could still be saved.

Boudicea's army arrived at Londinium to find it ripe for the taking. Londinium was burned to the ground; anyone found within it was slaughtered. Various atrocities are recorded by the historian Dio, detailing impalements of captives, human sacrifice, and mutilations. Once Londinium was destroyed, the rebels turned to the city of Verulamium. Finding it also undefended, they similarly destroyed it.



Casualties from these three cities are estimated to have been about 70,000. Bodicea's forces had by now had doubled in size to about 200,000.

### **Suetonius Prepares**

Suetonius prepared his men for a final battle against Bodicea's forces. He called on all available military forces to rally to his position, gathering to him the XIV Gemina and portions of the XX Valeria Victrix legions. In all he managed to gather about 10,000. The governor also called on the II Legion, whose actual commanders were currently with him from earlier campaigning in Wales.

### **The Disgrace of the II Legion**

The II Legion had been left in the hands of a minor officer named Poenius Postumus. When Postumus received the orders to join Suetonius he ignored them. Claiming he wished to hold his position "in case the rebels turned west." Most understood his true reason was fear of facing such overwhelming odds. The II Legion stayed put, robbing Suetonius of about 5,000 men.

### **The Final Battle**

Suetonius chose good ground, a position that would allow his men to prevent being surrounded. But good tactics might not have been enough, as his 10,000 men were now facing 230,000 Celtic warriors. Bodicea sensed victory, riding upon her war chariot and whipping her troops into battle frenzy with speeches. Suetonius tried to calm his men, urging them to remember their training and hold ranks.

The battle began. The Celts charged, but the Roman line held. Volleys of pilum killed thousands of Celts as they rushed the Romans. Once the pilum were used up, the Romans advanced in a tight wedge formation. The centurions were well trained, well equipped, and well protected by armor and shields. The Celts fought as individuals, charging forward lightly dressed, and often naked. Bodicea's forces were no match for the Romans on the open field, and the Britons turned and fled.

This retreat turned into a rout and disaster. The Celts had stationed their wagons with family, supplies, and spoils of war behind their lines. As their army tried to flee from the advancing Roman soldiers, they crashed into these wagons and became trapped. There was wholesale slaughter, and in the end 80,000 Celts lay dead. With them went the dreams of an independent Britannia. Roman losses are estimated to have been about 400 men.

### **After the Battle**

After her defeat Bodicea is said to have poisoned herself and been given a lavish burial at a secret location. Catus Decianus, the official who failed to protect Camulodunum and fled to Gaul, was replaced. Poenius Postumus, the commander who refused to march the II Legion to join Suetonius, killed himself on hearing of the great Roman victory, falling on his own sword in disgrace. Governor Suetonius, whose actions had saved the province from being abandoned, was also replaced. His judgment was questioned, as this uprising occurred under his governance and his retaliatory actions might spark further conflict.



## Religion, Druids, Bards

### Druids

Among the Celtic peoples of Western Europe, Britain, and Ireland there existed a society of highly educated priests. They served their communities as religious officiates, judges, healers, soothsayers, and advisors. Candidates seeking to become druids needed to spend 20 years in training, during which time they memorized thousands of songs, stories, laws, poems, and histories by heart. Both men and women were allowed to become druids.

A major center of Druidic learning was the Ynys Mon, an isle off the northwest coast of Wales. Druids from all over Europe traveled there to learn their craft and consult with the masters of their society. Called Anglesey Mona Insulis by the Romans, unfortunately this center of culture and learning was also a source of resistance against the empire. In 60 AD, Roman General Suetonius Paulinus invaded Ynys Mon with the intention of wiping out the Druids once and for all. A battle was fought between the druids and the invading Romans, but in the end the sacred groves were burned and Ynys Mon was lost. The attack on the Druids ended when Suetonius was forced to rush back to Briton to put down Bodicea's rebellion.

### Bards

An offshoot of the Druid caste was a group of poets, storytellers, and musicians called Bards. Their purpose was to attend more to the personal spiritual needs of their people and less to the will of the gods. They were teachers, advisors, and spiritual guides. They taught their lessons through singing songs, reciting verses, and playing music, using their art to enlighten their audiences. Bards were sacred; it was taboo to shed their blood. They were said to wield magic through their art. As such, most people wished to stay in their favor and few wished to fall afoul of them. Reputations can be made with a skillfully sung tribute or ruined by a well-worded satire.

### Druidic and Bardic Magic in Cthulhu Invictus

At the Keeper's discretion, both Druid and Bard investigators (and NPCs) can know a number of mythos spells. For Druids these would primarily be spells that deal with nature (Alter Weather, Bless Crop), animals (Summon Fish, Heal Animal), healing (Cure Blindness, Heal), or fortune telling (Augur). Bards would know spells that dealt with influencing reactions (Enthrall Victim, Implant Fear) and music (Pipes of Madness, Siren's Song). Bards also have the ability to cast these spells via their art forms, such

as implanting fear by telling a horrifying tale or entrancing someone with a song or poem.

### Celtic Religion

The Celts worshipped nature, locations (such as sacred springs, groves and hilltops), and a pantheon of Gods. There are many stories about human sacrifice being part of many religious ceremonies. As a number of Elder and Outer Gods have infiltrated the Celtic Pantheon, it seems likely that these stories are true. Some of these Gods are actually powerful Sidhe (see below). Here is a short overview of some of the gods and goddesses of the Celtic Pantheon.

- **Brigid**, "The Triple-Faced Goddess" – Goddess of Healing, Poetry, Skill at Arms, and Creation at the Forge.
- **Ceridwen**, "Mistress of the Cauldron" – Goddess of Wisdom.
- **Cernunnos**, "The Green Man" – God of Nature, Animals and Agriculture. Avatar forms of Nyarlathotep (the Green Man & the Horned Man).
- **Dagda**, "The Good God" – Leader of the Sidhe, Provider, Travel.
- **Lugh**, "Lord of Light" – God of Knowledge, the Arts, and the Sun. Lugh is an aspect of the Elder God Nodens.
- **Manannan** – God of the Sea.
- **Math** – God of Magic, the Night, and Justice.
- **Morrigan**, "Mistress of Nightmares" – Goddess of Nightmares, War, and Love (see below).
- **Tailtiu** – Goddess of Fertility, Heroines, and Womanly Arts.

### The Otherworld

In the Celtic world, there exists another reality just beyond the borders of our own. It is a real place, as real as our world, where the normal rules of time, space, and physics follow a different set of laws. It's called many names such as Tir-n'an-Og, Emain Ablach, or Faerie, but we shall call it the Otherworld.

There are places in our world where the veil between the worlds is thin, and its power bleeds through into our own. In such places, those who are sensitive (POW 15 or higher) can feel something ... strange ... something mystic. If those who are sensitive choose to sleep in such places (such as a ring of toadstools, under an ancient oak, atop a fairy mound), there is a 5% chance per point of POW over 10 that they'll be

physically drawn into the Otherworld. On certain times of the year, such as solstices, equinoxes, or full moons, the barrier naturally thins, doubling or even tripling the chances of a doorway forming between the worlds.

Once there, mortal humans will notice many things. Time flows differently there; sometimes a year in the Otherworld will be only a few minutes in our world. At other times, a century in our world will pass while the investigators spend a single day in the Otherworld. Keepers who wish to send Characters from Cthulhu Invictus into the Cthulhu Dark Ages, Gaslight, Classic 1920s, or Modern setting can easily use the Otherworld as a method for doing so.

While the Celts think of the Otherworld as a place where their spirits go after they die, it is far from a paradise. While beautiful and magical, it can be dangerous and chaotic. Things die in the Otherworld and mortal visitors will not find themselves alone for long. When the first men came to the shores of these lands, they were occupied by another race, a race that fled to the Otherworld in the face of Mankind's invasion. The Otherworld is the realm of the Sidhe.

## The Sidhe

Originally created for the Halloween Horrors II scenario "A Ring of Toadstools," the Tuatha de Danann is reprinted here. They can easily be encountered in the Cthulhu Invictus setting. The power and disposition of each Sidhe varies greatly, with some being noble and kindhearted while others are wicked and spiteful. A few have powers that rival lesser Outer Gods and Great Old Ones, and at least one has managed to elevate herself to that status.

### Tuatha de Danann, Lesser independent race.

The Tuatha de Danann are a nearly extinct race which once possessed a civilization which encompassed nearly all of what would later become known as England, Scotland and Ireland. With the coming of mankind, they were driven out of these lands and forced to retreat into another dimension just beyond our own, a place they called Tir ni Nog. Doorways still exists between these worlds. The ease of using these gates varies with the time of the year and position of the moon; they are easiest to open near the solstice and equinox days, and nights of the new moon.

The Sidhe, as they are also known, appear much like normal humans with a few differences. They tend to be somewhat smaller and possess an otherworldly beauty that easily sets them apart. Fair skins, pale hair, light eyes, and delicate features are common traits among them. Sidhe are a magical people, connected to the weave of magic generated by the

natural world. Tuatha de Danann are essentially immortal, immune to the ravages of illness or time. This does not mean they are invulnerable; they can die from injury and violence.

**Special Abilities:** The Sidhe possess a great deal of magical knowledge. Each knows between 2-4 spells, with 10% (High Kings and Queens) knowing between 3-10 (1D8+2) spells. Sidhe also possess a magical ability called *Weaving*. This allows them to create simple magical effects (i.e., moving small objects, producing sounds, projecting simple illusions, short communication through ESP) by drawing directly upon the magical energy surrounding them. These effects last only a minute or so per use. This ability is less powerful in the world of mankind, costing the Sidhe 3 MP per use. Weaving is much more potent in Tir ni Nog, costing Sidhe only 1 MP per use.

### Tuatha de Danann, Fey Folk From the Land of Eternal Youth.

Char.	Rolls	Averages
STR	3d6	11- 13
CON	3d6+3	12 - 14
SIZ	2d6+3	9 - 12
INT	3d6+3	12 - 14
POW	4d6	14 - 16
DEX	3d6+3	12 - 14
APP	4d6+3	
Move 9		HP 30-31

**Av. Damage Bonus:** None

**Weapons:** Various finely crafted weapons, such as swords, bows and spears (sword, damage 1D8+db; bow, damage 1D8; spear, damage 1D6+db or 1D6 thrown) 51%-70%.

**Armor:** None.

**Spells:** 2-4 spells, 10% of Sidhe know 4-10 spells. Innate magical ability called *Weaving* (see above).

**Sanity Loss:** 0/1D2 Sanity points to see a Tuatha de Danann

## Morrigan, Mistress of Nightmares, One of the Million Favored Ones.

*The Sidhe Queen asked Cernunnos, "What price must I pay to win your favor? I desire more power, power that only you, in your true guise can grant me." The Horned One smiled, caressed her cheek, and said, "You ask my price? I name the burning of three cities and the death of a hundred thousand mortals." The being worshipped as "The Goddess of War" smirked and said, "Oh, I can do that. You have yourself a deal."*

Morrigan began as a very powerful and very cruel Sidhe. The Celts worshipped her as the goddess of war, nightmares, and fatalistic obsessive love. She desired greater power, and influenced the Celts to become more and more warlike. Morrigan was very active among mortal men, taking a more active role in their affairs than most Sidhe. Most of the time this wasn't a positive thing. Eventually she learned that another powerful Sidhe lord named Cernunnos wasn't really a Sidhe, but the avatar of a very dark and powerful being known as Nyarlathotep. Sensing that he was a being who could be dealt with, Morrigan approached him with an offer. He asked for Morrigan to arrange for three cities to be burned and 100,000 lives to be lost, in return he would grant her what she wished. Morrigan appeared to several mortal men in a variety of guises. With whispers and magic, she set events in motion, events that would lead to the Bodicea's Uprising. When the smoke finally cleared, three cities were burned to the ground and more than 100,000 people were dead. Nyarlathotep elevated her to the status of One of the Million Favored Ones.

