

THE LEGACY OF ARRIUS LURCO

A CAMPAIGN FOR CTHULHU INVICTUS

MAPS & HANDOUTS



By
OSCAR RIOS

ILLUSTRATED BY
ALBERTO GUERRA
STEFF WORTHINGTON

Domina Brimo Hecate te rogamus vtei vitam omnium
gentis Arrie corripias

ossa frangantur malo morbo pellis pustulet bescv

per equos suos calcantur et remisse morsus patiantur bazagra

Tam edes tam membra igne urantur berebescv

mentula tabescat decadat

lanes derelinquant

delores furiam mortem subeant

Ecate sdictos excipias

omni miseria devincias quam Dii Ileri excogitent

Lady Brimo Hecate, we ask you to snatch up
the life of all of the Gens Arria. May their
bones be broken, may their skin blister from a
bad disease, bescv. May they be trampled by
their own horses, and freely suffer (their) bites, may
their houses as well as their limbs be burned by
fire berebescv. May their dick languish and fall off.
May their lares abandon (them). May they undergo
pains, madness, death. Hecate, take to yourself
the aforementioned people. Bind them with every
misery which the Infernal Gods might devise.



RAVENNA
ARMINUM
ROME
OSTIA

SALONA

IV
Flavia
Felix
VII
Claudia

The Roxolani
I
Italia
XI
Claudia

TOMIS
BYZANTIUM
PERINTHUS
Mare Pontus
Euxinus

Mare Hadriaticum
NEAPOLIS
BRUNDISIUM
DYRRACHIUM

Mare Ionium
BUTHROTUM
THESSALONICA
DELPHI
THERMOPYLAE

Mare Aegaeum
PATRAE
CORINTH
ATHENS
PERGAMUM
EPHESUS

PANORMUS
RHEGIUM
SYRACUSAE



The
EASTERN EMPIRE

KNOSSOS
GORTYNN

Mare Internum

Mare Tyrrhenum







TO PHYLA

COLONOS
HIPPIUS

PLATO'S
ACADEMY

GRAVEYARD

SCIRUS
THE SACREDWAY

LACIA

XYPETE

LYCAEUM

STADIUM

AGRYLE

ECHELIDAE

THE
PHALERUM
MARSHES

THE LONG WALLS

THYMCTADAE

PIRAEUS

MUNICIA

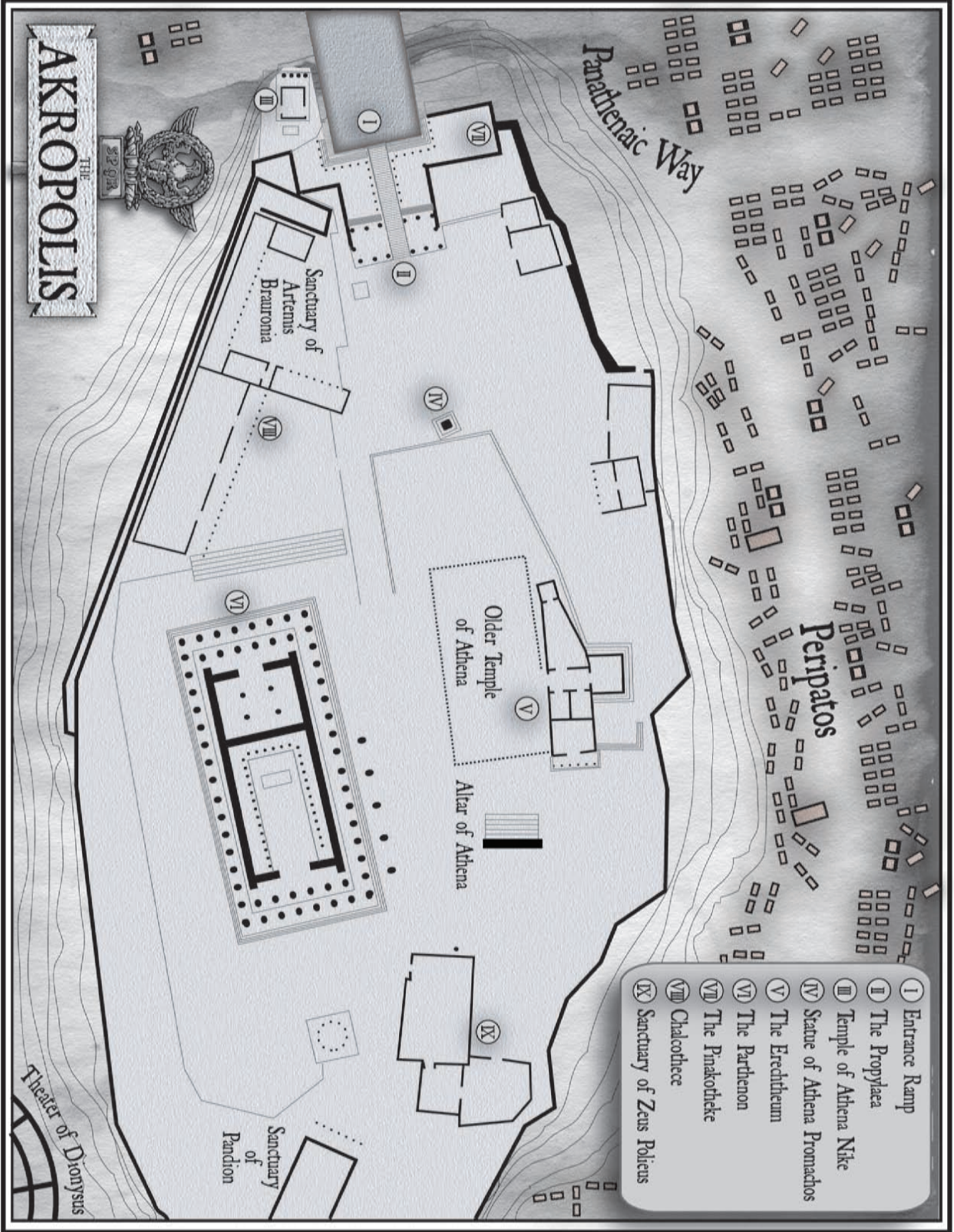
SARONICUS SINUS

- I The Acropolis
- II The Odion
- III The Theater of Dionysus
- IV Roman Forum
- V The Agora
- VI Areopagus (Mars Hill)
- VII The Hill of Nymphs
- VIII The Smithy of Gervasios
- IX The Hephaesticon

TO PHALERUM

ATHENAE

AKROPOLIS



- Ⓘ Entrance Ramp
- Ⓛ The Propylaea
- Ⓜ Temple of Athena Nike
- Ⓝ Statue of Athena Promachos
- Ⓓ The Erechtheum
- Ⓔ The Parthenon
- Ⓗ The Pinakothekē
- Ⓢ Chalcothecē
- Ⓣ Sanctuary of Zeus Polieus

