

# ROLEMASTER ROME

ICE

SPQR01



# ROLEMASTER ROME™



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# INTRODUCTION

This project started some years ago with a chance email to ICE about a Roman-themed Rolemaster book. Rolemaster has been my system of choice for over 20 years, and it seemed natural to combine that with my love of the ancient world.

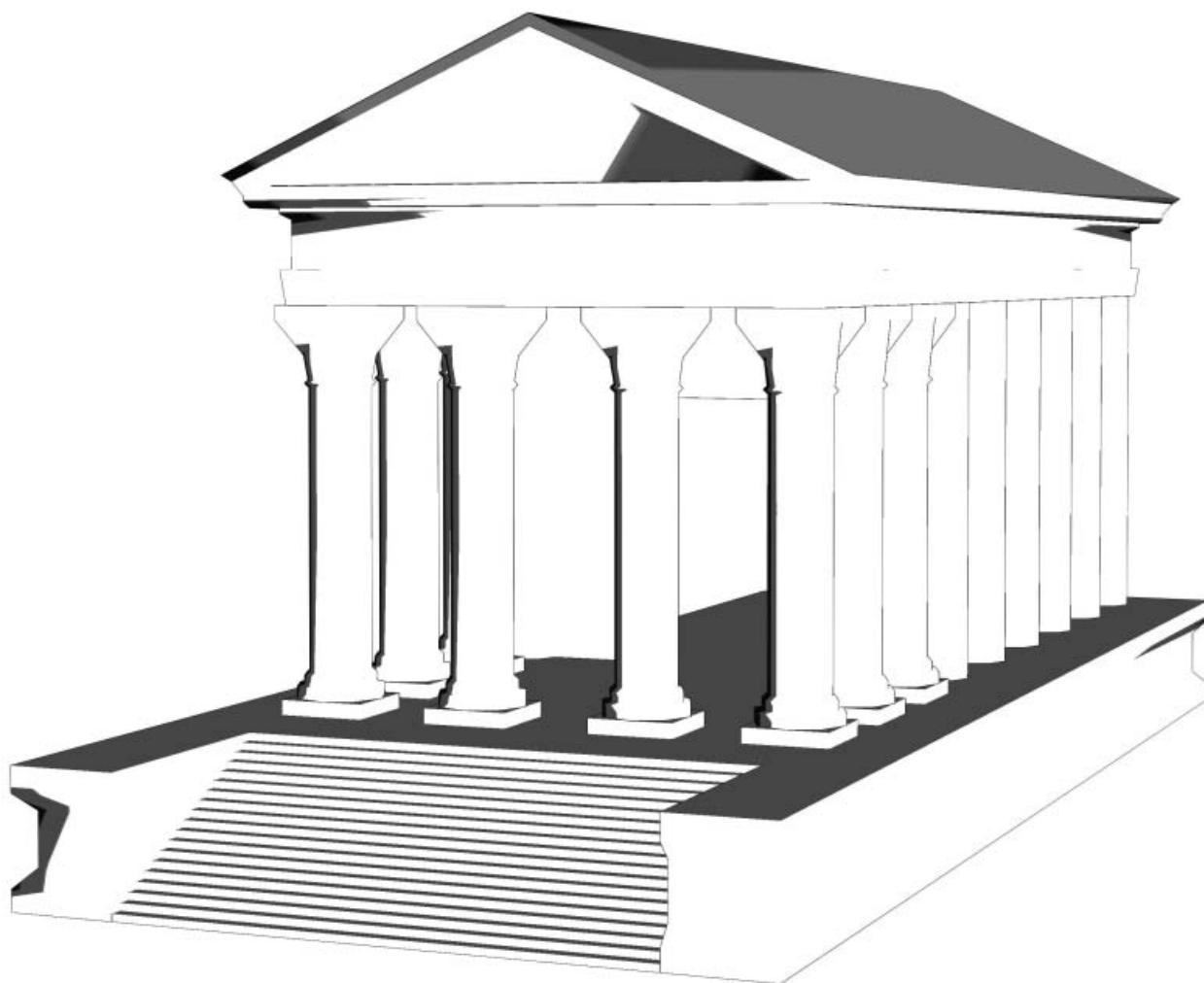
When ICE said write something and we will have a look, I set to in earnest.

The fruits of those labours are now in your hands (or on your screen).

After much writing, re-writing and playtesting (thanks to those folks), this book is finally published, thus making real a long held dream to publish something for the greatest RPG ever published! I hope you enjoy the results and have many hours of enjoyment.

One last note, Rolemaster: Rome is not a history text book. It is based on historical fact, but some facts have been altered or ignored to produce a better game. Thus forgive any intentional or unintentional historical errors within.

Graham Bottley, Oct 2009



# CHAPTER 1

## CHARACTER CREATION

### Character Concept

The initial (and possibly the most important) stage in character generation is to decide what sort of character you want to play. This will be influenced to some degree by the type of campaign your characters will inhabit. Do you want to play a soldier, an investigator, a political climber or a priest? A strong concept will make the later stages of character generation much easier and will produce a more rounded and believable character.

### Race

The next step is to determine the racial origins of your character. For the purposes of this book, all characters will have been born in or near Rome. Most characters will thus be Roman, although Greeks and Gauls are sufficiently represented in the city to be available as racial types. It is important to note that only pure Romans may be Patricians, although not all “Romans” are citizens. A full description of the racial types is given in Appendix 1.

TABLE 1 - RACIAL ABILITIES TABLE											
Race	----- Racial Stat Bonuses -----										Background Options
	Ag	Co	Me	Re	SD	Em	In	Pr	Qu	St	
Roman	+0	+0	+0	+0	+5	+0	+0	+5	+0	+0	6
Gaul	+0	+5	+0	+0	-10	+0	+0	+0	+0	+5	5
Greek	+0	+0	+5	+5	+0	+5	+5	+0	+0	+0	5

Once a racial type has been chosen, you should record this on your character sheet along with the stat bonuses from the table below:

### Profession

Once racial type has been determined, the profession of the character should be chosen. It should be noted that not all professions from Rolemaster are available in this setting, although the No profession has some altered skill costs from Character Law. More details on each of the professions is given in Appendix 2. The available professions are:

Non Spell Users	Realm of Power	Realm Stat
Fighter	Choose One	Based on Choice
Thief	Choose One	Based on Choice
Rogue	Choose One	Based on Choice
No Profession	Choose One	Based on Choice

Pure Spell Users	Realm of Power	Realm Stat
Cleric	Channeling	Intuition
Animist	Channeling	Intuition
Illusionist	Essence	Empathy
Lay Healer	Mentalism	Presence

Hybrid Spell Users	Realm of Power	Realm Stat
Sorcerer	Chann/Ess	Intuition/ Empathy
Semi Spell Users	Realm of Power	Realm Stat
Bard	Mentalism	Presence

The choice of Realm of Power is up to the character (See Character Law p20 for more information).

Profession bonuses are as described in RMC Character Law Tables 09-08 and 09-09 (p128-129).

#### Stats

Character generation in **RM:Rome** uses the standard rules described in Character Law p22-23, although the GM may wish to use one of the optional systems.

#### Social Class

The default social class is **Freeman**. However, characters can change this by spending (or receiving) background options as described below. It is important to be aware that a slave character will probably have serious restrictions, and should only be chosen after careful thought. Full details on social class are given in the “Roman Life” section of this book. This book assumes that Greek and Gaul characters have been brought up by Romanized parents within a Roman setting, and thus use the same adolescence skill suggestions as Roman characters. Greek and Gaul characters can never purchase the Patrician social class, but can purchase the Wealthy option if they also choose the citizen or freeman option. Roman characters cannot purchase the Wealthy option.

Slave	Receive 1 extra Background Option
Freeman	No Cost
Citizen	Costs 1 Background Option
Patrician	Costs 2 Background Options
Wealthy	Costs 1 Background Option

#### Adolescence

Adolescence skill ranks are determined by social class. Slaves and Freeman should further choose whether their character has a rural or an urban upbringing. The appropriate list should then be used to choose suitable adolescence skill ranks from:

@ - Languages

Any character of Greek or Gallic origin may spend language ranks on their “parental” language or Latin.



Otherwise, slaves may not choose other languages, freemen may only choose Greek or Latin and Citizens and Patricians may choose freely from the list of languages found in Appendix 5. Slaves may not take any written skills.

#### Adolescent Skills:

##### Slave-Rural

Manuever in Soft Leather  
Swimming  
Climbing  
Perception  
Body Development  
Stalking & Hiding  
Riding  
Weapon (1 Handed Blunt) – Fustis  
Weapon (1 Handed Edged) – Cultellus  
Herding

##### Slave-Urban

Manuever in Soft Leather  
Swimming  
Climbing  
Perception  
Body Development  
Weapon (1 Handed Blunt) – Fustis  
Weapon (1 Handed Edged) – Cultellus  
Cooking

##### Freeman-Rural

Manuever in Soft Leather  
Swimming  
Climbing  
Perception  
Body Development  
Stalking & Hiding  
Riding  
Weapon (1 Handed Edged) – Cultellus

##### Freeman-Urban

Manuever in Soft Leather  
Swimming  
Climbing  
Perception  
Body Development  
Weapon (1 Handed Edged) – Cultellus

##### Citizen

Manuever in Soft Leather  
Perception  
Body Development  
Linguistics  
Weapon (1 Handed Edged) – Cultellus  
Trading

##### Patrician

Manuever in Soft Leather  
Perception

Linguistics

Weapon (1 Handed Edged) – Cultellus

Art

Public Speaking

Star Gazing

#### Background options

The use of background options is broadly similar to that described in the core rules.

The “Set Options” may be chosen as usual.

The table below should be used instead of the Special Abilities table in Character Law:

**TABLE 2 – ROMAN SPECIAL ABILITIES**

Roll	Ability
01-05	Natural Portal
06-10	Haggler
11-15	Multicultural Upbringing
16-20	Natural Auger
21-25	Directed Genius
26-30	Survivor
31-35	Showman
36-40	Fast
41-45	Nimble (As RMC p64)
46-50	Natural Orator
51-55	Rome-born
56-60	Stubborn
61-65	Man of the People
66	The player may choose one ability from this list (except 100)
67-70	Second Sight
71-75	Iron Control
79-80	Ruthless
81-85	Focused Warrior
86-90	Great Strength (As RMC p65)
91-95	Blessed by Patron God or Son of Mars
96-97	Heir of Empedocles
98-99	Master Tactician
100	Natural Roman

### NATURAL PORTAL

The character is a natural portal between the magical energies and the real world. All spell casting rolls are made with a +10 bonus. However, the character also makes all RR vs spells at a -10 penalty. The GM may allow a non-spell caster to reroll this ability.

### HAGGLER

The Haggler is a natural-born negotiator. All trading rolls receive a bonus of +25, and due to the characters ability when deal-making, Diplomacy rolls also receive a bonus of +10.



## MULTICULTURAL UPRISING

You were either raised in a multicultural Insula or around a myriad of foreign slaves. You receive 3 spoken ranks in 5 different languages, and receive 1 rank in both Race Lore and Region Lore skills appropriate to each of these languages. Some Patricians will consider you polluted by non-Roman influences however, and thus of low status. The character suffers a -10 reaction penalty from Roman Citizens and a -25 penalty from Patrician Romans.

## NATURAL AUGER

You receive a special bonus of +25 on your divination skill. However, you often receive powerful and disturbing dreams of what may happen to you in the future.

## DIRECTED GENIUS

This character has a natural flair (+40) at either a craft or a knowledge of the players choice. The GM must approve this bonus, which may not be any combat or magical skill.

## SURVIVOR

This character is very difficult to dispose of by non-violent means. All RR vs Poison, Disease, Starvation, Thirst etc are made with a +25 bonus. This bonus is applied to natural or magical manifestations of these conditions.

## SHOWMAN

The character is a natural showman, and pushes himself to the limits when being watched. Under "spectator" conditions, the character receives a +10 bonus to all actions. The GM must rule on whether this bonus is applied in a particular situation, but an artistic or musical performance, gladiatorial fight, chariot race or athletic games are all appropriate. It is not enough that people can see the actions, there must be a show aspect. Thus a general fight in a tavern would not gain the bonus, but if the character had faced up to some criminals, and bravely fought them whilst the grateful patrons watched, the character would gain the bonus.

## FAST

A Fast character has natural, fluid grace and has a special (additional) +10 bonus to Quickness.

## NATURAL ORATOR

You are a natural Orator, comfortable with speaking to both small groups and large, and in both formal and informal situations. You receive a +25 bonus to Public Speaking and Tale Telling skills and a +10 bonus to the Influence skill. You do however have a tendency to speak without thinking, relying on your natural talents. This can get you into trouble when you say something inappropriate.

## ROME-BORN

This character was born within the walls of Rome itself, and has rarely (if ever) left the city. The character knows

most of the alleyways, buildings and important people, all across the city. The character receives a bonus 10 ranks in the following skills: Race Lore (Roman), Region Lore (Rome), Streetwise (Rome).

## STUBBORN

A Stubborn character will only rarely change their mind. There is a significant roleplaying effect to this ability, but also several other benefits. This character receives a +50 bonus to all RR vs mind alteration magic or effects. A -50 penalty is also applied to any other character using social skills to change the characters mind. This includes torture, if the Stubborn character has decided not to reveal any information.

## MAN OF THE PEOPLE

You are a natural with the common people of Rome. You remember names and faces of people you meet, and seem natural in any situation. You receive a +40 to your leadership skill and a +10 to public speaking. In addition, any troops or followers under your command receive a +15 bonus to any fear or morale checks. The drawback is the envy you invoke in others, especially those with political or military ambitions. You may attract powerful enemies.

## SECOND SIGHT

Second sight enables the character to see active or recent magic activity as a disturbance in the air. A perception roll is required to see the effect, with a 41 or more required to see an active effect or item (including an active curse tablet). This difficulty increases by 10 for every round since the effect ended. The GM may apply modifiers as required to allow for major magical effects (the appearance of a God in person etc). However, the character also receives a -15 penalty to all other perception rolls due to the constant swirling of magical energies.

The GM should adjudicate this ability carefully, as it gives a character a lot of power.

This ability allows a character to detect magical spells, curse tablets etc.

## IRON CONTROL

This character is in perfect control of their emotions and receive a +10 bonus to SD. These characters are renowned for their calmness, and are almost never openly demonstrative.

## RUTHLESS

A ruthless character is very focused on success, and will always press any advantage. To this end, they receive a +25 bonus to all interrogate rolls (where torture or violence is used) and also a +25 bonus to attack rolls against enemies who are stunned, inactive or unaware. A Ruthless character will also need to make a roll of 81+ (add SD bonus) to allow an enemy to surrender in combat, or to restrain their ruthless nature.

## FOCUSED WARRIOR

A character with the Focused Warrior special ability concentrates on the fight in front of them, gaining a +10 bonus to OB, DB and Initiative in combat. However, they also struggle to focus outside their current opponent(s). This is represented by a -25 penalty to all perception rolls that do not relate to their immediate opponents.

## SON OF MARS

The character is descended from the War God Mars. All combat and combat-related skills have an additional +2 per level bonus (until level 20). This applies to armour skills, combat maneuvers, martial arts and weapon skills. However, the character also has a short temper and quickly resorts to violence. Any perceived insult causes the character to possibly lose their temper. The character rolls and adds their SD bonus, requiring a 51 or more. If this roll fails, the character flies into a rage, and attacks, although a reroll is permitted each round until successful. The player may then choose whether to continue the fight.

## BLESSED BY PATRON GOD

Only available to spell casters of the realm of Channeling. Once per game session, you may cast a spell up to level 50 from one of your known spell lists. This spell costs no PP and automatically succeeds. However, this spell must be cast sympathetically to the goals and attitudes of your patron deity, and therefore requires GM approval. Those blessed by a patron God opposed to yours will recognize you (and you them), and may be opposed to you.

## HEIR OF EMPEDOCLES

The character is descended from the ancient Greek magician-scientist Empedocles (490-430 BC). Like his ancestor, the character has a natural affinity with healing magics. The character only need spend half the normal number of PP (rounded up) when casting healing spells (from any tradition or religion).

## MASTER TACTICIAN

A Master Tactician has an innate understanding of their surroundings and situation as it applies to combat. As such, all tactics rolls and perception rolls that relate to a current or imminent fight or battle are made at a +25 bonus.

## NATURAL ROMAN

As “Man of the People” above, but to an even greater extent. You receive a +80 to your leadership skill and a +20 to public speaking. In addition, any troops or followers under your command receive a +40 bonus to any fear or morale checks. When you are present, troops will go hungry, march through deep snow, or even die for you. You are loved and adored by your men beyond all others. Of course, the jealousy from others who desire power is intense, and you may make lifelong enemies simply by being yourself.

The “Special Items” option may be taken, but only after GM approval. **RM:Rome** is a low magic game, and so even if this option is allowed, each character may only choose it once.

The “Special Wealth” and “Special Status” options may not be chosen, as these have already been decided.

### Apprenticeship – Training Packages

Once Talents and flaws have been determined, the characters Apprenticeship should be determined. Characters should ideally spend their level 1 development points on a training package from Appendix 3 (only one may be taken per level) and any other skills

A training package (TP) offers a set list of skills and other advantages at a discounted cost in development points. However, this discount comes at the cost of limited skill flexibility (you receive those skills listed) and the (sometimes extensive) time taken to gain the package. Thus training packages are best used during character generation.

Some training packages also offer the chance of further statistic gains. The listed statistics should receive an extra “stat gain” role, similar to that made when a level is gained.

Skills gained count towards those gained at each level. So if a character receives 1 rank in riding (normal cost 2/4) from a training package, he may only buy one more at that level, which costs 4 more DP.

There are also special benefits that may be gained by following a training package. These are listed with a percentage chance, and should be rolled for from the top. If a special bonus is gained, remaining rolls are made at half the listed chance. Rolls are further halved by each successful roll.

*As an example, the Herbalist TP offers a 30% chance of a Physician contact. If the character makes this roll, then the next item in the list, a Senatorial contact, is reduced from a 20% chance to a 10% chance. If this is also gained, then the next item, some Herbs, have a 15% (down from 60%) chance.*

However characters are not compelled to take a training package, and may just buy skills if they wish. It should also be noted that characters of a profession without base lists may not buy any magic-related skills at level 1.

Training packages are restricted by social class, and may not be chosen unless the character is of that social class, unless special circumstances apply. Also, some training packages have prerequisites in terms of stats, skills or previous packages. Packages taken after character creation require time to be spent following that vocation e.g. a character takes the Legionary package after an adventure. That character must spend some time actually serving with a legion to gain the skills and other benefits of the package. Full details of all training packages are given in Appendix 3.

### Spend remaining DP's on Skills

Once a training package has been chosen and the benefits applied, any remaining Development Points should be

spent on skills. It is important to refer to Chapter 2 for this process to confirm which skills are no longer available, and which new skills are available.

### Background

The character needs a convincing background to be complete. Some of this may be obvious from the character concept onwards, and will obviously develop with Profession and Training packages. The rest of the character's background and family should be developed with the GM, taking into account all of the factors so far developed. The Roman Social Life chapter will be invaluable in this stage.

### Finalize the Character

Once all of the above details have been determined, the character must be finalized.

One important thing to note for Slave characters is that they begin the game as freed-slaves. Obviously, a character

may choose to be unfree and owned by another PC or the GM may decide the character is not yet free, but for the slave character to be viable, freedom should be attainable early on in the game.

Roman characters should choose a patron God at this time (See Chapter 10 for more information on the Gods).

Characters start with any equipment gained from their training package in addition to that listed below for their social class. However, this equipment is suitable for a standard campaign style, and may be modified by the GM for a political style campaign.

### Name

The last detail to be determined is the characters name. Characters should choose or randomly determine their name using the tables in Appendix 4.

Your Roman character is now ready to explore Rome, the Empire and beyond!

**TABLE 3 - TRAINING PACKAGE BY SOCIAL CLASS**

Training Package	Slave		Freeman				Training Package	Slave		Freeman			
	Rur.	Urb.	Rur.	Urb.	Cit.	Pat.		Rur.	Urb.	Rur.	Urb.	Cit.	Pat.
Actor	+	+	+	+	-	-	Innkeeper	-	-	+	+	+	-
Animal Handler	+	+	+	+	-	-	Knifeman	-	-	+	+	+	-
Asclepian	-	-	+	+	+	+	Lawyer	-	-	-	-	+	+
Aux. Archer	-	-	+	+	-	-	Legionary	-	-	-	-	+	-
Aux.Cavalryman	-	-	+	+	-	-	Leg. Centurian	-	-	-	-	+	+
Aux.Legionary	-	-	+	+	-	-	Leg. Officer	-	-	-	-	+	+
Aux. Scout	-	-	+	+	-	-	Lictor	-	-	-	+	+	-
Artist	+	+	+	+	+	-	Mag.-Pat.	-	-	-	-	-	+
Brothel Keeper	-	-	+	+	+	-	Mag.-Tribune	-	-	-	-	+	-
Charioteer	+	+	+	+	+	+	Marine	-	-	+	+	+	-
Clerk	+	+	+	+	-	-	Merchant	-	-	+	+	+	-
Curse-Seller	+	+	+	+	+	-	Musician	+	+	+	+	+	-
Detective	-	-	-	+	+	+	Physician	-	+	+	+	+	+
Druid	+	-	+	-	-	-	Poet	-	-	-	-	+	+
Engineer	-	-	+	+	+	-	Praestigiae	-	+	-	+	+	-
Ereptor	+	+	+	+	+	-	Praetorian Guard	-	-	-	-	+	+
Farm Slave	+	-	-	-	-	-	Priest-Augeres	-	-	-	-	+	+
Farmer	-	-	+	+	+	+	Priest-Pontificu-m	-	-	-	-	+	+
Furunculus	-	-	+	+	+	-	Prostitute	+	+	+	+	+	-
Galley Slave	+	+	-	-	-	-	Sailor	+	+	+	+	+	-
Galic Warrior	+	+	+	+	+	-	Slave Trader	-	-	+	+	+	+
Gladiator	+	+	+	+	+	-	Teacher	+	+	+	+	+	-
Goetia	+	+	+	+	-	-	Thief	-	-	+	+	-	-
Guard	+	+	+	+	+	-	Thug	+	+	+	+	+	-
Herbalist	+	+	+	+	+	-	Topiarius	-	-	+	-	+	+
Hoplite	-	-	+	+	+	-	Torturer	-	-	+	+	+	-
Horse Trader	-	-	+	+	+	-	Tradesman	-	-	+	+	+	-
House Slave	+	+	-	-	-	-	Urbanus	+	+	+	+	+	-
Hunter	+	+	+	+	-	-	Vates	-	-	+	+	+	-
<b>Abbreviations</b>													
Rur. = Rural; Urb. = Urban; Cit. = Citizen; Pat. = Patrician													
AUx. = Auxillary; Leg. Legionary; Mag. Magistrate													

# CHAPTER 2 – ROME

## SPECIFIC RULES

### Introduction

**RM:Rome** introduces several minor changes to the standard RMC rules, and it is important for both players and GM's to familiarize themselves with these changes. Of course, as with everything in this book, the GM can change or ignore any of these differences at his discretion.

RM Rome assumes that the following Character Law options are used:

- Option 3 - Animists As Herb Specialists (p38)
- Option 6 - The "No Profession" Profession (p42)
- Option 7 - Random Height, Weight, And Size (p50)
- Option 8 - Background Options (p61)
- Option 9 – Hobbies (p71)
- Option 10.2 - Partial Skill Acquisition At Half-Level (p72)
- Option 13 - Riding Skills For Similar Animals (p81)
- Option 14 - Stat Bonuses For Spell Gain Rolls (p84)
- Option 15 - Channeling Burnout When Using  
*Spell Law* (p86)
- Option 16 - Power Point Development [Sp] (p88)
- Option 18 - Secondary Skills (p91)
- Option 20 - Additional Experience Point Suggestions (p121)
- Option 21 - Extra Stat Gain Rolls (p126)
- Option 22 - Stat Reduction Due To Old Age (p126)
- Option 23.2 - Expanded Level Bonuses For Professions  
[RMSS] (p129)
- Option 24 - An Alternative Static Maneuver Table (p138)
- Option 25 - Hiding And Stalking Versus Perception  
(Opposed Skills) (p138)
- Option 26 - Quickness & Agility For Base Movement  
Rate (p140)

### Character Creation

The full character creation guidelines are given in Chapter 1. Any differences between **RMC** and **RM:Rome** are also described.

### Skills

Some changes have been made to the skills for the **RM:Rome** setting. These changes fall into three categories. The first is skills that are not available at all in the setting. The second category is skills that have been re-defined or limited to a greater or lesser extent, along with **RM:Rome** specific specialties. The final category is skills new to **RM:Rome**. All other skills are as listed in **RMC Character Law**.

### Changes to skill costs

The only changes in skill costs between standard RMC and **RM:Rome** are those for the No Profession Lore:General skills, which are now 1/2.

### Unavailable Skills:

- Directed Spells
- Read Runes
- Adrenal Defense
- Skiing
- Jousting

### Re-Defined or Limited Skills:

Heraldry:

As coats-of-arms do not exist in the setting, this skill now applies to insignia such as Legion badges and Patrician Signs.

### Artefact Lore:

This skill refers to the semi-mythical artefacts owned by the great heroes of the ancient world. Characters may specialize in Greek, Roman, Egyptian, Barbarian, Carthaginian or Babylonian artefacts. Most of the knowledge is derived from Greek and Roman historians and is apocryphal. Even a successful skill roll may not reveal the true powers of the artefact, only what is believed to be the true powers.

### Martial Arts:

Martial arts in the Oriental sense are of course unknown in Rome. Therefore the only martial arts allowed are *Boxing* and *Wrestling*. These follow standard rules. No character may purchase Degree 2 or higher martial arts.

### RM:Rome Specific Specialties:

Lore General - Race Lore:

- Greek
- Roman
- Gaul
- Celt
- Egyptian
- Carthaginian
- Persian
- Germanic

Lore:General - Region Lore:

- Rome (City)
- Italia
- Gallia
- Hispania
- Britannia
- Germania
- Sarmatia
- Illyrium
- Asia
- Egypt
- Africa

Lore:General - Religion:

Roman Pantheon

Greek Pantheon

Egyptian Pantheon

Nature Gods

Weapons • One Handed Concussion

Fustis (Club)

Malleus (Hammer)

Clava (Cudgel)

Weapons • One Handed Edged

Gladius (Shortsword)

Pugio (Dagger)

Parazonium (Officers Sword)

Sica (Scimitar)

Falcata (Heavy Gallic Sword)

Securis (Small Axe)

Chalcidian Sword (Greek Sword)

Cultellus (Knife)

Celtic Broadsword

Machairi (Greek Dagger)

Sickle

Weapons • Two Handed

Falx (Dacian 2-handed sword)

Ascia (Large Axe)

Weapons • Missile

Flagrum (Whip)

Funda (Sling)

Arcus (Bow)

Weapons • Missile Artillery

Ballista

Onager

Weapons • Pole Arms

Fascina (Gladiator Trident)

Hasta (Long Spear)

Sarisa (Greek Spear)

Baculum (Staff)

Weapons • Thrown

Pilum (Javelin)

Iaculum (Net)

Cultellus (Knife)

## New Skills:

### Administration

Re/SD

Technical/Trade

This skill allows the character to operate effectively in an organization such as a business, the imperial service or the army. This is an essential skill for businessmen.

### Animal Handling

Em/Pr

Outdoor

This skill allows the training, care and handling of most domestic animals. This skill may also be taken for Gladiatorial animals as a separate skill.

### Appraisal

Re/In

Craft

This skill should be taken separately for each specialty, and could include weapons, horses, slaves, books, jewellery etc. A successful roll allows an evaluation of the identity, quality and cost of the item inspected.

### Art

Ag/In

Artistic

Art allows the design and execution of a range of art styles such as painting, sketching, mosaics etc.

### Combat Maneuvers

N/A

This skill must be bought separately for each of the Combat Styles described below.

### Diplomacy

Pr/Em

Influence

This skill allows the character to negotiate with other factions, such as foreign nations, business competitors, or political opponents. A successful diplomacy roll may allow a compromise or agreement to be reached.

### Disguise

Pr/In

Subterfuge

Using Disguise, a character may use clothes, make up and other props to change his appearance. Height is difficult to modify by more than a small amount, and it is very difficult to appear thinner. Acting skill is required if the character is to sound and act convincingly.

### Divination

In/Re

Power Awareness

Divination may be used in two ways. It may be used to interpret a spontaneous omen, such as a sudden flight of white doves, and determine whether the omen is good or bad. This skill may also be used to cast the auspices, whether as part of a religious ritual or to answer a specific query. These auspices usually involve the sacrifice of an animal and the reading of entrails. Whilst it will not provide a detailed answer, it will suggest whether a course of action is blessed or opposed by the gods. The GM may wish to make this skill roll hidden from the player.

Note: This skill is only known by Specialist Priests (Augeres) and never taught to anyone outside of that Priesthood. Therefore only characters that have completed the Augeres training package or been inducted into that priesthood may learn the skill. Any non-priest found using this skill will face immediate execution.

**Driving** Ag/In  
Outdoor  
This skill allows the effective use of carts, wagons and chariots. A skill roll will normally only be required if the vehicle is moving at speed or over rough terrain.

**Engineering** Re/In  
Technical/Trade  
This skill allows the design and construction of military fortifications, siege weapons, canals, roads, buildings etc. Small projects may be built by the engineer himself, but larger projects require laborers to complete.

**Horticulture** In/SD  
Outdoor  
This skill allows the effective growing and harvesting of plants. These could include grape vines, olive trees, cereals, vegetables, fruit or herbs.

**Interrogation** SD/Pr  
Influence  
Using this skill, a character may extract information from a willing or unwilling target. An unwilling target will be more difficult, but this skill also includes the use of torture. A badly failed torture roll will however kill the victim.

**Leadership** Pr/Em  
Influence  
This skill is used to command troops, whether a small party of body guards or multiple legions. The Tactics skill is required for the troops to be effective in battle, but this skill ensures that orders are followed, and increases the loyalty and morale of followers.

**Medicine** Re/In  
Technical/Trade

This skill includes core disciplines such as diagnosis, design of treatment and surgery. It will allow the staunching of wounds that are bleeding at 5/round or more and the setting of broken bones. This skill may also include knowledge of midwifery and dentistry. Medicine is a more in-depth skill than First Aid, which is essentially limited to attempts to stop bleeding from wounds.

**Poetry** Re/Pr  
Artistic

This skill allows the composition and appraisal of most forms of poetry, considered an essential art form in Rome and Greece.

**Sprinting** Qu/Qu  
Athletic

This skill provides a bonus to any running moving maneuvers. This skill should be used instead of the characters Qu bonus when running. If the character does not have the skill, Qu bonus may be used.

**Tactics** Re/In  
Technical/Trade

This skill is used to maneuver troops, and indeed ships, in a battle situation. Whilst normally used with and against large numbers of soldiers, a GM may allow a Tactics roll in any fight situation to identify possible advantages or weak defenses.

**Weapons – Siege** Re/Re/Ag  
Weapon

This skill is used to load, fire and maintain siege weapons such as the Ballista and Onager. These weapons may need more than one skilled crewmember to operate, but the skill of the weapon “commander” is used to make the attack roll. This skill should be assigned to one of the existing weapon costs.