**Attacks and Special Effects:** Morrigan was once a High Queen of the Sidhe, and had a wide knowledge of magical spells and the potent weaving ability of her people. Now as a Million Favored One, these skills have dramatically increased in power. She now knows about 50 different spells (any the keeper desires) and can employ the weaving ability without spending MP to do so. Her use of the Nightmare spell, her trademark, is not an innate ability, she can use it three times per day without spending any MPs. Morrigan can also pass freely between the Otherworld and the world of men, often seeming to suddenly appear and disappear.

She has the ability to appear however she wishes, often choosing the forms of a raven, a maiden, an old woman, or even her natural appearance as a beautiful Sidhe Queen. If ever pressed into actual combat (an act she is reluctant to do herself), she appears as a beautiful, black haired Celtic Queen, dressed in ornate armor and wielding a sword. This weapon is all black, very ornate and called "The Black Sword of War." Morrigan cannot drop this dread weapon, nor

can it be wielded by anyone but her (seeming to be of incredible weight). Morrigan can strike once per turn with the weapon, with 90% skill. Anyone struck by the weapon is instantly killed unless they beat Morrigan in a MP vs. MP check on the resistance table, using her current MPs). Morrigan can only be harmed using spells or enchanted weapons, and can heal all of her lost hit points by expending one MP.

### Morrigan, The Goddess of War, One of the Million Favored Ones

STR 40    CON 50    SIZ 15    INT 25    POW 45  
DEX 25    Move 20\*    HP 33

\*She can also move instantaneously between the Otherworld and mortal realm.

**Damage Bonus:** +2D6

**Weapon:** Black Sword of War 90%, damage 1D10+db plus POW vs. POW or victim is instantly killed.

**Armor:** 8 points of ornate Celtic style armor. Immune to non-enchanted weapons and non-magical attacks.

**Spells:** Any desired by Keeper, *Weaving* ability without MP cost, *Nightmare Spell* as innate ability three times per day without MP cost.

**Sanity Loss:** None to see her in human or animal form; 1/1D6 if identified or revealed in her true form.

## Personalities of Britannia

Below is a selection of six NPCs keepers can use and investigators can meet while traveling in Britannia. Some are loosely based on actual historical figures, while others are completely fictitious.

### General Suetonius Paulinus

*Roman Governor and General*

**Skills:** Civics 50%, Empire 65%, Persuade 75%, Status 50%, Tactics 80%

A Roman General who was appointed as Governor to Britannia in 59 AD, Suetonius Paulinus led the Romans to victory in subduing the druid stronghold on the Isle of Mona (Ynys Mon). During this campaign he quickly responded to the uprising of Bodicea, Queen of the Iceni. His tactical knowledge led him to make the tough decision of abandoning the cities of Londinium and Verulamium in order to save the province. Suetonius Paulinus led the Romans to victory over Bodicea, his forces being outnumbered more than twenty to one. While he survived the war, he did not survive the political storm that followed, and he was removed from the governorship by Emperor Nero.



## Bodicea, Queen of the Iceni

### *Celtic Queen*

**Skills:** Drive 55%, Natural World 40%, Occult 40%, Persuade 80%, Status 75%,

Widow of the Icenian King Prasutagus, Bodicea was whipped and her were daughters raped after her late husband's will was ignored because it contained the very non-Roman provisions of leaving property to female heirs. This outrage sparked her to lead a massive, and nearly successful, uprising against the Roman authorities in Briton. Bodicea was tall and striking with her long, red hair, and was said to be "very intelligent for a woman" by her Roman adversaries. She was well respected and very charismatic, able to inspire her troops with speeches. She also had good knowledge of folklore and the occult, staging "signs" from the gods to assure her army that their cause was just. When defeated, she took poison to avoid the humiliation of being put on display as a Roman prisoner.

## Gnaeus Julius Agricola

### *Roman Governor and General*

**Skills:** Civics 70%, Empire 60%, Insight 65%, Persuade 75%, Tactics 80%

Starting as a military tribune attached to the 2<sup>nd</sup> legion, this veteran of the Bodicea Uprising would later return to Britannia as commander of the 20<sup>th</sup> legion. His third return to the province would be as its governor in 78 AD, where he made sweeping reforms against corruption, made peace with various tribes, and encouraged a general Romanization of the native Britons. However, diplomacy wasn't his only skill, as he led his forces to general conquest of Caledonia (it wouldn't keep), and launched a brief military expedition into Hibernia (Ireland). Agricola made plans for a general invasion of Hibernia, which never materialized. He also sent ships around the northern coast of Briton, confirming once and for all that the land was in fact an island. Gnaeus Julius Agricola was recalled to Rome in 85 AD, after an unusually long term as governor and never again held a political position (a possible victim of his success and popularity).

## Sellic of the Cantiaci

### *Briton Auxiliary*

**Skills:** Climb 45%, Sneak 40%, Tactics 20%, Throw 60%, Spear 60%, Bow 60%

Sellic comes from a long line of great warriors. When his tribe allied with the Romans, Sellic was at first disappointed; there would be no glory won for his clan in battle. However, the Romans soon started to recruit warriors into their army. While torn between his distrust for the Romans and his desire to prove

himself in battle, Sellic joined the 20<sup>th</sup> Legion. Since that time he's been in several battles against the Caledonians, learning new ways of fighting. He currently patrols the lands north of Hadrian's Wall, often as a mounted scout, assigned to the Pon Aelius Fort (part of Hadrian's Wall). Recently he's been spotting strange figures lurking near the roads, but they seem to vanish as soon as he rides close. Locals are also complaining that "goblins and pixies" are souring their cow's milk, making the chickens lay rotten eggs, and stealing everyone's left shoes. Sellic believes these two events are connected and the next time he sees something he's determined to put an arrow into it, and then go see what it is.

## Velius Dexion

### *Britannia Born Roman Engineer*

**Skills:** Civics 55%, Craft 55%, Natural World 65%, Science (Architecture) 65%, Science (Engineering) 75%.

Dexion is a Roman citizen, a child of Roman settlers, but born in Britannia. He has a good life, designing and building temples, civic buildings, and aqueducts in Londinium and Eboracum. Dexion owns slaves, pays his taxes, is married, and has several children. Recently he's been tasked with designing a new settlement for retired Roman soldiers, complete with a bathhouse, civic center, and roads ... the works. Planning a settlement is every builder's dream, and Velius Dexion is very enthusiastic about the project. The problem is the locale selected for this settlement, a hilltop with a grove of ancient oaks. As a native born Briton, he knows this could be bad news, as the site was sacred to the Druids in days not long past. Being Roman, he knows such ideas are foolish and that he should proceed with his assignment. When things start to go wrong Velius isn't really surprised...

## Talulla of the Demetae

### *Secretly Druid Celtic Woman*

**Skills:** Conceal 65%, Fast Talk 80%, Hide 75%, Occult 65%, Sneak 60%, Cthulhu Mythos 21%

A beautiful woman with a gift for speaking, Talulla is well respected in her tribe and clan. No one really knows what she does for a living; most people are just happy to have her visit their homes, giving her food, shelter and listening to her advice. Most know her to be very wise, very kind, and able to solve almost any problem. She occasionally settles disputes, with somehow all parties coming away satisfied. Talulla would say, "It's a gift, people just respond to me," but it's much more than that. While appearing to be a lovely young woman of maybe twenty, she is actually nearly five times that age. Talulla is a Druid, a keeper of ancient lore and

secrets. While she knows several spells, her youthfulness is not her doing. She is the friend and lover of a Sidhe lord, whom she meets with every midwinter's night. This powerful being uses his magic to keep her from aging. Unfortunately, the Romans are starting to become aware of Talulla, a beautiful, well-respected and unmarried woman who seems to have such influence among her people. They've started watching her closely and are considering imprisoning her on whatever charges they can. If she doesn't meet with her fairy lover on midwinter's night, all the years he's pushed back will come crashing forth, aging her a century in just one night. Just what vengeance the Sidhe Lord would take on the Romans after that is anyone's guess, but it would not be pleasant.

## Important Locations in Britannia

### Camulodunum (Colchester)

Recognized as "the oldest city in Briton," this city was over three thousand years old before the Romans arrived in the area. Originally the capital of the Trinovates tribe, the city became the location of a Roman fortress in 43 AD. The city was the original capital of the province until it was changed to Londinium. Camulodunum was destroyed in 61 AD, the first of three cities to fall during the Boudican Uprising.

### Deva Victrix (Chester)

Deva Victrix was founded by the twentieth legion as a military fortress. Soon the stability and economic opportunities the fortress offered caused the settlement to expand, eventually becoming a major city. Located on the Dee River, and possibly named after the goddess of the river, Deva had a well-developed port. Rumors suggest that when the empire seeks to expand to the shores of Hibernia (Ireland), Deva Victrix will be the port from which the invasion fleet sails.

### Londinium (London)

Founded shortly after the Romans took control of southern Briton, this settlement started out as an economic trading center at a narrow point in the Thames River. Soon it was a thriving metropolitan center, complete with civic buildings, an amphitheatre, baths, a bridge spanning the river, a deepwater pier, and various defensive walls (both landward and seaward). But Londinium had its share of tragedy as well. It was sacked and burned during the Boudican Uprising, then quickly rebuilt only to burn down again in a major fire around 125 AD. The city's population rose and fell because of political and economic influences, but it reached its high point of about 60,000 inhabitants around 140AD. Londinium also was subject to attack from the land

and the sea, and suffered through devastating plagues as well. By the end of Roman rule, in the mid fourth century, the city is little more than an abandoned ruin, remaining so for four hundred years.

### Eboracum (York)

This city started out as a base for the ninth legion during its campaign against the Brigantes tribe in 71 AD. It grew into a fortress overlooking the River Ouse, then quickly gathered civilian settlers attracted to the security and business opportunities the army offered. Soon the city of Eboracum expanded to both banks of the river, complete with a working port. This northern city became a major staging area for Roman military operations in southern Caledonia. Eboracum became a cosmopolitan city and was visited by several Roman Emperors, two of whom even died here.

### Hadrian's Wall

When the Emperor Hadrian visited Britannia in 122 AD, he called for a defensive wall to be built along the province's northern border with Caledonia. In just under eight years the project was completed, the border defended by a wall 80 Roman miles (177 kilometers) long! The wall spans the entire length of the island, from its western to eastern shores. The height of the wall varied from ten to twenty feet and linked a series of fortifications. These forts had gates; some even had customs agents to regulate trade between Caledonia and Britannia, but all of them have garrisons of auxiliary troops (including cavalry). A few names of various forts are: Pons Aelius, Vindobala, Cilurnum, Aesica, Banna, and Aballava. Between 9,000 and 10,000 auxiliary troops manned this defensive line at all times, standard Roman Legions were never assigned to garrison duty. While impressive and effective, sections of Hadrian's Wall are occasionally overrun, allowing for deep incursions by the Caledonians into Roman territory.