Theater of Dionysus

Sanctuary of Pandion

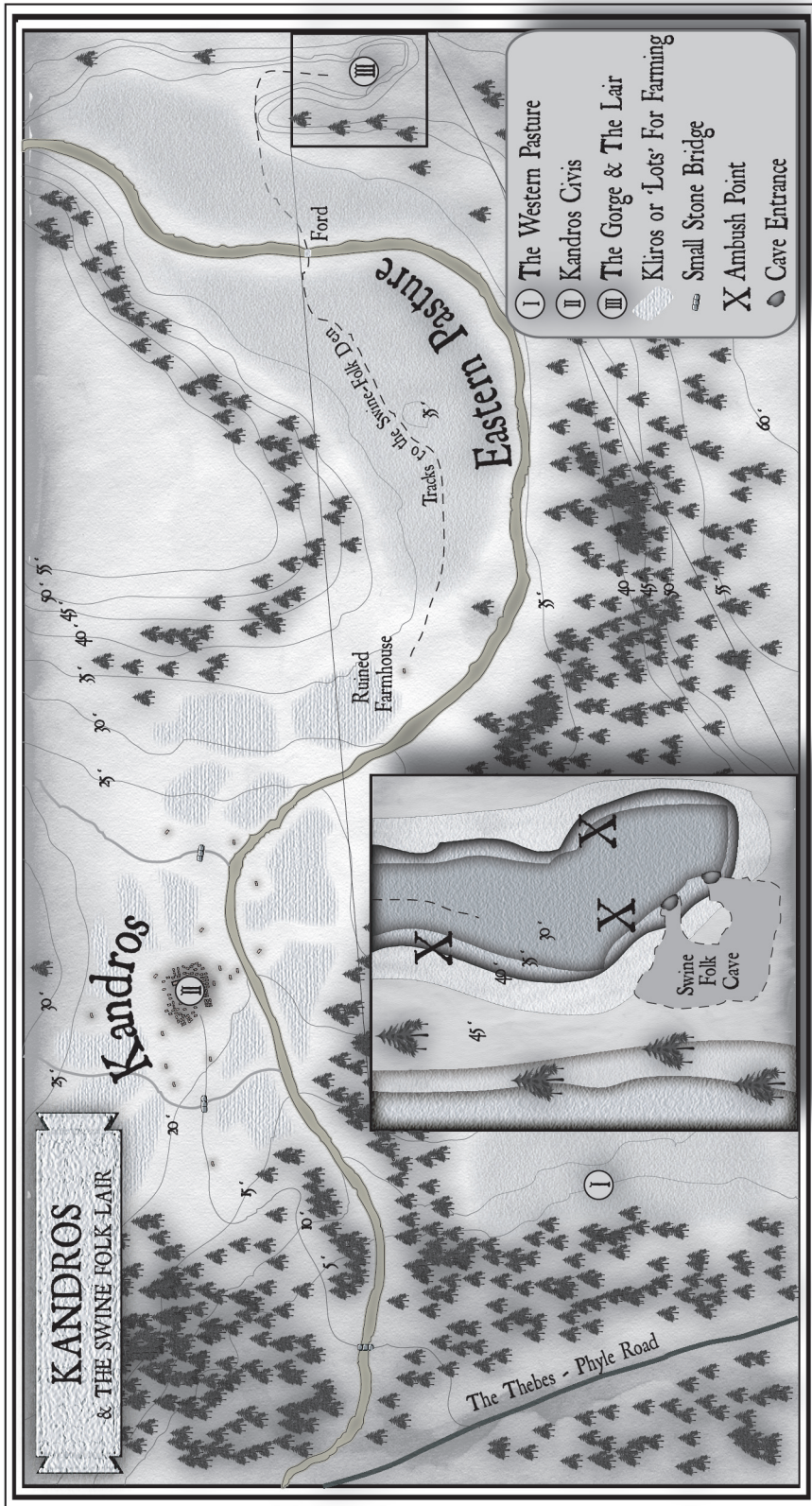
Older Temple of Athena

Altar of Athena

Sanctuary of Artemis Brauronia

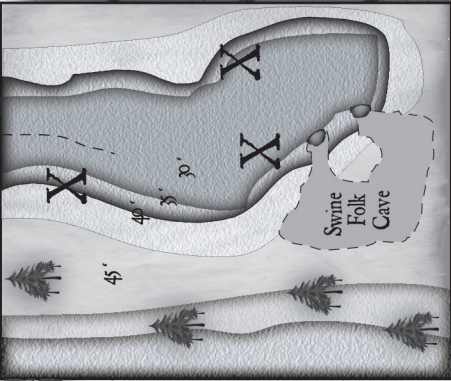
Parthenaic Way

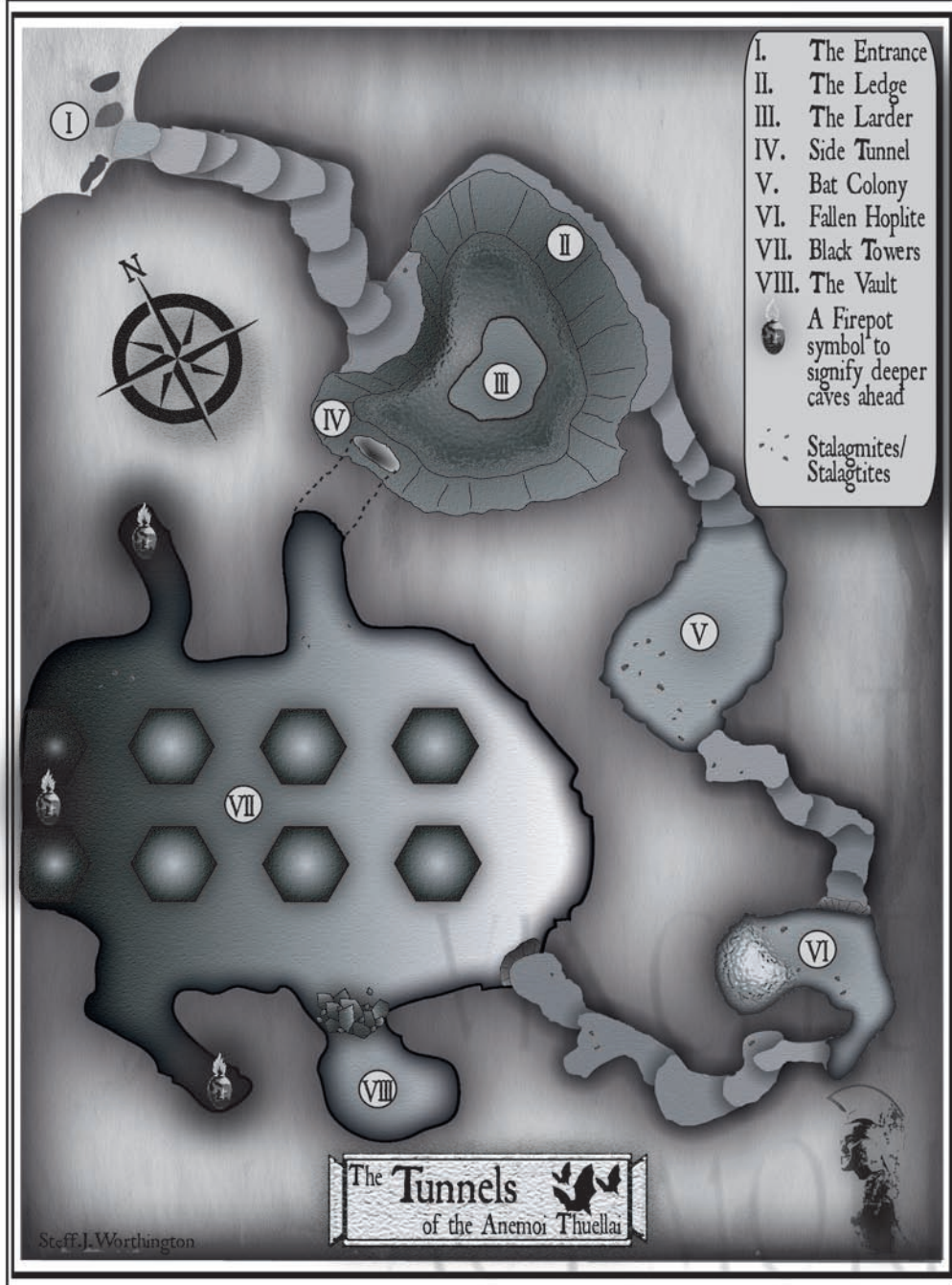
Peripatos



KANDROS
 & THE SWINE FOLK LAIR

- I The Western Pasture
- II Kandros Cavis
- III The Gorge & The Lair
- [Hatched Area] Kliros or 'Lots' For Farming
- [Dashed Line] Small Stone Bridge
- X Ambush Point
- Cave Entrance