#### Development Costs for new Skills

TABLE 5 – SKILL COSTS FOR NEW SKILLS										
	Fighter	Thief	Rogue	Illusionist	Cleric	Animist	Lay Healer	Sorcer	Bard	No Prof
Administration	3/7	2/7	3/6	2/4	2/5	2/6	2/4	1/5	2/5	2/6
Animal Handling	2/6	2/6	2/5	2/6	1/5	1/4	1/4	2/6	2/5	2/6
Appraisal	3/6	2/4	2/4	2/4	2/5	2/6	3/5	3/6	2/4	2/6
Art	2/7	3/7	3/7	3	3	3	3	3	2/7	2/6
Combat Manoeuvres	2/5	3/8	3/8	20	7	7	8	20	6	3/6
Diplomacy	2/6	2/6	2/4	2/5	2/5	2/6	2/5	1/4	1/2	2/6
Disguise	2/6	2/5	1/3	1/3	2/7	2/7	2/6	2/7	1/5	2/6
Divination	6	5	4	1/4	2/4	2/5	2/5	2/5	1/4	2/6
Driving	2/6	2/6	2/5	3	3	1/3	2	3	2/6	2/6
Engineering	3/5	2/6	2/7	3	3	3	3	3	3/5	2/6
Horticulture	3/7	3/7	3/7	1/4	1/3	1/2	2/6	1/3	2/6	2/6
Interrogation	2/6	2/6	2/4	2/5	2/5	2/6	2/5	1/3	1/4	2/6
Leadership	2/6	2/6	2/4	2/5	2/5	2/6	2/5	2/6	1/4	2/6
Medicine	3/6	3/9	3/7	3/7	2/5	1/4	1/2	3/6	3/9	2/6
Poetry	2/6	2/6	2/4	2/5	2/5	2/6	2/5	1/4	1/2	2/6
Sprinting	2/5	1/3	1/4	3	2/7	2/7	3/7	3	2/6	2/6
Tactics	1/5	2/7	2/5	9	6	6	8	9	3/9	3/6

## Equipment and Herbs

A full equipment (and Herb) list can be found in Chapters 5 & 6. Any equipment not on this list is only available at the discretion of the GM.

## Magic

**RM:Rome** is a relatively low magic setting, full rules for which are given in Chapter 4. This chapter describes the magical traditions for the setting, both divine and arcane, along with rules for spellcasters. Also described in that chapter are the available spell lists.

## Combat Styles

**RM:Rome** introduces several combat styles that can be bought as skills that allow a character to fight in a particular way. These styles are the result of hours and hours of practice, but must initially be taught by someone who has at least 5 ranks in the skill. Thereafter laborious practice (and development points!) allow improvement.

These skills are part of the Combat Maneuvers skill and have no applicable stats.

All of these skills apply modifiers to combat, with the exact modifier dependent on the ranks purchased. As an example, the description of the Legionary style gives the modifiers as:

- +1 OB
- +1 DB (with Shield)
- 1 Initiative

A character with 10 ranks in Legionary Style will receive a +10 OB bonus, a +10 DB bonus if he is using a shield and a -10 initiative modifier. The maximum ranks that may be learned is 20 in any style, but more than one style may be learned. Some styles modify the concussion hits inflicted or even the result of critical rolls. A character may not alter the benefits he gains from his style. For example, the Gladiatorial style gives a +1 OB and +2 BD bonus and a -1 critical modifier. A character with 10 ranks in this style receives +10 OB, +20 DB and a -10 critical modifier. This character receives all of these bonuses or none at all. This is due to the "hardwiring" of the combat skills where the muscle memory keeps the character fighting in a particular way

It takes 20% action to enter the mindset of a style, and the benefits are received on the following round. It requires 1 extra endurance point per round to remain in that mindset, but to change styles will require another 20% action. It is important to note that if changing styles, no benefits are gained from either style during the preparation round. Only one style may be used at any one time. Entering frenzy cancels any fighting style, as does leaving combat for more than 3 rounds.

These combat styles may be used with Adrenal moves.

The available styles are listed below:

- Legionary:**
- +1 Attack Roll
  - +1 DB (with Shield)
  - 1 Initiative

This fighting style is mainly practiced by the standard Legionaries, and uses repetitive block, stab, step actions to advance, or simpler block, stab routines to hold ground. It is relatively slow to adapt to changing attacks, but is a good solid technique, especially if used, as designed, by a whole wall of legionaries.

- Extraordinarii:** +2 Initiative  
(Mounted only) +1 Attack Roll  
-1 DB

This style was developed by the Extraordinarii, elite cavalry set aside from some cavalry units for special duties. Their attack style is of the hit-and-run type, and emphasizes speed over defense. This style can only be used when mounted and moving.

- Thracian:**
- +2 Initiative
  - +1 Attack Roll
  - 1 DB

This style is used by Thracian-style gladiators, and focuses on fast flowing constant attacks. This style does leave the gladiator open to attack himself but this is compensated for by the likelihood that the Thracian will strike first. Thracian vs Thracian fights rarely last long.

- Gladiatorial**
- +0.5 Attack Roll  
(Rounded down)
  - +2 DB
  - 1 Crit Roll

This is the basic Gladiatorial style, used by most gladiators except Thracians

and Bestiarii. This style is a cautious one that nonetheless encourages attack when openings present themselves, but the attacks are not usually directed towards vital areas. Therefore a fight between two gladiators using this style is drawn out as far as possible to keep the crowd happy.

- Bestiarii**
- 1 Attack Roll
  - +1 DB
  - 1 Hit delivered
  - +0.5 Crit Roll (rounded down)

This style is used by the Bestiarii gladiators in their fights against wild animals. Focusing on defense over all-out attack, the attacks that are made are directed against vital areas. The crowd love to see a Bestiarii taunt an animal for some time before finally despatching it with a well placed blow.

- Celtic**
- +1 Attack Roll
  - 1 Initiative
  - +1 to Manuever rolls in combat

This style is used by the Celtic tribesmen of Gaul and Britain, and encourages trickery like tumbling, jumping, sudden rushes etc. The celtic warriors generally stand and taunt until a battle starts, and then they keep moving and fighting until they or the enemy are dead.



<b>Greek</b>	-1 Attack Roll (with a spear)	+10	Appointed Priest
	+2 DB (with shield)	+20	Appointed Pontifex
	+1 Hit delivered (if critical achieved)	+30	Appointed Pontifex Maximus

The Greek style was developed by Hoplites for their mass-battles against enemy Greek cities. This is a very patient combat style, emphasising defense and wearing the opposition down with the Long spear. Even though the age of the Hoplites is long gone, this style is still taught to young Green warriors and noblemen.

### Dignitas

The Roman social system places huge emphasis on *Dignitas*. This is a combination of social standing, social accomplishments and honour, both of the individual and the family. Indeed, any patrician character with negative Dignitas will be expected to commit suicide and save the family name. Most non-citizen characters will have low or negligible dignitas, and they will probably not care anyway. However, characters from a citizen or Patrician background will do almost anything to preserve or increase their dignitas.

Characters receive a starting Dignitas score dependent on their social class and other background modifiers. This score is then modified as play progresses. This score can be tested in situations where social standing has an impact, by stating who the character is “e.g. *Don't you know who I am? My name is .....*”. These situations could include confrontations with the guard, legal prosecution and persuasion in the Forum or Senate etc. The GM may allow a roll using the Dignitas score as a modifier on the table below (T6), and apply the effects to the situation as appropriate.

A list of starting scores and modifiers is given below, along with game-play modifiers.

### Starting Dignitas:

Slave:	0
Freeman:	1d10 + Pr Bonus
Citizen:	1d10 + 15 + Pr Bonus
Patrician:	2d10 + 30 + 2x Pr Bonus

### Modifiers:

These modifiers are added to a character's Dignitas when the conditions are first met. Thus the first time a character is elected Tribune, he receives a +5 modifier. If he is again elected tribune, he would not receive this bonus. This bonus is not lost at the end of any term.

+5	Elected Tribune OR Quaestor
+10	Elected Aedile
+20	Elected Praetor
+40	Elected Consul
+20	Appointed to Senate
+15	Appointed Provincial Governor
+10	Awarded Public Horse

+5	Optio
+15	Centurion
+10	Military Tribune
+25	Legate
+40	Commander
+25	Awarded military triumph
+5	Officer in victorious military campaign
+5	Chariot Wreath (Citizen or Patrician only)
+10	Gladiator Prize (Citizen or Patrician only)
+5	Worth 100,000d
+10	Worth 250,000d
+15	Worth 1,000,000d
-5	Public consorting with actors, gladiators etc
-15	Public consorting with criminals
-10	Conviction of a minor crime
-25	Conviction of a major crime
-20	Practising homosexual or pederast
-10	Known drunkard
-10	Adulterer
-35	Wife beater
-25	Divorced
	Other modifiers at GM's discretion

Other modifiers may be made during play for actions that uphold or break the Roman view of honor. This could include making an important political speech, personal valor on or off the battlefield, successful prosecutions or defense in the law courts or the publication of moral or philosophical books (all positive modifiers). Negative modifiers could come from depraved behavior (homosexuality, pederasty, drunkenness, random violence etc), consorting with thieves, rogues and actors, official corruption or any other un-Roman behavior. It is important to remember that Dignitas is not purely fame. There are several slave gladiators who are very famous but have no social standing.

### Skill / Situation Table:

The character should declare who he is and his ancestry, before proceeding with his oratory. An open-ended roll

should be made, modified by his Dignitas score and any other modifiers (listed below) and the table below consulted. Any effects should then be applied to subsequent rolls applied to this target/group/crowd etc within an applicable situation. The GM should of course apply the results as appropriate to the situation.

#### Static Action Modifiers:

These modifiers should be applied to the Dignitas roll, along with any other modifier the GM feels is appropriate for the circumstances, such as the dress, companions and attitude of the character. As an example, a character who confronts a crowd bruised and bloody, clothed in torn sacking and accompanied by gladiators and rogues will receive a hefty negative modifier, whereas if the same character was clean, well dressed in a toga and accompanied by smart Legionaries, they may receive a small bonus. Most bonuses of this sort will be negative because high standards are expected as the norm.

Target	Modifier
Senator	+25
Non-Senatorial Patrician	+20
Knight	+15
Official (Magistrate or Officer)	+10
Citizen	+5
Non-citizen	+0
Slave	+5
Foreigner	-5 to -25
Client of character	+20
Patron of character	+15
Political ally	+10
Member of enemy faction	-10
Personal enemy	-25



## TABLE 6 - DIGNITAS STATIC ACTION TABLE

### -26 Down Spectacular Failure

"I've heard about you, you prefer sleeping with Goats!" You have been misidentified and thought to be beyond disgust. You will not be able to persuade anyone within sight or sound to do anything, and there is a 25% chance that physical violence will be directed against you. Modify your Dignitas score by -10 for the shame.

### -25 - 04 Absolute Failure

"Aren't you the one who has a Celtic Slave as a grandfather???" Rightly or wrongly, you have been identified as someone with the basest origins. You are unlikely to get anywhere with these people, and suffer a -50 to any communication skills used here. This story may spread, so modify your Dignitas score by -5.

### 05 - 75 Failure

"Never heard of you". Your fame has obviously not spread this far, or if it has, they don't think much of it. Persuasion will be difficult, but not impossible (-25). You must work harder on your public image!

### UM66 Unusual Event

"Whats happening?" Your speech is beset by an unusual event. It may or may not be beneficial to you. (GM should choose or determine randomly).

### 76 - 90 Partial Success

"Erm, Yes. I think I know of you". Your name sounds familiar, but not for any great reason. You receive a -10 to persuasion attempts.

### 91 - 110 Near Success

"I know the name but not the face." You are known to these people, but not well. However, the fact that they at least know your name means that you receive no penalty to persuasion attempts.

### UM100 Unusual Success

"Praise be!" You seem to have encountered people who almost worship you! Your deeds and fame act as a guide to their life, and you receive a +50 persuasion bonus. As long as you do nothing dishonourable, you receive a +5 Dignitas bonus as word of the adulation spreads.

### 111- 175 Success

"Ah yes, of course I know you". Your name and exploits are known by these people and you receive a +10 bonus to persuasion attempts as befits a "Good Roman".

### 176 up Absolute Success

"Is it really you??" You are very well known here even if you don't know them. You receive a +25 bonus to persuasion attempts due to your good standing.

# CHAPTER 3 – THE ROMAN EMPIRE

## Introduction

The Roman Empire is the greatest Empire in the history of the world. This chapter will describe how it became so, how it is governed and a brief description of its provinces and cities. For the purposes of this book, a campaign is assumed to be set around the time of the founding of the Empire by Augustus in 23BC. A note on the Roman dating system is also given to avoid the use of AD and BC.

## History

A short history of Rome is given below. A more concise history can be found in books or on the web, see the bibliography for more information.

### The Founding of Rome

The Legends say that upon the fall of Troy, fugitives under the command of Prince Aeneas fled the ruin of that great city and arrived on the coast of Italia. They founded the kingdom of Alba Longa on the coast. More than 400 years later, Rea Silvia, a direct descendent of Aeneas and priestess of Vesta, bore twin sons by the war god Mars. These sons were named Romulus and Remus. Upon their birth, their uncle (ruling as king) had their mother buried alive and ordered the death of the twins. The servant ordered to kill the babies could not bring himself to do it, and instead put their cradle by the banks of the river Tiber. The river god Tiberinus caused the river to carry them away to the Palatine hill, where they were nursed by a she-wolf and fed by a woodpecker. They were then found by a shepherd and raised by him and his wife.

When they were grown, the two brothers killed their evil uncle, and restored the crown to their grandfather, the rightful king. They then returned to the Palatine hill to found their own city where the Latin tribe could live. Unfortunately, during the construction of the city, the two brothers quarrelled and Romulus slew his brother. He named his new city Rome, after himself, and appointed himself its first king. This took place in 753BC, and is taken as year 0 in the Roman system of dating.

### The Roman Kings

Almost as soon as the city was finished, Romulus divided the men of fighting age into regiments and called them “Legions”. He also appointed the 100 most noble men as “Patricians” and formed them into the Senate. The growing city attracted many lawless and landless men, and soon incorporated the Sabine and Etruscan tribes as well. The city soon spread over the other hills of Rome, as did the lands ruled by Rome. Romulus finally disappeared after 38 years, during a storm and supernatural darkness.

Following Romulus, the next 4 kings of Rome were elected by the Comitia Curiata, or assembly of the people. The fourth king, Tarquinius Priscus (around 600BC or 153), was a great builder and built the Cloaca Maxima (great sewer), the temple of Jupiter and the Circus Maximus. The next two kings, Servius Tullius and Tarquinius Superbus, were both sons of Priscus. However, Tarquinius enraged the citizens of Rome by destroying shrines and temples, and when Lucretia, the wife of a wealthy patrician was raped (and then committed suicide) by the son of Tarquinius, the king and his family were expelled from Rome. This occurred in 509BC (year 244).

### The Early Republic

The two senators responsible, Lucius Junius Brutus and Lucius Tarquinius Collatinus (Lucretias widower) were elected as the first two consuls of the Roman republic. The consulship was instituted with each being able to veto the other, preventing anyone achieving complete power. The exception was in times of emergency, when the senate could appoint a dictator, who had absolute power. However, a dictator could only be appointed for a maximum of six months. The offices of Praetor, Censor and Pontifex Maximus were also created to distribute the former powers of the monarchs.

The Republican period saw the expansion of the Roman Republic with the whole of Italy and territory in Spain, North Africa, Greece and the near east added under the control of provincial governors.

One notable event of this period was the sack of Rome itself by the Gauls under Brennus in 391BC (year 362). The city was looted, before a relief Roman army arrived and defeated the Gauls. This defeat weighed heavy on the Roman people for many hundreds of years.

This period also saw the three Punic wars against Carthage, the other major power in the Mediterranean. The first Punic war (264-241BC or years 489-512) saw the dominant Carthaginian Empire defeated. The wars which spanned an entire generation came to an end when the Roman fleet under the command of Gaius Lutatius Catalus destroyed the Carthaginian fleet. Punitive fines were imposed on Carthage, although the resentment remained.

The second Punic war was initiated by the Carthaginians in 218BC (year 535) when Hannibal attacked a Roman town in Hispania. Hannibal then proceeded to subdue a large part of Hispania, before leaving with a vast army northwards, including his famous war Elephants. He marched along the coast of Gaul, and crossed the Alps, before the Roman armies could prevent it. Once in the Italian peninsula, Hannibal recruited celts into his army, destroyed several Roman armies and established a foothold in southern Italy. The battle of Cannae in particular saw the loss of more than 50,000 Roman soldiers. In 210BC (year 543) Rome appointed Publius Cornelius Scipio to command the armies, and sent him to Hispania to remove

the Carthaginians, which he achieved with great success. Scipio was elected consul, and took an army to north Africa to finally end the war. At the battle of Zama in 202BC (year 551), Hannibal and his army was finally defeated and the Carthaginians again subjected to harsh tribute. Scipio became known as Scipio Africanus Major for his leadership.

The third Punic war was initiated by the Romans who still feared the Carthaginians, and in 149BC (year 604) a Roman army landed at Utica, demanded all weapons and armour be handed over and that Carthage itself be burned. This led to Carthage being besieged for 3 years until it finally fell. The remaining populace were sold into slavery, the city was burned to the ground, the harbour destroyed and the surrounding land sown with salt to prevent agriculture. The area controlled by Carthage became part of the Roman province of North Africa.

### The Late Republic

The following years were dominated by four great generals: Gaius Marius, Lucius Cornelius Sulla, Pompey the Great and Gaius Julius Caesar. These four men held almost sole power between them from 108BC (year 645) to the murder of Caesar in 44BC (year 709). This period was riven by proscription, infighting and civil war, and the death of Caesar precipitated the rise of Augustus, the first Emperor.

This period saw the acquisition of Aegypt, Armenia, Parthia and most of Gaul.

### The Early Empire - The present day

The rise of Augustus to power was as a result of his skills as a General and a politician. After defeating the son of Pompey the Great, and then his former ally Mark Anthony (at the naval Battle of Actium), Augustus took the title of Princeps and Imperator (First citizen and Commander). Thus from 27BC (year 726), Augustus became, in effect Emperor. Although technically still a Republic, Rome now had an Emperor, putting an end to years of civil war and instability. Only 3 years later, Rome seems once again destined for greatness. The old Republican institutions still survive, but the whole is overseen by Augustus.

## The Empire

### Governance

The provinces of the empire are managed by governors appointed by the Senate and approved by the Emperor. The provinces are either Proconsular or Propratorial, requiring a governor who has attained the rank of Consul or Praetor respectively.

The governor has imperium within his province, which means that decrees from Rome can be superseded by the governor himself. However, it is a very brave or foolhardy governor who ignores direct orders. Governors are appointed for 3-5 year terms.

The Governor has direct control of the military forces garrisoned in his province, is responsible for delivering

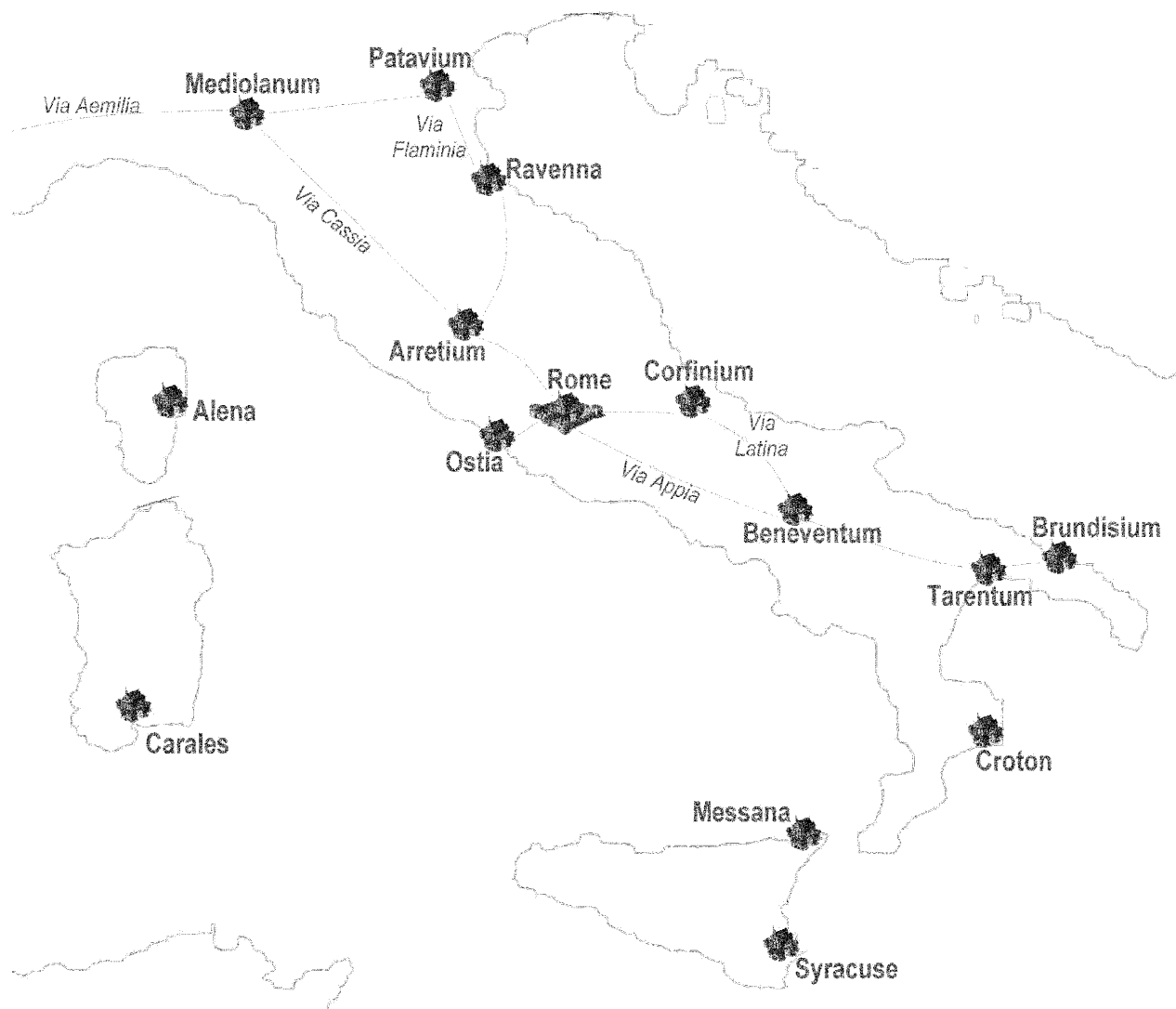
taxes to Rome, and for maintenance of law and order within the boundaries. Cities within the province will be appointed a Quaestor, as the “eyes and ears” of the Governor, and who has an advisory roll to the local nobility. The local running of the province is sold to these nobility by the Governor when he is appointed. Although Quaestors are advisory, they are able to seize control in an emergency. Most Quaestors are appointed from Rome at the same time as the Governor.

Although there are currently no client Kings, this is a form of government previously popular with the Roman Republic. Client Kings can be appointed when a territory is conquered or surrenders to Rome. A noble from that area known to be a Roman Ally (often raised in Rome as a hostage) will then be appointed as a client King. This King will then be responsible for law and order, supplying auxiliary troops when required, defending the borders and, most importantly, paying taxes to Rome. This option is usually taken when the country is resource poor, tactically insignificant and potentially troublesome.



### Italia

Type:	Proconsular
Capital:	None (Rome)
Racial Type:	Roman
Primary Industries:	Grain, Fruit, Slaves, Olive oil, Wool
Terrain:	Mountains, valleys and pasture
Legions:	Praetorian Legion only
Notes:	Italia is the “Home” province of Rome. Originally inhabited by numerous tribes, Rome has since conquered them one by one, and now the majority of Italians have the citizenship, and consider themselves “Romans”.



**Ostia:** Ostia is sited at the mouth of the River Tiber, 30km west of Rome. Founded in 620BC (year 133), the city was originally a naval base, especially during the Punic wars. However, it has gradually changed into a commercial port, even being granted independent government from Rome. Ostia is the main import route to Rome from Sicily and the western Mediterranean, as well as grain from Aegypt. Tiberius, adopted son of the Emperor, has just been appointed Quaestor of Ostia, and thus responsible for most of the Roman grain supply.

**Corfinium:** Originally the capital of the Paeligni peoples, Corfinium lies about 50km east of Rome. With a grand Forum and other public buildings, and imposing city walls, Corfinium is an influential and wealthy city. The city has two magnificent aqueducts supplying fresh water.

**Beneventum:** Originally the capital of the Samnite peoples, it fell into Roman hands in 268BC (year 485). Heavily fortified, and located on the Appian Way, it remains a vital fortress-city.

**Tarentum:** Tarentum was founded as a Greek colony around 700BC (year 53), by Spartan immigrants. Conquered by Rome in 272BC (year 481) after many years of brutal war, the city still has some anti-Roman sentiment. Tarentum sits astride the Appian way and is the major port for the western trade.

**Brundisium:** Brundisium was originally founded by Illyrian settlers, but conquered by Rome around 267BC (year 486). A large port city, located at the end of the Appian way, it is in direct competition with Tarentum.

**Croton:** Another Greek colony, founded in 710BC (year 43), Croton was famous for the quality of its sportsmen, and also considered a place of learning. It became a Roman port city in 194BC (year 559).

**Messana:** Founded at the same time as the other Greek colonies, in the 8<sup>th</sup> century BC, the city was fought over by the small Sicilian kingdoms, and later the Carthaginians and Romans. It was first occupied by Rome in 264BC (489). The city has a small but thriving naval port, base for one of the two standing fleets.

**Syracuse:** Syracuse was founded by Corinthian settlers in 734BC (year 19), and grew to be a very influential and wealthy city. Home to the famous inventor and philosopher Archimedes, it was besieged and conquered by Rome in 214BC (year 539), and Archimedes was killed. It is still the capital city of the province of Sicilia.

**Arretium:** Arretium was originally a major Etruscan city, and was conquered by Rome in 311BC (year 442). The third largest city in Italia, the quality of its pottery is famous. The city is linked to Rome by the Via Cassia.

**Ravenna:** Ravenna was originally just a small town built on marshland with a small port, it was accepted as a Roman town in 89BC (year 664). Flourishing under Roman rule, the walled harbour has recently been extended to provide a separate Naval base. One of the two standing fleets is stationed here.

**Patavium :** Originally the capital of the Veneti peoples, Patavium was for many years a Roman ally, and was accepted as a Roman city in 45BC (year 708). Patavium is connected to Rome by the Flaminian Way.

**Mediolanum:** Founded by Celts in the 5<sup>th</sup> Century BC, Mediolanum was conquered by Rome in 222BC (year 531). The capital of Gallia Cisalpina.

**Carales:** Founded by the Phoenicians as a trading colony, it was later ruled by the Carthaginians and then the Romans (238BC or year 515). Surrounded by swamps and mountains, it is the capital of the Corsica and Sardinia province.

### Aegyptus

Type:	Propraetorial
Capital:	Alexandria
Racial Type:	Aegyptian
Primary Industries:	Aegypt is one of the major suppliers of grain to Rome, and also exports Gold, both worked and unworked. Alexandria is considered a major centre of learning, especially in the field of medicine.
Terrain:	Fertile river valley and delta, otherwise sandy/rocky desert.
History:	Aegypt is one of the oldest nations in the known world, having a flourishing and learned civilisation before 3000BC. Eventually conquered by Alexander the Great, and passed to his general Ptolemy after his death, Aegypt remained independent. After the combined armies of Mark Anthony and Cleopatra were defeated by Augustus in 30 BC

Legions:

Notes:

### Africa Proconsularis

Type:	Proconsular
Capital:	Utica
Racial Type:	Carthaginian, Numidian
Primary Industries:	Grain, Fruit, Slaves, Olive oil and Exotic animals
Terrain:	Fertile valleys and rocky deserts
History:	After the third Punic War finished in 146BC, Rome took control of the land around Carthage, under the new name of Africa Proconsularis. Rome immediately started planting colonies of military veterans in the new province to "Romanize" it.
Legions:	III Augusta

### Asia Proconsularis

Type:	Proconsular
Capital:	Pergamum
Racial Type:	Celtic, Syrian, Greek
Primary Industries:	Metal ore, Wool and grain
Terrain:	Mountains and high plains
History:	In 190BC (year 563), King Antiochus III of Syria was defeated at the Battle of Magnesia, and the province of Asia fell into Roman hands. Client Kings were placed on the vacant throne, until Attalus III died in 133BC (year 620) and left the entire province to Rome in his will. Thereafter Asia was administered by a Consular Governor.
Legions:	V Ferrata

### **Bithynia & Pontus**

Type:	Propraetorial
Capital:	Nicomedia
Racial Type:	Thracian, Syrian
Primary Industries:	Agriculture
Terrain:	Fertile valleys, mountains, forests
History:	In 74BC (year 679), King Nicomedes IV of Bythinia, left his entire country to Rome. When Pompey the Great conquered the neighbouring kingdom of Pontus in 64BC (year 689), the two countries were combined into a single province.

### **Cilicia & Cyprus**

Type:	Propraetorial
Capital:	Tarsus
Racial Type:	Greek
Primary Industries:	Cilicium (Goatskin for tents), cotton, fruit & olives
Terrain:	Large fertile coastal plain, Mountainous regions
History:	Conquered by Alexander the Great, the coastal country of Cilicia and the nearby island of Cyprus passed into the ownership of Egypt through General Ptolemy. Re-conquered by Pompey the Great in his sweep through the east in 64BC (year 689), these countries came under Roman rule.

Notes: Cilicia was for many years a thorn in the Roman side, with its rocky coastline being the perfect hiding place for pirates. After its conquest by Pompey, pirate activity decreased greatly, but not completely.

### **Corsica & Sardinia**

Type:	Propraetorial
Capital:	Carales (Corsica)
Racial Type:	Roman
Primary Industries:	Olives and fishing
Terrain:	Mountainous
History:	An early acquisition in the expansion of Rome, these islands were captured from Carthage in 237BC (year 516).

### **Cyrenaica & Crete**

Type:	Propraetorial
Capital:	Ptolemais
Racial Type:	Greek, Numidian, Aegyptian
Primary Industries:	Exotic animals and slaves
Terrain:	Desert
History:	Originally an Aegyptian principality, the desert country of Cyrenaica and its associated island of Crete were willed to Rome after the death of the last prince, Ptolemy Apion.

### **Gallia Cisalpina**

Type:	Propraetorial
Capital:	Mediolanum
Racial Type:	Roman, Gaul
Primary Industries:	Metal working, Sheep and cattle
Terrain:	Fertile mountain valleys
History:	Conquered in the age of the Kings, Gallia Cisalpina has been a part of the Roman domain for most of its history. Although there have been uprisings and rebellions, this is the most Romanized area outside Italia.