### Mythos Location in Britannia: The Severn Valley

In southwestern Britannia there is a valley nestled between several rivers, an accursed place where mysterious things happen with alarming frequency. This is the Severn Valley, one of the most active areas on earth for the Cthulhu Mythos. Here investigators might encounter various sinister cults and the dark things they worship. The Great Old Ones Byatis, Y'gonolac, Glaaki, Yegg-Ha, and Eihort are active in the area, as is the outer god Shub-Niggurath in its avatar form of The Keeper of the Moon Lens. Inhuman creatures called Blessed of Shub-Niggurath are also found in the area.

The following scenario, "A Mortal Harvest," takes place in this area. It centers on the lake where Glaaki



dwells. In certain Mythos chronologies, the Great Old One Glaaki doesn't arrive on earth until the 1600s. The entity is said to come to earth in the center of a meteor, which then formed a crater lake. In this scenario the actual date is much earlier, during the pre-history of Britannia.

## **Sinister Seeds**

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### **A Thousand Deaths**

Morrigan, Goddess of War, appeared before Poenius Postumus, the acting commander of the 2<sup>nd</sup> Legion. He had just received orders to move his men out and join the gathering Roman forces to make a last stand against Bodicea. She told him "If you lead your army out, you'll die forgotten, but if you refuse the order, not a single one of your men will die tomorrow and your name will live forever. You'll be immortal." Postumus ignored the order and the 2<sup>nd</sup> Legion missed taking part in a legendary Roman victory against overwhelming odds. When Morrigan next appeared before Postumus he said to the Goddess, "You said I would die if I went to the battle! You said I'd be famous if I refused the order!" She told him, "Yes, a thousand years from now people will remember you as one of the most vile cowards and betrayers."

Poenius Postumus then fell on his sword. He was buried in an unmarked tomb in Londinium, only to be awoken by Morrigan the very next evening. She told him "I also said you'd be immortal!"

Now the undead legionnaire wanders the catacombs, keeping them free of grave robbers, ghouls and intruders. Poenius appears much like he did the day he died; however he wears rusty armor and weapons and rotting clothing, and his hands and face are covered with filth. He's hopelessly insane as well. If dealt enough damage to kill him he simply rises up again within a day or so. Even if his body were completely destroyed Morrigan will restore Postumus and return him to his cursed existence.

Can investigators solve the mystery of just what is lurking deep in the catacombs of Londinium? Is it possible for them to lift the curse over Postumus? Do they even want to? Doing so would be thwarting the will of Morrigan and if the Goddess of War hates one thing, it's a coward.

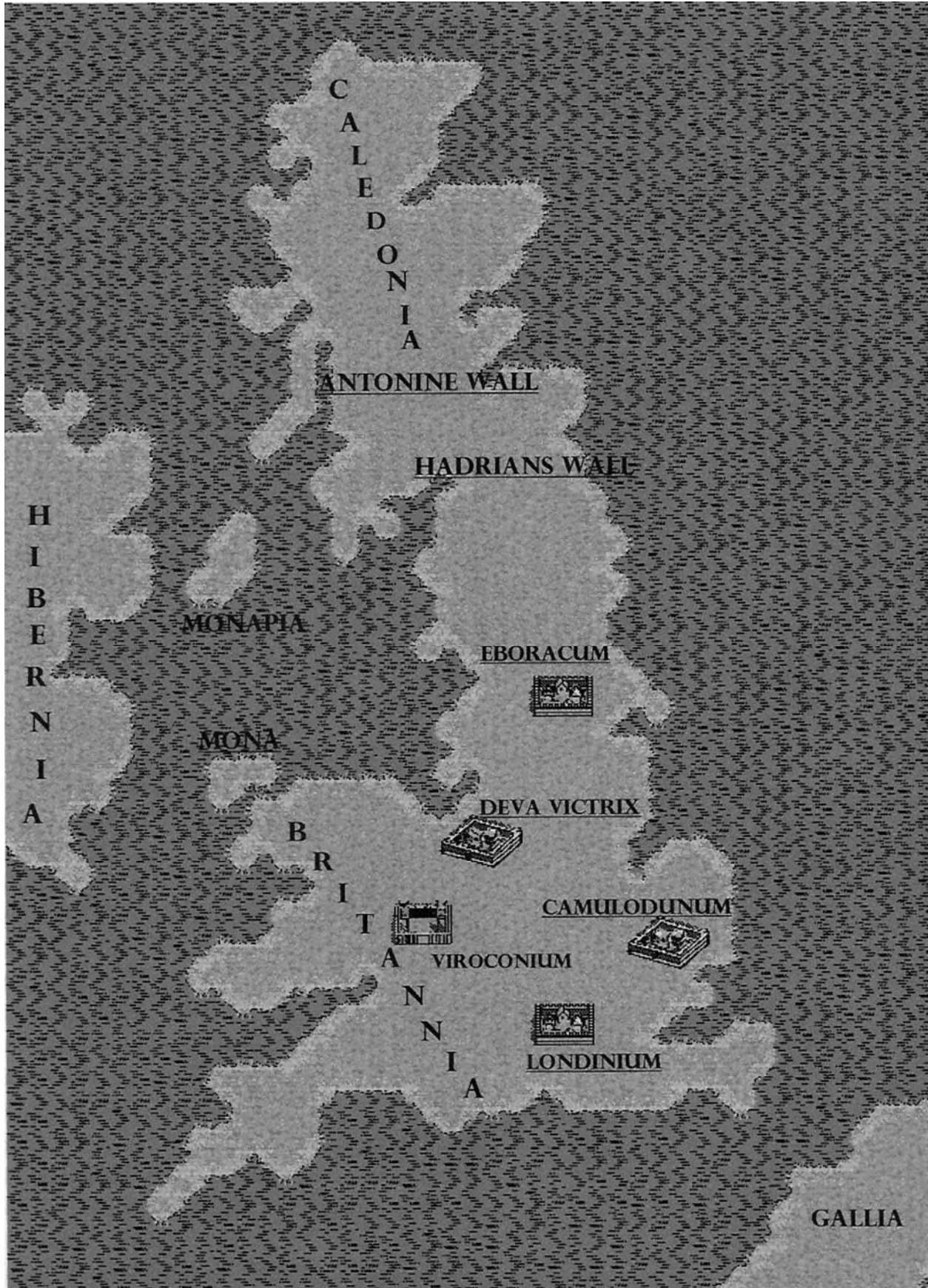
### **The Wild Hunt**

Deep in the forest, a handful of druids, survivors of the destruction wrought at Ynys Mon, carry on their ancient traditions and rites in secret. Only now they use their knowledge for a different aim: that of vengeance against the Roman soldiers who burned the sacred groves and slaughtered so many of their brethren. They call on Cernunnos, The Horned Man, and beg for his assistance. In their madness and grief, their desperation and hatred, he appeared to them. Should they make sufficient sacrifices to him, as well as perform certain carnal rituals, he will call upon his host and ride upon the city of Deva Victrix. If these insane druids aren't stopped soon, The Horned Man will appear at the head of The Wild Hunt. Once the hunt begins it will herald a night of bloodshed, horror and madness the likes of which the province has never seen before.

### **Under the Oak**

Two nights ago, the young daughter of a wealthy Patrician named Tertius Seius Libanius went missing from their estates. An extensive search of the surrounding lands turned up nothing. The beautiful Libana Seillia was gone. Six months later, nearly six months to the day, an old woman arrived at the estates of Seius Libanius, claiming to be Libana. She is old enough to be the patrician's mother, not his missing daughter. Somehow the woman knows things that only Libana could, and in truth Seius confesses that the old woman looks very much like his deceased grandmother. The old woman, whoever she is, says she was only gone a single night and has no memory of where she went. All the old woman remembers is attending a party where she danced the night away. Not knowing if the woman is insane or not, he calls upon the investigators to assist him in solving this mystery. The nights she vanished and returned were the spring and autumn equinox, and an ancient oak where legends say fairies sometimes appear lies just behind their estate.

Map of Britannia



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# Chapter 5: Letalis Messor

(“A Mortal Harvest”)

Autumn was coming to southern Britannia and the harvest would soon be underway. Things were quiet, with the local tribes of Celts seeming to decide against fighting the Romans or one another for a change. In the town of Viroconium, the future seemed bright. This former military fortress was now a civilian settlement, as the XXth legion had left the area as troubles in Wales quieted down. The new forum was recently finished and the bathhouse would be completed in the spring. It was a sunny morning for early autumn, but clear skies and peaceful times can turn stormy rather quickly in Britannia.

Alarms raced through the town as travelers reported that nearly a thousand Celts were moving towards Viroconium from the north. If this was an uprising, there would be no time to evacuate the town; help would arrive far too late. This came as quite a surprise to everyone in Viroconium, as the Cornovii, the tribe to the north, were considered friends of Rome. Even if the Cornovii weren't heading for the town, this southern migration would inevitably bring them into conflict with the Bodunni, a rival tribe just south of Viroconium. Why would the Cornovii abandon their lands just before harvest? By all accounts, this growing season had been a good one across the entire province so famine was quite unlikely. One thing was for certain; things weren't quiet anymore.

## Keeper's Information

The town of Viroconium is nestled between the territory of two Briton tribes, the Cornovii and the Bodunni. It is also close to an area that will later be called “The Severn River Valley,” where numerous Mythos entities dwell. About five miles north of the Cornovii territory is a crater lake that the local tribes call Cythraul Llyn, and below its dark waters is the Great Old One, Glaaki. For centuries, Glaaki has called humans to the shores of Cythraul Lynn, drawing them to it with its Dream-Pull ability. These humans then become undead slaves of the Great Old One, called Servants of Glaaki. These slaves dwell in a deep cavern not far from the lake. Slowly but surely the local tribes learned that it was dangerous to live too close to Cythraul Lynn, and moved outside of the range of the Dream-Pull.

Glaaki's undead slaves only last about sixty years before. After that, exposure to bright light causes them to rot rapidly, destroying them completely. Shortly before this happens The Great Old One sends its undead minions out as a single massive horde, ordering

## Involving the PCs

If investigators have a reputation for “solving problems” or are local officials, they could be ordered to investigate this matter by the local prefect. This man is named Cnaeus Herius Salvian, a retired officer of the XXth legion who owns extensive property in and around Viroconium. The harvest is about to begin and Herius Salvian wants the Cornovii back in their own lands harvesting their crops. He's also concerned that the Bodunni won't be harvesting their crops and that violence could erupt between the two tribes. He'll explain these concerns to the investigators when hiring them. Prefect Salvian is willing to compensate the investigators handsomely for their assistance in this matter. Compensation such as a slave or two; the ownership of a farm outside of Viroconium, or several thousand sesterces would be well within reason. Keepers may like to use this time to mention the parcels of cleared farmland that are to be auctioned off just before the coming spring (see the Cornovii Solution, below).

them to abduct a human victim. The horde then returns with the next generation of undead servants. When the spines of Glaaki impale them, they are transformed into undead slaves, replacing those who slowly decay into nothingness. All that is left is a depopulated village, where everyone appears to have been carried off in a single night.