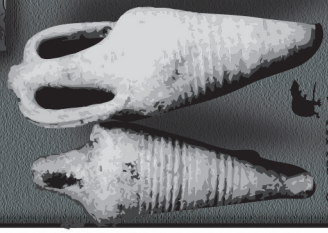
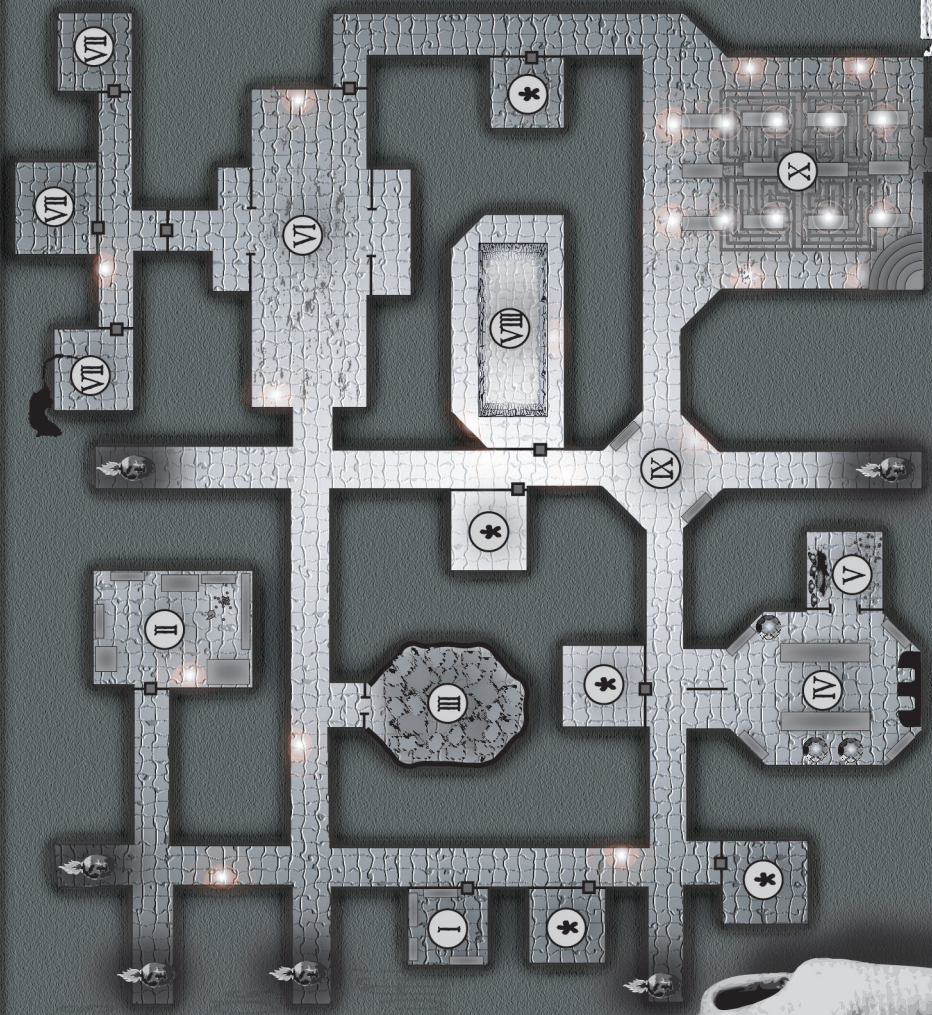
- I. Store Room
- II. Apothecary
- III. Orgy Room
- IV. Kitchen
- V. Live Larder
- VI. The Armoury
- VII. Prisoners
- VIII. Baths
- IX. Guard Post
- X. Feast Hall
- * Ancillary Room

A Firepot symbol to signify the complex extends further still.



The Temple of Tenders

Where Evil Eats





Steff I. Worthington



- I. Entry Point
- II. The Cult Closes In
- III. The Tender's Last Stand
- IV. The Central Chamber
- V. Treasure Hoard
- VI. Magical Gateway to Britannia
- VII. Prisoner Cages
- VIII. The Minotaur's Larder
- IX. The Great Old One Eihort
- * Ancillary Room

 Steps leading down.

 A Firepot symbol to signify the maze-like complex extends further still.

 Other mysterious and magical gateways that lead to wherever dark destinations the keeper so desires.

The Heart of the Labyrinth of Messara