<b>Gallia Lugdunensis</b>		<b>Hispania Ulterior</b>	
Type:	Proconsular	Type:	Propraetorial
Capital:	Lugdunum	Capital:	Corduba
Racial Type:	Gaul	Racial Type:	Celtiberian
Primary Industries:	Metal working, grain	Primary Industries:	Gold, Wool, Olive oil, Wine, Rabbits
Terrain:	Fertile valleys and woodlands	Terrain:	Mountains, deserts, fertile plains and valleys
History:	The Gallic war (58-52BC or years 695-701) was probably the most famous of Gaius Julius Caesar's campaigns. The campaign ended with the Battle of Alesia, in which Vercingetorix and 80,000 Gauls were defeated. The province thereafter steadily became more Romanized and settled.	History:	The western province in Hispania. See Hispania Citerior above.
Legions:	XX Valeria Victrix	Legions:	II Augusta IV Macedonia V Alaudae VI Victrix
<b>Gallia Transalpina</b>		<b>Illyricum</b>	
Type:	Propraetorial	Type:	Propraetorial
Capital:	Narbo Martius	Capital:	Salonae
Racial Type:	Gaul	Racial Type:	Thracian
Primary Industries:	Agriculture, Wine	Primary Industries:	Gold and timber
Terrain:	River valleys, marshes and hills	Terrain:	Mountainous, forests and pasture
History:	Conquered in 121BC (year 632) as a land route to the Roman provinces in Hispania, Gallia Transalpina soon became Romanized, helped by the numerous Roman roads and seaports constructed there by the Roman engineers.	History:	Illyricum was conquered in 168BC (year 585) with the defeat of the Illyrian King Gentius.
Legions:	XXI Rapax	Legions:	IX Hispania XI Claudia XII Gemina XIV Gemina CV Apollinar
<b>Hispania Citerior</b>		<b>Macedonia-Achaea</b>	
Type:	Propraetorial	Type:	Propraetorial
Capital:	Tarraco	Capital:	Thessaloniki
Racial Type:	Celtiberian	Racial Type:	Greek
Primary Industries:	Gold, Wool, Olive oil, Wine, Rabbits	Primary Industries:	Arable & livestock
Terrain:	Mountains, deserts, fertile plains and valleys	Terrain:	Mountains, forested uplands and islands
History:	The eastern province in Hispania, this area was seized from the Carthaginian empire in 218BC (year 535) and planted with Roman colonies. However, the local Celtiberian tribes have continued to revolt periodically ever since.	History:	In 146BC (year 607) Quintus Caecilius Metellus led an army in the 4 <sup>th</sup> Macedonian war against the pretender Andriscus, and defeated him in the battle of Pydna. Macedonia then became a garrisoned province of Rome.
Legions:	I Augusta Germanica X Gemina	Legions:	IV Scythia V Macedonia X Fretensis

<b>Moesia</b>	
Type:	Propraetorial
Capital:	Naissus
Racial Type:	Thracian
Primary Industries:	Agriculture
Terrain:	River valleys and mountains
History:	Moesia was conquered by an army under the control of Marcus Licinius Crassus in 29BC (year 724).
Notes:	Due to the fact that Moesia has only been a Roman province for 6 years, it is considered a backwards place, and is often dangerous to travel there unguarded.
<b>Sicilia</b>	
Type:	Propraetorial
Capital:	Syracuse
Racial Type:	Greek, Roman
Primary Industries:	Grain
Terrain:	Plains and Mountains
History:	Seized from Carthage after the 1 <sup>st</sup> Punic war in 241BC (year 512), Sicilia became one of the main suppliers of grain to Rome. The land was mainly sold to Roman patricians and knights, staffed with Greek slaves, and used as a mainly money-making area
Notes:	There were two slave revolts on Sicilia in 135BC (year 618) and 104BC (year 649). These were both put down by military force.
<b>Syria</b>	
Type:	Propraetorial
Capital:	Antioch
Racial Type:	Syrian
Primary Industries:	Grain, Timber, Manufactured Goods (Pottery, metalwork etc)
Terrain:	Fertile valleys, desert and forests in the north
History:	Originally settled before 2500BC, Syria was ruled by Hebrews, Assyrians, Babylonians, Persians, Phoenicians, Greeks and Armenians, before being conquered by Pompey the Great in 64BC (year 689).

Legions:	III Gallica
Notes:	One of the most ancient cultures conquered by the Romans, the province of Syria is actually inhabited by a vast number of different tribes, usually in dispute with each other.

### Future Provinces

To aid a GM planning a campaign after the assumed date (23BC or year 730), a list of later acquisitions (up to 230AD) is given, along with dates of conquest:

Jadaea – 6AD
Raetia – 15AD
Noricum – 16AD
Cappadocia – 17AD
Britannia – 43AD
Mauretania – 44AD
Thracia – 46AD
Germania – 90AD
Dacia – 101AD
Arabia Petraea – 106AD
Armenia – 165AD
Numidia – 193AD
Assyria – 230AD

## Outside the Empire

There are many nations bordering the Roman empire, some friendly and others a distinct threat. These areas are briefly described below.

### The North

Not considered worth conquering before the Gallic wars of Caesar, the north has long been of secondary importance after the Mediterranean basin. With the conquest of Gaul, and the realisation of the natural riches of the area, covetous Roman eyes have begun to look northwards.

**Germania:** Germania is a land of vast dark forests, mountains and violent barbarians. The barbarian hordes have threatened Rome numerous times since its founding, but have not yet succeeded. No sane Roman will cross the Rhine and brave the primeval forests.

**Brittania:** The misty and damp islands of Brittania lie off the north coast of Gaul. Temporarily invaded by Julius Caesar in 53BC (year 700), it is populated by numerous warlike and independent Celtic tribes. There is however a fairly brisk trade with the Gaulish ports.

**Raetia:** This area is almost completely mountainous, and is populated by Celtic peoples who survive by herding sheep and cattle and harvesting timber. There is little cooperation between the tribal-run valleys.

**Noricum:** Another mountainous area, populated by warlike Celtic tribes, Noricum is also rich in iron and gold. There is also little cohesion between the pastoralist valley communities.

**Dacia:** A well settled nation, even at the time of the founding of Rome, Dacia has a chain of mountains down its centre. The mountains are encircled by fertile plains studded with fortified cities. The people are of Thracian stock and produce abundant crops and animals, and are also renowned metal workers.

**Thracia:** This region is also split between mountains, inhabited by warlike tribes, and the coastal plains, dominated by Greek influences. Conquered first by the Persians and then by Alexander the Great, the region became nominally a Roman client state, although not tightly controlled. The Thracians are well regarded as mercenaries, especially the hillmen. Thracia is rich in gold deposits, but also produces much food.

**Further North:** The lands and seas to the north of Germania and Britannia are unknown, except through the legends and tales of the northern tribes. The northern most countries are rumoured to be home to hordes of vicious barbarians, and almost permanently covered in snow. No Roman or Greek has ever travelled there and returned to tell the tale.

## The East

The eastern end of the Mediterranean is home to the oldest civilisations as well as fabulous wealth. However, this is balanced by the constant low-level warfare between the numerous tribes, factions and sects.

**Cappadocia:** Originally the centre of Hittite power, and then a Persian Satrapy, Cappadocia forms the majority of inland Asia minor. Never a major military power, Cappadocia relied on the support of Rome to defend itself against the aggression of Pontus and Armenia. With a sparse population spread across high rocky plateaus, Cappadocia is essentially a subsistence culture.

**Judaea:** A rocky and inhospitable land, Judaea nevertheless has very fertile river valleys. Like its neighbour Syria, Judaea is inhabited by a volatile mixture of tribes. Most of these factions are relatively small, and the balance of power depends on who can marshal the most support.

**Arabia Petraea:** Arabia is primarily a desert country, although there are highly fertile areas. The capital city, Petra, is famous for the temples and palaces cut into the vivid red rock. With a largely nomadic populace, Arabia is not a wealthy or tactically significant area.

**Assyria:** The Parthian Empire is the major eastern threat to Rome, and is based in the ancient region of Assyria. This region is crossed by the Euphrates and Tigris rivers, and was the cradle of civilisation. Ruled by the Sumerians,

Akkadians, Babylonians and Assyrians, this area contains cities of massive antiquity. Currently ruled from Ctesiphon, the large and disparate empire is effectively ruled by Satraps (local governors).

**Armenia:** Created from a part of the empire of Alexander the Great, Armenia was originally an independent kingdom, but later conquered by the Parthian Empire based in Assyria. Run as a client kingdom, Armenia is still a regional power.

**Scythia:** A huge empire of steppe and forest, Scythia was first amalgamated as an empire at the time of the founding of Rome. Several wars with the Macedonians, Thracians and Celts weakened their power, but successive dynasties held onto power. The huge open spaces and primarily nomadic culture produces excellent horses and even better horsemen. Not surprisingly, cavalry forms the bulk of the military force.

**India:** To the east of Armenia and Mesopotamia lie lands unknown by western explorers for hundreds of years. In 327BC (year 426), Alexander the Great took his army eastwards as far as the River Indus. The ancient civilisations he discovered (some of which were conquered) were well organised and warlike, and eventually persuaded him to return westwards. There is still a steady trade by land and sea (via Assyria) in spices such as pepper and saffron, and even with China, where silk cloth is traded along the east-west silk road.

## The South

Beyond the fertile coastland of North Africa lies mainly desert. Mainly home to wandering nomadic tribes, this area has little natural wealth, although it does have commercial significance with slaves and wild animals sold here from the African interior.

**Numidia:** Rome has fought several wars with Numidia in the past, the most recent completed by Gaius Marius in 105BC (year 648). This land of deserts and mountains has fertile coasts and valleys, but suffers from a succession of weak rulers, all in awe of Rome.

**Mauretania:** This coastal kingdom of desert and mountains was founded by the Maure people, a Berber tribe, in early antiquity, and ruled by a hereditary monarchy. An ally of Rome since the Punic wars, it has not yet completely surrendered sovereignty.

**Saharan Africa:** To the south of the coastal lands are mountains and deserts. Although the nomadic tribes cross these lands, bringing wild animals, slaves and exotic fruits to trade in the coastal cities, they have little concept of mapping and so are unable to give any details on what lies far to the south. They speak of vast mud-brick cities populated by enormously tall black-skinned men. There are no records of Romans exploring that far south.

# CHAPTER 4 – MAGIC

## Introduction

RM:Rome is a low magic setting, and thus spell casters are much rarer than a standard fantasy setting. Of course, the rarity of magic also means that spell casters are perceived as more powerful. It should be noted that not all of the spell-casting professions or spell lists are available in this setting.

## Magical Traditions

A character who is able to cast spells from the Realm of Essence or Mentalism must choose a Magical Tradition that they have been trained in. The available spell lists do not differ between these traditions, but the method of casting does. It should be noted that a student may only learn a new spell list from a teacher of the same tradition. A character may only have one tradition, and to change requires losing all spell lists and learning lists again from the beginning. The three traditions are as follows:

### Hellenistic

The Hellenistic tradition originates from the ancient Greek city states and has its origins in three masters from the 5<sup>th</sup> century BC: Pythagoras, Empedocles and Orpheus. The Hellenistic tradition is a scientific one, where manipulation of natural forces is used to accomplish feats. The “lever” by which this manipulation occurs is by a focus; a wand, amulet, ring, staff etc. This focus must be prepared personally by the spell caster, taking from 1-5 days to prepare. A caster may only have one focus, and if it is taken from him, it must be recovered. If it is destroyed, another may be prepared. A new focus cannot be prepared if one already exists, albeit out of the reach of the caster.

The focus must be carved with mystical symbols and phrases, and must be held in the hand during casting. Enchanted Foci are possible, but rare as the item must somehow acquire an enchantment after it has been prepared. There are rumours of “universal foci” that can be used by any Hellenistic magician, but it is not known how true these are....

All Hellenistic spell casters begin play with an average Focus.

This style is fairly staid, but is also one of the safest. No target link is required, which can be difficult and dangerous to obtain, and there is no risk from hostile daemons. However, a character must have his focus to be effective, and if stolen or taken, the effectiveness of the caster is greatly reduced.

#### *Casting Modifiers:*

Expensive Focus (200d+ material cost):	+10
Average Focus (50d+ material cost):	+0
Poor Focus (Free):	-10
No Focus:	-25

## Sympathetic

The sympathetic tradition grew out of a fusion between Greek, Egyptian and Celtic teachings, and follows the principle that a physical object provides a magical link to the target. Thus a fingernail clipping or lock of hair from the target, when held by the magician, allows a spell to be cast more easily. The more intimate the object, the stronger the spell can be. Sympathetic magic may also be powerful if the caster is actually touching the target during casting. The strongest form of link uses “curse tablets”. These small sheets of lead have a specific curse inscribed on them, and are then folded over to contain the sympathetic object, whilst the spell is cast. However, curse tablets retain a faint aura of magic about them and can be detected by appropriate means. If the tablet is destroyed (for example by fire), the curse immediately ends.

This style has the potential to be very powerful, assuming the caster can obtain a part of the target’s body, and incorporate that into a curse tablet. However, the curse tablet must be kept safe, and if discovered by authorities could lead to arrest or summary execution.

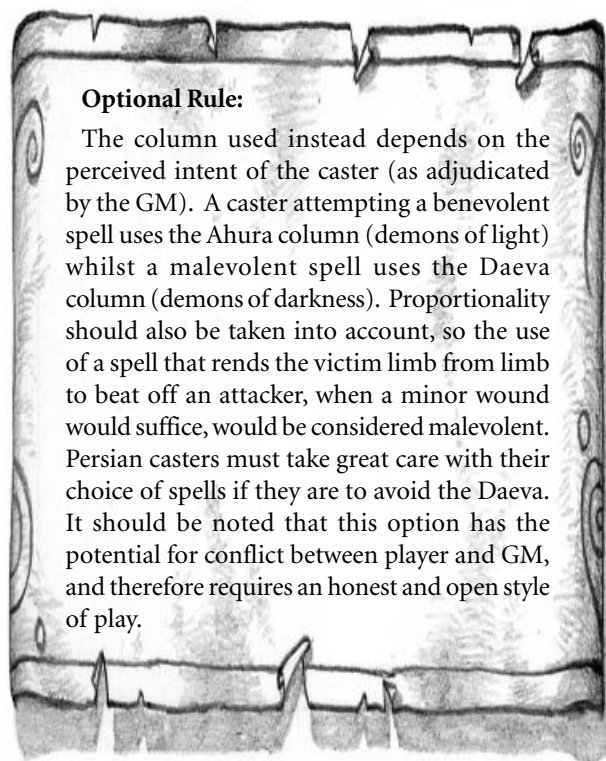
#### *Casting Modifiers:*

Curse Tablet (in addition to item):	+10
Body part from target :#	+15
Intimate item from target: @	+0
Item from target: *	-10
No item:	-25
# - e.g. blood, tears, hair, nail clipping etc	
@ - e.g. Worn or carried by target exclusively for several weeks	
* - e.g. Something touched or held by target for at least an hour	

### Persian

The Persian tradition is the most ancient of the three, being Sumerian in origin, but incorporating Babylonian and Assyrian lore. The Persian tradition does not require any physical “props”, but calls upon a daemon from the multitude that throng the earth. The use of the correct words and gestures ensures the correct daemon is used for the spell effect. This tradition is in some ways the most powerful as no amulets or body parts are required. However, failure when using this tradition brings more risks, as uncontrolled daemons can be very dangerous. Any Persian caster failing a spell roll (even an automatic spell) must roll on the table on page 25 (T7) rather than the standard spell failure table. Spell failure for a Persian caster can be significantly worse than the other casting styles.

The column used depends on the type of spell. A non-attack spell uses the Ahura column, and an attack spell should use the Daeva column.



#### **Optional Rule:**

The column used instead depends on the perceived intent of the caster (as adjudicated by the GM). A caster attempting a benevolent spell uses the Ahura column (demons of light) whilst a malevolent spell uses the Daeva column (demons of darkness). Proportionality should also be taken into account, so the use of a spell that rends the victim limb from limb to beat off an attacker, when a minor wound would suffice, would be considered malevolent. Persian casters must take great care with their choice of spells if they are to avoid the Daeva. It should be noted that this option has the potential for conflict between player and GM, and therefore requires an honest and open style of play.

It should be noted that daemons do not physically appear if a spell is cast successfully. The incorporeal daemons merely cause the spell effect. The power of the spell also depends on the natural abundance of daemons in the local area. There is no way to detect this in advance, although a Persian magician casting a spell in a “high” or “low” area will know immediately after casting.

#### *Casting Modifiers:*

High-Daemonic area:	+10
Normal area:	+0
Low-Daemon area:	-10

All spell casting still follows the standard rules and uses the standard spell casting modifications.

#### **Magicians in Society**

Note: The following text does not apply to Channelers, only to Essence or Mentalism users. Please see Chapter 10 for more information about Channelers in society.

Mentalism and Essence spell casters (here referred to as Magicians) are rare in Roman society. Magic is generally distrusted, more so by the upper classes than the lower, and generally feared for its often negative effects. Casters of the Lay Healer and Bard professions are often low key, and it is not always obvious that spells are being cast. Thus they are just regarded as exceptionally good examples of their trade. Casters of the Illusionist and Sorcerer professions are slightly

different. Here spells have a noticeable and usually immediate effect, which cannot be achieved without magic. Thus these are the casters that spring to mind when magicians are mentioned. Illusionists are the less-distrusted of the two, as their illusions are seen as dishonest but not dangerous. However, Sorcerers are considered a threat to society, generally mistrusted and feared.

Balanced against this is the demand for the services of Sorcerers. Many ordinary people of all classes will visit a Sorcerer to get revenge on an enemy, business competitor or love rival. The use of curses is seen as less severe than having the enemy physically attacked, albeit more expensive.

However, the law views magic differently depending on the motives of the caster. “Evil” magic is punishable by a fine, jail or banishment, unless it causes the death of the target. In this case the caster will be tried for a capital crime. If found guilty he will have his fingers and tongue removed and then be sentenced to death in the Arena. “Good” magic is permissible under Roman law. Of course, whether magic is good or bad is down to the discretion of the witnesses and magistrates. It is for this reason that few spell casters advertise their abilities.

#### **Daemons**

The Persian daemons that facilitate magic are only one of the supernatural creatures given that name. Further information on daemons can be found in Chapter 10. Persian demons are of two kinds: Ahuras and Daevas. Ahuras are “Good” daemons whilst Daevas are “Evil” daemons. These daemons are invoked by a Persian magician to create effects. For example, a spell that puts enemies to sleep will be a “sleep Daemon” whilst a spell that creates a bolt of light will summon a “light Daemon”. Whether an Ahura or Daeva is summoned will depend mainly on the intended effect of the spell. This must be determined by the GM if necessary, although this will only be needed if the spell fails. Generally, if a spell is being cast for “Good” reasons, an Ahura will be summoned, and if the spell is cast for “Evil” reasons, a Daeva will be summoned.

#### **Teaching and Traditions**

Teaching and training in the different traditions is, in Italia, a one-on-one process. A caster of a particular tradition will, at his or her own discretion, take on an apprentice and train them in the art, although the master may demand money or service from the apprentice. This apprentice will leave when the master considers them ready, although the master will usually be available (at a cost) to teach further spells. Of course, an apprentice can seek out any caster who knows the required spell.

This of course requires finding an appropriate caster, which could be difficult if the seeker is new to the area. Many casters also develop some social skills for the express purpose of finding a new mentor.

In areas such as Britannia, Gaul, Greece and Persia, these traditions are usually taught openly by organizations or individuals, and some casters travel long distances to learn the wisdom of foreign lands.

**TABLE 7 - PERSIAN TRADITION SPELL FAILURE TABLE**

<b>D100 Roll</b>	<b>Ahura Effect</b>	<b>Daeva Effect</b>
01-25	An Ahura of life appears momentarily. All within 25' are healed of 1-10 concussion hits.	A Daeva of Death appears momentarily. All within 25' receive 1-10 concussion hits damage.
26-30	An Ahura of song appears, causing sweet melodies to permeate the area for 1-10 rounds.	A Daeva of pain appears, and the area fills with agonised screams of pain for 1-10 rounds.
31-40	An Ahura of light manifests itself, causing the caster to glow with a soft light for 1-10 rounds.	A Daeva of darkness envelops the caster in a cloak of gloom. All attacks by or on the caster are made at -25 for 1-10 rounds.
41-50	An Ahura of peace envelops the caster, preventing any offensive action for 1-10 rounds, unless attacked. The caster may still take defensive action or flee.	A Daeva of hunger gnaws at the belly of the caster. The caster must attempt to eat anything even remotely edible nearby, and cannot take offensive action unless attacked.
51-60	An Ahura of sleep settles on the caster, causing lethargy. The caster is at -10 to all actions for 1-10 rounds.	A Daeva of lameness grabs the casters foot. The caster is at -15 to moving manoeuvres for 1-10 rounds.
61-65	An Ahura of joy infects the character with uncontrollable laughter. The caster may not speak or cast spells for 1-2 rounds.	A Daeva of Deafness enters the casters ears. The caster is at -30 to speaking and casting spells for 1-10 rounds.
66	A Daeva manifests and attacks the caster. Roll 1D50+50 on the Daeva table for the resulting effect.	An Ahura manifests and attacks the caster. Roll 1D50+50 on the Ahura table for the resulting effect.
67-70	An Ahura of love causes the caster to fall madly in love with the target of the spell for 2-20 rounds. The caster will not let their beloved be harmed, and will act accordingly.	A Daeva of Hate appears and causes the caster to hate all within sight for 1-10 rounds. The caster will attack the nearest person for the next 2-20 rounds.
71-80	An Ahura of wisdom enters into the casters brain. The character gains infinite wisdom, which the casters brain cannot contain. This causes the caster to become confused for 1-10 rounds. Each round the caster must roll 1D100 + SD bonus. A result of 30+ means the caster can act normally. A result of 1 – 30 means the caster can only dribble and mumble. Defense actions are at -50 for that round.	A Daeva of forgetfulness clings to the casters head causing him to forget most of what he knows for 1-10 rounds. Each round the caster must roll 1D100 + Me bonus. A result of 30+ means the caster can act normally. A result of 1 – 30 means the caster can only stand with a vacant look on their face. All defensive actions are at -50 for that round.
81-85	An Ahura of joy infects the character with uncontrollable laughter. The caster may not speak or cast spells for 1-10 rounds.	A Daeva of Pain appears and causes the caster to lose 1-50% of remaining concussion hits.
86-90	An Ahura of sleep settles on the caster, causing drowsiness and lethargy. The caster is at -25 to all actions for 1-10 rounds.	A Daeva of blindness attacks the casters eyes for 1-10 rounds. The caster is at -25 to all actions.
91-95	An Ahura of peace envelops the caster, preventing any offensive action for 2-20 rounds, even if attacked. The caster may still take defensive action or flee.	A Daeva of violence pushes the character into a hate-fuelled rage. The caster must attack the nearest person or animal with whatever is in his hands at the time. The caster cannot parry. This rage lasts 1-10 rounds.
96-99	An Ahura of calm wraps the caster in shreds of apathy. The caster loses 1-10 rounds of action.	A Daeva of Pain appears and causes the caster to lose 10-100% of remaining concussion hits.
100	An Ahura of life enters the casters body, causing a massive surge in life energy. This causes the casters brain to overload, resulting in a 6 week coma.	A Daeva of Death enters the caster, killing him instantly. The caster now becomes a Manes under the GM's control.

## Spell Lists

Not all spell lists from **RMC** and **Spell Law** are available in the **RM:Rome** setting. The only base lists available are those given listed under the Professions in Appendix 2. These base lists are only available to that profession, and no other base lists exist. All Closed spell lists are considered Rare (see the section below regarding rare spells).

All spell lists acquired after character generation must be learned from someone who knows the list to at least level 6. However, once a list has been learned, progression of the skill does not require a teacher.

It should be noted that all spell lists are available subject to GM approval.

### Unavailable Lists:

Symbolic Ways (Closed Channelling)

Rune Mastery (Open Essence)

Gate Mastery (Closed Essence)

### Rare Lists:

All Closed Channelling Lists (Except Symbolic ways – see above)

All Closed Essence Lists (Except Gate Mastery – see above)

All Closed Mentalism Lists

### Learning Spell Lists

To learn a new spell list requires a teacher of the same tradition who knows the list to at least level 6. A caster who only knows the list to level 5 or below does not really understand the Tradition theory behind the spell. The student must dedicate at least a week to learning the list and must still spend development points, receiving a +5 bonus per rank spent. The student must then make a static maneuver with the modifications listed below. A total of 111 or more is required to learn 2 spell ranks. If a partial or near success is achieved, then +20 or +60 bonus applies to the next attempt. The character does not learn that part of the spell list at that time, but may try again after gaining another level. This success level is added to the previous level achieved, with 111 required. If absolute success is achieved on the first roll only, the character receives a permanent +10 bonus to casting spells from this list.

The level of the lists known by a Mentor for starting characters can be determined by the GM, or generated randomly based upon the characters Social Class as shown in table 8. The level known should be generated for each spell list the starting character attempts to learn.

TABLE 8 - SPELL LEVELS KNOWN BY MENTOR		
Character Social Class	Base List	Other List
Slave	5 + 1-5	5 + 1-5
Freeman	5 + 1-10	5 + 1-5
Citizen	10 + 1-10	5 + 1-10
Patrician	10 + 2-20	10 + 1-10

Marcellus the Sorcerer is trying to learn the closed Essence spell list “Living Change” from Marius, his teacher. Marius knows the list to level 20, so Marcellus receives a +20 bonus. Marcellus’ Em stat bonus of +15 is also applied to the roll, and he is level 8 so receives another +16. Thus, with the +5 for one skill rank, Marcellus has a total of +56. He spends a week (and 1 development point) learning the new spells, and at the end of it makes a closed ended roll: 43. His total of 99 gives him a Near success (+80). He has almost grasped the concept, but not quite. He eventually gains another level, spends another week improving his understanding with Marius, and makes another roll. This time he receives the extra bonus of +60. In the event he rolls a 33 and ends up with a success, he learns levels 1-2 of the spell list.

### Rare Spell Lists

Rare lists (those given above) are, as the name suggests, very uncommon in and around Rome. As such, it should be the objective of an adventure to even find a teacher, and probably several more to convince them to teach the list. It is also very rare for a magic using character or NPC to know more than two or three of these lists.

### Magic Items and Artefacts

Magic items are rare in the **RM:Rome** setting, and even very powerful PC’s should have no more than two or three magical items. Artefacts are even rarer, and a party will have to adventure for many game years to obtain one.

Player characters should never obtain the ability to create magical items, as this is a power available only to a select few semi-mythical NPC’s. Most magical items are old, and all artefacts were created in the ancient past. The few NPC’s who can create magic items should be reserved for specific campaign goals. This ensures that the player characters do not have regular access to new or custom magical items.

Most existing items are of fairly low power, and a list of sample items and artefacts can be found in Appendix 6.

TABLE 9 – SPELL LIST  
LEARNING MODIFICATIONS

Condition	Modifier
Teacher knows levels 20+	30
Teacher knows levels 15-19	20
Teacher knows levels 10-14	10
Teacher knows levels 6-9	0
Scroll with spell instructions available	10
Level of student	Level x2
Em/In/Pr bonus of student	Bonus



# CHAPTER 5 – ROMAN LIFE

## Introduction

This chapter describes the everyday life of a Roman, and will cover social class, family life, buildings, political life, trade, food, entertainment and much more. There is a huge amount of information in this chapter, but the more that is used in your game, the more “Roman” your campaign will feel. This chapter is thus key to evoking a Roman game. Of course, as with the rest of this book, use what you wish and ignore anything that doesn’t fit with your campaign.

## Roman Social Class

The Romans have a very well defined sense of social class, and everyone knows their place. Essentially, Patricians are at the top of the social scale, with Slaves at the bottom, and Roman Citizens in between. Foreigners and non-citizens do not really exist as far as social class goes, but they could be considered to be between Slaves and Citizens. The property qualifications mentioned below are assessed at each Census of the Roman people, usually undertaken every 5 years, but individuals may apply to the current Censors for a change in classification.

Children born to a cross-class marriage will always take the social class of the father, unless the mother is a slave and the father refuses to acknowledge the paternity of the child, in which case the child remains a slave.

### Patricians

The Patrician families are all descended from the nobility of Royal Rome, and the Senators that advised the kings. Although these families have different “branches”, every member will be able to trace his ancestry back to a time before the Republic. Only patricians may enter the senate, and to do so requires a minimum property ownership of 250,000d. In addition, members of the senate may not own businesses other than land and property. Thus the patrician families are usually rich, own vast tracts of land, and are very aware of their social status. This very often makes them objects of hatred to the mob.

### Plebeians

Plebeians or Citizens are actually subdivided into 6 social groups, based on their property worth. The Ordo Equester (or knights) originally provided the cavalry for the Roman armies, but now forms the First Class of Roman society. To be within this class requires property worth 100,000d, but there are no restrictions on business activities, so many knights are far richer. The 1800 richest knights are provided with a “Public Horse” by the state, in memory of those far off cavalry days. Ownership of a Public Horse is a source of much honor.

The Second to Fourth classes are required to have 20,000d, 10,000d and 2,000d respectively. Those without even 2,000d are classified as members of the Head Count, and do not have any votes in elections.

Slaves are at the bottom of the social scale (see the section on slavery below).

### Clients and Patrons

One interesting part of the Roman social network is the existence of the Client network. Any freeman or citizen may pledge to be a Client of another, and thus to obey their requests and serve their interests. In return, Clients expect to receive cash if needy, assistance with employment, favours etc. This network has a big impact on politics, as men with large numbers of clients automatically have a large number of votes. Patricians may be Clients to more powerful men, whilst retaining their own Clients (technically Clients of their Patron’s Patron!).

Women may not be Patrons or Clients. Freed slaves are automatically enrolled as a Client of their ex-master.

Patrons are expected to meet any of their Clients who gather outside their doors at dawn. This meeting is mainly for the Clients benefit, as they are able to ask favours, but the size of the crowd outside a Patricians front door is an indicator of his influence.

Any Client (or Patron) who does not fulfil his part of the unwritten contract which then becomes public knowledge will find himself ostracized by society in general. The Patron-Client contract is considered one of the cornerstones of Roman society and as such inviolable.

## Roman Slaves

The Roman economy, both urban and rural, is based on slavery. Slaves run the farms and ranches, they provide the labour in factories and warehouses, and on building sites. Slaves man oars on board ship and provide the vast majority of household labour. Even the poorest Roman will probably own at least 1 slave.

Some slaves are born into slavery, and indeed some multiple slave owners will actively plan the breeding of their slaves. Any child born to a slave is automatically a slave. Certain criminal punishments require the perpetrator to be sold into slavery (see the section on laws), and this form of slavery is usually for life. Some, especially Greeks, voluntarily sell themselves into slavery. The money received usually goes to the slave’s family, and usually happens when the slave is well educated or skilled, but very poor. Many of this sort of slave are sold as stewards, physicians or teachers. The most common source of slaves, however, is conquest. The losers in foreign wars are rounded up and sold to one of the slave dealers, who sort their new stock into different grades before sending them to the appropriate market. Physically strong slaves are sent to rural or coastal markets to be sold as labourers or oarsmen. Many are sent to Rome itself, or one of the other cities.

Slave dealers are not generally respected or liked, but are an essential part of Roman society. They buy slaves in war zones or from slave dealers on the edges of the Empire and transport them to Italia and Rome. If appropriate, they may also train them, although slaves destined for the Arena

are supplied untrained, to be taught in the gladiator schools. Slave dealers usually specialize in a particular type of slave, and much cross-trade goes on between dealers. The most successful dealers have agents across the Empire, own a fleet of transport ships and own slave barracks across Italia and Rome. Some dealers are known to treat their slaves extremely well, whilst others spend a minimum on food and other necessities. Of course, the second type of dealer loses many of their slaves in transit.

Once sold to the ultimate owner, a slave faces an uncertain future. Strangely, it is slaves sold to the wealthiest men that often fare the worst. Owners of large numbers of slaves often do not actually know any of them, leaving the day-to-day dealings to a steward, and thus treat them like animals. However, the poorest citizens of Rome, who will probably own a single slave, live in close proximity to their slave, and thus get to know them as a person. These are, however, only generalizations and are not universally true.

Slaves do not enjoy any legal protection, and their master may sell them, punish them or even kill them at will. If a man's slave is injured by another, that attacker is liable to be sued for damages (but not assault).