The last time this happened, a village was attacked and one hundred captives dragged to the shore of Cythraul Lynn. The spines of Glaaki impaled all 100, and 99 were transformed into undead slaves. The sole exception was a single man, a bard named Carden. The spine of the Great Old One impaled him, but failed to kill him. Carden managed to escape and quickly became undead anyway from the spine, but he wasn't subject to Glaaki's will because he wasn't instantly killed.

The undead servants and Glaaki went on as they always had. Carden, however, took steps to preserve himself from decay by submerging himself in a peat bog for a decade or so. This transformed him into a bog

mummy, allowing him to avoid the horrors of being trapped in a rotting form. It did, however, give him a terrifying appearance and skin that was black and leathery. The undead bard then began researching ways to stop the Great Old One Glaaki, or at least to prevent its undead horde from abducting another crop of innocent victims.

The time of the Green Decay is coming, and Glaaki will soon once again be sending out his undead slaves. The closest settlement to Lake Poltiwell is now in the territory of the Cornovii tribe, and the likely target for the servants of Glaaki. Carden, although undead, still

## Part One – The Refugees

After meeting with the Prefect Cnaeus Herius Salvian, or choosing to look into the matter on their own, investigators should head toward the Cornovii tribe. If the local Prefect hasn't already drawn it to their attention as part of a possible reward, keepers should have the investigators ride by a large tract of newly cleared land just outside town. Currently, the Cornovii are about two miles west of Viroconium, their migrations for the moment halted as their oxen and horses drink from a nearby stream. Investigators will be able to spot the Cornovii a mile from this temporary campsite.

### The Cornovii

This large group of refugees number about 1,000 men, women and children. It is clear that these people are not the entire Cornovii tribe, but rather about a half dozen clans that all live in the same region. With them are maybe 100 ox drawn wagons and twice that many two-wheeled carts. About 200 of them are mounted on horseback. It is clear that they picked up quickly and aren't carrying enough supplies to sustain them for more than a week at most.

Among them are about 450 able-bodied warriors, many of whom are mounted. They are wearing their armor (mostly leather jerkins, with a handful of leather jerkins reinforced with metal rings, the leaders wearing suits of chain mail). Their weapons are primarily long swords, short swords, spears, and bows. While the number of their warriors could prove troublesome, they'd be hard pressed to deal with the small garrison stationed at Viroconium, let alone what forces the Dobunni tribe could muster.

The mood of the Cornovii refugees is fearful, both of what they are fleeing from and just what the next few weeks will bring. They know they are heading into Dobunni lands, but don't feel they have any choice. When investigators approach, women and children will move away from them, getting behind wagons. At the same time warriors, both on foot and mounted, will position themselves to stop them. These warriors will not be rude to the investigators, especially if they are

considers himself a bard and a protector of his people. Carden has a number of possible plans to deal with Glaaki and his undead slaves, but none of them are likely to be successful without help. Using his music and abilities, he's managed to drive the Cornovii further south, hoping to keep them safe against the Servants of Glaaki. Unfortunately, this brings the Cornovii into conflict with the Bodunni tribe, their rivals to the south. A final wrinkle in Carden's plan is that now that the Cornovii have migrated south, the next closest settlement is the Roman town of Viroconium.

Romans, but are obviously on edge. The Cornovii warriors will keep an eye on them and escort them to their chieftains, explaining that they should be able to answer any questions. If the Cornovii are threatened or attacked their warriors are prepared to respond in kind.

#### Average Cornovii Warrior (on foot)

STR 14    CON 14    SIZ 13    INT 12    POW 13  
DEX 12    HP 14

**Damage Bonus:** +1D4

**Weapons:** Fist 70%, damage 1D3+db  
Grapple 50%, damage special  
Kick 40%, damage 1D6+db  
Spear 45%, damage 1D6+db  
Short Sword 55%, damage 1D8+db.

**Armor:** Leather & Ring Jerkins, 3 points.

**Skills:** Spot Hidden 50%.

#### Average Cornovii Warrior (mounted)

STR 14    CON 15    SIZ 14    INT 14    POW 14  
DEX 12    HP 15

**Damage Bonus:** +1D4

**Weapons:** Fist 60%, damage 1D3+db  
Kick 40%, damage 1D6+db  
Spear 50%, damage 1D6+db  
Long Sword 65%, damage 1D8+db.

**Armor:** Chain mail, 5 points.

**Skills:** Ride 60%.

#### The Chieftains

The investigators will be taken to an area where a large tent has been temporarily raised. In fact the tent will be put up when the investigators are spotted approaching, completed as the investigators arrive. Here they will be asked to wait, in the empty tent guarded by an equal number of Cornovii warriors. These men won't answer the investigators questions, as they are just watching them until the chieftains arrive.

After several minutes four well-dressed men arrive at the tent one by one. They'll be wearing armor and carrying swords, but it's really just for display and effect, as they do not wish to become involved in combat in any way. They'll introduce themselves as four of the six Clan Heads of this camp. Their names are Alban, Judoc, Peredur, and Catigern. They will apologize for not having furniture, or refreshments but explain, "We need all we have and have little to spare." The chieftains will try to allay any fears, and are willingly relay the key points of what is going on (listed below in Open Facts). However, there are certain parts of their story they are not willing to discuss, which will require a successful Persuade roll (listed below in Omitted Facts). After being persuaded to speak openly, they will speak on both of the below sections.

### Open Facts

- The clans are not looking for trouble. They have no intention of attacking anyone and are just seeking to move peacefully south.
- The clans will return to their lands in midwinter. (Note: This will mean that their crops won't be harvested and many of their people will face starvation.)
- They are moving south because their villages are not safe right now, because of a coming disaster. (They won't say what disaster.)
- The chieftains are hoping to find a place where they might be able to make a temporary camp for a few weeks before returning home.
- They have some money which they can trade for some of the things they will need, the rest they'll "make do" with. By this they mean hunting, trapping, gathering, and fishing (and likely stealing).
- The clans have no intention of returning to their villages until the danger is passed (again, they won't say what the danger is).

### Omitted Facts

- A mysterious figure they call "The Dark Harper" has visited each of their villages over the past few nights. More than 100 people witnessed his appearance.
- The Dark Harper lurks in the shadows, dressed all in black and carries a harp, which he plays expertly. No one has gotten close enough to see him clearly.
- The Dark Harper plays a hauntingly beautiful song telling of a coming doom to these villages. This doom is supposed to come in the form of "The Walking Dead."

- The Harper urges the villagers to flee the area and head south for at least four leagues (roughly 8.8 Km or 5.5 miles).
- The Harper seemed to be friendly and genuinely concerned for their safety. Some think he is a benevolent Sidhe Lord, or perhaps a ghost.
- The chieftains are rather worried about the long-term welfare of people and would return to their homes sooner if it were made safe to do so. They very much want to harvest their crops and are worried about their people surviving the winter.

### The Cornovii Solution

The best temporary solution to the problem of just where these six clans of the Cornovii tribe are to stay is the newly cleared land outside of Viroconium. The 1,000 refugees will easily be able to set up camp on these parcels of newly cleared land. The local auxiliary units have spent all summer clearing this land and have even dug four wells in the area. To seal this arrangement, the investigators will need to get it cleared with Cnaeus Herius Salvian, the area prefect.

### Meeting with Prefect Salvian

Investigators will have no trouble meeting with Herius Salvian. He'll listen to the investigators and immediately dictate to a scribe his orders to move the refugees onto the parcels of cleared land. Prefect Herius Salvian will have numerous concerns and make the investigators aware of them. The major points are:

**Stores:** The displaced Cornovii do not have enough supplies to feed themselves for more than a week or so. After that he'll be forced feed them using the town's emergency stores, which will be incredibly expensive. These stores would also only feed the refugees for about three weeks. If he doesn't do this, the Cornovii will undoubtedly turn to raiding for whatever food they need, targeting the local Romans and the nearby Dubunni tribes. Even if they turned to raiding, they'll be facing starvation within six weeks.

**Politics:** The Cornovii and the Dubunni tribes have never gotten along well. Some within both tribes might use the current situation as an excuse to air old grievances or start new ones. This cannot be allowed to happen, as it would destabilize the entire region. Viroconium lies between the lands of both these tribes and he only has 100 legionaries and 250 auxiliaries currently under his command, not enough to enforce a peace if these tribes decide to start killing one another.

**Folklore and Traditions:** The Romans have made mistakes in the past by underestimating the cultural strength of the Celtic peoples they govern. These missteps have sparked more than one uprising and he wishes to avoid causing anything of the sort. While the Cornovii's story may well be nothing more than idiotic,



ignorant pagan superstition, telling them that would be a grave mistake. The matter must be handled delicately and in a way that does not insult the already fearful and desperate Cornovii.

**Rabble Rousers:** Herius Salvian believes this “Dark Harper” is the cause of all this and he wants him stopped. He doesn’t know why this person would wish to terrorize these clans but he is sure it can’t be good. He wants this person apprehended and his true motive discovered. The last thing he wants is to do is allow one man with a harp and a cloak to plunge the region into warfare.

**The Cornovii Harvest:** Unless the Cornovii clans return to their lands in the next two weeks, their harvest will fail. If this happens, even if they return to their lands in midwinter, they’ll be faced with starvation. It is likely that as many as a third will die before spring comes, even if they don’t take up arms and launch an attack against the Dubunni or Viroconium out of desperation.

### **The Investigators’ Orders**

Prefect Herius Salvian will order the investigators to escort the refugees to the cleared parcels of land outside of Viroconium. They will then wait with them until a detachment of Auxiliaries arrive to “assist” the Cornovii. Once the refugee clans are safely encamped, the investigators are to head north into Cornovii territory.

They are to find this “Dark Harper” and discover what his true motive is. The investigators are then to do whatever is necessary in order to either disprove or prevent this, so called, coming disaster. Once the area is ensured safe and the “Dark Harper” is apprehended, they are to inform the Cornovii clan chieftains and persuade them to return to their lands with their people and bring in their harvest.

### **Battle Lines**

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As investigators return to where the Cornovii are encamped they will see that things have gone very wrong in their brief absence. The Cornovii clan chieftains and their warriors, about 400 in number, are lined up facing south. Their women and children are seeking shelter behind a makeshift barricade of wagons. This crisis will need to be resolved before any relocation to the cleared land parcels can take place. Any attempts to summon the legionaries or auxiliaries from Viroconium will arrive too late.

About 100 yards across from them is a line of about 600 warriors. They are all members of the Dubunni tribe, hastily armed and ready for battle. So far the two groups have only hurled insults at one another, shaking spears and waving swords. To those familiar with the Britons, it is clear that the warriors are just getting themselves worked up before a likely charge.

The investigators can quickly find, or are led to, one of the four chieftains they met with earlier. Any of them will say that the Dubunni just marched up about half an hour ago, fully armed and looking for trouble. They will also say that they have absolutely no idea why they have come but that if the Dubunni are looking for a fight they’ll get one. Anyone making a successful Insight roll can determine that the Chieftains do not really want to fight the Dubunni right now and that they really do have no clue as to why their southern rivals have come. To get to the bottom of this the investigators will have to cross the field and talk to the Dubunni.