Slaves actually receive a wage (a *peculium*), although this is not given directly to them, as they are not allowed to own property. However, this sum is invested in trust, and can be used to buy the slaves freedom if enough is accumulated, or is given as a lump sum if the slave is awarded their freedom.

A freed slave automatically becomes a Client of his previous master, and will usually take his master's name. Thus Crystopane the Greek slave, owned by Gaius Julius Caesar, will become Gaius Julius Crystopane upon manumission. Able administrators or businessmen will be freed to run a particular business for their ex-master.

The legal process of manumission is very simple, requiring only the registered owner to submit the name of the slave to either of the Censors, and that name being entered into the rolls of freed slaves. Additionally, slaves may be freed by the dictates of an official will. Once freed, slaves are required to wear the "cap of freedom" or "Phrygian cap", demonstrating their freed status.

Slaves may be used to perform the following jobs (although this list is not exhaustive):

- Farm laborer
- Docks laborer
- Public Slave (clean streets, paint walls etc)
- Household Slave
- Kitchen Slave
- Craftsman/Tradesman/Professional
- Nursery Nurse
- Gladiator
- Galley Slave

## Family Life

Romans of all social classes consider their family to be central to their lives. Family loyalty extends beyond the wife and children core, and includes uncles, nephews, brothers, cousins, and all associated female relatives. Of course, to any Roman man, the male relatives are considered the most important, especially if they have influence.

The eldest male of any particular line is considered the head of the family, and is known as the "Paterfamilias". In the earlier days of the Republic, the Paterfamilias had complete power over his family, including the power of life and death over any minors. Although still on the statute books, this power is unlikely to be upheld in Imperial Rome. The Paterfamilias does however retain the power to sanction or refuse marriages, determine who lives in a family house, the size of a girl's dowry, the education given to the children, control over the family finances and other day-to-day control. Adult male members of the family do of course have personal control over their lives, but are expected to defer to the Paterfamilias in a dispute.

Whilst Roman women do not have any formal power within the family, the older women do often have influence. Many patrician women strive for the ideal of the "Roman Matron" of the Republic, the strong, chaste and honourable pillar of her family. Women such as Cornelia, mother of the brothers Gracchi, are esteemed for the care she devoted to the upbringing of her children, and her love of Rome.

### Birth and Children

A Roman will be born at home, with either a physician or local "midwife" in attendance. Problems in labor are fairly common, with death of the mother and/or child a regular occurrence, especially among the upper classes. If the mother dies or is dying in childbirth, a Caesarean section will be attempted to remove the baby, although this is invariably fatal for the mother.

If the labor is successful, as many as 10% of infants will die in their first year from diseases, with even higher rates among the poor. This high mortality rate encourages wealthy families to have large numbers of children to ensure adequate numbers of heirs.

Unwanted daughters and deformed babies are sometimes left exposed on a nearby hillside to die, although poor childless families sometimes take them in.

Children are cared for either by a nanny, or by their mother and other female relatives until they are old enough to go to a school (if wealthy) or to start work, usually for their father.

### Marriage

Roman marriages are, in the upper classes, more political tools than love matches. Because of this, contracts of engagement may be drawn up when the bride and groom are still children. Once both are aged 17 or above, the actual marriage may take place.

The actual wedding ceremony usually takes place in the house of the bride's family, and is presided over by a Pontifex. Those who can afford it will hire an Augur to read the omens, and there will usually be guests from both families. Following the ceremony, the bride walks to the home of her husband, escorted by 3 boys, one of whom carries a lit torch. The wedding guests follow along behind, but the groom goes ahead to receive his bride at the front door, and present her with the keys of the house. The groom then carries the bride over the doorstep and presents her with a ring for the middle finger (which has a nerve that leads straight to the heart).

The groom hosts a feast for all of the guests in the evening, and another feast follows the following day. Small presents are often given to the guests by the groom. Of course, weddings among the lower classes of society are nowhere near as grand as that described here, but most attempt to copy this format as well as their means allow.

As part of the engagement contract, the father of the bride agrees to pay a dowry of appropriate size at the time of the wedding. The contract also specifies what happens to this money after the wedding. Some grooms absorb the dowry into their own fortunes, whilst for other couples the full amount is invested, with the groom or the bride herself receiving the income from the dowry amount.

Divorce is possible from marriage, and can be accomplished simply by writing a letter stating the divorce and the reasons, and delivering one copy to the wife, and the other to the Urban Praetor. The divorce is effective immediately. If the wife is accused of adultery, she must be tried and, if found guilty, forfeits half or all of her dowry. Otherwise, the wife receives full control of her dowry, and returns to the house of her father (or paterfamilias). Like marriages, most divorces are for political reasons.

### **Death**

When a Roman dies, his funeral rites will depend very much on his wealth and ancestry. However, regardless of class, the body would be immediately washed and a coin placed in the mouth to pay Charon, the boatman who transports the dead across the river Styx into the underworld. Most of the lower classes belong to funeral clubs, where a small monthly subscription is made, so that they can be buried with full rites after their death, albeit a simple cremation and then burial in a cremation urn. The Patricians however have a more ostentatious style depending on the influence of the deceased. Gladiatorial games may well be sponsored by the family of the deceased, held in temporary arenas in the Forum Romanum, which may in fact last for days. Following the games, a funereal procession will leave the house of the deceased, with musicians taking the lead. The body of the deceased (or a mannequin in case of violent death) will be placed on a large cart, propped on a chair and surrounded by a show of luxury, such as flowers, artworks etc. The bier will be followed by chariots drawn by black horses, each one driven

by an actor wearing the Imagines (wax masks) of his or her illustrious ancestors. The family of the deceased will follow the chariots, and behind them will follow friends and colleagues, all dressed in the black of mourning. The procession winds through the city until it reaches the Campus Martius, where the body is placed onto a large prepared pyre. While the body is transferred, an orator delivers the eulogy, describing the life and deeds of the deceased. After this, the pyre is lit, although the mourners rarely linger until it has burned down completely. Undertakers keep a watch over the pyre until the following morning, when they collect up the ashes of the body and place them in an ornate urn, to be buried in the family tomb. These tombs, similar to a large stone altar, often have a hole in the top where an offering of wine may be poured by those who wish to pay their respects.

The wax masks, or Imagines, are only permitted to be made of a man who has been a Praetor at least. They are crafted from the face itself, and are carefully painted to resemble the original. They are also provided with real human hair in the original style. They are usually kept in the Atrium of the paterfamilias, in small wooden cupboards crafted to look like Roman temples.

All Roman men make a will, and usually update it regularly as their estate grows. These wills are lodged at the Temple of the Vestal Virgins in Rome, where the Vestals act as guardians of the wills. When someone dies, their heirs apply for the executor named in the will to be granted access to allow the distribution of the deceased's estate.

### **Household Goods**

The quality of household goods is the other main indicator of personal wealth, along with property. Poor households will have beds, a table, a couple of stools and a chest, along with some pots for food storage, a few eating utensils such as knives and spoons, some blankets and some cleaning equipment. A rich household will have all of these, but of vastly better quality, along with chairs, cupboards, bookshelves, mirrors etc. In addition, a rich house will have external, and possibly internal, locks. These are of fairly complex construction, but are very expensive.

### **Baths, Hygiene and Medicine**

Health and hygiene is very important to Romans, especially those of the Patrician class, as they feel it sets them apart from the "Barbarians" that inhabit most of the known world. The medical knowledge inherited from the Greeks and Egyptians, forms the basis of the physicians art, but personal hygiene is also considered an essential.

### **Water Supplies**

Rome, and many Roman provincial towns, are privileged to have a piped water supply. This brings in fresh water, often from many miles away, and delivers it either direct to a household or to a public water fountain.

The water is conducted from a river or lake, usually of higher altitude than the city, along lead-lined aqueducts,

to stone water towers constructed at strategic high points around the city. These massive towers have huge lined reservoirs within, and from here water is sent through lead pipes to different areas of the city.

There are usually three outlets from each tower, one for the public supply, one for private houses and one for businesses such as bath houses, fullers and brewers. A private or business supply will cost the owner or tradesman a connection charge, which is used to fund the laying of new pipes, and a yearly charge. If this yearly charge is not paid, the water supply can be turned off to that building with a system of taps and stopcocks at each junction of the pipes.

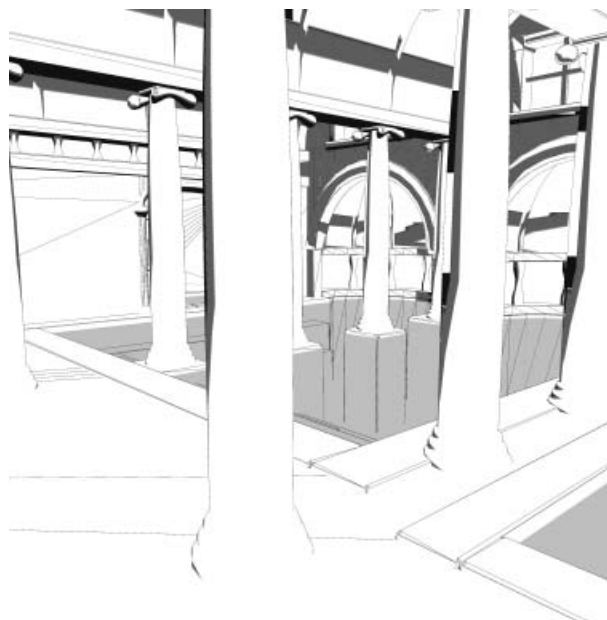
The water supply to the public fountains and latrines is considered the highest priority, and will never intentionally be cut. These public fountains are located at most of the major road junctions, and consist of a large stone cistern with a carved animal head spewing out a constant stream of water. Any overflow from this cistern is diverted to a business or into the nearest city sewer.

Private houses will almost certainly have several fountains, for drinking, washing, cleaning etc, but will also probably have water features in the Atrium and Peristyle. These may be simple pools, or may be very elaborate fountains and waterfalls.

In towns without a piped water supply, the local populace rely on wells and rivers for their water. The Tiber in Rome is never used for water extraction due to the outflow from the many sewers.

### **Bath Houses and Bathing**

The other main use for the piped water of Rome is to supply the bath houses. There are numerous public baths in Rome, and some of the wealthier Patrician Domi have a private bath suite. Whether public or private, these bath houses have a fairly regular plan and use.



The regular routine when bathing is to enter through the entrance hall, pay the small fee and then proceed to the Apodyterium, or changing rooms. Clothes are handed to a slave, and are placed into a locker. Now naked, the next room visited is the Tepidarium, or warm room. The Tepidarium has underfloor heating, and warm pools set into the floor. Whilst warming up, scented oils are rubbed vigorously into the skin, either by the bather themselves or by a slave. A massage may also be given by a slave in this room. Once warmed, the bather proceeds either to the Sudatorium (steam room) to relax for a while (before moving on) or to the Caldarium, which is the hot room. Also with underfloor heating, this room is much hotter than the Tepidarium, but is also very steamy due to the pools of hot water. Here the oils will be scraped from the sweaty skin by a Strigilis, a curved metal tool, and any residues rinsed away in the hot pools. Lastly the bather moves onto the Frigidarium, which has no heating and cold pools. There may also be a large cold-water swimming pool here. The effect of this cold water is to close the pores opened up and cleansed by the heat. The bather then returns to the Apodyterium to dry on a towel and get dressed.

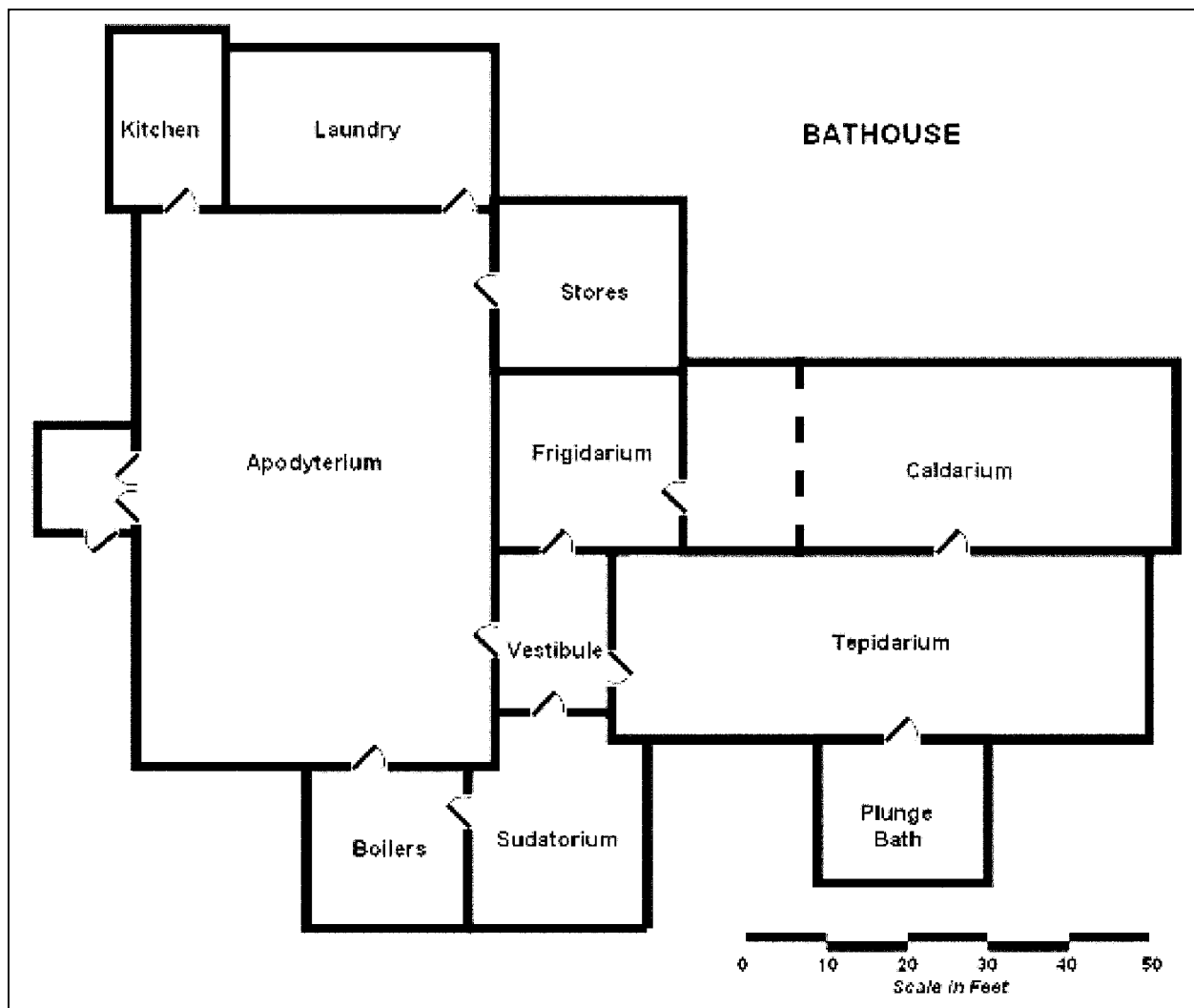
The bathing process is leisurely, and as much a social event as a hygienic one, with business deals, politics and gossip all being discussed at length. There are usually fast food vendors in the entrance hall, and some of the largest baths also have conference rooms, libraries and small theatres. There are certain times of the day when the baths are reserved for women (4-6pm) and for slaves (6-7pm), although many of the lower class bath houses allow mixed bathing, a practice which often scandalises the Patrician classes. Men usually visit the bath house in the morning or late evening, and almost everyone bathes daily.

Public bath houses vary somewhat in their décor and facilities depending on the area and clientele. The best have a gymnasium attached as well as lavish paintings on the walls and the best mosaics on the floors. The lowest may have bare brick walls and plain stone floors. Despite these differences, all offer the same core bathing facilities.

Gymnasiums attached to bath houses are usually one large room, with a sand covered floor. This room is used to train in boxing, wrestling, jumping and running, as well as military exercises. As well as soldiers, many private citizens make use of the gymnasiums either for personal fitness or in preparation for athletic competitions.

### **Barbers**

As well as daily bathing, Roman men are shaved at least once a day when circumstances permit. Soldiers on campaign are the main exception to this, but even then most legions will have a barber attached to them. The wearing of beards or moustaches is considered uncouth, and the preserve of foreigners. It must be noted that the later Emperors, such as Hadrian and later, made beards fashionable, but before this they were considered barbaric.



The barber's emporiums that thrive around the city are open from dawn to dusk, or later, and provide for both haircuts and shaves. Barbers use steel razors, but the relative bluntness means that years of training are needed to become proficient at effective shaving, and also that few private citizens will shave themselves. The first shave taken by an adolescent is a time for celebration, as it marks one of the milestones in the transition to manhood.

### Physicians

Physicians are the main medical practitioners in Rome, prescribing medicines, diagnosing diseases, performing surgery and delivering babies. Relatively expensive, their services are normally only required by Patricians or knights. The lower classes usually have to make do with Herbalists. These tradesmen are, however, essential to all levels of Roman society, diagnosing and treating the lower classes, and supplying the herbal, mineral and animal products required for medicines. Thus some herbalists may operate from a one-room shop, buying rare reagents from merchants, whilst other herbalists may own large premises and own trading ships to import exotic ingredients. Some

physicians are permanently attached to a Legion, where they gain impressive experience with wounds and tropical diseases. The third medical professional is the Dentist. Roman dentistry is fairly advanced, with spindle-driven drills able to remove areas of decay, a wide array of dental tools and the ability to create prosthetic teeth. Dentists also possess a wide range of treatments for toothache and gum diseases.

Many of the physicians in Rome are actually of Greek or Aegyptian origin, both cultures which prize medicine highly. In fact, many physicians, Roman or otherwise, travel to Alexandria to study under the masters there.

The prevailing medical theories are thus heavily influenced by the Greek theories of the four humours: Black bile, Green bile, Phlegm and Blood. If all of these humours are in balance, the patient is healthy, but if they are imbalanced, the patient is correspondingly ill. Medicine thus attempts to re-balance these humours by the administering of medicines. By contrast, surgery is heavily influenced by the Aegyptians. The long Aegyptian tradition of embalming has provided thousands of years worth of anatomical experience, and techniques to repair wounds.

The range of medicines available to Roman physicians is large, but the game effects will depend on the style of campaign being played. A “Fantasy Rome” style game will use the “Magical Herbs” concept used in RMC, but although a purely historical game will have the same reagents available, they will have no non-magical effects.

*Option: Even in a purely historical game, the GM may want to allow healing reagents to have some of their normal activity, to represent intrinsic properties of the reagent.*

A list of these reagents is given below, and is presented in standard RMC style, for ease of use. Of course, all of these reagents are only available at the discretion of the GM.

**TABLE 10 – ROMAN HERB CHART**

Name	Codes	Form/Prep	Cost	AF	Effect
<b>Bone Repair</b>					
Alum	m-F-4	Root/Apply	30d	2	Triples rate of healing for broken bones
Conferva	m-F-7	Leaf/Apply	200d	6	10x rate of healing for broken/shattered bones
<b>Burn Relief</b>					
Arction	s-F-5	Root/Apply	95d	2	Heals 3-30 burn damage
<b>Circulatory Repair</b>					
Ascyron	m-T-8	Root/Apply	250d	7	Seals any wound up to 3/rnd instantly
Aparine	t-S-8	Leaf/Apply	40d	1	Seals any wound of 1/rnd instantly
Holosteon	m-A-3	Root/Brew	188d	2	Reduces bleeding from all wounds by 1/rnd. May only use 1 dose/day
Idea Herba	t-D-5	Flower/Ingest	800d	4	Immediately stops any leeding
<b>Concussion Relief</b>					
Anonymos	a-S-5	Leaf/Apply	15d	1	Heals 1-6
Ballotes	m-F-6	Leaf/Apply	25d	2	Heals 1-10
Crateogonon	m-F-9	Seed/Brew	650d	1	Heals 50
Hyoseris	m-S-9	Root/Brew	350d	0	Heals 5-50
Rhacoma	t-S-2	Twig/Brew	10d	3	Heals 1-4
Telephion	c-A-7	Leaf/Apply	60d	2	Heals 2-20
<b>Cure Disease/Poison</b>					
Aconite	t-A-4	Root/Ingest	120d	0	Immediately cures poison. If no poison, acts as lvl 10 nerve poison
Aparine	t-S-3	Root/Ingest	50d	1	Allows another RR vs any poison
Aster	m-F-5	Root/Brew	80d	2	Allows another RR vs any poison at +30
Dipsacos	t-T-8	Seed/Brew	200d	5	Cures any disease. Takes 48hrs
Elleborine	m-D-4	Flower/Brew	75d	2	Allows another RR vs any disease
<b>Muscle, Cartilage and Tendon Repair</b>					
Chrysolachanum	m-F-3	Leaf/Brew	165d	3	Doubles rate of healing for any muscle damage
Femur Bubulum	t-W-7	Stem/Brew	200d	5	Heals any minor muscle damage in 12 hours
Poterion	m-L-8	Root/Apply	275d	8	Triples healing rate for any muscle damage and allows re-attachment of severed muscle
<b>Organ Repair</b>					
Othonna	s-W-3	Leaf/Brew	90d	8	Heals any eye damage in 24 hours
Periclymenos	m-D-8	Seed/Ingest	520d	5	Heals any organ damage in 48 hours
Smyrnion	c-A-5	Root/Brew	80d	3	Triple healing rate for organ damage
<b>Stun Relief</b>					
Hippophaeston	s-Z-7	Root/Brew	150d	3	Removes 1-3 rounds of stun
<b>Poisons</b>					
Aconite	t-A-4	Root/Ingest	120d	0	Immediately cures poison. If no poison, acts as lvl 10 nerve poison
Hyoscyamus	t-H-6	Leaf/Ingest	155d	0	Lvl 5 respiratory poison
Limeum	a-Z-8	Fruit/Inject	800d	0	Lvl 15 muscle poison
Onosma	c-A-2	Leaf/Ingest	15d	0	Induces abortion at any stage of pregnancy. Lvl 2 circulatory poison
<b>Miscellaneous</b>					
Alcea	h-J-3	Flower/Brew	70d	2	Cures any convulsions or paralysis. Takes 12 hours
Glycyside	m-D-4	Flower/Brew	55d	6	Prevents dreams. Reduces sleep need by 2 hours
Gallidraga	m-F-3	Flower/Apply	10d	1	Cures any toothache. Takes 1 hour
Lycapsos	t-C-2	Leaf/Brew	40d	10	Cures any fever within 10 minutes
Nyma	t-S-5	Root/Apply	35d	3	Removes any scar in 1 week
Proserpinaca	m-F-7	Leaf/Ingest	160d	5	Restores 4-40 exhaustion points

**Codes:** The Codes give a small letter for the climate of areas where the herb (or poison) is normally found, a capital letter for the type of locale or terrain commonly associated with the herb, and a number corresponding to a difficulty modifier which is applied to any search rolls.

**Climate Codes:** a = arid; c = cold; e = everlasting cold; f = frigid; h = hot and humid; m = mild temperate; s = semi-arid; t = cool temperate.

**Locale Codes:** A = Alpine; B = Breaks/wadis; C = Coniferous forest; D = Deciduous/mixed forest; F = Freshwater coasts & banks; G = Glacier/snowfield; H = Heath/scrub/moor; J = Jungle/rain forest; O = Ocean/saltwater shores; M = Mountain; S = Short grass; T = Tall grass; U = Underground; V = Volcanic; W = Waste; Z = Desert.

**Difficulty of Finding:** 1 = Routine (+30); 2 = Easy (+20); 3 = Light (+10); 4 = Medium (+0); 5 = Hard (-10); 6 = Very Hard (-20); 7 = Extremely Hard (-30); 8 = Sheer Folly (-50); 9 = Absurd (-70).

**Form and Preparation:** Apply — Requires 1-10 rounds to prepare; herb is then applied directly onto injured area; Ingest — Immediately usable—may be eaten, chewed, drunk, or inhaled—as appropriate; Brew — Effective when drunk 20 rounds after boiling; Paste — Raw matter is made into a paste which may be put in food or drink or be applied to tools or weapons and stays effective up to 1 week, or

until an object or person is struck; if a poison paste is used and a critical is obtained, the foe must make a RR or he receives the effect. If the attack result is merely hits (no crit), the poison is gone. Liquid — As paste, except it remains effective for 1 hour. Powder - May not be applied to weapons; only effective in food or drink.

**Addiction Factor (AF):** GMs may wish to make certain herbs addictive. The tables below show the suggested addiction factor. Each time an herb is used, the GM should roll d100 and add the AF to see if the user becomes addicted. If the result is over 100, the herb user is addicted. The character will now have a level 1 addiction. For each level of addiction that a character has, he must take that many doses of that herb in a week (making addiction rolls each time he takes the herb). Each subsequently failed addiction roll results in raising the addiction level by one. If the character fails to take enough of the herb in a given week, he will suffer the effects of withdrawal (see Gamemaster Law for rules on chemical dependency and withdrawal).

**Effect:** Unless otherwise stated, a maximum of one herb (dose) can take effect in a given round. The effect is based on a dose weighing approximately half an ounce. For poisons, the effect is the most severe effect that can be gained with the herb.

## Clothing

Roman clothing is usually a symbol of status. An inbuilt sense of place means that it is very rare for a Roman to wear clothing inappropriate (or banned) for his or her social class. Roman tailors have a high level of skill, and if

an appropriate amount is spent on an item of clothing, it will fit perfectly.

### Men

There are two main items of clothing in any Roman mans wardrobe. The first is the tunic. This is knee-length, with bicep-length sleeves, and is cinched at the waist with a leather belt. The tunic is worn on its own in most circumstances, but is worn under the Toga on formal occasions. Tunics may be made from wool, linen, leather etc

A man of the Equestrian class has a thin purple edge to the right shoulder of his tunic, and a member of the Senate has a wide purple band in the same place.

There are several types of Toga, but regardless of type, this garment may only be worn by a Roman citizen. The various types are:

**Toga Purpurea** – Completely purple - Only worn by a current Censor

**Toga Candida** - Specially whitened toga worn by magistrates seeking election

**Toga Praetexta** – A purple bordered Toga worn by Senators only

**Toga Trabea** - Worn by Augurs only - banded in scarlet and edged in purple

**Toga Virilis** – A plain white Toga worn by any adult male

**Toga Pula** – A black Toga worn when in mourning

The donning of a toga is a complex procedure, and is difficult to manage alone. It has to be carefully wrapped around the body in a particular way, and any Roman can quickly identify a badly wrapped toga. The long end of the toga is carried over the left forearm, and can be pulled over the wearers head as a hood.

Leather sandals are worn on the feet, with woollen socks underneath in very cold weather. Men sometimes also wear woollen leggings in the cold. Calf-length enclosed boots are sometimes worn when riding.

Cloaks are worn when travelling or in the rain. Soldiers and travellers cloaks are waterproofed with pig-fat, and are usually hooded.

### Women

Women also base their dress around the tunic, although this is usually longer and sometimes reaches the ground.





Tunics may be made from any material, and are often brightly coloured, although never purple. Women wear closed leather shoes, made from leather and laced at the top.

Over the tunic, married women wear the Stola, a long sleeveless garment gathered at the shoulder with a brooch or clasp, and belted around the waist. In cold weather, a Pulla (shawl) is worn.

Roman women of all social classes love to wear jewellery, including earrings, necklaces, rings and brooches. This may be made of bronze, copper, silver or gold, and will be enamelled or have precious stones set within.

Prostitutes are the only women permitted to wear the toga, indeed registered prostitutes are required to wear a flame-coloured Toga as a badge of their status. The reasons behind this are lost in the depths of history, but go back to the times of Kings.

### Children

Children, regardless of sex or social status, wear tunics and sandals until they reach puberty. Female children then wear smaller versions of their mothers clothes, whilst male children will, on formal occasions, wear a plain Toga.



### Slaves

Slaves will generally wear a tunic, with the addition of a waterproofed cloak if their work is outside. The clothing of most slaves is plain but functional, but a few wealthy patricians choose to clothe their slaves in a distinctive “uniform”, with matching tunics and cloaks. Ex-slaves wear whatever their purses will stretch to, but are required by law to wear the “Cap of liberty” or Phrygian cap as a symbol of their status.

### Greeks

Ex-patriot Greeks in Rome either wear what Romans do (but only wear the Toga if they have the citizenship), or else wear traditional Greek clothing. Men and women wear a knee-length pleated tunic (a chiton), belted at the waist. The tunic is usually of linen, and is worn with a woollen cloak. Sandals are worn on the feet, and men wear a wide brimmed felt hat to keep off the sun.

### Gauls

Gauls, like Greeks, either wear Roman clothing or their own traditional dress. Traditional Gallic clothing consists of a thick woollen or leather tunic, woollen trousers, leather shoes and a woollen cloak. Much of the clothing is either dyed a bright colour, or is woven with checked or striped patterns. Women wear a long belted woollen dress with the cloak and leather shoes.



### Laws

The Roman legal system is incredibly complex with laws added, removed, changed or amended with every new consul, tribune of the plebs or Emperor. This has led to the highly respected (and well paid) professions of Lawyer and Advocates. Often the same person, Advocates speak in court, whilst plain lawyers pore over the books containing the Laws of Rome. Advocates must have a polished oratorical style as well as an encyclopaedic knowledge of the laws. Under the Republic, Advocates were actually banned from accepting payment, but as this rule only applied to cash, Advocates were paid in goods. Under

the Emperor, this rule has been laid aside, and Advocates now accept cash in payment.

Speaking in the law courts is accepted as one of the ways a young man can embark on a political career, and so the Forum Romanum is usually lined with promising young Patricians touting for business.

### **Criminal law**

The less serious criminal cases are taken to the Urban Praetor, responsible for upholding the laws within Rome, who has the power to issue a warrant for the arrest of the accused. Once apprehended, the accused is interviewed by the Urban Praetor, along with witnesses if necessary, and the matter is usually decided there and then. Punishments are agreed upon, and all parties are free to leave. If there is disagreement, or the accused insists on a trial, the accused will be placed under house arrest until this is arranged. In the case of major criminal activity such as treason, extortion, murder, rape etc, the Urban Praetor will always call for a trial. A criminal trial is identical in format to a civil trial (described below), with only the penalties differing.

### **Civil Law**

Any Roman citizen may bring a civil case against anyone within the jurisdiction of the Roman Empire, again by applying to the Urban Praetor. The Praetor will set a date for the trial, and both the defence and accused will gather evidence and witnesses to support their case. Civil cases are almost exclusively concerned with property and business, although adultery comes under the jurisdiction of civil law.

### **Courts**

The Roman courts are convened in a basilica located on the Forum Romanum, each by a specific Praetor standing as court president on an annual basis. There are standing courts for various offences such as Treason, Extortion, Murder, Violence etc. Each trial has a jury appointed by the president, with 26 knights and 25 senators. The description of the case is given by the President, and the prosecution Advocates then makes their case, calling witnesses as necessary. The defence Advocates then present their evidence and witnesses. These presentations may take days, weeks or even months to complete, and at the end of the presentations, the chief Advocate from each team provides a summary of their case. Finally, the individual jury members vote by marking A for Absolvo (not guilty) or D for Damno on a wax tablet that is dropped into a basket. This basket is collected by a court officer and delivered to the President. A simple majority is required for a result to hold, and abstention is not an option. The President then announces the appropriate punishment which is carried out immediately.

As a side note, the testimony of slaves is not considered evidence, unless that is the only evidence available, and even then is treated with much caution by juries.

### **Punishments**

Civil punishments always consist of a fine to be paid to the wronged party, and in line with the offence committed. Thus a businessman who fraudulently obtains goods, will be required to pay twice their value to those defrauded etc.

Criminal punishments never include death (that is an imperial prerogative) for Roman citizens, but death is sometimes handed down to non-citizens for serious crimes. Incarceration is not an option (see prisons below) and so even serious crimes such as treason and provincial extortion will be punished with fines (up to and including confiscation of the guilty parties entire fortune) combined with banishment from Rome to a set distance. This distance is always calculated to prevent undue comfort, so banishing someone from “fire or shelter” within 300 miles excludes them from Italia completely, whilst 600 miles also excludes Greece and Africa Province. 1,200 miles is normally the harshest punishment, as that also excludes northern Aegypt and Syria, regarded as the edge of the civilised world. This banishment is for life, and the fine will often also beggar the family of the guilty. Citizens may also be punished on the spot if the crime is witnessed by a magistrate, with the punishment being a fine and/or beating by the magistrate’s lictors. Citizens may also be sold into slavery.

However, slaves and non-citizens are liable to be executed for serious crimes.

### **Prisons**

Rome has but one prison, the Tullianum. Consisting of two rooms, the upper has a shaft down to the lower, and the lower has no exit. Used primarily for captured foreign commanders, prisoners are lowered into the bottom cell and either left until they starve to death, or strangled by a guard. There are no permanent guards on the prison unless a prisoner of importance is in residence.

## **Politics and Governance**

In the beginning, Rome was ruled by Kings, with the advice and support of his senior aristocrats – The Senate. However, the Romans have a particular aversion to autocratic rule, and the Kings were exiled. The Senate took over the guiding hand of the new Republic, but crucially, the People retained the right to approve or refuse laws. This state of affairs continued, with little in the way of major changes, until Augustus became the first Roman Emperor in the year 726 (27BC). In the three years since that time, politics in Rome continue much as before, but now with an ultimate head of state.

### **Imperium**

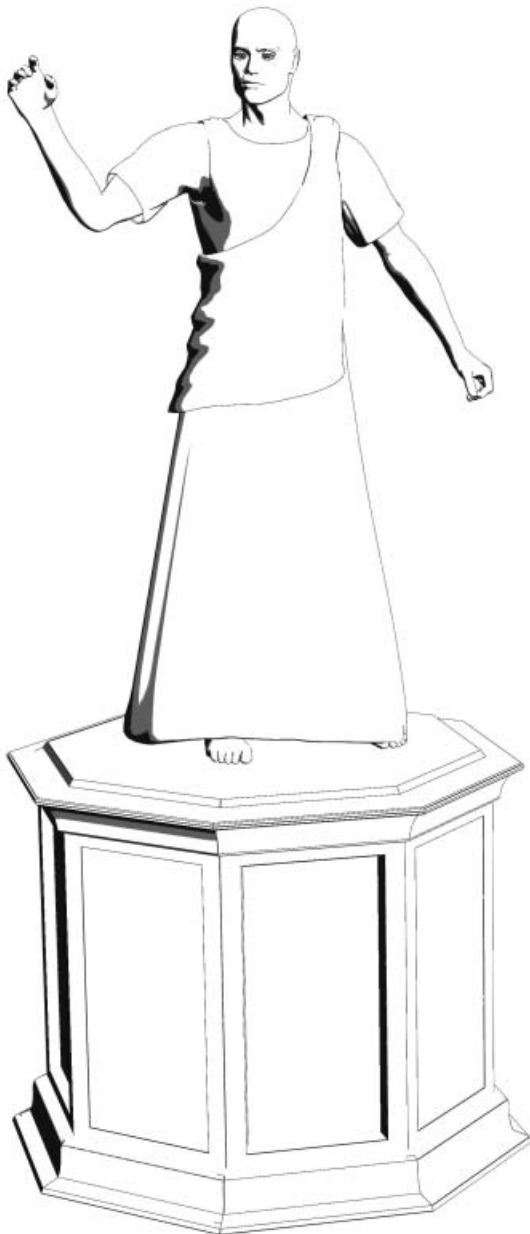
The concept of Imperium is central to the Roman model of government. Imperium is the authority invested in a magistrate by the people of Rome, to act on their behalf. The power of this Imperium is absolute, and relates to the magistracy held, so the Imperium of the Urban Praetor applies only within the remit of that magistracy. The magistrates rank also has a bearing, so Consular Imperium

is superior to Praetorian Imperium etc. A magistrate or pro-magistrate cannot be overruled, unless by a magistrate with higher Imperium. Interestingly, the Imperium of a pro-magistrate cannot be held within the city of Rome itself. If a pro-magistrate such as a governor or general enters the city, their Imperium expires immediately.

Imperium is usually awarded for a fixed period, such as the term of the magistracy, or as set by the Senate.

### **The Emperor**

The Emperor is the ultimate leader and ruler of the Roman people and their Empire. The Emperor still rules with the assistance of the pre-existing Republican government, but has the final say on all decisions made by the Senate, and indeed by the People. The Emperor has unlimited Imperium (even within Rome), and can never be held legally accountable for his actions.



### **The Senate**

The Senate is composed of about 300 men of mainly Patrician rank, who all have a minimum wealth of 250,000 denarii. The Senate is officially an advisory body to the Roman people, although in practice it is the main governing body.

Senators wear a broad purple stripe on the right shoulder of their tunic, and wear an Iron ring on their right hand, a practice that dates back to the Royal Senate. Most of the senators are appointed by the Censors to fill gaps in the membership, with the exceptions being those who have served as Tribunes of the Plebs, and those who have won the Grass Crown for bravery (See Chapter 9). Ex-Tribune members must still meet the property requirement however.

Whilst most Senate declarations must be officially ratified by the People, those that concern the appointment of Governors, the declaration and handling of wars and the conducting for foreign and diplomatic affairs are considered legally binding.

The Senate itself meets regularly in the Senate House to discuss important affairs, and makes decisions following an open discussion. The Consul holding the Fasces acts as the chairman of the meeting, inviting members to have their say. Once a debate is finished, the consul will call for a “division of the house”, where members pass to one side or the other depending on whether they support or oppose the law or motion. If the motion is carried, the prospective new law will then (if appropriate) be announced to the people, for a vote after another 3 days.

### **The People**

The Roman people (male citizens) have the right to vote in elections, but also for or against new laws in the assembly of the people. In essence there are actually two assemblies: That of the People and that of the Plebs.

The Assembly of the people includes Patricians as well as Plebians, but only those Plebians who belong to at least the Fourth Class (i.e. own property worth at least 2,000d). The head count may not vote at all.

Votes on Senatorial laws are debated in the Forum Romanum, and three days later one vote is taken from each “century” of voters, although these actually contain thousands of voters each. Citizens are placed into a particular century at each census. Each century thus has a single voted decided by all of its members, and the centuries vote in order from wealthiest to poorest. As there are 40 (small) centuries in the first class, and 20 in the second to fourth, voting can take all day to decide. However, the voting process will stop once a majority is reached, and with the centuries skewed towards the wealthy, the third and fourth class citizens may not even be called on to vote. The Assembly of the people may be called to discuss or pass laws by any elected magistrate.

The Assembly of the Plebs is slightly different in that no Patrician may take part in any debate or cast a vote. The

Plebs are organised into 35 voting “tribes”, or districts, regardless of wealth, and each tribe has one vote. The voting procedure is similar to that of the People, with a majority required to pass a law. The Assembly of the Plebs may only be called into session by a Tribune of the Plebs.

Both Assemblies may ratify laws, although generally it is the People who are called upon to do so. The exceptions are laws that a Tribune of the Plebs wishes to pass in spite of Senatorial opposition.

Meeting of the People and the Plebs can get very rowdy if a controversial law is being discussed, and indeed numerous magistrates and even tribunes have been lynched by an angry crowd in the Forum Romanum, some fatally. This is made more likely when influential men within the Senate encourage their many clients to be in attendance, or even hire ex-gladiators and other thugs to cause trouble.

### **Magistrates of Rome**

Magistrates are the elected citizens who manage Rome on behalf of its people. There are various grades and types of magistrates, and these are described below. There are also pro-magistrates, who are serving in that capacity, without being in office. So a pro-Praetor is acting as a Praetor, but has not been elected as such. Generally these pro-magistrates are governors, or undertaking a special commission. Under the Republic, and still to some extent true under the Empire, there is a “career path” of offices held that terminates in the Consulship. This timetable of appointments is known as the *Cursus Honorum* and magistrates who hold an office in the appropriate year are more honoured than those who are late, and even those who are early. Some offices are not officially part of the *Cursus Honorum* but these are still important to hold to gain influence. It is however required to be a Quaestor before a Praetor, and a Praetor before a Consul.

### **Tribune of the Plebs**

The Tribune of the Plebs is one of only two offices that cannot be held by a Patrician. There are 10 Tribunes elected every year, and these are usually in the employ of influential Senators, who have supported their campaign for election. The Tribune began in the early days of the Republic to provide a counter to the power of the Senate, and is still a vital part of everyday politics.

Upon election, they take an oath to defend the lives and the property of the Plebs of Rome against anyone, especially the Patricians. Tribunes become members of the Senate upon election, and whilst they can formulate and pass laws, their real power comes from their veto. Any tribune may at any time veto an official action, including senatorial appointments or decrees, votes, elections, laws and even speeches. This veto is used simply by shouting it out, and of course gives the tribunes enormous power to delay or paralyze the workings of Rome itself. However, although the person of a tribune is inviolable, and all Plebs are honour bound to defend their tribunes, in practice an

overly obstructive tribune may well find the people ungrateful for his representation. Past tribunes have been mobbed and beaten, and even killed in the Forum itself for obstructing popular laws. Tribunes remain members of the Senate after their term of office, providing they can satisfy the censors of their monetary worth. This is the only route into the Senate for a Pleb.

Tribunes of the Plebs own no Imperium.

The usual term is 1 year and re-election is not possible.

Tribunes of the Plebs may be any age as they are not part of the *Cursus Honorum*.

### **Magistratus Minores**

These minor magistracies are seen as the first step on the ladder of a political career, but are not part of the *Cursus Honorum*. There are 52 elected each year, with several groups drawn from these. The responsibilities of these magistrates includes road maintenance, supervision of minor courts, policing, minting of coins and other minor duties. These magistrates are based in small offices scattered around Rome and are seen as local representatives.

Magistratus Minorii own no Imperium.

The usual term is 1 year and re-election is not possible.

Magistratus Minorii may be any age but are usually in their twenties.

### **Quaestor**

The Quaestor is the first rung of the *Cursus Honorum*. There are twenty Quaestors elected per year, with financial management being the main duties. Some are appointed to the treasury, some are appointed to gather taxes or customs duties throughout Italia, and some are sent to provinces to act as financial administrators, thus taking that burden from the governor. Election to Quaestor includes admission to the Senate, assuming the property requirements are met.

Quaestors own no Imperium.

The usual term is 1 year and re-election is not usual.

The usual age for a Quaestor is 30.

### **Aedile**

There are four Aediles elected per year, two Plebeian (ex-tribunes), and two from the ranks of the Senators (Curule Aediles). They share most of the duties, which include overall responsibility for the streets, water supply, sewers, traffic, markets, public buildings and the grain supply. They have the power to summarily fine any Roman citizen who breaks the rules within this area of jurisdiction, with the fines going into a special fund for the public games. The two Curule Aediles have special responsibility for organizing the public games held in Rome, and very often augment the funds available from their own purse. Being responsible for extravagant and popular games is one guaranteed way of boosting ones standing in Roman political circles, even if the cost is huge. Standard games

usually cost around 200,000 denarii, although extravagant games could cost ten times this or more.

Aediles own no Imperium.

The usual term is 1 year and re-election is not possible.

The usual age for an Aedile is 36.

### **Praetor**

Praetors were originally the senior magistrates in Rome, before the office of Consul was invented. There are eight Praetors elected each year, with the highest polling candidate receiving the office of Praetor Urbanus (Urban Praetor) and the lowest polling Praetor becoming Praetor Peregrinus (Foreign Praetor). The Urban Praetor is responsible for the maintenance of law and order within Rome itself, and indeed may not leave the city for more than 10 days. The Urban Praetor often sits as a judge in trials, and also commands the urban cohorts. The foreign Praetor is responsible for all foreigners within Rome, and indeed handles the day-to-day minutiae of foreign diplomacy. The other Praetors are administrators and judges in the various courts, with special duties in Rome or the empire as the situation demands.

Praetors have Imperium.

The usual term is 1 year and re-election is possible after a 10 year gap.

The standard age for a Praetor is 39.

### **Consul**

The office of Consul is the highest office under the Republic. Two Consuls are elected each year, meaning that no one man held absolute power in Rome. Under the empire, the office of Consul is less illustrious, but still important, taking many of the mundane duties from the emperor. The highest polling candidate becomes the senior Consul, and his colleague is the junior Consul. The senior colleague is in nominal charge in January, the first year of their term, with the junior taking over in February. The "active partner" then swaps every month. Consuls are in effective charge of Rome, and usually have a program of laws that will be submitted for voting. Once out of office, Consulars (as they are known) are well esteemed by the general populace and the Senate alike.

Consuls have Imperium.

The usual term is 1 year and re-election is possible after a 10 year gap.

The standard age for a Consul is 42.

### **Censor**

Censors are senior magistrates that are always ex-consuls and are elected for 5 years. Their main duties are to arrange an empire-wide census of Roman citizens, establish eligibility for the Senate (and remove unworthy members) as well as classifying citizens into their respective social classes, tribes etc.

Censors have no Imperium.

The usual term is 5 year and re-election is not possible.

There is no standard age for a Censor.

### **Dictator**

The office of Dictator is not a regular one, but is an appointment made in response to a national emergency by the senate, an appointment that may not be vetoed by a tribune of the Plebs. A Dictator has unlimited Imperium, and is immune from any prosecution over his actions. A Dictator may execute anyone for any reason, confiscate property at will, and suffers no restrictions on his actions. A Dictator is only ever appointed for 6 months, although some, like Sulla, hold on to this power for much longer. The empire has seen this post become redundant.

### **Magistrate characters**

Player characters that wish to follow a political career need to take the Magistrate training package at the appropriate ages, assuming they have been elected to the office. How this is handled obviously depends on the style of campaign, but will depend on the cash spent on the election campaign and the dignitas, standing and reputation of the character. Of course, the character will have duties for his period of office, meaning that this career path is ideally used only in a politically oriented campaign.

A character must have completed any required offices before election to the next, and must also pay any costs required.

### **Lictors**

Lictors are the attendants and bodyguards of Magistrates with Imperium, are employed by the state, and are present at all official functions, and whenever requested by their magistrate, who they serve for the whole year.

The degree of a magistrate's Imperium is indicated by the number of escorting Lictors:

Dictator / Emperor	24 Lictors
Consul	12 Lictors
Proconsul	11 Lictors
Praetor	6 Lictors
Propraetor	5 Lictors
Curule Aedile	2 Lictors

The Lictors wear a uniform of a white tunic and a white toga when inside Rome, and outside they wear a scarlet tunic and a broad black belt. Lictors also carry a bundle of 3' long birch rods, bound together with red ribbons. These rods symbolize that the magistrate they escort has the power to physically chastise anyone within Rome, and indeed on occasion these rods are actually used to beat offenders. When outside Rome, an axe is inserted into the bundle, symbolizing that the magistrate has the power to execute anyone who is ruled by Rome. This power is seldom used however.

There is also a religious form of the Lictor: The Lictor curiatus. These do not carry rods, and are appointed to escort the Pontifex Maximus. Their duties include the supervision of sacrificial animals at a ritual and the maintenance of order during meetings of the Plebs. In addition, a Pontifex or Vestal Virgin is usually accompanied by a Lictor curiatus.

## Elections and Voting

Elections for the Tribunes of the Plebs, Aediles, Quaestors, Praetors and Consuls are held annually, just before the end of the previous year. The Tribunes are elected by the Assembly of the Plebs, whilst all of the other magistrates are elected by an assembly of the people.

The voting itself is held on the Campus Martius, where wooden partitions are set up to separate and channel the centuries or tribes. Each voter inscribes the name of his required candidates (for each post) onto a small wax tablet which is placed into a basket. These baskets are counted, and the vote of that century or tribe is announced. The vote then moves on to the next voting body. Once a majority is achieved, the result is announced and the remaining vote abandoned.

To stand for a magistracy, the candidate needs to be of the required social class, and needs to have paid the required fee, set at around 1,500d, to the Censors. The candidate must also satisfy the Censors that he is of sound character and capable of fulfilling his duties. The candidates then spend a month or so electioneering, enlisting the help of Clients and Patrons, with bribery and largesse commonplace. Of course, the elected magistrate is usually one who has the support of the right people, but surprises do occur.

Voting on laws follows a similar process, except that a mark is made to support or refuse the law. Otherwise, a majority is still required. Voting on laws usually attracts a far smaller crowd, and may well be held in the Forum Romanum itself.

## Language and Speech

The main language of Rome and the Empire is Latin. The primary language of Italia and Rome itself, it is also used by the political elite in provincial towns and cities. However, the "classical" language that is a sign of education is Greek. Symbolic of the antiquity and learning of the Greek city states, Greek is used in the study of medicine, history, law and philosophy, and sayings are often quoted in Greek. However, it is only those of Greek extraction who will use this language as an everyday tongue.

The way language is used is a very important sign of social status, education and political ability. The masses who populate the Insulae of Rome speak Latin, but proper grammar is very

rarely used, and accents and slang are common. Those who aspire to a political career choose their language very carefully, and sentences are carefully structured. Furthermore, the development of rhetorical and oratorical skills are considered vital for those who wish to develop careers as Advocates in the law courts, Tribunes of the Plebs or magistrates in the Senate. A well presented speech can convince even die-hard opponents of a speaker that they should be supported.

## Architecture and Towns

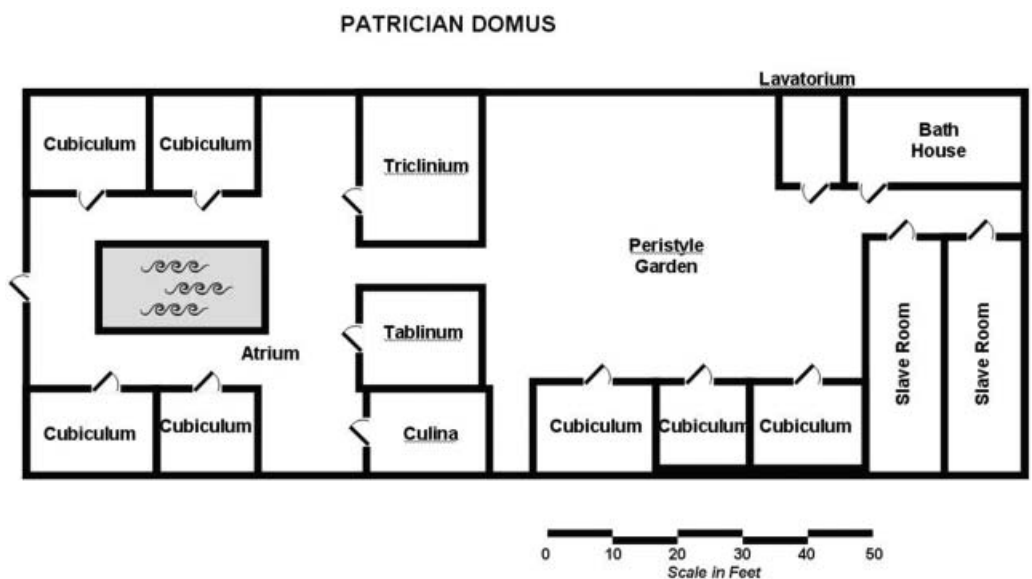
The Roman civilization has developed a very distinctive architectural style, borrowed partly from the Greeks, and refined by their own particular style. This section will be further divided into sections, covering the different types of buildings.

The urban population of Rome is concentrated into apartment blocks, with some 47,000 Insulae within Rome, compared to 2,000 Doma. Thus very few are lucky enough to live separated from close neighbours.

### Patrician Domus

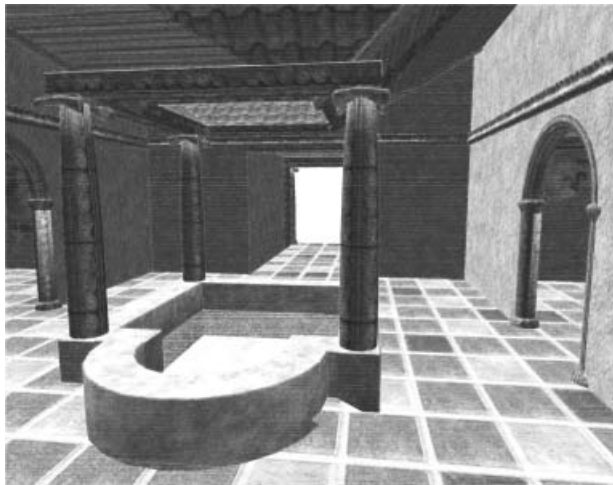
Patrician Doma are the residences of the rich and powerful, constructed of brick or stone, over which a smooth coat of painted plaster is applied. Interior walls are also plastered, but are usually painted with freizes, portraits and scenes from mythology.

The front of the Domus usually presents a plain and unbroken wall, with a large solid door set in the middle. A few will have a gated courtyard at the front, but these are the exception. Almost all Patrician Doma are part of a terrace and have no alleyways between houses, and many Domi have shops at the front of the building. Once through the front door, the visitor will enter the Atrium or entrance hall. Usually with an open roof, this area will normally have a water feature such as a pool or fountain, and be well decorated with mosaics, statues and murals. A corridor

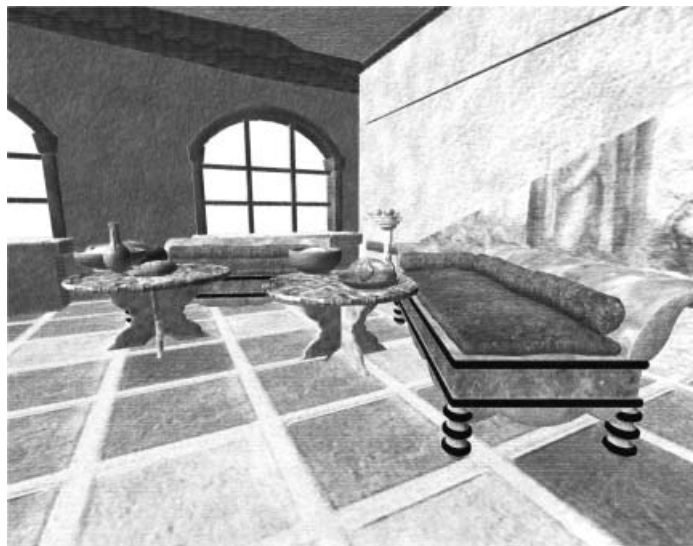


will lead towards the back of the house, and another open area, the Peristyle garden. This area will have colonnaded walkways around the four sides and again will usually have water features, statues and artworks. The garden will also feature many cultivated plants, herbs, small trees and flowers. There will be benches scattered throughout the area to allow the household to relax here.

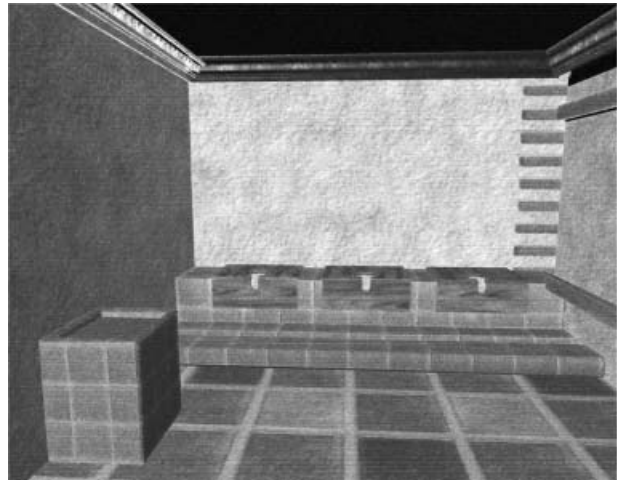
Opening from the Atrium and Peristyle will be doors leading to the other rooms of the villa. These do not form a rigid plan, but all rooms will open directly onto one of the open spaces, and all windows open inwards onto an open area. The Culina is the kitchen area, and is where all of the food is stored and cooked (see the Food section for



more information about the Culina). The Tablinum is the office or study of the head of the household. Here will be a desk, shelves and benches, carefully and tastefully decorated. The Triclinium is the dining area, and will have low tables, couches for the men and chairs for the women. Again well decorated, this room would have been used for



entertaining guests as well as for everyday dining. The Cubiculum is a bedroom, and is usually plain, with only a bed, chest, brazier and chamber pot. These rooms usually have no windows, and are rarely used during the day. Most Patrician Doma will have a range of underground chambers used as slave chambers and cold storage. Most will have a Lavatorium, or lavatory, emptying into the city sewers or a cesspit (emptied regularly by contractors). Usually able to seat 3 or 4, this room will have a stone seat and a pot for the sponge sticks.



The Doma of the wealthiest Patricians may well have several Atria, Tabliniums, Tricliniums and Peristyles, and may also feature a private baths, private temple etc. Most wealthy Patrician Doma will also have a hypocaust system linked to a furnace to provide heating to a few rooms, primarily the Triclinium and Tablinum. This system draws heated air from the furnace, under the floors, and up vents buried within the walls. This system ensures that both floor and walls radiate warmth into the room.

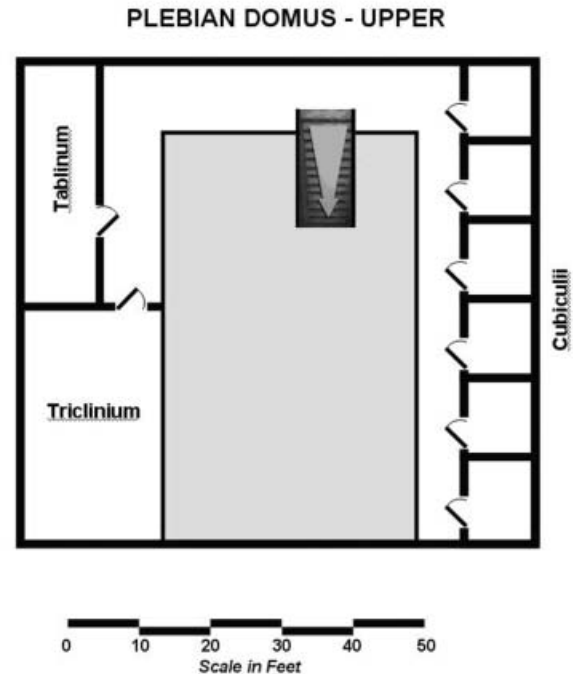
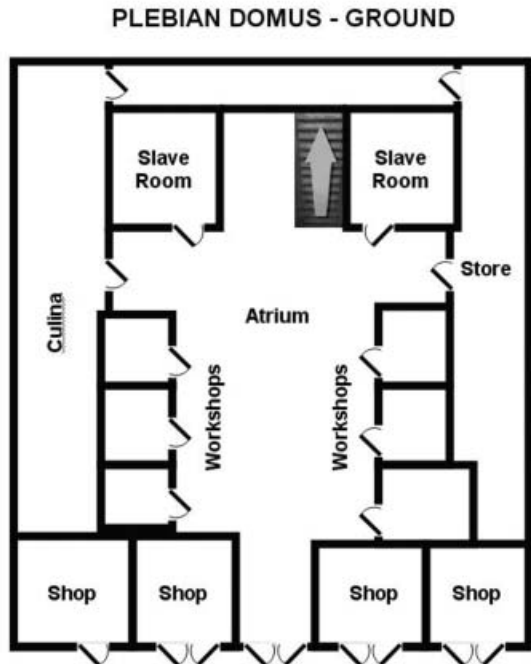
### **Plebian Domus**

The Plebian Domus is the house of those able to afford to buy or rent their own property, but not wealthy enough to afford the Patrician version. This Domus will usually occupy a smaller area than the Patrician Domus, will be of wood and brick construction and will usually be two storey. The heart of the house will again be the Atrium, but in the case of the Domus is likely to be plainly paved, unroofed and generally undecorated. The upper storeys will have balconies that overlook the Atrium.

The lower stories will contain the Culina, store-rooms, slave rooms and any workshops relating to the business of the owner. The Tablinum will be on the upper floor, as will the Triclinium and the Cubicula. Very few Plebian Doma will have a Peristyle or a Lavatorium. As most Plebian Doma will occupy a commercial street, the arched

entranceway will be between 2 shops. If the owner of the Domus is a tradesman, he may use one or both of the shops as retail outlets.

A Plebian Domus will be decorated according to the means of the owner/tenant, but will still be smart and clean.



### Insula

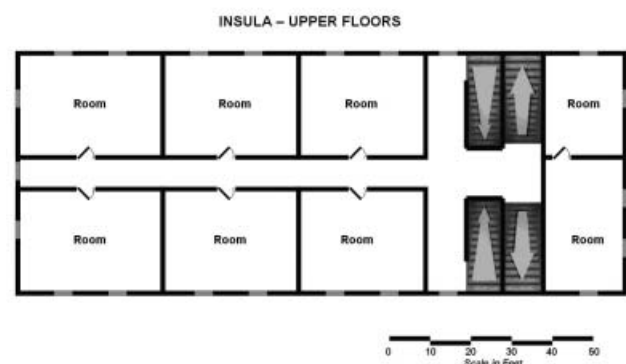
The Insula is the form of accommodation for the vast majority of Roman citizens, and are derived from the word Island, because they stand alone and are surrounded by streets. These apartment blocks can be as high as 6 or 7 storeys, although are more commonly 4-5 floors, and are constructed from a wooden frame. More expensive Insulae have concrete and fired brick infill, but the majority are completed with unfired mudbrick, and all are a grave fire hazard. Insulae are plastered on the outside, and often extravagantly decorated, even if poorly built. Almost all insulae are at constant risk of collapse, and there is a thriving industry demolishing and rebuilding collapsed insulae. Many insulae do however have a caretaker who performs basic maintenance and is also responsible for the collection of rent.

In poor insulae, shops occupy the majority of the ground floor, with stairwells leading up to the apartments above. Wealthier insulae have a single spacious apartment on the ground floor. The lower class Insulae will have whole families crammed into single rooms, with multiple rooms per floor, whilst better built Insulae will have two multi-roomed apartments per floor.

The outer rooms are lit by windows onto the street, whilst inner rooms open onto light wells. Most windows will have shutters, and only the best will have glass, but most have small window gardens growing herbs and flowers. Heating is by braziers in each room, and only the wealthiest have

lavatories on the upper stories. Running water is unheard of, and so the lower floors are more prestigious, as water will not have to be carried so far. Most Insulae will have a water carrier, who is paid by the tenants to deliver water direct to their doors.

The furnishings of an Insulae are of course determined by the wealth of the occupier, but are generally less than that of a villa, both because all furniture has to be maneuvered upstairs, and also to avoid any risk of overloading the floors.





### **Urban Shops and Commercial Buildings**

The front of each Domus and the ground floor of many Insula will be crammed with small shops, workshops and taverns. These consist of either one large or two smaller rooms, with a large open window to the front. This window has slots along the bottom and top for wooden slats to close the window at night or in cold weather.

Shops that sell “fast food” will often have a wide stone counter within the window, usually with large ceramic bowls set into it. These bowls may have small braziers beneath, and can contain hot or cold food. Other food shops may have wooden stalls on the street outside displaying their merchandise. The shop interiors may be decorated, in the case of premium retailers, or more often plain. Shops may also have a workshop in one of the rooms, where goods are produced, prepared or repaired. Shops will also have a mezzanine level above the shop with small windows along the front wall, above the door and main window. A small set of stairs will lead to this low-ceilinged level, where the shopkeeper or caretaker will sleep and eat with his family.