### **The Dubunni**

The Dubunni warriors will not attack anyone who crosses the field for parley. None of the Cornovii will do this, as they believe they’d just be taken captive (likely true). Talking to the average Dubunni warrior will not provide any real information. Most of them have little idea why they have come, only that the chieftains put out the call for a war party and that they answered it as quickly as they could. Most believe that a) The Cornovii are trying to push south into their lands, and b) Cornovii warriors have raided the northern Dubunni farms and made off with some of their women and livestock. Investigators making a successful Fast Talk, Persuade, or Status roll will be able to get the riled up warriors to calm down enough to take them to speak to one of the chieftains.

There are three Dobunni clan chieftains with the war party; each is a well respected, well armed, and competent warrior. They are named Piran, Vindex, and Delcan. They are busy talking to various warriors, giving orders, and reviewing the battle line. When the investigators arrive, they automatically assume they are Roman emissaries from Viroconium and take a few moments to talk with them. They are confused and angry, not at all excited with the prospect for a battle so close to harvest time, but will say “If the Cornovii think they can just start trouble whenever they like, then the Dubunni will have to prove them wrong.” A successful Insight roll will tell investigators that these men also do not wish to fight, but feel they are defending themselves.

Getting to the bottom of things will take a Persuade roll, as the chieftains are excited and unfocused, confused as to even how this entire situation came about. Once calmed they will talk among themselves and piece together how everything started. Vindex will say that one of his clan; a man named Ibor, came to him saying that a band of Cornovii warriors raided his farm just after dawn and stole six of his cattle. He also said that they were moving south in force. After this, Vindex contacted the nearest two Dobunni clans, lead by Piran and Delcan, asking them to send warriors. Soon, there were 600 Dobunni warriors gathered and

heading north. About an hour later they arrived here to see that the Cornovii were in fact moving south.

Investigators making a successful insight roll will notice that the men's attitude suddenly changes when the name Ibor is spoken. Once they find out that the original complaint started with him they seem to become less angry and more reasonable. The three of them suspect the truth; that Ibor made up the entire story in order to cause trouble. Ibor is an angry, old man whose hatred of the Cornovii is well known among his own clan. The Dobunni chieftains will then tell investigators that they are willing to negotiate a peaceful settlement.

### Negotiations

The investigators will need to act as negotiators, as the chieftains refuse to talk to one another. The Dobunni want the six cattle returned, an apology to Ibor and a pledge that the Cornovii will not raid their farms again. The Cornovii will say that Ibor is a bitter old man and a liar. They'll also say that none of their warriors raided his farm and that the Cornovii have nothing to do with his missing cows, if any are in fact missing. They won't give any sort of pledge, because "we haven't done anything."

Keepers should have investigators go back and forth between the tribes, making several Fast Talk and/or Persuade checks. It soon comes out, piece by piece, that Ibor lost his daughter when she married a Cornovii. She died trying to birth her first child two years later. Ibor always says that "Her husband killed her," but her widowed husband says that "My wife died in childbirth. We did everything we could to save her." The Dobunni will slowly realize that Ibor may have engineered this entire situation, but they have no way to prove it. Eventually, the Dobunni chieftains will agree to depart peacefully if Ibor is given six cattle. However, the Cornovii will steadfastly refuse saying, "We stole nothing and have little enough as it is right now. Ibor and the Dobunni will get nothing from us!"

### Resolution

So long as the Dobunni get six cattle, they'll leave peacefully. It doesn't matter if the cattle come from the Cornovii, the investigators supply them personally, or the Romans supply them. If contacted the local prefect will say, "If six cattle will settle this mess, then here." As he hands them a purse of sectaries, "Go down to the market, buy them six cattle and hand them over. Let them know that this is the end of it. I don't want to see them moving north and we'll make sure the Cornovii won't be moving south." With a bit of effort, a few successful Persuade rolls, and six cattle the investigators can diffuse the situation.

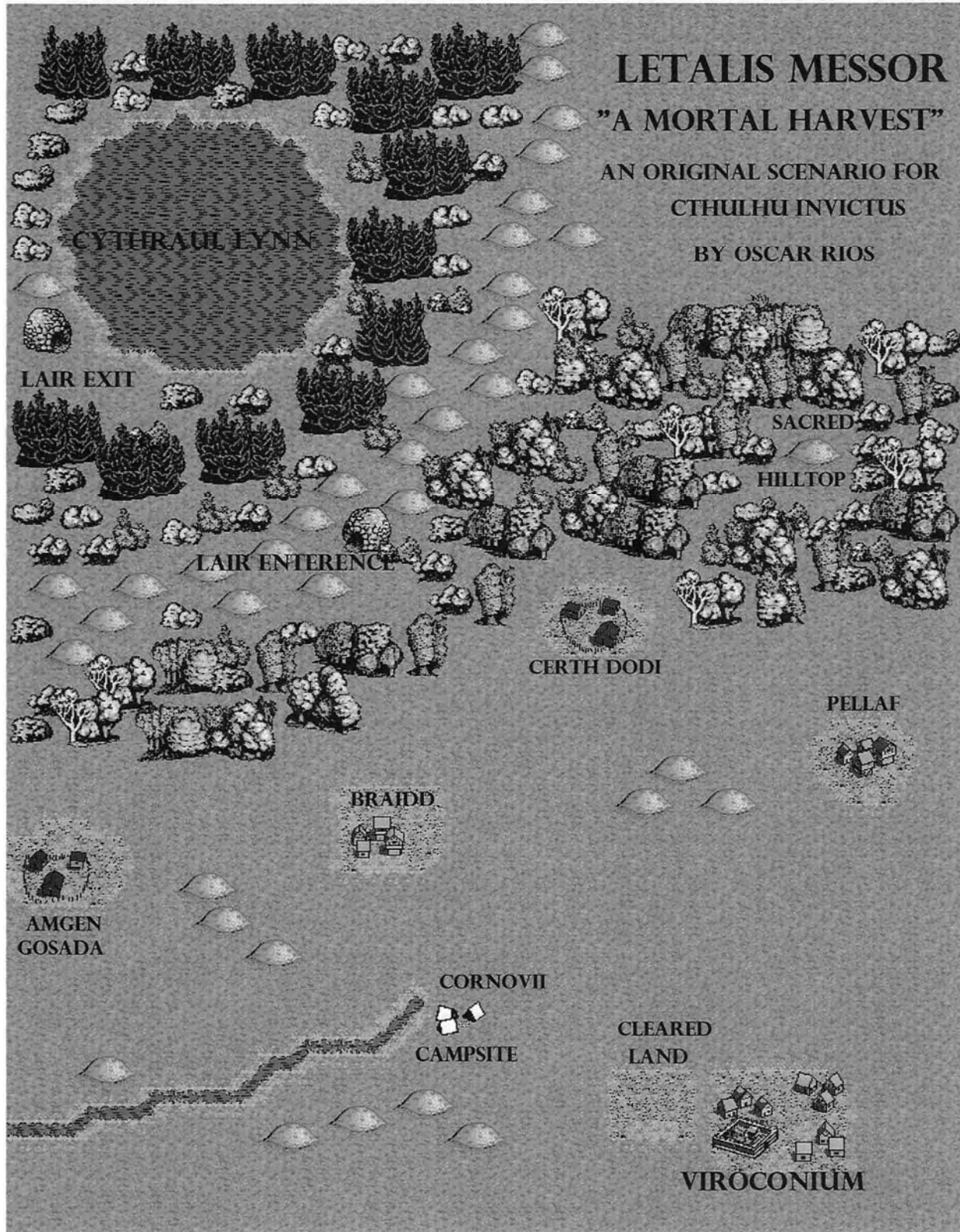
If investigators fail to resolve this disagreement the two tribes do in fact battle. The battle lasts about an hour, with more than a hundred men being killed on each side and twice that number being wounded. The Dobunni and Cornovii then withdraw, feeling enough blood had been shed over this. The relations between the two tribes will be severely strained for years to come, with raids and bloodshed a nearly monthly occurrence.

### Closing

After the Dobunni withdraw, whether a battle takes place or not, the Roman auxiliaries arrive to escort the Cornovii to the cleared parcels of land. There they will set up their camp, begin tending to the needs of their people and trying to make the best of things. The four wells provide the refugees with ample water and the prefect sends some supplies. If a battle took place, several healers and physicians from Viroconium assist with the wounded, the auxiliaries helping to bury the dead. The mood of the refugees will be grim, as they worry about their abandoned home, unharvested crops, and an uncertain future.



Area Map for *Letalis Messor*



## Part Two – The Dark Bard

Once the Cornovii refugees are safely encamped outside Viroconium the investigators can head north, seeking to unravel the mystery. There are six evacuated villages where the investigators can try to pick up the trail of the Dark Harper. He'll be hiding out near the most western of the four villages, which is also the first one he visited. The villages are named as follows, from east to west: Amgen Gosoda, Braidd, Pellaf, and Certh Dodi.

### The Villages

Each village holds between ten and fourteen houses, which housed between ten and fifteen people. The population of each was between 120 and 200 people. Each has been hastily abandoned, without a single living soul remaining. What livestock (cattle, sheep, and pigs) remains has been left with extra food but it is obvious that most will be either dead or in poor shape by the time their owners arrive. There were simply too many animals to be moved quickly with the refugees, so many were left behind. Investigators may search for clues but will find nothing. Most people took their valuables with them but should investigators think of looting, keepers should have them make a Know Roll to realize the Cornovii will easily trace the thefts to them. To pick up the trail of The Dark Bard the investigators must do one of two things:

- They must remain in Amgen Gosoda, Braidd, or Pellaf after dark, and have lit a fire within one of the houses, thereby drawing the Dark Bard to them.
- They must remain in Certh Dodi after dark, as this is where the Dark Bard is currently spending most of his time.

### The Dark Bard

The undead creature that was once the Bard Carden is currently hiding just outside of Certh Dodi. His hiding place is a natural depression with a large stone over it. This place is barely large enough to accommodate him, but he doesn't mind, knowing it can do him no harm. Each night he lifts the stone, cleans himself up and heads back to Certh Dodi remaining on the lookout for the Servants of Glaaki. Currently he has no better plan than to try to follow them, seeing where they head and to then try to warn whatever place their next target might be. It's not much of a plan, but his options alone are quite limited. If he had help, more options would be available.

If Carden sees activity in any of the four evacuated villages, he will investigate it. Should he spy the investigators, he'll play upon his harp and sing ghostly songs, recite poems, and tell stories all urging them to flee the area, warning them of a coming doom. This

doom will be of "Walking Dead" seeking to snatch the living and doom them to join in that curse. So far this strategy has worked well for the talented and persuasive bard, but the investigators should prove tougher to convince.

When performing for the investigators, Carden will try to stay in the shadows, just out of sight. The bard will also choose a place where he can flee quickly if possible. He doesn't wish to harm anyone, but nor does he wish to be killed, at least not yet. Carden has dedicated himself to stopping the Servants of Glaaki, and being released from his curse would end those efforts. If the players try to capture or attack him, he'll flee. If they keep their distance and try to engage him in conversation, they'll need to make a Persuade roll to win his trust. If they manage to gain the trust of the Dark Bard, he'll reveal his true nature and ask for their help.



## Carden, The Dark Bard, Free Willed Undead, Servant of Glaaki

STR 11 CON 22 SIZ 13 INT 15 POW 16

DEX 4\* HP 18

\*His fingers still have DEX 13 for playing the harp.