Taverns will often be composed of one large room, with a serving counter and tables, chairs and benches. If a tavern is located on a crossroads, it may also be the base of a “Crossroads College”. This association across social classes is responsible for the maintenance of the shrine to the Gods (Lares) of the crossroads, and the public water fountain often located here.

Warehouses and large workshops such as Fullers, granaries, timber yards and slaughterhouses are usually individual buildings, and are often located in small commercial districts or near the docks or river. These buildings may be brick, stone or wood, and are rarely plastered or decorated. They may have large wooden doors, allowing direct access to carts or mules. These buildings are often floored in stone or brick.

Factories are structurally the same as warehouses, but are used for the processing of certain materials such as iron smelting, timber cutting and brick making. Factories are usually located near the warehouse district.

### **Public Buildings**

Public State buildings such as Temples, Basilicae (administrative and legal buildings) and Senate building are generally built of stone and faced with marble. They may also be plastered and painted with frescos. Most temples also have inscriptions carved deeply into pediments and columns, commemorating the patrician who built or extended it. Most of these public buildings consist of a huge central room with smaller chambers and offices around this. Columns are popular both inside and out, and high ceilings are ubiquitous. Most of these buildings are designed and built to impress.

Bath houses are also considered public buildings, but most are built and operated by private businessmen. They are large structures, as they have a range of large and

separate rooms, a large pool and ancillary rooms such as furnace rooms and laundries. Further information on bathing and bath houses can be found in the health section.

The other main class of public buildings are the public latrines. With only a few patrician Domi having private latrines, these buildings are an essential part of Roman society. Most follow a standard design, with a large common room and a marble bench around three sides. There are usually 8-10 latrine holes in each bench, although there are no internal partitions, and hence no privacy. Each hole has a ceramic jar next to it with a sponge on the end of a stick. This sponge is used to wipe after using the latrine, and the sponge is then rinsed in the water flowing down a channel on the floor directly in front of the bench. There is a large basin between the two doors with water flowing into it for washing the hands. The latrine holes empty directly into one of the public sewers that serve Rome.

The insides of the Latrine block are usually well decorated, even in the poorer districts, and there is no embarrassment when using it.

### **Rural Villas**

Rural villas follow a similar form to urban Domi, but are usually larger and more spread out. There are usually farm and slave buildings arranged around a central courtyard with the villa itself forming one side. The same rooms are present, and usually in the same configuration. Some very wealthy villas may have a gatehouse, temple, bath house, stables or even a small barracks. All will have surrounding agricultural land, growing grain, vegetables, olives or grapes, and will also have associated workshops to process these goods.

### **Rural Houses and Shops**

The rural working classes generally live in small houses made from wood, brick or stone, and normally roofed in tile or thatch. These houses are found either alone at the centre of a smallholding, or clustered into small villages. They usually serve as combined houses, workshops, shops and store rooms. They may have associated stock sheds, hay stores or underground storage pits depending on location and social class. The house and yard may be surrounded by a wooden palisade if the house is isolated or in a border region.

Most rural houses are plain inside and will have beaten earth or wooden floors, but are usually subdivided into several rooms. Very few rural householders will spend scarce cash on luxuries such as mosaics, window glass or wall paintings. One benefit of rural living however is the presence of internal fires, with a smokehole in the roof. This does allow the interior to be relatively well heated compared to Insulae apartments.

### **Marine Architecture**

The most basic form of port is simply a beach upon which small vessels ground themselves, or have to drop anchor a short distance offshore. The goods are then unloaded by

hand, by cart or by rowing boat. More substantial ports have one or more “moles” projecting out around the harbour, protecting it from extreme waves. The entrance between these moles may even be protected by a heavy chain, winched taught between towers flanking the entrance. This chain prevents the passage of any vessel bigger than a rowing boat. There are often lighthouse towers at the end of the moles, marking the entrance. Within the port basin, quays line the edges, constructed of stone, brick, concrete or wood, with large mooring blocks and rings, for ships to moor at.

Naval ports are usually separate from fishing or trade ports, and are often surrounded by a high wall. The compound will usually have engineer workshops, shipwrights, sail sheds and barracks.

Most ports will be on the coast or situated on river mouths, but major and even minor rivers may have a small port. This will most likely be situated at a widening of the river, and be a few quays for river craft.

### Provincial Architecture

House architecture in the provinces depends on the origins and pretensions of the builder and owner. Those of Roman origin, or who aspire to citizenship will often build Roman-style houses, villas or temples. However, many provincials will continue to build traditional buildings in the local style. The extent of this Romanization process will of course depend on the time since the province was conquered.

### Roman Roads

Roman roads (Viae) are one of the primary supports that bind the Empire together. The size and quality of these military built routes ensures that a Roman Legion is never more than a few days march from trouble.

The roads are usually constructed with Legionary labour, and will often be started in the months following the conquest of new territories. Once a region has been fully settled and Romanized, more roads will join the major towns and cities, promoting a good trade and communication network. Italia is now criss-crossed with major roads, each maintained and patrolled by workers from the nearest town or city.

The major roads have a marker every mile, a milestone, consisting of a man-height stone column, with the milestone number inscribed into the base. At eye height is the distance to the next major settlement in either direction and also the distance to Rome itself. Every 20 or so miles will be found a waystation, providing accommodation and food (see the Travel section below) as well as a change of horses. Watch towers will also be located every 20 miles or so along dangerous or bandit-infested sections of road, manned by a small garrison of legionaries. Toll houses can also be found at otherwise impassable areas such as bridges or causeways, charging a fee of all civilian road users.

The roads run as straight as the engineers can make them, with as few bends or turns as possible. Tunnels or cuttings are excavated through rocky outcrops, and even fairly steep slopes will just have the road run straight up. However, slopes are avoided wherever possible, and the engineers survey the route of the road very carefully before construction starts. Rivers are crossed by wooden or stone bridges, with very wide rivers having massive multiple-arched bridges to span them. Marshy ground is crossed by either a stone-and-earth causeway or a wooden track way built on pilings.

The construction of the major roads varies with location, but generally begins with the clearance of the route, and the digging of a 4' deep foundation trench, which could be up to 50' wide on the major routes. The base of this trench is layered with large boulders, and then filled with packed-down stones and sand. Above this is laid a layer of broken tile and pot mixed with more cement. Large flat paving stones are then fitted carefully together to form a consistent road surface on major roads, whilst compacted gravel is used on lesser roads. Kerb stones are laid at each side to help maintain the integrity of the road. The road is raised to prevent flooding, and the centre is raised about a foot above the sides to allow rainwater to run off.

### Roman Town Generator

This utility will allow you to randomly generate a fully Romanized town or city, such as would be found within Italia or the oldest provinces such as Hispania or Sicilia. This utility is of greatest use for characters travelling in Italia, and who will spend some time in another town or city. Some provinces will also have a Roman city built as a capital soon after conquest to demonstrate the power and majesty of Rome. A settlement form can be found at the back of this book.

The name of the town is the first thing to decide on. The names of some Roman towns in Italia are given below as starting suggestions. Some towns in the provinces may be named after the birthplace of the founder, and given the name Nova XXX meaning New XXX.

Acelum	Capena
Alba Fucens	Castelseprio
Albenga	Claterna
Altinum	Commachio
Aquae Statiellae	Comum
Ateste	Concordia
Bellunum	Cremona
Bergomum	Dertona
Bononia	Eporedia
Bovillae	Falerii Novi
Bretina	Farfa
Brixia	Faventia
Caesina	Feltria

Feronia	Placentia
Fidentia	Pollentia
Forum Novum	Pompeii
Grado	Rieti
Hasta	Saepinum
Heraclia	Savona
Hostilia	Sentium
Iguvium	Sutri
Libarna	Tarvisium
Ligures Baebiani	Tergeste
Mutina	Tortona
Nepi	Tridentium
Nesactium	Veii
Novaria	Vercellae
Oriculum	Volaterra
Parentium	

The next thing to decide on is the type of settlement and its location. The type of settlement will determine the population, but the location will also determine many features. One option should be chosen from each column of the “Location” table (Table 11).

TABLE 11 – POPULATION BY SETTLEMENT SIZE	
Settlement Type	Total Population
Small Town	D3 x 1,000
Medium Town	D3+2 x 1,000
Large Town	D6+8 x 1000
Small City	D10+15 x 1,000
Large City	2D10+40 x 1,000
Huge City	D10+5 x 100,000

Once the type, location and population have been determined and recorded, the presence and number of each type of building can be determined. Some buildings are determined per 1,000 people. Shops in this instance can refer to actual shops as well as workshops and other small premises. Any fractions should be rounded up.

TABLE 12 – SETTLEMENT LOCATION		
Water	Terrain	Political
Coastal	Plain	Hostile Border
Lakeside	Marsh	Friendly Border
Major River	Hills	Outlying
Minor River	Wooded	Heartland
Inland	Mountainous	

Domi	3 per 1,000 population
Insulae	30 per 1,000 population
Shops	100 per 1,000 population
Warehouses	5 per 1,000 population
Factories	1 per 1,000 population
Taverns	10 per 1,000 population
Inns	3 per 1,000 population
Brothels	1 per 1,000 population
Physician Practices	0.5 per 1,000 population
Bath Houses	1 per 1,000 population
Latrine Blocks	5 per 1,000 population

The following buildings are not always present and so have a percentage chance of being present. A chance over 100 will mean one automatically being present for every full 100 with the remaining percentage being randomly determined. Any fractions should be rounded up.

*e.g. The town of Arrium has 6,000 population. Therefore it has a 6% chance of having a resident slave trader. However, the city of Tarrentum has a population of 205,000 people. Thus there will definitely be 2 slave traders, with a 5% chance of a third.*

Horse Traders	3%	
Slave Traders	1%	
Schools	10%	
Piped Water Supply	5%	(Number of water sources/acqueducts)
Amphitheatre	1%	
Theatre	6%	
Gladiator School	0.5%	
Circus	0.1%	

If any of the following public buildings are present more than once, then they may either be separate entities or larger, more elaborate versions.

*e.g. Arrium has 6,000 population and therefore a 120% chance of a Temple. If a second temple is generated, then Arrium may have one large Temple, or two smaller plainer temples.*

Forum	10%
Temples	20%
Council House	10%
Basilica	5%

The below % are further multiplied by the “Water” location: Coastal x5, Lakeside x2, Major River x1, Minor River x0.5 and Inland x0. Multiple instances of these facilities usually means a “double-sized” port etc rather than two separate ports.

Fishing Port	8%
Trade Port	2%
Military Port	0.5%

The military structures listed below are further multiplied by the “Political” location: Hostile Border x5, Friendly Border x2, Outlying x1 and Heartland x0.1. Multiples of City walls actually means larger, stronger walls, whilst multiple barracks usually means a larger military base.

City Walls	1%
Barracks	1.5%
Armourers	2%

Special features may also be present either within or near the town. These are usually natural or agricultural features that bring revenue and/or prestige to the town. A list of a few possibilities is given here, but this should not be considered exhaustive. In addition, special features may be selected multiple times, although 3 should be considered a maximum multiple.

Examples-Salt, gold, silver, stone, spas, Roman road, vineyards, olive groves etc

*e.g. Arrium is in good wine country and has vineyards nearby. This refers to an area, without specifying the extent. If vineyards is taken twice, then there are extensive vineyards.*

Once the buildings and special features have been generated, the wealth of the settlement should be generated. This is done by modifying a closed 1-100 roll as directed and then consulting the following table:

Plains	+25
Marsh	-25
Hills	+10
Wooded	+0
Mountainous	-5
Coastal	+10
Major River	+5
Heartland	+5
Each Special Feature	+5

To determine the presence and frequency of certain professions, use the details below. The social class is a fairly rigid split, although this can be altered if required. Some

professions are present at a standard rate, i.e. X per 1,000 population, X% of citizens or X per appropriate building. Some require the presence of at least one requisite building to be represented in the population. Other profession types have a % chance of being present. This chance works exactly the same way as for buildings.

As for buildings, round up all final fractions.

#### Social Class

Patricians	2% of population
Citizens	63% of population
Freedmen / Foreigners	5% of population
Slaves	30% of population

**TABLE 13 – SETTLEMENT WEALTH**

Total	Wealth	Description
-41 and down	Destitute	The town is falling down, its people are beggars, and it has no food reserves. This town stands a good chance of being deserted soon.
-21 to -40	Bankrupt	There is no money left in this town. A few traders exist selling some basic supplies, but very few earn enough to support their families.
-01 to -20	Breadline	This town is surviving, just. Some merchants import goods and food, but there are no luxuries to be found, and nothing is spent on public works.
00 to 20	Very Poor	This town has little money. Its streets are unpaved and its temples unadorned. That said, people can afford to eat, even if it is basic fare.
21 to 40	Poor	This town has enough food, and has public buildings, but there are few luxuries for the common people. A few of the Patrician families do live very well.
41 to 70	Average	This town has food, some luxuries, and prospering upper classes. There is good trade, and the workshops are productive. Some streets are paved.
71 to 90	Comfortable	This town has reasonable trade, and is kept in good order. The temples have some decoration, and luxuries are freely available, if a little on the expensive side.
91 to 110	Wealthy	This town is prosperous and well kept. Many roads are paved, and the Temples are well decorated. Trade thrives, and most luxuries are available.
111 to 133	Very Wealthy	This town has plenty of wealthy patricians and citizens, and almost anything can be found here, although the rarest will still be expensive. This town has very productive craftsmen, and enterprising merchants.
131 to 150	Rich	This town has many wealthy people, and no-one goes without luxuries. Most food will be of the best quality, and the Temples are overflowing with offerings. Public works are constantly being erected.
151 and up	Very Rich	This town is overflowing with money, and luxury goods and food flood the markets. There is a constant stream of high-quality trade, all streets are paved and the Temples are rich and well decorated.

## Professions

Urban Cohort	0.5 per 1,000 citizens
Garrison	½ Century per 1,000 population (Only if Barracks is present)
Marines	½ Century per 1,000 population (Only if Naval port is present)
Charioteers	0.5 per 1,000 population (Only if Circus is present)
Gladiator	2 per 1,000 population (Only if Amphitheatre is present)
Entertainers	5 per 1,000 population
Engineers	1 per 1,000 population
Prostitutes	5 per Brothel present
Lawyer	3 per Basilicae present
Magistrates	5% of Patricians
Physicians	2 per Physician practices present
Teacher	2 per School present
Underworld	5% of Citizens (Conmen, Furunculi, Knifemen, Thieves and Thugs)
Aesclepian	1% chance per 1,000 population
Curse Seller	1% chance per 1,000 population
Detective	0.5% chance per 1,000 population
Goetia	1% chance per 1,000 population
Praestigae	0.5% chance per 1,000 population
Priests Temples x3	(1% chance/priest of Magical abilities)
Topiarius	0.5% chance per 1,000 population
Vates	0.5% chance per 1,000 population

The final step in creating the town/city is to determine the layout. Ports are always on the coast/river, although located in a sheltered area if possible.

The public and religious buildings will be clustered in the centre, surrounding the Forum (if present). The Domi and Insulae are generally found in their own areas and are rarely found next to each other.

Warehouses and Factories will usually be located near docks, or near the main road into the town.

Taverns, Inns, Physicians, Bath houses etc will be scattered randomly around the town.

Horse and Slave traders will be located on the edge of, or just outside, the body of the town, as will any Amphitheatres, Gladiator schools and Circuses. Theatres will be near the centre of the town.

Military establishments will usually be found at the edge of the town, but may also be found outside near the main road. However, if city walls are present, any barracks will always be inside.

Roman Roads will usually head fairly directly towards the nearest big town(s) and lead straight to the heart of the settlement.

A blank settlement form can be found at the end of this book.

## Land and Agriculture

Agriculture in Italia is not sufficient to provide for all of the basic staples required by the people of Rome, with the grain deficit being imported from Sicilia or Aegypt. Much of the produce of Italia consists of vegetables, lamb, mutton, pork and poultry, with the main products being grapes, olives, wine and oil.

There are vast tracts of public-owned land in Italia that are rented out to patricians, who graze vast flocks of sheep or herds of pigs. Many of the huge vineyards and olive groves are also owned by patricians. However, the majority of the land is farmed by smallholders and ex-Legion veterans who have received their pension lands. These small farms are usually around 10 Iugera in size, with one Iugerum being about a quarter of a hectare in size, and able to produce enough food for about 1 \_ people. Thus these small farms usually produce enough food for 12-13 people per year, with the excess sold through local markets.

Agriculture itself is far more advanced than that of neighbouring regions such as Gallia and Africa, with advances such as breeding programmes to improve stock quality, improved plough and tool designs, and the rotary mill. These advances allow greater productivity from the land, and require less manpower per Iugerum.

## Food and Drink

Food and drink are the main social glue that ties people together in Rome. Feasts are used as the backdrop when negotiating deals, meeting friends or resolving family problems. The rural poor eat very basic fare, baking bread in communal ovens, and cooking vegetables and a little meat over their hearth. The wealthy have large well equipped kitchens in their Domi or Villas, manned by skilled slaves, and supplied with the best varied ingredients. The urban poor however, have a particular problem when it comes to food. Apartments and rooms in poor Insulae, which comprise the vast majority of Rome's accommodation, usually have no cooking facilities. A brazier will supply heating, and is also used to reheat food, but the lack of a hearth and adequate water supplies prevents home cooking. Bread is baked from your own grain by a local baker (who takes a portion of the grain as payment), water is drawn from a public fountain or cistern, and all cooked food is bought from a local food shop. Every district will have numerous food purveyors, from fast-food establishments (see below) to those selling complete cooked meals to eat in or take away.

### Drinks

The excellent and ubiquitous running water supplied to Rome means that water is the basic drink of choice for the vast majority.

Wine is however the most popular drink, and is one of the main agricultural products of Italia. Generally wine is

drunk with the addition of water, to avoid inebriation, unless at a banquet. There are many hundreds of varieties of wine, and a few general types are:

**Mulsum** – Wine sweetened with honey

**Vinum Operarium** – Wine fermented from the leftovers of the pressings, considered of very poor quality.

**Vinum Praeliganeum** – Wine produced from inferior fruit, and thus of poor quality.

In addition, there are several noteworthy wines, that are usually only drunk by the wealthy:

**Chian** – A Greek Wine much prized.

**Setinum** – One of the best wines, strong & sweet.

**Rhaetic** – A sweet wine produced on the slopes of the Alps.

**Falernian** – A very strong wine, considered the best wine available, usually aged for 20 years.

**Massic** – Grown around the city of Napoli, has a harsh flavour, considered an acquired taste.

Beer is not drunk by Romans, but is still produced in Italia and Rome in small quantities for sale to the ex-patriot Gauls and Celts. Generally fairly weak, and with a very short shelf life, this brew is considered noxious by any true Roman.

#### **Fast food**

The public spaces and most popular roads in Rome are lined by a massive number of fast food vendors, selling either from a mobile stall or from an open-fronted shop with a large stone serving counter. In addition, many taverns and most public baths also serve food.

The food available from these outlets ranges from a snack to full meals, and includes (but is not limited to):

Hot sausages

Bread

Cheese

Dates/dried fruit

Fried fish

Wheat porridge

Sweet Pastries

Savoury pasties

Kebabs

#### **Everyday Food**

The main source of nutrition for the average Roman is bread baked from wheat flour.

Grain is bought by the “modus”, which will (after the baker has taken his commission), produce 6 large loaves. Every Roman citizen is entitled to buy 1 modus of wheat at a very low price every other day. Under some consuls, this grain is distributed free.

Bread will be supplemented with fruit, vegetables, fish and some meat, all bought cooked from a nearby food shop.

Food may be further flavoured with olive oil, herbs or spices, salt, or the very popular sauce: Garum. Produced from fermented fish, Garum is a must have for every Roman, although the quality can vary widely. This sauce is added to many dishes, and acts as a flavour enhancer. The lower classes, who may not be able to afford Garum can buy Allec, which is a re-fermentation of the Garum dregs.

#### **Breakfast**

Slaves and the poor make do with bread or leftovers from the main meal the night before. The better off have bread, fruit, honey and olives. Water is the drink of choice for breakfast.

#### **Lunch**

Lunch consists of bread, salad, olives, olive oil, fruit, nuts and maybe cold meats. Wine is usually drunk with lunch. This would be eaten by most social classes, with only the quality differing between the poor and the wealthy.

#### **Dinner**

Dinner is the main meal of the day, and will consist of wheat and vegetable porridge for the lower classes and slaves, possibly flavoured with some offal or fish. Bread and wine will accompany this meal for all. The upper classes may have a simple meal of meats, vegetables, fish, bread and fruit, or may have a full banquet (see below).

#### **Luxury food**

Luxurious banquets are one of the archetypal Roman indulgencies. Reserved for special occasions, these meals are formalized, of many courses and may take hours to complete. Some of the foods eaten are described below, all of them expensive:

Fish souffle

Fried veal

Steamed lamb

Jellyfish

Spiced sea urchins

Licker-fish (a river bass from the Tiber – fed by sewer outflow and prized as delicacy)

Roasted fallow deer

Boiled ostrich

Stuffed dormice

Flamingo and dates

Stuffed sows udders

#### **Etiquette**

Everyday meals, especially for the poor, are eaten with no formal procedure or order. Food is eaten with the fingers, although knives and spoons are on hand if required. However, banquets, especially those given in honour of a guest, follow strict rules of etiquette.

A low central table forms the focus of the meal, with all food placed upon it. The men present recline upon couches, whilst the women sit upon upright chairs. The

host is at the head of the table, with the guest(s) of honour located nearby. The other guests and family members are then ranked in order of importance, with those of least note furthest away. Numerous slaves are on hand to place food on the table, clear away plates, refill goblets and convey bowls of water for washing hands. Whilst most banquets are entirely calm events, some descend into debauchery, vomiting, sexual escapades and other wild behaviour.

## Entertainment

Rome is a city built and held together by entertainment. The lower classes are kept happy and/or distracted by games, races and plays. The upper classes follow the same events, but for different reasons. Many of the major events are state funded (although much of the cost actually falls on the current Curule Aediles). Although there is a small entry fee to enter these events, this fee in no way covers the expenses. The major entertainments of both rich and poor are described below.

### Gladiatorial combats and the Arena

In the earlier days of the Republic, Gladiatorial combats were reserved almost exclusively for the funeral entertainments of rich patricians. Temporary arenas were assembled in the Forum Romanum and mourners and opportunistic watchers gathered to watch the generally non-lethal fights. Towards the end of the Republic, Gladiatorial combats began to be staged in wooden arenas built on the Campus Martius for general entertainment. Contests can be one of the following:

One-on-one

Team battles

Gladiator vs Condemned criminals

Gladiator vs Wild Animal(s)

These may be “headline” battles featuring household names or newcomers fighting their first battles. These battles are not usually fought to the death, except in the cases of Criminals or Animals, with gladiator fatalities being more accidental than intentional. It is not until much later in the Empire that the famous thumbs up/thumbs down appears.

The Gladiators themselves may be slaves, convicted criminals or even freemen or citizens, drawn by the lure of riches and fame. Gladiatorial troupes are privately owned enterprises, with the patron buying slaves from a dealer and hiring retired gladiators to train them. These training camps are usually located in the Italian provinces, although any Roman province will also have local gladiatorial teams. These teams

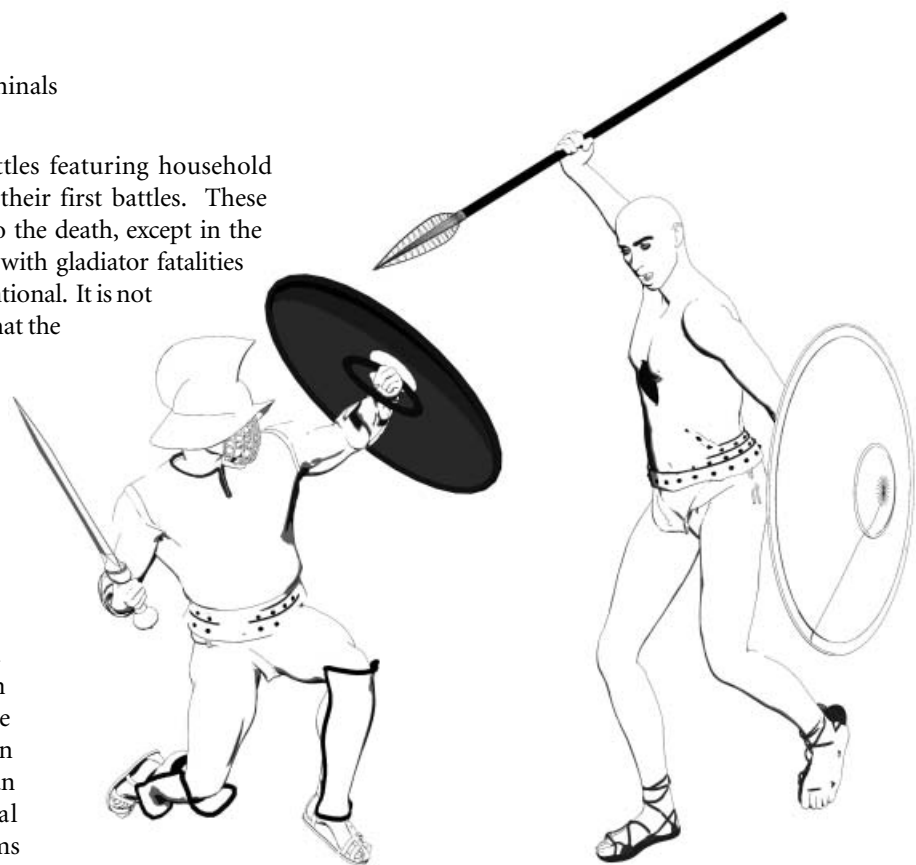
may fight in their local town arenas or may be sent to Rome to fight for the lavish prizes handed out by the state. Of course, most of the prize goes to the team owner rather than the gladiator himself. Most gladiators will fight between 4 and 8 times a year, with hard training in between, and will usually hope to retire 4-5 years later. All gladiators covet retirement, but most will be forced out by crippling injuries such as destroyed muscles or badly broken limbs. These gladiators can expect no sympathy from their ex-master, and must survive on whatever savings have been accumulated whilst fighting. The older and more successful gladiators become very famous themselves within Rome, and are recognized on the street by adoring fans. Upon retirement, some gladiators become trainers for the next generation, but most are forced to become bodyguards, mercenaries, thugs and rabble for hire.

There are numerous Gladiatorial specialties, each with their own preferred weapons, armour and fighting style. These are described below, but if armour or weapons are not specified, then these are down to the personal choice of the gladiator or owner:

**Dimacherii** – These gladiators fight with a Gladius in each hand, but can wear any armour.

**Equites** – These are mounted gladiators. They wear light (or no) armour, and use a Hasta and Parma.

**Essedarii** – This recent style of gladiator fights from a light Celtic-style chariot, always against other Essedarii.



They use any weapon and armour, but favour Hasta for their reach.

**Hoplomachii** - These heavily armoured gladiators wear ocrea on both legs and a mail or leather cuirass. They have a free choice of weapons and shields.

**Meridiani** - These lightly armed and armoured gladiator fight in the hottest part of the day, where speed is of the essence.

**Myrmillo** - These gladiators wear a large helmet, mail, leather or metal scales on his left arm, ocrea on both legs, a scutum and a straight Chalcidian sword.

**Ordinarii** - These gladiators have no specific weapons or armour, but train and fight in pairs.

**Provocators** - These lightly armoured and fast gladiators are armed with a

a parma and a hasta, and fighting the Myrmillo. They rely on their speed and mobility to overcome their heavier armoured opponents.

**Retiarius** - These gladiators wear a metal galerus on the left arm and carry a Fascina and an Iaculum. They also have a Pugio to finish off trapped opponents.

**Samnite** - The Samnite is a common gladiator type, and is armoured with an ocrea on the left leg and a galea with a large crest and plume. They are armed with a gladius and a scutum.

As a note, women may become gladiators, although they are rare. A woman who does become a gladiator will receive no special privileges, and must fight exactly the same enemies as her male counterparts.

Convicted criminals sent into the arena are never armoured, and may be given a club or staff as a weapon. To provide an interesting fight, the criminals will outnumber the Gladiator by at least 3-to-1, but it could be as many as 10-to-1 in the case of experienced gladiators.

The animals that feature in combats are collected and imported from all over the Empire and beyond. The most popular animal is probably the Lion, but Elephants, Bears, Hyenas, Deer, Buffalo, Dogs, Camels and even Crocodiles are used. One popular attraction is the execution of criminals placed unarmed in the arena with several wild animals. The criminals never survive these fights.

The arenas of Rome itself are usually wooden constructions, replaced every few years, as are many provincial arenas, but some towns have a stone version. An Arena consists of a circular fighting pit some 100' in diameter, surrounded by tiers of seats which are divided into class-specific areas, with a capacity of 5,000 or more. The high pit wall is pierced by 4 metal gates, which lead into the store rooms, animal cages and training rooms located under the seating. Cloth awnings are strung above the seating to provide shade from the daytime sun.

Hawkers wander between the rows of benches selling hot and cold food, water and wine and taking bets. The arena floor itself is strewn with sand, which is swept and raked after each fight. The famous Coliseum, with its 50,000 spectator capacity, is the most famous arena, but is not to be completed until the reign of Titus in 80AD (year 833).

#### Chariot Races and the Circus

The other great Roman pursuit is the Circus and its races. Dating back to Royal Rome, the races take place in the Circus, a huge oval racetrack nearly 700 yards long and 160 yards wide, with a spectator capacity of 150,000. The race track is floored in sand and has a central divider constructed from masonry and a massive

conical turning post at each end.

There are 4 racing teams, and all charioteers belong to one of these teams. Each team is distinguished by the colour of the clothing, chariot and horse traces, and are: Red, White, Blue and Green. The charioteer wears a tunic of the appropriate colour and a lightweight leather helmet. Established charioteers become celebrities in their own right, and are instantly recognizable by any racing fan.

The chariots themselves are either 2-horse Biga or 4-horse Quadriga and each race will consist of only one type. These chariots are very lightweight and consist of a small platform

TABLE 14 – GLADIATOR WEAPONS				
	Weapon 1	Weapon 2	Weapon 3	Weapon 4
<b>Dimacheri</b>	Gladius	Broadsword	-	-
<b>Equites</b>	Hasta	-	Gladius	-
<b>Essedarii</b>	Hasta	-	Flagrum	-
<b>Hoplomachi</b>	-	-	-	-
<b>Meridiani</b>	-	-	-	-
<b>Myrmillo</b>	Chalcidian Sw	-	-	-
<b>Ordinarii</b>	-	-	-	-
<b>Provocator</b>	Hasta	-	-	-
<b>Retiarius</b>	Fascina	-	Iaculum	-
<b>Samnite</b>	Gladius	-	-	-
<b>Secutor</b>	Gladius	Pugio	Broadsword	-
<b>Thracian</b>	Falcata	Sica	Broadsword	-

**Secutor** - This gladiator is a specific opponent for the Retiarius, and is armoured with an ocrea on the left leg and a round helmet. They are armed with a Gladius or Pugio and an oval Parma.

**Thracian** - Thracian gladiators wear ocrea on both legs, and a standard galea. They are armed with a sica or Falcata sword and a square parma.

The weapon specialities of the various gladiators are given below. These should be used with the training packages given in Appendix 3. A # indicates that the gladiator may choose any one weapon.



resting on centre of the axle with a knee-height front piece. The long reins are often wrapped around the waist of the charioteer, allowing him to steer the horses with his whole body weight, but this of course carries a major risk in the event of the chariot crashing or the charioteer falling off, and death is a daily risk.

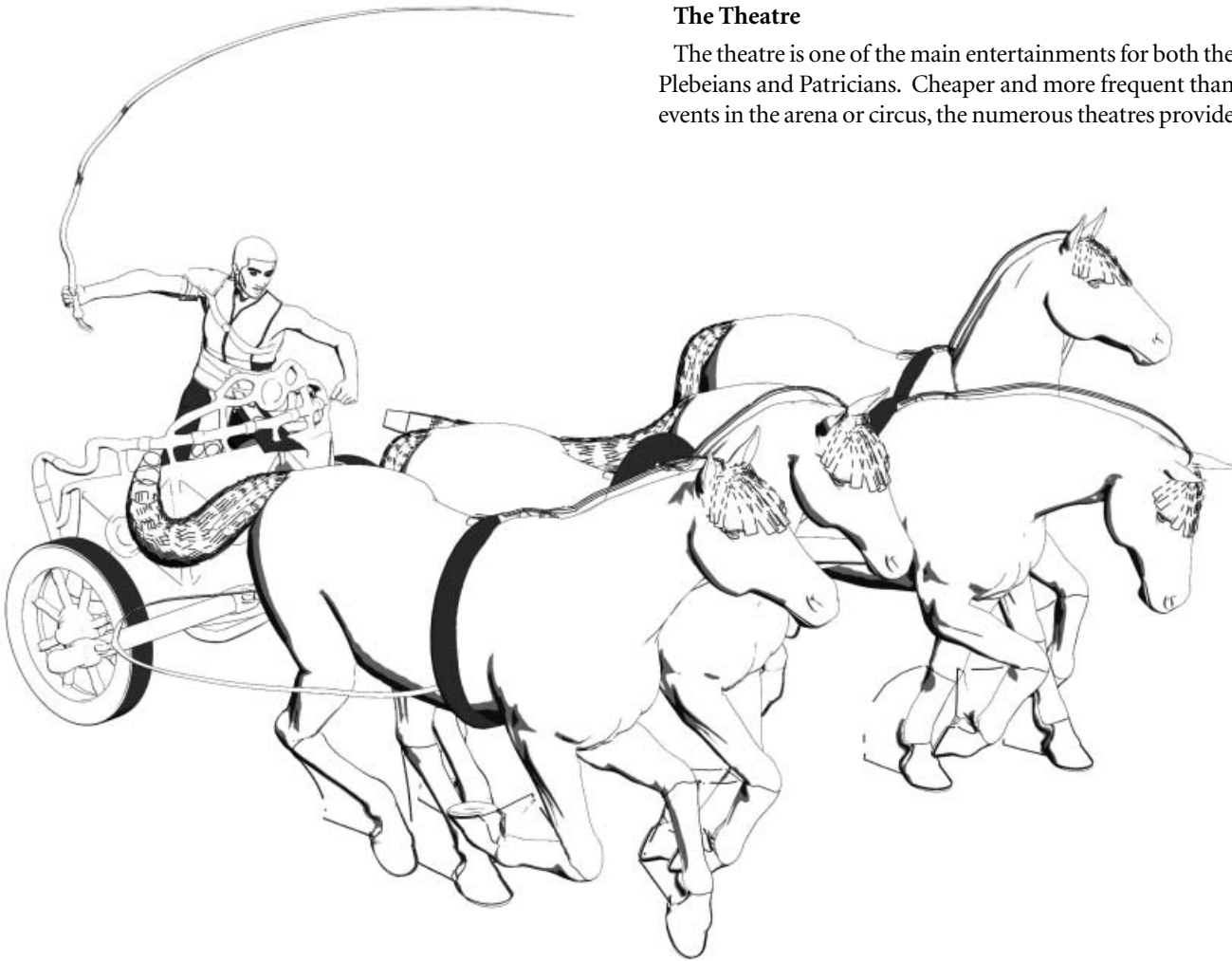
The race day starts with a procession of charioteers, dancers and priests around the racetrack, led by the two Curule Aedile magistrates. The dignitaries then make their

the huge sums that can be won, skulduggery and subterfuge are common, with drugging of horses and/or charioteer the most popular. However, charioteers are also allowed to whip each other with their reins, push, shove and ram.

Charioteers, like gladiators, may be slaves or desperate poor, but it is also possible to see the occasional aristocrat driving a chariot for the thrill. As with gladiators, the most successful charioteers can retire with great riches, assuming they survive the frequent crashes. Women may also become charioteers, but they receive no special favours and must compete as normal.

### The Theatre

The theatre is one of the main entertainments for both the Plebeians and Patricians. Cheaper and more frequent than events in the arena or circus, the numerous theatres provide



way to the Magistrates box, midway down one side, and declare the 12 races open. The chariots of the first race then proceed to the start/finish line directly in front of the Magistrates box, and await the start signal. One of the magistrates then drops a large red cloth, and the race begins. The chariots must race for 7 laps, with cornering the vital part of the lap. Each lap is marked by a huge wooden egg marker that is lowered into its eggcup in the middle of the central spine.

The winner of the race climbs the steps to the front of the Magistrates box to be awarded his wreath, whilst his monetary reward is delivered later and in private. Given

entertainment for the masses. Although actors and playwrights are considered part of the lowest echelons of society, they would still be greatly missed if they disappeared.

The plays put on at the theatre are determined by the owner and the company of actors, who may be a travelling company or may be permanently based there. Women are not common as actors, and so female parts are often played by adolescent boys. Masks are usually worn to emphasise the character being played, and costumes are fairly standard to represent each character type, mainly because the audience is usually very rowdy and noisy, making any dialogue difficult to hear.

The plays performed vary widely, with the Greek plays popular, and plays written by Romans are based heavily on Greek originals. The various styles go through phases of popularity, sometimes only lasting a matter of weeks.

The main styles of play are: Mime, Comedy, Tragedy, Historical Epic and Drama. Of course, modern plays may well have a subtle or blatant propaganda behind them, ridiculing state enemies, satirizing current magistrates, etc.

Many Roman theatres are built of wood, while the rest are built of stone and brick. The shape is always hemispherical, with tiers of seats rising up the curved walls. Seating for women is always on the top tiers, to prevent them becoming corrupted by the frequent nudity on stage. The stage could be up to 140' wide and 14' deep, but is more usually 50' by 10'. Some theatres have an orchestra pit in front of the stage. The largest theatres can seat several thousand people, indeed the theatre of Pompeius Magnus has a capacity of more than 25,000, but most will seat several hundred. The flat back wall of the theatre is used to suspend painted scenery, and rooms are located behind to serve as dressing rooms, storage etc. The main area of the theatre is generally open air, with only a shade over the stage area, and so plays are usually scheduled for the summer months. A few theatres are completely covered and can present plays all year round, although they are badly lit and not that popular.

#### **Music & Poetry**

Music is a source of much enjoyment and relaxation in Rome, from the Patricians who own musical slaves, to the freelance musicians that frequent taverns, inns, brothels and other public places. In addition, music is used in some religious festivals. Some of the most popular instruments are:

Cornicen (Curved military horn)

Drums

Flute

Harp

Hydraulicus (Organ)

Kithara (guitar)

3-stringed Lute

Lyre

Timpani (Tambourine)

Trumpet

Poetry is another source of public or private entertainment, with ancient Greek and Latin poets competing with contemporary writers for the attention of the masses. Some of the poetry is narrative, telling the story of a myth or legend, whilst other writings are more down to earth, focusing on love, erotica, politics, the circus etc. Living poets can find themselves the flavour of the month and much in demand in polite society. However, this fame rarely lasts.

#### **Games and Toys**

A variety of games are enjoyed by all strata of Romans, with Dice being one of the most popular. Usually carved from wood, more expensive versions are found crafted from Ivory, bone or even precious metals. Tabula, a board game similar to backgammon, is also very popular, especially with soldiers. Knucklebones and "sticks" are popular with children and the lower classes. One thing that ties all of these games together is that the outcome is almost ubiquitously gambled upon, even by children.

Children have a vast range of toys such as: balls, kites, rattles, dolls, toy soldiers, stilts, hoops, hobby horses, skipping ropes and wooden swords.

#### **Triumphs**

A Triumph is awarded by the Senate to victorious Generals upon their return to Rome, assuming certain conditions have been met. The general has to be a Patrician, or member of the Senate, must have been a magistrate, have killed at least 5,000 enemy and won a significant victory, and finally been acclaimed by his troops in the field. If all of these conditions are met, the Senate usually awards the Triumph, although this is not guaranteed.

The Triumph itself consists of a long parade from the Campus Martius to the Forum Romanum. The procession is led by the senate, followed by the captured enemies, especially their leaders, then the processional carts laden with captured loot. Then come wagons with paintings or actors depicting the main points of the campaign, then the General in a highly-decorated Quadriga Chariot, and finally all or part of his army. The General himself wears a purple toga, and has a slave standing behind him holding a crown over his head, and whispering in his ear that Glory is only temporary. The General also has his face stained with Minim, a red dye, for reasons lost in the mists of Roman antiquity. All along the column, musicians and dancers are present, and food is usually paid for by the Triumphant general for the common people. The day becomes a holiday for most.

#### **Education and Art**

##### **Sculpture and Murals**

The wealthier citizens of Rome are usually great collectors of artworks. This usually takes two forms, that of sculpture and wall murals. Sculpture can be in stone, marble, bronze, precious metals or even gemstones. Sculpture is usually of famous Romans of the day, Roman or Greek gods, mythical animals or scenes from history, and can either be fully 3-dimensional and free standing, or else in bas-relief on a building or column. Most Roman sculpture is painted in lifelike colours, whilst historical and Greek sculpture is normally left unpainted.

Murals are painted directly onto the finished plaster of the wall, and are usually tailored to the individual room. Thus a Triclinium wall will often have murals of feasts, a temple or

shrine will have murals of gods and mythology. “Public” rooms such as the Atrium will have the finest murals, and a Peristyle garden will often have entire walls painted with landscape scenes to give the illusion of a larger area.

As with all art forms, the quality of the work is dependent on the the skill of the artist, and thus the amount spent on it.

### Mosaics

Mosaics are a special for of artwork, with the best practitioners in huge demand. Mosaics are used to decorate the floors of Domi, usually the “public” rooms such as the Triclinium or Atrium, and only rarely “private” rooms such as the Culina or Cubiculum. Mosaics can be of varying quality, with the best taking months to construct. Possession of a Mosaic floor is considered a mark of wealth.

### Schools & tutors

The early years of childhood of the wealthy are spent in the nursery under the care of the nurse. Children from poorer families are cared for by family members, and do not receive any education other than that provided by family.

Upon reaching the age of 6 or 7, children from wealthy families are either sent to school, or educated by a private tutor. Which of these is chosen depends on the views of the paterfamilias, with some believing the more structured schools are better, whilst others feel that the more personal tutors are to be preferred. In fact, the teaching and curriculum are usually very similar.

Schools are usually held at in a plain room, with benches for the pupils, or outside under a cloth awning. Classes are of mixed ages and sexes, with some girls of Patrician rank attending. The curriculum centres mainly on writing, basic arithmetic, classic Greek and Latin literature, and Rhetoric. The school fees charged vary depending on the skill and reputation of the teacher.

### Books

Books are one of the great successes of Rome. The Egyptians and Greeks produced books on papyrus or occasionally vellum, but these were usually copied by someone who wished for a copy of their own. Whilst using the same materials, the Romans have established the trade of publishing, making hundreds of copies of a particular (and popular) book and selling it within Rome and across the Empire. Publishers usually buy the rights to the book from the author, and make a profit thereafter on each copy sold.

The books themselves are usually made from Papyrus scrolls, about a foot wide and anything up to 30' long. When tightly rolled, they can be tied with a ribbon, and may be kept in a leather book tube or many kept together in a leather book-bucket. Books are read one section at a time, with the read and unread sections kept rolled, one in each hand.

## Trade, Equipment and Money

### Introduction

In the early days of the Roman Republic, most trade was by barter. However, by the time of the Empire, an established system of coins, mints and exchange rates has been set up. There are 5 types of coin used as shown in table 15:

TABLE 15 - ROMAN CURRENCY				
Coin	Worth	Designation	Metal	Weight
As (pl Ai)		as	Copper	1g
Sestertius (pl. Sestertii)	3as	s	Brass	2g
Denarius (pl. Denarii)	4s/16as	d	Silver	3.5g
Aureus (pl. Aurei)	25d/100s/400as	a	Gold	8g

These coins are used right across the Empire, and are minted in local cities under the control of the governor.

Large sums are referred to by “talents”. Officially a weight of 72lb, a talent of gold is worth 6250 denarii. These values are used for province taxes, treasury reserves etc, and are only rarely used by ordinary people.

### Banks

Banks are highly developed across the ancient world, with Hispania, Greece, the Hellenic islands, the East and Italia all having banks of varying sizes. These banks are run by private individuals or families, and have little control from the state. These banks do not pay interest, but will transfer funds between cities and individuals. They will also undertake to store bullion, coins or valuables.

### Magical Equipment

Although rare, magical equipment and items do exist, there is no trade in them for their magical properties. Anyone with the ability to detect and identify magical powers will not admit it, so magical items only have sale value based on their appearance, antiquity or history. Thus a powerful magical sword may only be worth a small amount if it appears old and worn.

### Non-Roman Money

The Roman Empire, and beyond, has a vast variety of different coinage and trade methods. The more outlying and less civilized areas will probably use barter as the main method of trade, whilst the areas around the Mediterranean use coins of various types. Although it is beyond the scope of this work to describe all of the different currency systems, suffice to say that Roman coins will be accepted almost everywhere, and money changers will convert local coinage into Roman coins for a 5-10% commission.

## Taxation

The process of foreign conquest early on in the Republic provided Rome with a steady stream of taxes and other tribute, ensuring the wealth of the growing city. A side effect of this is that private citizens are not usually taxed by the state, unless at a time of national emergency. Businesses within Rome are taxed a small percentage of their annual income, with Italian enterprises having a higher rate of taxation. Taxation in the provinces is handled on a yearly basis by “Publicani” or Tax Farmers. These submit a tender to the Censors stating the revenue that will be sent to the treasury in that year from a particular city, district or even entire province. The Censors of course generally accept the highest tender. Once accepted, the Publicani are free to set their own level of taxation, but are bound to submit only the amount stated in their tender. The Publicani are backed up by the provincial governor and any Roman troops, and thus levy enough taxes to pay the treasury and make a substantial profit. This policy of course causes great resentment in the provinces, and has led to many riots and civil disturbances, but continues because the Publicani are members of the equestrian order, who wield a lot of political influence within Rome.

The other main form of taxation within Italia is the levying of customs duties on import goods. This varies by the year, at the whim of the current consuls, and differs by goods type.

## Business and Industry

Senators are only permitted to invest in land and property, but other citizens may invest their spare money in any business they think will make a profit. Characters may also invest in business, either as part of a consortium, or as an individual. The following rules may be used for any scale of enterprise, from a small market stall to a shop, to a vast agricultural estate. To simplify matters, an investor will receive a monthly (or yearly, depending on the campaign style) payment equal to a percentage of their original investment. Each month (or year), the investor makes an open ended 1D100 roll modified as described. The table below should then be consulted to find out the profit for the appropriate time period, once costs and taxes are taken into account. It is suggested that all investments be subject to one roll to speed the process up, although players may choose (with GM approval) to make separate rolls for each business. The table also assumes that a “manager” is employed to run the day-to-day aspects of the business. For example, an olive plantation would have an estate manager, a bakers shop would have a baker and a fishing boat a chief fisherman. A character who takes over this position must of course have appropriate skills, and will make more profit. However, the character must be present for at least 80% of the time.

The sale of business capital follows the same rules as for the sale of used goods in standard RMC (Character Law Section 8-12), and thus rarely realizes the full value of the investment.

Note: Illegal businesses are usually more profitable, partly due to no taxes being payable, but discovery of this trade may lead to serious punishment, including confiscation of all goods and property. Thus illegal trades are a risky business.

*Example: Tiberius Novius has received a windfall of 10,000 denarii, and decides to invest in residential property in Rome. It is not necessary to specify the exact details of this property. Novius further decides to employ a steward to collect rents and arrange maintenance. If the money is calculated annually, The player will roll a 1D100, getting a modified result of 63, and consults the table. That year he will receive 600 denarii profit (6 % of 10,000).*

Suggested Investments/Businesses:

Farm Land (Sheep/Olives/Cereals/Grapes etc)

Residential or Industrial Property (Insulae/Shops/Warehouses/Factories)

Fishing boat(s)

Slave Trade

Gladiator Schools

Taverns/Inns or Food outlets

Merchant Trade (Import/Export)

Moneylending

Construction/Building Trade

Horsetrading

Illegal business (Extortion/blackmail/murder/theft etc)

**TABLE 16 – BUSINESS PROFIT TABLE**

Total	Monthly % Profit	Annual % Profit
-41 and down	Business Folds. Only 2-20 % of total value recovered for owner.	
-21 to -40	No profit and business value shrinks by 10%	
-01 to -20	No profit	
00 to 20	0.25 %	3%
21 to 40	0.41 %	5%
41 to 70	0.5 %	6 %
71 to 90	0.58 %	7 %
91 to 110	0.66 %	8 %
111 to 133	0.83%	10 %
131 to 150	<b>Business Thriving!</b> – 0.83 % and business value increases by 0.41 %	<b>Business Thriving!</b> – 10 % and business value increases by 5 %
151 and up	<b>Boomtime!</b> – 0.83 % and business value increases by 0.41 %	<b>Boomtime!</b> - 10 % and business value increases by 10 %

Modifiers:

Average of Me/Re bonuses

Illegal business +15

No “manager” -15

Character is “manager” +5

In Rome +5

Time of national emergency -10

Other modifiers at GM discretion

## Wages

Some sample wages per month are given below. Some jobs (such as a servant) may include accommodation and food in lieu of some of the wages (about 20%). All wages vary by location, skill level etc

Patricians are generally “unpaid”, even if they serve in the army or as a Magistrate, and must rely on their own or family income to support them.

The incomes of the “self-employed” can be estimated from the tables below, but generally depend on the value of their business (see above).

	Per Month
Actor / Artist etc	10-40d
Auxilliary	14d
Barber	16d
Charioteer	30d – 300d (depending on skill and fame)
Clerk	12d
Engineer	80d
Gladiator (free)	50d–500d (depending on skill and fame)
Guard	10d
Herbalist	15d
Lawyer	375d per case
Legionary	20d
Legionary Centurion	156d
Lictor	50d
Messenger	9d
Physician	40d
Praetorian Guard	60d
Prostitute	1d per client
Sailor	10d
Scribe	15d
Servant – Trained	16d
Servant – Untrained	8d
Teacher	12d
Torturer	30d

## Living Costs

Living costs are of course highly variable depending on whether accommodation is rented/owned, the quality of food etc. The values below should allow a rough calculation of monthly living costs. These values are for food, general replacement clothing, everyday furniture and decoration etc. It also includes appropriate equipment for employees.

First, start with the value below depending on the social class of the character. Non-roman characters may select an appropriate social class to determine how they wish to live:

Patrician	20d
Ordo Equestrian	10d
Citizen	6d
Head Count	3d

*Example: Marcus Livius Andronius is a Patrician, and therefore starts with 20d per month living costs.*

Next, add together the values below and add to 1 for each extra permanent member of the household. This includes guests, family members etc. This produces a multiplier that is applied to the base value.

Wife	0.4
Guest	0.3
Relative	0.2
Child	0.1

*Andronius has a wife and two children, therefore multiplies his 20d by 1.6 (1 for himself, 0.4 for his wife and 0.1 for each of his children). This gives a total so far of 32d.*

This gives the household value.

Now add the value below for each of the properties occupied:

	Rented	Owned
Poor Insulae	2d	0d
Rich Insulae	10d	2d
Plebian Domus	40d	8d
Patrician Domus	240d	24d
Large Patrician Domus	500d	50d
Country Villa	400d	40d

*Andronius’ father left him the family Patrician Domus, thus he only adds another 24d per month for a total of 56d per month.*

Finally add the value below for each of the following owned:

Horses	10d
Slaves	3d
Trained Servants	18d
Untrained Servants	9d
Guards	12d

*Andronius has 10 slaves and two horses, but no servants or guards. Therefore he adds another 50d, giving a total of 106d per month.*

This gives a running total. Finally, multiply the running total by the appropriate value below to calculate the monthly cost. These descriptions describe how that household lives *compared* to others of that social class. Thus a Patrician suffering Poor conditions is still much better off than a head count living luxuriously.

Poor	x0.75
Average	x1
Comfortable	x2
Luxurious	x5
Very Luxurious	x10 or more

*If Andronius wishes to live in average patrician conditions, he must pay 106d per month. If he wishes a luxurious lifestyle, he must pay 530d per month, a whopping 6360d per year.*

## Travel

### Land Travel

Most short and medium-distance travel is accompanied across land wherever possible, due to the high costs and risks of sea travel. Thankfully, travel within the empire is facilitated by the excellent road network between cities (see Architecture section above). The vast majority of travellers will walk, even long distances, as this is by far the cheapest option. Those who can afford to ride will usually ride a mule, as these sturdy beasts have vast reserves of endurance, can handle steep terrain, and do not require high-quality feed en-route. A good quality mule is worth a lot of money. Only couriers and the very rich will travel by horse. An ox-wagon will be used to transport goods, whilst women and children will usually be carried in a carpentum, a small two-wheeled cart drawn by a mule or horse. These vehicles are covered and well padded, but still very uncomfortable.

Often settlements spring up at 20 mile intervals along a road, about the distance that is comfortably made in one day. These settlements offer accommodation, food and services such as a smithy and apothecary. However, where there is no settlement, the engineers will usually site a “Mansion”, or staging post. These mansions are run by the state, and are thus intended to only be used by couriers, military officers or imperial officials, although access is controlled by the mansion Prefect. Here can be found bedrooms, kitchens, store rooms, stables, a smithy etc. There is usually a small staff of domestic slaves as well as a few guards.

The Cursus Publicus is the Roman Imperial postal system, consisting of Official messengers who swap horses every 20 or so miles and can travel up to 100 miles in a day. This of course is on Roman roads, travel is much slower on local tracks. These couriers are officially sanctioned to commandeer horses when necessary, but most of the Mansions have Cursus Publicus horses stationed ready for a messenger.

This service is intended only for official and military business, but the more powerful and wealthy in Roman society are able to persuade the couriers to carry messages for them in their leather message bag.

### Sea Travel

Sea travel is the method of choice for most long-distance travel, and indeed necessary for travel to Africa or the east. However, the lack of navigation devices, coupled with the lack of efficient sails, means that sea travel is dangerous.

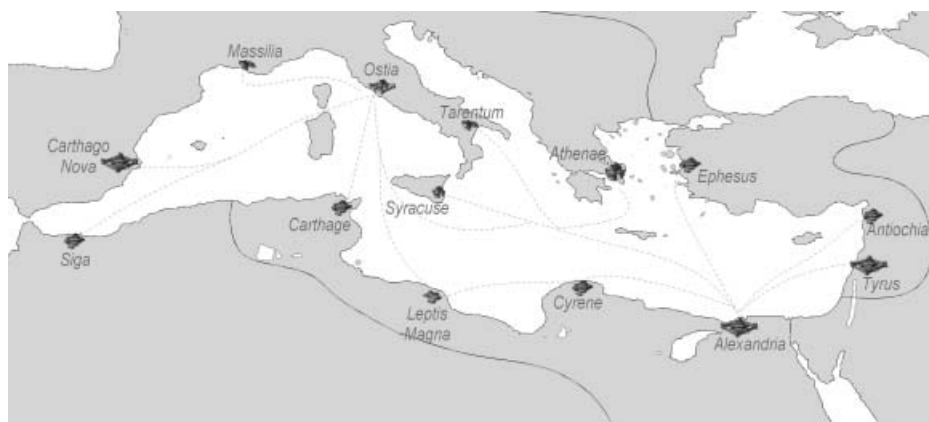
However, there are numerous merchant ships that ply the trade routes of the Mediterranean, most of which will also accept paying passengers. The cheapest travel will mean a corner of the open deck, with no food or shelter provided, whilst the most expensive will include a cabin.

Most non-military Roman ships are of a fairly similar design, although they vary widely in size. Most merchant vessels have a capacity of 70-100 tons and are about 15-20 yards long. There are also smaller vessels that ply very short routes, and are essentially one or two man operations. However, larger vessels do exist, with some being 40 yards long and able to transport 400 tons of cargo. There are even 1 or 2 vessels of nearly 100 yard length that can transport over 1,000 tons, although these are usually constructed for a particular purpose.

All of the common vessels are quite wide for their length, with a central mast supporting a square sail. They usually have some oars, for manoeuvring into port, but this is rarely their principle source of locomotion. Most of these vessels

**TABLE 17 – SEA TRAVEL TIMES**

From	To	Distance	Time
Ostia	Massilia	380 miles	3 days
Ostia	Carthago Nova	700 miles	5 days
Ostia	Siga	820 miles	7 days
Ostia	Carthage	270 miles	2 days
Ostia	Leptis Magna	410 miles	4 days
Ostia	Alexandria	1000 miles	9 days
Ostia	Athenae	670 miles	5 days
Syracuse	Alexandria	830 miles	7 days
Tarentum	Athenae	430 miles	5 days
Tarentum	Alexandria	850 miles	7 days
Ephesus	Alexandria	475 miles	5 days
Antiochia	Alexandria	390 miles	3 days
Tyrus	Alexandria	300 miles	2 days
Leptis Magna	Cyrene	260 miles	2 days
Cyrene	Alexandria	310 miles	2 days



are decked, with hatches allowing access to the cargo holds. If a ship features cabins, they are almost always built onto the deck and not below it.

Some of the main trade routes are shown on the map below with distances and favourable travel times given in the accompanying table. Non-favourable conditions can double or even treble the travel times.



### In-Town Travel

Travel within Rome or any other town or city is usually on foot. The restrictions on carts during daylight hours in Rome itself, and the lack of stable space means that walking is the only real option. The main exception to this is women from rich families, who are sometimes transported in a litter. This large seat is usually 5' square and about 4' high with a waterproof canopy. Two long poles extend front and back to a distance of 6-10', and allow the litter to be carried by 4, 6 or 8 strong slaves. The poles are usually supported on the shoulders, so the occupant travels in an elevated position.

The litter itself has a sturdy wooden frame with cloth curtains on all four sides. The interior is often luxuriously upholstered, and will usually have cushions and rugs to ensure the occupant keeps warm in cold weather. Important women from the top patrician families will usually be accompanied by several more burly slaves to clear a path through the throng for their litter.

### Brothels and Sexuality

Rome is morally a permissive society, and whilst "polite society" may publically frown on certain activities, in private almost any activity is followed. The visiting of prostitutes is not frowned upon, even if the client is a married man, although the quality of the establishment may lead to some gossip if it poor enough.

#### Brothels

Brothels are a common sight on any Rome street, or indeed any Roman town across the Empire. Some "brothels" are no more than curtained alcoves on side streets, but most are proper buildings. Most brothels have a reception area, an office for the manager, and a range of rooms for the prostitutes and their clients. The quality and furnishings in these rooms varies depending on the "class" of the establishment, as do the prostitutes available. Brothels are required to be registered with the Urban Praetor, and the official ones are usually of better quality than the unregistered.

Many brothels have price lists and illustrations outside their main doors, and the individual specialties are usually listed above the door of each prostitute's room. The insides of the rooms are also usually painted with erotic scenes, again linked to the speciality of that particular prostitute.

The most opulent of brothels may even have an atrium, bath house, kitchen etc, and act as a form of club for regular clients. Most brothels also have guards of one sort or another, to deal with the inevitable rowdiness.

### Prostitutes

Many prostitutes, especially the younger ones, are slaves purchased by the brothel owner specifically for the purpose. These are worked until they get a bit old, then sold as cheap domestic labour. The remaining prostitutes are women of the head count who have fallen on hard times and need the income to support themselves and their families. Because of the dangers of war, many prostitutes are wives of Legionaries killed or maimed in battle.

Prostitutes themselves are required by law to register and wear a flame coloured toga as a symbol of their profession, but many are unregistered or flaunt the regulations, and wear revealing or gauzy clothing. Those who work in a brothel earn less in general, but are safer and more comfortable. Most prostitutes advertise their services by writing adverts (including prices) or drawing pictures on the wall near where they work.

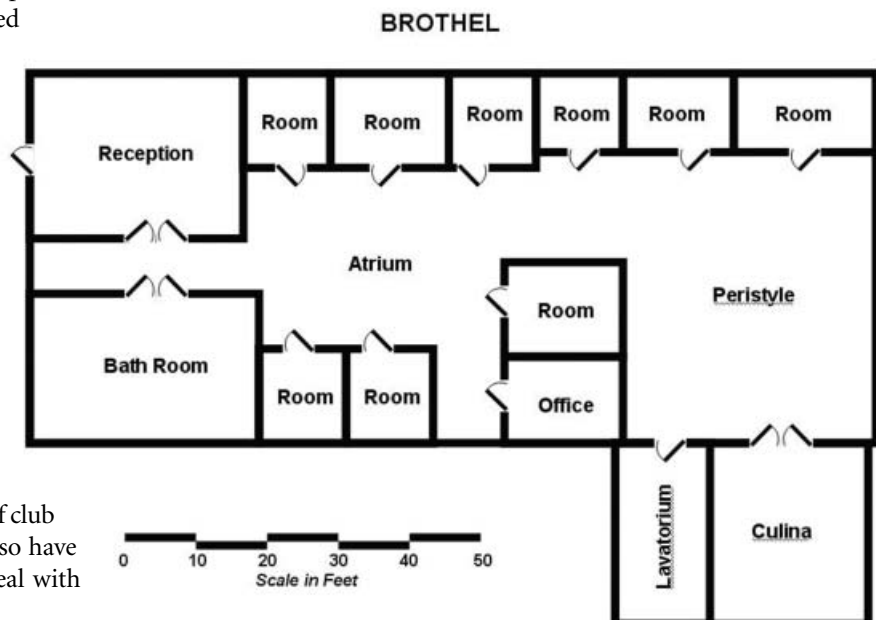
The lucky ones are those who manage to save enough to escape the brothels, and earn an honest living, whilst the unlucky ones continue to ply their trade into their fifties.

Whilst most prostitutes are female, there are male prostitutes, who service male or female clients. These are rarer however, and have no legal status.

#### Roman Sexuality

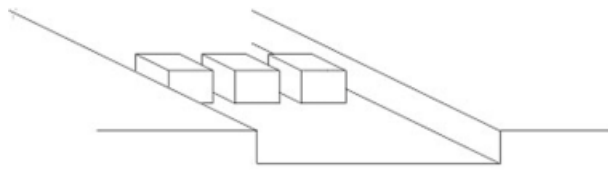
Although a permissive society, the Romans do frown on certain activities, common elsewhere in the ancient world such as homosexuality and bestiality. However, practices such as using slaves as "personal prostitutes" are relatively common, even among Patricians. However, Patrician women are expected to be blameless, and their conduct is judged by far stricter measures than their male counterparts.

Nevertheless, the rumours of wild orgies that follow opulent banquets persist among the ordinary people, suggesting that the ideal of the Roman Matron is only a façade.









The roads vary in width, although only the largest permit simultaneous two-way travel by carts. Most of the streets are crowded in the morning and late afternoon, and many carts wait until nightfall to enter the city.