**Damage Bonus:** +0

**Weapons:** Short Sword 35%, damage 1D6+db.

**Armor:** 3 points of thick leathery hide.

**Spells:** Enthral Victim, Siren Song.

**Skills:** Art (Poetry) 70%, Art (Playing Harp) 70%, Art (Singing) 70%, Art (Storytelling) 70%, Fast Talk 65%, Hide 60%, Insight 75%, Listen 55%, Persuade 75%, Sneak 60%, Spot Hidden 55%.

**Sanity Loss:** 1/1D8.

**Description:** Before being cursed into a living death, Carden was a talented and charismatic Bard. He knew many mysteries, had mastered a few magical spells, and even traveled to the Otherworld a few times. Now, as an undead creature, his personality has changed little. Unfortunately, his appearance has. Carden, in order to better preserve himself, immersed himself into a bog and allowed his flesh to become mummified. He now appears totally black, as if made of wrinkled leather, with shoulder length hair and a short beard. While this has kept him from rotting, it does give him a horrifying visage. Carden wears a long tunic, hooded cloak, and boots. For a weapon, he wields a beautiful short sword strapped to his hip. Carden carries a satchel of odds and ends as well as a beautiful Celtic style half harp.

### If Carden Flees

If Carden flees he'll try to get into the nearest wooded area. There he'll use his high Hide and Sneak skills to attempt to slip away from the investigators. He does not wish to be captured because he knows that anyone seeing him might be plunged into insanity. Carden also does not wish to hurt anyone, but will fight to avoid being captured. If he is in risk of being killed, he will plead for mercy, trying to talk his way out of the situation. He knows that if he is killed there will be no one left who knows the truth, no one left to stand against the coming horde of Glaaki's undead minions.

### If Carden Finds Allies

If the investigators gain The Dark Bard's trust, he will come forward to talk with them more openly. The mysterious figure will warn them about his appearance, and try to stay hidden under his cloak. He'll introduce himself as "Carden, a Bard of the old traditions now cursed to a living death." Carden will say, "We should talk, but I must get to darkness before sunrise. Let us go into one of the homes and draw the windows closed,

and then I shall be safe. I pledge to do you no harm if you pledge to do the same. In the old days it was forbidden to harm a bard, but times have changed so I must ask for your pledge of peace between us."

Once safe from the light of the sun, the bard will be willing to talk to the investigators openly. When questioned Carden will say, "To fully understand what is happening, you'll need to know the whole story. It is the tale of the final day of the village of Collfarna (Welsh for "doom"), and the final day of my mortal life. Will you sit and listen to this tale, for I hope you will be part of the final chapter."

### Carden's Story

Carden will explain everything as best he can, skillfully speaking accompanied by the plucking of his harp strings. His tale will have the following points:

- Sixty-years ago he was celebrating harvest with the people of Collfarna, a village of the Cornovii tribe that no longer exists
- He was performing for the villagers when a group of over one hundred figures attacked the village after surrounding it.
- The attackers were half-rotting, lifeless creatures, undead fiends, the sight of which drove many into madness.
- The creatures attacked and killed many who resisted but mostly just beat people into unconsciousness, himself included.
- The undead carried their captives to the shores of Cythraul Llyn (Welsh for "Demon Lake"), an accursed and forbidden place.
- A hideous, unholy creature rose out of the depths of the mist-covered lake and swam to the shore. (He won't be able to explain exactly what he saw.)
- The creature then rammed a spine into each and every mortal, killing them and turning them into undead slaves to the monster's will. I call it Andras Alltud (Welsh for "Alien Devil").
- When my turn came the spine hit me, dug into my chest, but didn't kill me. I managed to get away and hide.
- I died soon after, but I didn't stay dead for long. I became as one of the others, an undying creature, an affront to nature, but I wasn't a slave like the others.
- Undead does not mean immortal. Instinctively I know that soon any bright light will bring about my ultimate release from the damnation.
- The other undead servants of this Lake Demon must know this too, which is why I think they abducted the villagers of Collfarna in the first

place. This was to harvest a new crop of accursed slaves for their master, replacements for themselves.

- Soon the cursed people of Collfarna, once my friends and companions, will set out looking for their own replacements. This is why I drove the Cornovii away from these villages, because they are the closest to Cythraul Lynn, and the Andras Alltud that lurks beneath its surface.

### Carden's Original Plan

The bard will then explain that he is trying to keep the area around Cythraul Lynn as depopulated as possible. It is his hope to make it more difficult for the undead slaves of Andras Alltud (Servants of Glaaki) to find replacements. He admits that it's not much of a plan but that alone there was little he could do to make a real difference. He'll say, "Over the last sixty years I've explored many ideas, made many plans to lift the curse on the villagers of Collfarna and put them to rest. I want their village to be the last village Andras Alltud destroys, and this crop of slaves to be the last it ever claims. Unfortunately, by myself there was only so

## Part Three – Plans and Options

Carden has spent more than a decade preparing for this time, exploring ways to oppose the Servants of Glaaki. In his estimation, the attack will come within the next few days, a week at most. He has formulated two separate plans, neither of which he can accomplish on his own. Carden will explain both of these plans and ask which one the investigators might wish to attempt.

While either of these plans has a possibility of success, they are not the only options. Investigators can form a variety of their own plans to deal with the coming attack. A few likely courses of action are described below but investigators may come up with something completely unexpected. Keepers should try to be fluid, and allow whatever actions the investigators take to unfold as they will.

Below are two sections: one detailing Carden's Plans, and the other detailing Other Likely Plans. Part Four of this scenario details The Servants of Andras Alltud (Glaaki), their underground lair, Cythraul Lynn (Demon Lake), and the entity known as Andras Alltud (the Great Old One Glaaki). Keepers should reference these statistics for whatever course of action the investigators choose.

### Carden's Plans

#### The Cave Assault

The Dark Bard long ago tracked the other undead to their hidden lair. It is a cavern system about a quarter of a mile west of Cythraul Lynn. Over time Carden was able to explore some of the cavern, but was forced to

much I could do. But, with your help, we might actually be able to do it. Will you help me? Together we can maybe make a difference. Please, if not for the sake of those poor accursed victims, then for those yet to be cursed?"

### Closing of Part Two

If the investigators both believe Carden and agree to help him, keepers can proceed to Part Three. If the investigators have killed Carden before he can relay his story, they are in for some serious trouble. The Cornovii will return to their villages, only to have those of Certh Dodi attacked within days. Everyone will be killed, either slain at the village or abducted and taken to Cythraul Lynn (Demon Lake) and there be transformed into the next batch of Servants of Glaaki. As word of what happened at Certh Dodi spreads, the entire Cornovii tribe begins an uprising against the Romans. Before it is all over nearly 3,000 Roman citizens will be dead, as well as twice that number of Cornovii. The investigators gain no Sanity Awards and the scenario ends in failure.

flee before he got to the heart of their lair. He learned that the caverns lead down to a thick, heavy door. Carden also discovered how their security system worked, the Servants of Glaaki are alerted to intruders by a system of mirrors and sound enhancing pipes.

What he proposes is an armed invasion of their cavern lair. Carden believes with the investigator's assistance they can destroy the bulk of the Servants of Glaaki before they even leave their lair. His plan is to disable the sound enhancing pipes with wet rags, defeat the door's guards and somehow open it wide. Then they investigators can redirect the mirror security system to funnel sunlight down into the mine, through the open door and into their hidden lair. Once exposed to full sunlight the Green Decay will affect the Servants of Glaaki. Each and every servant exposed will dissolve within hours and the crisis will be ended.

However this plan is very hazardous. The Servants of Glaaki will defend their lair. They know the layout well, can function perfectly in total darkness, and have the advantage of being behind defensive fortifications. Also, they aren't mindless zombies, but intelligent undead entities. This intelligence will allow them to use the advantages they possess while fighting inside their own lair. If the investigators choose this path, Keepers should consult "The Subterranean Lair" in Part Four.

## **The Amulet of Ludd**

Carden learned of a magical amulet during his Bardic training. The amulet is said to be able to glow with the light of the full day sun no matter what time of the day it is. With sixty years of undeath and little else to do, he dedicated years to locating the actual amulet. It is located in the Otherworld, the land of Tir Ni Nog. Carden traveled there through a fairy mound and located the amulet.

Unfortunately, the Sidhe Queen Maranwe is the holder of the Amulet of Ludd, and she wouldn't to give it to Carden. Maranwe refused to allow Carden admittance to her hall because the bard was no longer a natural being, but an accursed abomination of a living being. Carden was expelled from the Otherworld and has been unable to return ever since.

However, he still knows the way and can show the investigators how to travel there. Once in the otherworld they can journey to the hilltop castle of Queen Maranwe and bargain with her for the Amulet of Ludd. Carden knows little of her, but will say that some Sidhe nobles are known to be generous and friendly to mortals. He will not say that some Sidhe harbor deep resentment against mankind.

Once investigators possess the amulet, they will have a potent weapon against the servants of Glaaki. Once activated, the amulet will generate sunlight in a quarter mile radius. Exposure to such illumination will trigger the Green Decay in the Servants of Glaaki, destroying them shortly thereafter. This plan can be combined with the assault on the cavern lair of the Servants of Glaaki. If investigators agree to this plan, keepers should go to "The Otherworld" in this chapter.

## **Other Likely Plans**

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### **The Village Ambush**

Investigators should be able to determine the most likely village to be attacked. Certh Dodi is the closest to Cythraul Lynn and the Servant's underground lair. Investigators could easily make the village look as if people are still living there. This will attract the Servants of Glaaki to Certh Dodi seeking fresh victims for their master. Once gathered, investigators could spring any number of traps. Alone they would likely be overwhelmed by the horde of 99 undead minions of Glaaki. However, if they were armed with the Amulet of Ludd (see above), accompanied by armed troops (see below), or if they obtain large quantities of oil and are willing to set the entire village on fire (thereby triggering the Green Decay), investigators might be able to destroy the Servants of Glaaki once and for all.

### **Calling in the Troops**

If investigators wish to call for reinforcements from Viroconium, they'll need to meet with the area prefect.

Cnaeus Herius Salvian, prefect of Viroconium, will not believe any wild stories about "The Living Dead" or "Lake Demons." He will not be easy to convince without proof. Any stories of a supposed threat to these farms will also need proof to convince him to send his troops out of Viroconium. With a thousand refugees encamped beside the town and the bulk of his auxiliary forces watching over them, any troops he sends will weaken the security of Vironconium.

He will, however, cover his bases just in case these wild stories are true. This is, after all, Britannia. Herius Salvian will say, "Bring me one of these Living Dead, present it to me in its so called accursed state, and I'll agree to send 30 legionnaires and twice that many auxiliaries into the field in order to deal with it. Then you can lead them to where these creatures will strike and we'll put them to the sword, ending this nonsense once and for all." Convincing Salvian to follow this plan will require a successful Persuade or Fast Talk roll from investigators.

Obtaining this proof will not be easy. An active Servant of Glaaki will need to be captured and delivered to Viroconium. Transporting the creature will be tricky, because any exposure to sunlight will trigger the Green Decay. While this could be solved easily by having Carden present himself to Herius Salvian, the bard will steadfastly refuse to enter Viroconium. "I've spent the last few decades watching the Romans butcher my people, destroy our culture and our religion, and defile our sacred places. I have no reason to believe they'll suddenly be reasonable and understanding now." Carden will lead them to the caverns beside Cythraul Lynn, but that is the most he'll do to help investigators follow this course of action.

Should battle take place, many of the legionnaires and auxiliaries will be stricken insane from the encounter with the undead servants of Glaaki. A few will also be killed in the battle. However, most will maintain their military discipline and behave as the highly skilled soldiers they are. The servants of Glaaki will be cut to pieces, with a loss of four legionnaires and 24 auxiliaries. Also, seven legionaries and nine auxiliaries will go insane during the battle.

### **Note**

Several of these plans can be combined. The legionnaires can be stationed outside of the cavern lair of the Servants of Glaaki. The Amulet of Ludd can be set off in an ambush while the Servants strike Certh Dodi. The investigators may also come up with other innovative methods for combating the undead.







If investigators honestly explain why they need it the Sidhe Queen will say, “Yes, we’ve known of that being for some time. It came to this world inside of an immense boulder that fell to our world as a ball of fire. It is powerful, completely alien in every way – an unnatural thing to be in your world, or ours. It calls itself Glaaki, a Great Old One. Unfortunately it isn’t alone, there are others in your world, and in ours I’m afraid. But no matter, they mostly keep to themselves, aside from times like this. I have no love for these creatures and if you wish to use my father’s amulet to thwart one’s aims then you may borrow it to do so. But, I will require something from you in return.” Investigators listening to this gain 2% Cthulhu Mythos and must make a Sanity Check for 1D3 points. The Sidhe queen smiles and looks again at the investigator with the highest APP.

### Queen Maranwe, Sidhe Noble

STR 12   CON 15   SIZ 10   INT 16   POW 16  
DEX 16   HP 13

**Damage Bonus:** +0

**Weapons:** None.

**Armor:** None

**Spells:** 2-6 spells as desired by keeper.

### The Fairy Queen’s Bargain

Queen Maranwe will tell the chosen investigator that she is without a suitable companion for the annual harvest ball being held later this evening. “If you would accompany me to this ball, as my guest, I’ll allow your friends to take the amulet and return to your world with it. When the ball is over you can catch up with them. Once you use the amulet, it will return to me and our bargain will be complete. The illumination lasts only a short time; so take care not to use it too soon. Do we have a deal then Milesians?”

If investigators don’t agree, they simply won’t get the amulet. If they argue too much, Queen Maranwe will simply snap her fingers and the investigators will suddenly arrive back in their own world. If this happens, the way they used to enter the Otherworld will be closed. Their mission to obtain the Amulet of Ludd has failed.

If they agree, the investigators will be given the amulet, carried in on a pillow by the female Sidhe servant who served them earlier. Once they have it Queen Maranwe will bid them goodbye and good luck. The Investigator she selected as her companion for the Harvest Ball will, of course, remain in the Otherworld for now (see The Harvest Ball). With a wave her hand the Sidhe Queens sends the other investigators back to their own world with the Amulet of Ludd. Once they arrive, the keeper should have them all make Idea and Spot Hidden rolls. Those making a successful Idea roll

realize that they feel a bit more tired, the lines on their hands and faces are deeper. Those making a Spot Hidden check will notice these things in their companions. These investigators will have aged five years in the few hours they were gone.

### The Harvest Ball

Queen Maranwe will prepare her “companion,” providing suitable party clothes: a long beautiful tunic or gown. She’ll explain that her usual date is a Sidhe Lord named Amroth, but that he’s “being foolish these days, carting around some Hibernian plaything.” Her plan is to reclaim her place on Amroth’s arm and she explains to the investigator’s part in this.

**If her guest is male:** The investigator will be asked to pretend that he is Maranwe’s mortal lover, sticking close to her and acting as if he loves her. “This will drive Amroth mad with jealousy.” She will also wish for the investigator to try to flirt with Amroth’s mortal guest at the party, maybe to “show Amroth how fickle and disloyal such women are.” She will give the investigator a coin and tell them, “Keep this with you, while you carry it you will be able to understand and speak any tongue you hear. That girl only speaks Hibernian, so unless you speak it as well you won’t be able to communicate with her. Oh, and if you could seduce a kiss from her and let Amroth see it, that would be wonderful.”

**If her guest is Female:** The investigator will also be there to break up Amroth and his unnamed Hibernian lover. Instead of pretending to be Maranwe’s lover, she will try to flirt with Amroth and catch his eye. This will break the heart of his Hibernian lover, whom Maranwe will then try to befriend and offer to send her back to the mortal realm. Once she is gone, Maranwe will once again become Amroth’s lover, sending the Hibernian woman and the female investigator back together. The woman will not be at all happy with the investigator, seeing her as the person who ruined her happy life as Amroth’s companion. Maranwe will give the investigator the same enchanted coin to allow her to speak and understand any language (see above).

### The Party

Investigators going to the party have the time of their lives. It is held in an open grove of trees hung with lanterns. There is endless music, dancing, feasting, and bottomless bottles of wine flowing freely into crystal glasses. The investigators will dance until they wear out the soles of their shoes, and then they are given another pair by Queen Maranwe. They are expected to play their part in Maranwe’s little romantic plot, and they are successful if they do so. The Hibernian girl is a beautiful, red-haired mortal woman named Myrna. Myrna will either be romanced by a male investigator or have her romance disrupted by a female investigator. By the end of the party, she no longer wishes anything

to do with Amroth, either being seduced away by the investigator or despising Amroth for his fickle nature. By dawn, Amroth and Maranwe are once again a couple and the investigator is returned to the Mortal realm with Myrna.

Once returned to the mortal realm, the investigator arrives in the same sacred grove used to enter the Otherworld. The investigator will have accompanied Myrna, and therefore will be allowed to retain the enchanted coin. This investigator will arrive three hours after the others returned and will immediately realize something is wrong, feeling tired, weaker, and somehow frailer. The other investigators will notice immediately that the investigator who went to the Harvest Ball has aged fully ten years. This investigator

## Part Four – The Harvest Begins

Whether the investigators seek out the Servants of Glaaki in their lair, wait for them to march forth or ignore the threat until it arrives on their doorstep, they'll eventually have to deal with the problem. This section details the horde of living dead, their underground lair and their plan of attack should they set out across the countryside. It also details what investigators will encounter should they decide to go to the source of the danger, Cythraul Lynn and the Andras Alltud (Great Old One Glaaki). Directly confronting Glaaki will likely not go well for investigators.

### The Servants of Glaaki

There are 99 of these abominations currently active in the area. Currently, they appear very decomposed, no longer able to pass as living humans at a distance less than 50 feet. Linked to the consciousness of Glaaki and possessing all of its memories, they are totally mindless in their obedience to its will. Currently, Glaaki's will is for the horde to bring to him another batch of mortal humans to transform into its undying servants.

#### On the Move

About 20 of the horde wear fairly new looking cloaks and boots. These are usually sent in advance, ahead of the main group. They will move at night and try to mask their approach in a wall of mist whenever they get close to anyone. All the Servants of Glaaki know the spell Create Mist of Releh. Each servant also carries an empty sack, a stolen tool (usually a hammer, sickle or small ax) for battering down barriers, and six pre-cut lengths of rope for tying up captives.

#### Attacking a Village

The horde will try to surround an area where people are likely to be. They will then cover the area in mist using Create Mist of Releh and move in, pummeling into unconsciousness anyone they find. These people are then stored nearby and guarded, while the horde moves

will likely suffer penalties for advanced aging (consult the Character Creation chapter of *Cthulhu Invictus*).

Myrna is much less lucky, suddenly arriving in the mortal realm six decades older than when she left, the beautiful woman of eighteen is now a withered crone of nearly eighty. Myrna looks over her legs, feet, arms, and hands, seeing age spots and wrinkles. Her once red hair is now white as well. She begins screaming, going temporarily insane and crying hysterically. Myrna hobbles over to a nearby stream in order to see her reflection. As she sees herself in the water she gasps, chokes a few times, holds her left arm, and falls to the ground. In moments she is dead, suffering a massive heart attack. Investigators viewing this suffer 1/1D4 points of Sanity loss.

on to the next target. This target could be an outlying farm or an entire small village, depending on the layout and how easily the horde can surround it. Those who put up a difficult struggle may be killed instead of captured, especially if they destroy one or more of the attacking servants of Glaaki.



#### Servants of Glaaki Guards (99)

STR 10    CON 22    SIZ 13    INT 13    POW 10  
DEX 3    Move 5    HP 18

**Damage Bonus:** +0

**Weapons:** Grapple 20%, damage special  
Various tools (sickles, hammers, axes) 40%, damage 1D6+1+db

**Armor:** none.

**Spells:** Create Mist of Releh.

**Skills:** Sneak 35%.

**Sanity Loss:** None if human-seeming; 1/1D8 if in living-corpse aspect; 1/d10 if dead from Green Decay.

**Note:** See *Malleus Monstrorum* for more details.

## Lair of the Walking Dead

The Servants of Glaaki spend most of their time in an underground temple. The cavern system begins in a wooded hillside and descends several hundred feet underground. There are four steep stairways and a pair of spiral staircases cut into the stone, some of which linked previously unconnected parts of the cavern system. These passages were carved out by generations of Servants of Glaaki, who've haunted these caverns for centuries.

The lair has a rather complex security system. The upper guardroom, lower guardroom, and temple are all linked by a series of pipes that end in funnels, which carry and amplify sound. Beside each funnel is a bell, with a rope attached to the clapper. Any loud disturbance in one of these rooms is heard by the others 20% of the time. Should the bell be rung, this increases to 80%. These chances are halved between the upper guardroom and the temple, due to the greater distance. Investigators can easily disable the system by blocking the funnel beside the bell, effectively preventing the transmission of sound (wet rags work best).

There is also a set of mirrors in the cavern system, reflecting images from the entrance down to the doors of the temple. There are twenty mirrors in all, and they are made of highly polished metal each weighing about twenty pounds. Each is hung on a metal spike driven into the wall.

The system has three major chambers: a pair of guardrooms and the main lair of the undead, the temple of Glaaki. The temple also has a concealed passage hidden behind a filthy tapestry. This passage leads to Cythraul Lynn, lair of the Great Old One Glaaki.

**Upper Guardroom:** There are between six and twelve Servants of Glaaki here at all times. Keepers should adjust this number depending on the strength and number of investigators. They wear heavy cloaks to shield them from possible exposure to light, and they will alert the lower level to any disturbance if possible.

**Lower Guardroom:** There are between eight and sixteen Servants of Glaaki hidden here at all times. They will be standing against the walls, covered in cloaks and caked with soil. This concealment works 50% of the time. They will try to surround investigators before they attack, working to cut off any escape back to the upper levels of the cavern. They will also try to use the bell to alert the main temple to any intruders detected.

**The Temple of Glaaki:** This vast chamber is guarded by a stout, oaken door and between nine and eighteen Servants of Glaaki. The door can only be opened from the inside and has a closeable slot for peeking out of.

Investigators will need to beat a strength of 40 on the resistance table to force the door open, or they can inflict 60 points of damage to batter it apart. Cunning investigators, who are armed with the amulet of Ludd may simply batter open the closeable slot (20 hit points), activate the amulet and drop it into the chamber (see *Inflicting the Green Decay* below).

Inside the main chamber are the remaining walking dead who weren't posted as guards. There will be between 67 and 52 Servants of Glaaki here at all times, unless the horde is on the move. The room itself has a number of support pillars and five large statues of Glaaki in various poses. The room also has a single filthy tapestry hiding a passage.

**The Passage:** This passage is fairly straight, going about a mile underground. It ends in a trapdoor that is covered with soil and grass. Forcing it open requires beating a STR of 20 on the resistance table. Once opened investigators will find themselves on the shores of a misty lake (see *Cythraul Lynn*).

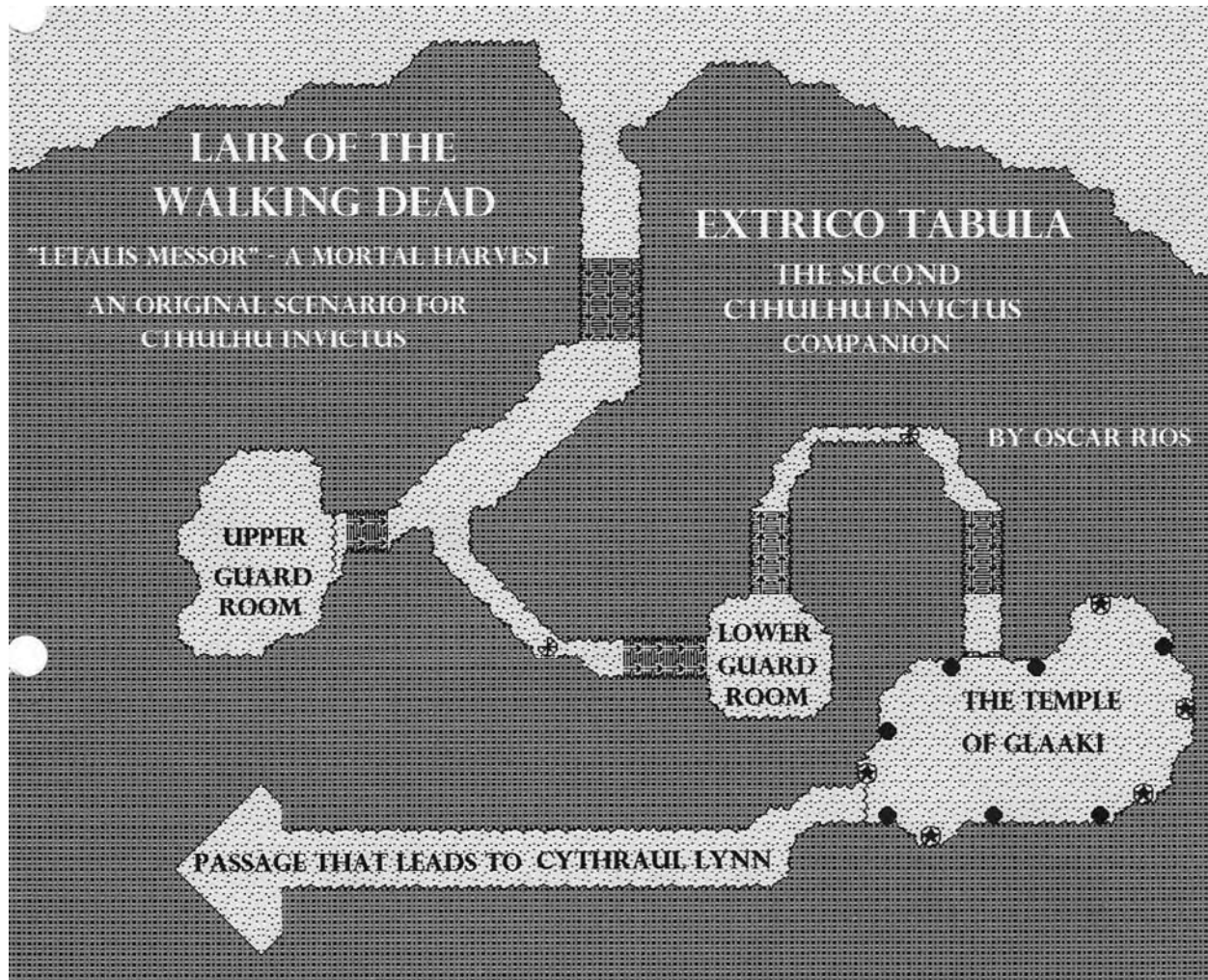
### Inflicting the Green Decay

Investigators attacking the Lair of the Walking Dead will need to move quickly and quietly. If the entire lair is alerted, investigators may find themselves overwhelmed by nearly 100 walking dead. If armed with the amulet of Ludd or another large source of illumination (such as reflected sunlight), they must use it in the main temple area to be able to affect the bulk of the horde. The amulet lasts only a few moments, so using it too soon would be disastrous.

Once the door is open (or bypassed using the peeking slot) the bulk of the walking dead can be exposed to light, which will trigger the Green Decay. Should investigators spend too much time battering down the door (or forcing it open), many of the undead may well escape. If alerted to invasion by the guards posted above, the undead in the temple may well use the tunnel leading to Cythraul Lynn. Investigators would then enter the temple to find it abandoned, with the horde heading out the back door towards their master (maybe with *Create Mist of Releh* to mask the escape).

If they successfully surprise the Servants of Glaaki (by quickly and quietly working their way down to the temple and getting past the door in less than three rounds), the bulk of the horde can be exposed to intense light. This will trigger the green decay, crippling many of them instantly and condemning them to destruction within a few hours. Should this happen, the investigators stop the horde, preventing further "harvests" of new servants of Glaaki and ending the threat to the displaced Cornovii clans and the town of Viroconium. The scenario ends in success.

## Map of Lair of the Walking Dead



### Cythraul Lynn

This lake was formed when a meteor smashed into the earth here, slowly filling with water as the years drifted by. Within that meteor was the Great Old One Glaaki, who now dwells in the depths of the lake's dark waters. Mist often rise off the surface, especially when Glaaki is active and approaching the surface or shore.

Locals have long considered the lake and the lands around it an evil place, due to the frequency of people disappearing in the region. Because of this no one has lived within many miles of the place for nearly two hundred years. The very name of Cythraul Lynn means "Lake of the Demon". Should the Servants of Glaaki be forced from their lair, or if they successful abduct a new crop of mortal victims, this is where they will come.

### Andras Alltud

This is the name the local Britons have long called the mysterious and malignant creature living at the bottom of Cythraul Lynn. It means "alien devil," aptly describing the Great Old One Glaaki. Just how the name began is lost to the Britons, but shows that at least originally it was known that this creature came to the earth within the meteor that created the lake.

Glaaki will emerge from the lake if its new crop of servants is delivered, eagerly ramming spines into each and every captive mortal. It will also emerge to deal with any investigators who might come here in pursuit of its servants. Should investigators make camp and sleep within 10 miles of the lake, the Great Old One will try to use its Dream Pull powers to ensnare them into coming to the dark waters.

## Fighting Glaaki

Investigators seeking or pressed into a battle with the Great Old One are facing incredibly steep odds. The mere sight of the entity can shatter minds. Glaaki also knows most spells, and will use them in an effort to capture or charm investigators so that they can be made into undead servants. If this is not possible, it will use these arcane powers to totally annihilate them. In addition to its spells, the entity can impale victims with its dreadful spines, condemning them to a fate of undead servitude.

Harming Glaaki is nearly impossible in this era, as the Great Old One has a thick membrane that requires 40 points of damage to even penetrate. This will be a tall order using spears, swords and bows. Even most siege weapons of the period would be useless against it. Investigators might possibly have a chance of harming Glaaki if they were armed with a catapult or onager. However, the chances of investigators have access to such items or the time to properly deploy them within range of Cythraul Lynn should be incredibly slim.



### Glaaki, the Inhabitant of the Lake

STR 40    CON 60    SIZ 90    INT 30    POW 28  
DEX 10    Move 6    HP 75

**Damage Bonus:** N/A

**Weapons:** Spine 100%, damage 7D3

**Armor:** 40-point integument; each spine has 4 points of armor and 6 hit points.

**Spells:** Glaaki knows most spells, and teaches many to his worshiper-slaves.

**Sanity Loss:** 1D3/1D20 Sanity points to see Glaaki.

**Note:** See *Malleus Monstrorum* or *Call of Cthulhu* (the rule book) for more details.

## In Closing

Once the Servants of Glaaki are destroyed, the threat to the Cornovii refugees is over. Investigators can inform the chieftains of this, as well as the local prefect Cnaeus Herius Salvian. The Cornovii will not believe the investigators, so Carden will agree to assist them. The Dark Bard will then make a final appearance, spreading word to the refugees that the Walking Dead have been put to rest by the investigators. This will grant the investigators +10% Status and reassure the Cornovii that all is well. They return to their lands and bring in their harvest, easily getting through the coming winter. Prefect Herius Savian will deliver to the investigators whatever reward he agreed to. All is complete except for one small thing; Carden will ask them for a final favor.

### The Last Performance

Carden will invite the investigators to a final performance. He will pick a high, sacred hilltop asking if they will meet him there at twilight. The bard will then spend the entire night singing and playing his harp. He'll tell stories, recite poems, and share secrets he's spent a lifetime of gathering. Investigators will not only be well entertained but gain +10% Occult, +10% Kingdom (Britannia: Own or Other), and +5% Cthulhu Mythos. In the end he'll sing a final ballad, "The Tale of the Mortal Harvest," a heroic tale of the investigator's exploits.

After this the sky will be turning pink and the stars fading from view. He'll hand the investigator with the highest DEX score his harp (a beautiful instrument worth 2000 sesterces) saying "Learn to play her; you've the fingers for it." Carden then passes his beautiful short sword to a different investigator and passes a silver chalice from his satchel to another saying, "The blade has served me well, it was the father's," and, "This cup was given to be when I performed for the wedding of a queen."

The dark bard then sits facing the coming dawn and say, "You should all go now, I'd like to watch the sunrise." He'll refuse company at this moment explaining, "Some journeys need to be taken alone." Carden exposes himself to the sun, dropping his cloak, and becomes a victim of the Green Decay, joining those long lost friends and family member of the village of Collfarna.

### Sanity Awards

- For preventing the battle between the Cornovii and Dubunni: 1D3
- For destroying the Servants of Glaaki: 1D10
- For returning the Cornovii to their lands in time for harvest: 1D3
- For helping Carden find a peaceful end: 1D3

## Magical Items

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### The Amulet of Ludd

This potent magical amulet carries within it the powers of the sun. Once activated (by mental command while being touched), it will fill an area within a quarter mile with illumination equal to the noonday summer sun. Said illumination is centered on the amulet and moves with it, lasting for a brief 10 minutes. After those 10 minutes are up, the illumination rapidly dims, being totally gone in about two minutes. After that the Amulet of Ludd vanishes, returning to the Otherworld and the hands of its rightful owner, Queen Maranwe.

### The Coin of Maranwe

This coin grants the carrier the ability to speak and understand any human language with a skill of 65%. It also allows the carrier to speak and understand Mythos languages with a skill of 35%. It does not convey any knowledge of reading a language; its power only working with the spoken word. Keepers wishing to limit the power of this item might have the magic of this ring fade at a rate of 5% per year, decade, or century.







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