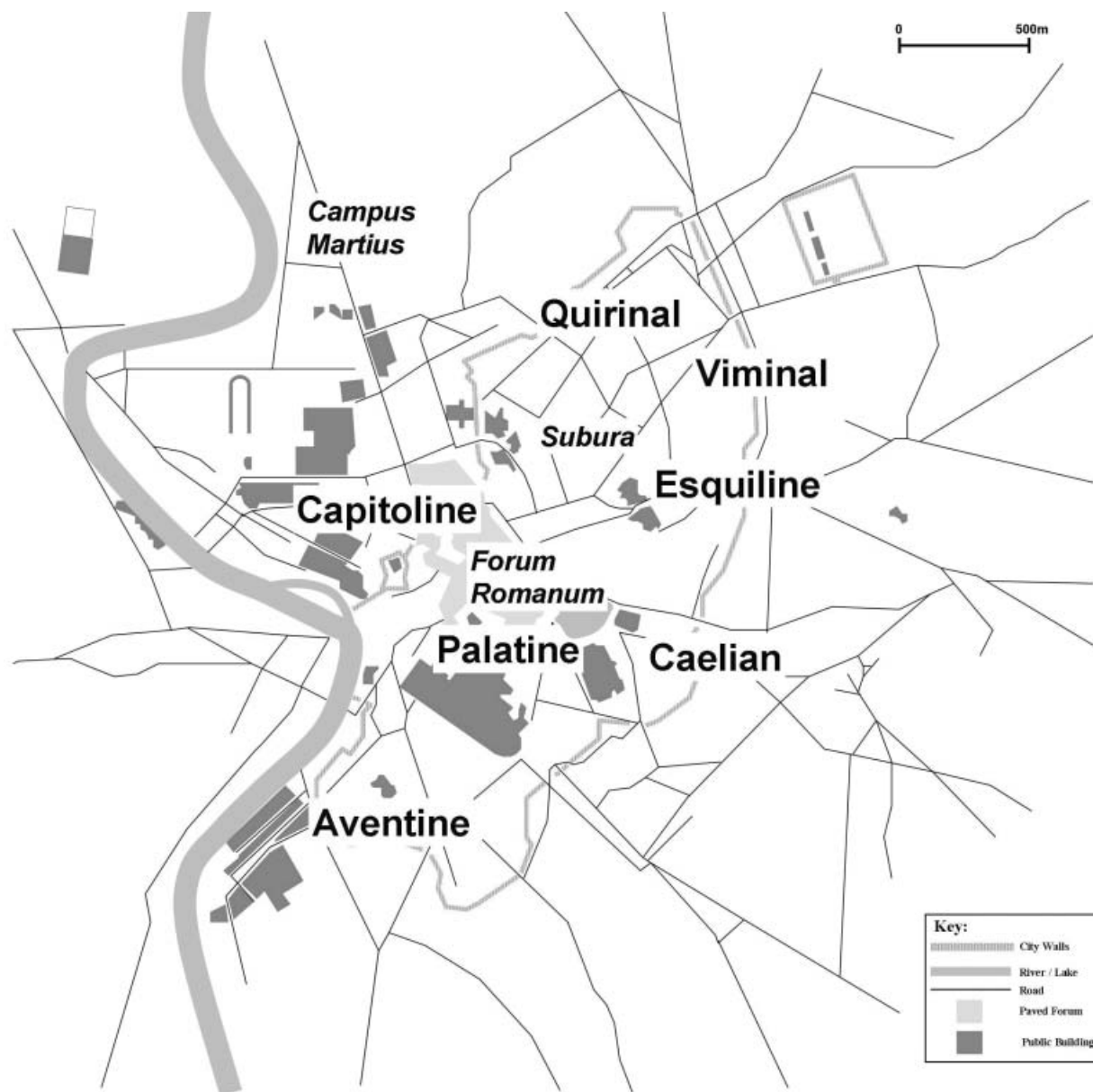
For more details on the style of buildings, see Chapter 5.

### Rome at Night

Rome at night is not a silent and tranquil place as might be expected. The city has long banned wheeled vehicles from entering Rome during daylight hours, except in the case of those carrying building materials for the Temples, and special cases such as funerals and Triumphs. This means that all of

the carts and wagons supplying Rome with food, pottery, building materials, furniture, wine, raw materials, etc. must deliver their goods after dark, and be out of the city with their return loads of manure etc before sun-up. This of course means that the city is very noisy at night, with the cries of the beasts of burden and their handlers, the rumble of wheels and the clatter of unsecured cargo. This noise is intensified by the high narrow streets, which also lead to frequent loud arguments about rights of way.

These carters and delivery drivers must also carry lamps or torches to light their way, because there is no form of public lighting at all in Rome, and the high Insulae block out what moon and star light there may be. Pedestrians out after dark usually travel in groups, and the wealthy are escorted by bodyguards or slaves. Premises such as Inns, Taverns, food shops and brothels will often place lighted torches outside their front doors to attract customers, but otherwise the streets and lanes are usually pitch black.



## The Districts of Rome

The Seven hills upon which Rome is built, plus the Subura and Forum Romanum, form the districts of Rome. These are described in further detail below.

**Aventine Hill:** The southernmost hill of Rome, the Aventine was primarily a Plebeian area, although not as cramped or dirty as the Subura. Many small temples through the slopes, and many public libraries are also found here. At the top of the hill are the offices of the two Censors, the Atrium Libertatis, which also houses the library of Pollio. The houses are mainly small Insulae.

**Caelian Hill:** The Caelian hill is a quiet and fashionable area for the wealthy. Comprising mainly small Insulae and Domii, the Caelian also incorporates the Caelian lake, which will be the site of the future Colosseum.

**Campus Martius:** The Campus Martius is a huge field bounded by the river Tiber and the Quirinal and Capitoline hills. The field is owned by the Roman people, and historically used to assemble troops before their departure to war. This area is also used for training in military skills, both official and civilian. The Circus Flaminius was built at the southern end in 221BC (year 532). This area is also popular for any large public gatherings of people.

**Capitoline Hill:** At the southern end of the Capitoline hill, at its highest point, stands the temple to Capitoline Jupiter. This is the most sacred temple in Rome, and indeed the empire. At the northern end is the peak known as the Arx, upon which stands the Citadel of Rome, the original fortress of the city. The Citadel is also used as the main observation point for the Augurs to read the omens. Below this hilltop is the Tabularium, the repository for all of the state records, and between the Arx and the temple lies the Asylum. This area of sanctuary is historically where new arrivals to the city first reside. The southern end of the hill ends in a sheer 80m drop to the Tiberian rocks. This area of broken rocks has been used as a place of execution for traitors for hundreds of years, and many thousands of victims have been thrown off of the cliff.

**Esquiline Hill:** The Esquiline hill is the highest of the seven hills, and on the upper slopes are wealthy villas, prized for their views. The lower slopes, especially towards the Subura, are less desirable, and have many Insulae. The eastern end of the hill outside the city walls is the location for the city cemetery, used by the plebeian folk.

**Forum Romanum:** The Forum Romanum, known simply as The Forum, is the heart and soul of Rome, and was one of the earliest public works, built on marshy land drained by the great Cloaca Maxima sewer. Around the huge paved area are the Senate House, the Comitia, the Rostra, more than 10 great Temples, the Regia (headquarters of the Pontifex Maximus) and the Temple of the Vestal Virgins. As well as politics, this area saw traders set up market stalls, prostitutes tout their wares and gladiatorial contests at the funerals of powerful Patricians.

**Palatine Hill:** The Palatine hill is the most ancient part of the city, and at 70m one of the highest hills. It is the richest part of Rome, and many of the wealthiest Senators have their villas here. Overlooking the Forum Romana and the main buildings of state, such as the Senate house, the Northern slopes are the most exclusive part of the hill.

**Subura:** The Subura is situated to the east of the Forum Romanum, and is the poorest and most crowded district of Rome. Crowded with huge Insulae (some as tall as 9 stories), each accommodating up to 300 people in the upper floors. The lowest floor accommodates small shops, workshops and taverns. The many thousands crammed into the Subura make it a noisy, wet and smelly place, and generally undesirable to most.

**Quirinal Hill:** The Quirinal hill was originally inhabited by the Sabine tribe before Rome was founded, and it was they who founded the Temple of Quirinus at the top of the hill. Quirinus is one of the original gods of Rome, and the current temple was erected in 446BC (year 307) on the site of the original. The northern slopes of the hill are the location for the Gardens of Sallust, created by the Historian of the same name around 40BC (year 713). These gardens contain water features, pavilions, shrines and large planted areas. They are currently owned by the city and open to the general populace. The hill is around 60m high and in addition to the many temples, is home to many of the Patrician and Knight classes.

**Viminal Hill:** The Viminal Hill is the smallest of the seven hills, and is about 50m high. There are no significant roads across the hill, with all major routes passing either side. The hill is mainly populated by the more affluent citizens who have not yet attained knight status. The buildings are mainly small Insulae, interspersed with light commercial buildings and shrines.



## Rome in the Future

To assist with campaigns set after 23BC (year 730), another map is presented below with later buildings shown on it. These buildings are listed below together with the date they were completed. Of course, a GM is at liberty to use any or all of these buildings in an earlier campaign.

### **Baths of Diocletian** – 305AD (year 1058)

Able to serve 3000 bathers, and also equipped with libraries and theatres, the Baths of Diocletian are the most magnificent seen in Rome.

### **Baths of Trajan** – 104AD (year 857)

Built to serve more than a 1000 bathers, this complex has a massive water reservoir below capable of storing 8 million litres of water.

### **Collosseum** – 80AD (year 833)

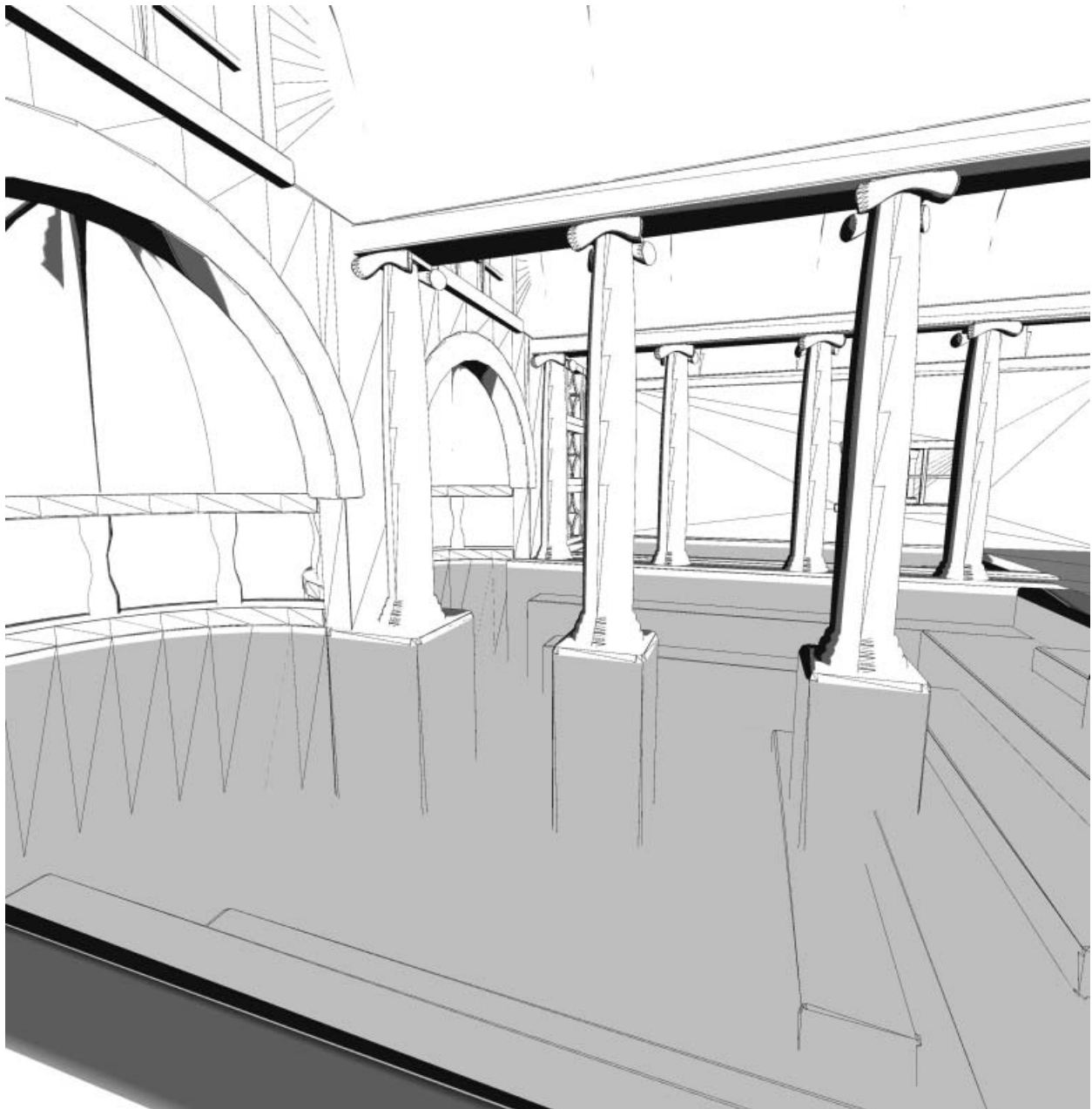
The most impressive building in Rome, commissioned by Vespasian and finished by his son Titus, the Collosseum provides a single central locaton for gladiatorial and bestial fights. Able to seat 50,000 spectators, and with vaults below, the Colloseum can also be flooded for naval battles.

### **Thermae Antoniae** – 216AD (year 969)

The Antonine Baths, completed by the Emperor Caracalla, these luxurious baths are able to serve 2000 bathers.

### **Palace of Tiberius** – Started 14AD (year 767)

Started upon the death of Augustus to replace his modest villa, the Palace will be added to constantly for many centuries to come, and will serve as the main residence of the Emperors.



## Baths of Nero – 64AD

Extremely luxurious, these baths are able to serve 500 bathers at the same time.

### Mausoleum of Hadrian – 139AD (year 892)

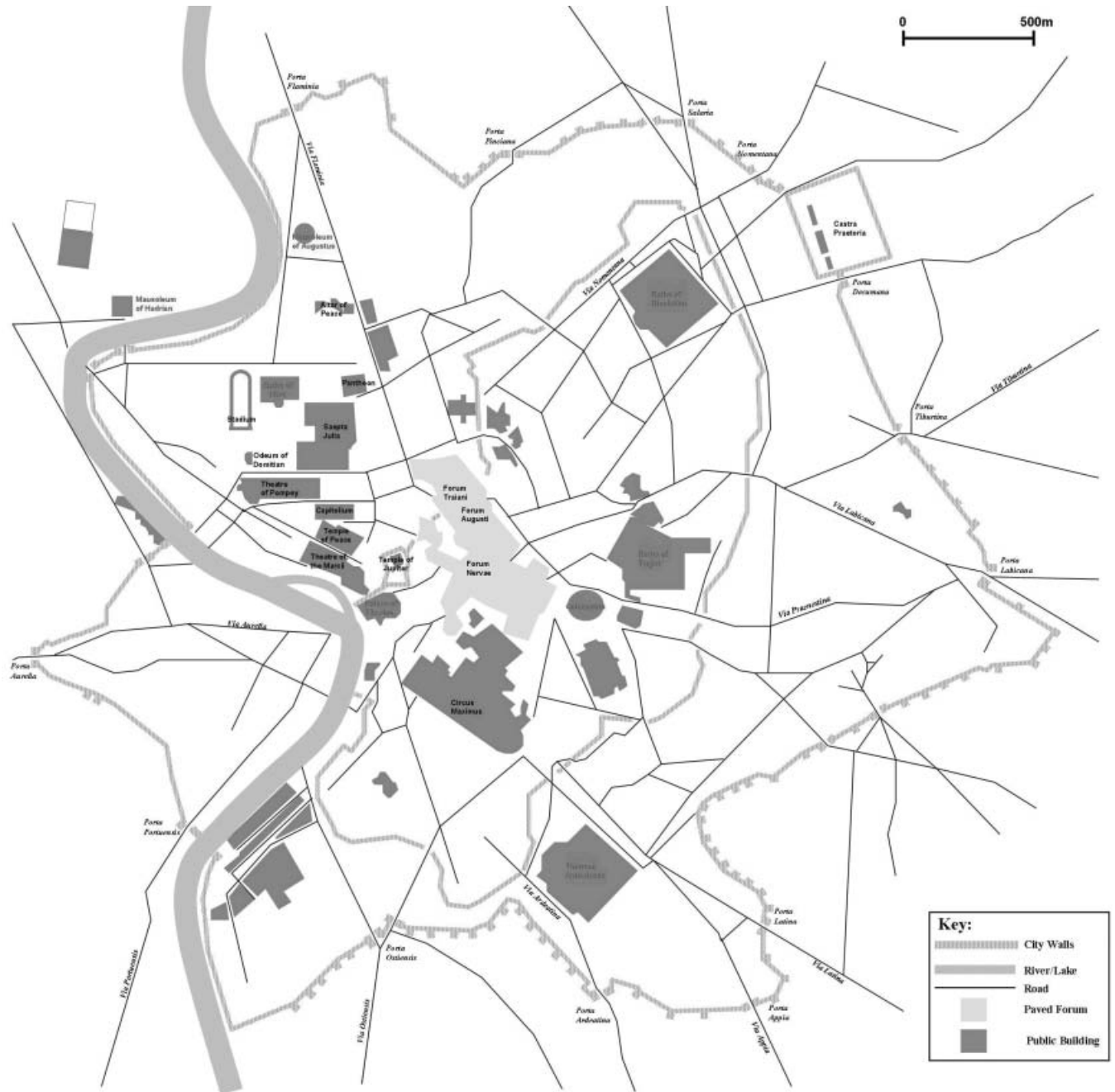
Previous Emperors were interred in the Mausoleum of Augustus, but by the time Hadrian died, this previous mausoleum was full. This vast new construction will be used for all future Emperors.

### Mausoleum of Augustus – 18BC (year 735)

This mighty tomb stands around 44m high and has a diameter of 88m. Surrounded by a tree-filled park, the vaults below are designated only for Emperors of Rome.

### The Auralian Walls – 300AD (year 1053)

The Emperor Auralias completed an outer circle of city walls, studded with towers and gates, to protect the city which has grown beyond the original Severan walls, finished around 500BC (year 253).



# CHAPTER 7 – WEAPONS AND ARMOR

## Introduction

The Roman Empire is founded upon violence. The Legions carved out and defend the borders of the Empire. Entertainment is provided by fights between Gladiators and wild animals. In Rome itself, life is cheap and violence a daily hazard. In light of all of this, weapons and armor are an important commodity, and a wide range has been developed over time. This chapter describes the weapons used by legionaries, gladiators and common folk, as well as the Gauls and Greeks common in Rome. In addition, the various armors and shields used are also listed.

It should be remembered that all of these may not be available everywhere. Legionaries often keep weapons or armor if they can when they leave the legions, so legionary kit is often available for sale in Romanized areas. Similarly, gladiatorial equipment is sold freely anywhere there is an arena. However, Greek or Gallic weapons and armor are usually only available in the respective homelands or anywhere there is a sizeable colony, such as Rome itself.

Whilst the carrying of weapons and wearing of armor on the streets is not prohibited under Roman law, the local Praetor and Legion will take a keen interest in any heavily armored civilians wandering the streets of a town or city, and may decide to apprehend them just to prevent any crime taking place. Of course, personal influence and fame will have a huge impact on the likelihood of apprehension.

This section assumes that the following optional rules from Arms Law are used:

- Option 1: Generous Weapon Bonuses For Missile Weapons
- Option 3: Shield Bash
- Option 4: One-handed Spears
- Option 5: Two-Handed Weapons in One Hand
- Option 7: Martial Arts Grappling
- Option 9: Multiple Parry
- Option 10: Resetting Initiative
- Option 12: Fully Open-ended Attack Rolls
- Option 13: Wrapping The Attack Charts
- Option 15: Additional Effects of “Stun” Rounds
- Option 16: Knock-Back Damage

## Special Rule:

The Pilum (Javelin) is specially designed to have two special effects. The first is to stick into enemy shields and render them useless. The second is for the head to bend on impact, and render the pilum useless until the head is replaced, preventing it being used by the enemy. Apply the following rules when the Pilum is thrown:

1 - If an enemy declares they are using their shield against a Pilum, and the attack fails to do a critical by 25 or less, the Pilum is stuck in the shield. It will take 1-5 rounds of full activity to remove (rolled secretly by the GM, and not divulged). Otherwise the shield is useless in combat. *Example:* A Gallic warrior is rushing towards Lucernus the Legionary, who throws his Pilum. The Gaul uses his shield, and the final attack total is 64. A total of 78 is required to inflict a critical for AT 5, so the pilum has stuck in the Gauls shield. The GM secretly rolls a D5 and gets a 4. The Gaul will have to spend 4 rounds removing the Pilum to use his shield, although he will not know that until 4 rounds have passed. The alternative is to drop the shield and continue charging without it....

2 - Any Pilum that either gets stuck in a shield or inflicts a critical is rendered useless due to the head section bending. Anyone familiar with the weapon can replace the head in 1 minute, as long as a replacement head and pins are available. These are always carried by the legion stores, and Pilii are always collected from the battlefield and repaired.

## Handheld Weapons and Shields

### Arcus

The Arcus is the standard Roman bow. Made of a single shaft of wood turned on a lathe, horn hooks are added to the end to string the bow. Normally about 4' long and weighing only 2 1/2lbs, most archers also carry 30-40 arrows. Used for both hunting and battle, the Arcus is a useful weapon.

Price:	50d
Table:	Shortbow
Fumble:	01-04
Range Modifiers:	1-10' +10
	11-100' +0
	101-180' -40
AT 20 – 17:	+0
AT 16 – 13:	+0
AT 12 – 9:	+0
AT 8 – 5:	+0
AT 4 - 1:	+0

### Ascia

The Ascia is a large (two-handed) war axe. It is not a weapon commonly used by Romans, but is sometimes used by foreign-born gladiators. It has a simple design and a heavy single-bladed iron head. It is about 4' long and weighs about 6lbs.

Price:	85d
Table:	Battleaxe
Fumble:	01-05

#### Range Modifiers:

AT 20 – 17:	+5
AT 16 – 13:	+0
AT 12 – 9:	+5
AT 8 – 5:	+0
AT 4 - 1:	-5

#### Baculum

The Baculum is the name for a standard staff. Used by travellers, shepherds and farmers, they are also used by old men as an aid to walking. Generally just a 5-6' stave, weighing 3-4lb, they are occasionally capped with metal to extend working life.

Price:	2d
Table:	Quarterstaff
Fumble:	01-03
Range Modifiers:	
AT 20 – 17:	+0
AT 16 – 13:	+0
AT 12 – 9:	+0
AT 8 – 5:	+0
AT 4 - 1:	+0

#### Broadsword

The broadsword is the favourite weapon of most of the Celtic tribes that inhabit northern Europe, including the Gauls. Always made of bronze, they are fairly soft compared with iron weapons, but their length and weight makes them fearsome. Usually about 3' long, they weigh 4-5lbs.

Price:	90d
Table:	Broadsword
Fumble:	01-03
Range Modifiers:	
AT 20 – 17:	-5
AT 16 – 13:	-5
AT 12 – 9:	+0
AT 8 – 5:	+0
AT 4 - 1:	+5

#### Celtic Shield

The Celtic warriors are protected mainly by their large shield. Made of a wooden frame covered with cured leather, it is light, about 16-18lbs, but provides good defense.

Price:	25d
Bonus vs Melee:	20
Bonus vs Missile:	20
Parry Limitations:	None

#### Chalcidian Sword

The Chalcidian sword is the secondary weapon of the Greek Hoplite, only used when the spear is broken or lost. The sword has an ornate hilt and has a curved blade, being wider towards the end. Made of bronze and about 2 1/2 ' long, they weigh 3-4lbs.

Price:	100d
Table:	Broadsword
Fumble:	01-03
Range Modifiers:	
AT 20 – 17:	-5
AT 16 – 13:	-5
AT 12 – 9:	-5
AT 8 – 5:	+5
AT 4 - 1:	+5

#### Cultellus

The Cultellus is the standard Roman everyday knife. It is used in food preparation, eating and most general household tasks. Almost everyone, regardless of sex or social class, carries a Cultellus in a small leather sheath at their belt. They usually have an iron blade and a wooden or bone handle. Some are decorated, and can be incredibly expensive. They are generally about 6" long and weigh about 1/2 lb.

Price:	5d
Table:	Dagger
Fumble:	01-02
Range Modifiers:	1-10' -20
	11-25' -40
AT 20 – 17:	-15
AT 16 – 13:	-10
AT 12 – 9:	-10
AT 8 – 5:	-5
AT 4 - 1:	-5

#### Falcata

The Falcata is a heavy curved sword used by barbarian tribes from Hispania to Dacia. It has a partially closed hilt guard and an inwards curving blade. Made of bronze with a bone handle, they are 2' long and weigh about 4lb.

Price:	85d
Table:	Falchion
Fumble:	01-05
Range Modifiers:	
AT 20 – 17:	+10
AT 16 – 13:	-5
AT 12 – 9:	+0
AT 8 – 5:	-5
AT 4 - 1:	-10

### Falx

The Falx is a cross between a scythe and a two-handed sword. It has a 2' long handle and a 3' long blade that curves at the end. The handle is made of oak, and the blade of bronze, an usually weighs 12lb. It is only used by warriors from Celtic warbands.

Price:	140d
Table:	Two Handed Sword
Fumble:	01-05
Range Modifiers:	
AT 20 – 17:	+0
AT 16 – 13:	+0
AT 12 – 9:	+5
AT 8 – 5:	+5
AT 4 – 1:	+10

### Fascina

The Fascina is the trident used by Retiarius gladiators. About 6-7' long and weighing 6-7lbs, it has a wooden shaft. The iron head has three prongs, which are barbed at the end.

Price:	40d
Table:	Spear
Fumble:	01-04
Range Modifiers:	1-10' -15 11-25' -30 26-50' -40
AT 20 – 17:	+0
AT 16 – 13:	+5
AT 12 – 9:	+5
AT 8 – 5:	+10
AT 4 – 1:	+10

### Flagrum

The Flagrum is a whip used primarily by slave traders and masters wishing to control their charges. Made of twisted leather, it is 6-8' long and weighs about 1/2 lb. Whips are also used extensively by arena guards to control animals and slaves.

Price:	20d
Table:	Whip
Fumble:	01-06
Range Modifiers:	
AT 20 – 17:	+0
AT 16 – 13:	+0
AT 12 – 9:	+0
AT 8 – 5:	+0
AT 4 – 1:	+0

### Funda

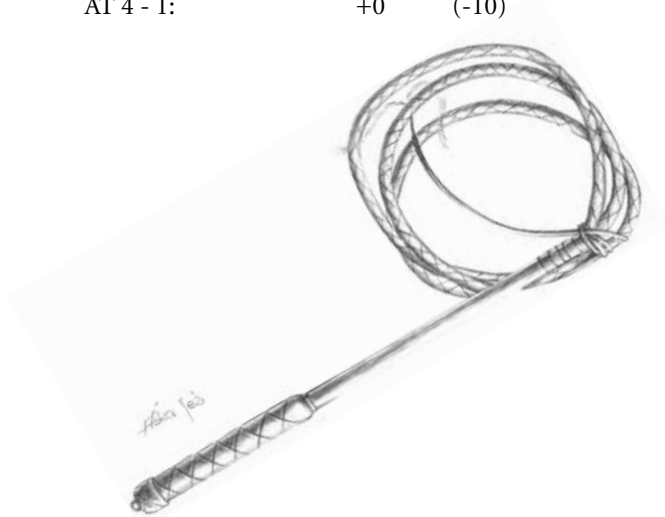
The Funda is the Roman sling. It has 3 leather or cord thongs with finger-rings on the end, and a leather pouch for the sling stone. Very cheap and with free ammunition, it is the favoured missile weapon of the poor. They usually weigh about 1/2 lb and are 2' long.

Price:	3d
Table:	Sling
Fumble:	01-06
Range Modifiers:	1-10' +15 11-60' +0 61-120' -40 121-180' -65
AT 20 – 17:	-5
AT 16 – 13:	+5
AT 12 – 9:	-5
AT 8 – 5:	+5
AT 4 – 1:	+5

### Fustis

The Fustis, or club, is the most primitive weapon available, and not one that is generally used through choice. Usually a stout branch, they are occasionally crafted to give better balance. The branch version of the club is free but suffers a -10 attack penalty. Normally about 3-4' long and weighing about 2-3lbs, this is a weapon used by the poorest or most desperate of warriors.

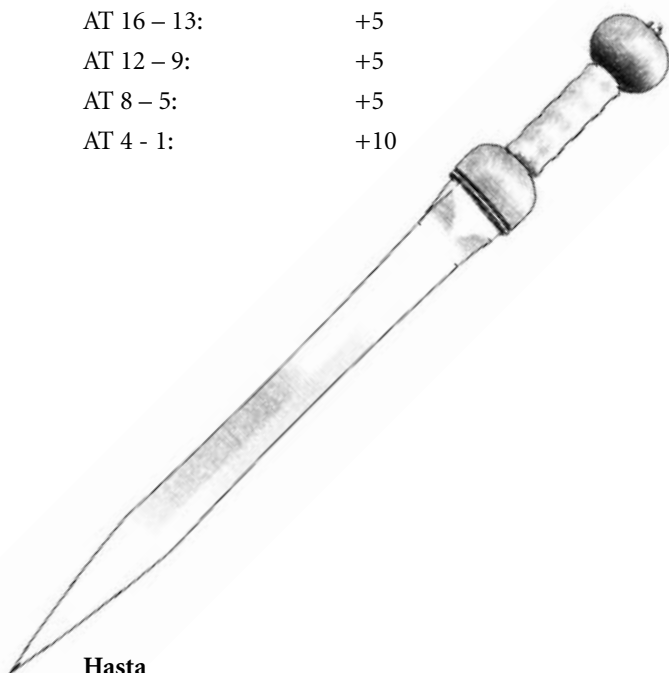
Price:	1d
Table:	Club
Fumble:	01-04
Range Modifiers:	1-10' -10
AT 20 – 17:	+0 (-10)
AT 16 – 13:	+0 (-10)
AT 12 – 9:	+0 (-10)
AT 8 – 5:	+0 (-10)
AT 4 – 1:	+0 (-10)



### Gladius

The Gladius is the standard Roman shortsword, issued to all Legionaries. About 20-23" long with a 2" wide blade, the Gladius has a rounded hilt and pommel, and a leather-wrapped grip. The Gladius is made of iron, weighs about 2lbs, and is worn in a scabbard on the right. Primarily designed for stabbing, it nevertheless has a very sharp edge, and is equally proficient at cutting.

Price:	60d	
Table:	Shortsword	
Fumble:	01-02	
Range Modifiers:	1-10'	-30
AT 20 - 17:	+10	
AT 16 - 13:	+5	
AT 12 - 9:	+5	
AT 8 - 5:	+5	
AT 4 - 1:	+10	



### Hasta

The Hasta is a long spear or lance, used by guards on foot as well as auxiliary cavalrymen and scouts. About 8' long and weighing about 7lbs, it is constructed from a wooden shaft and a fixed iron point. Relatively cheap and quick to produce, this is also the favoured weapon of the poor in times of desperation.

Price:	10d	
Table:	Spear	
Fumble:	01-05	
Range Modifiers:	1-10'	-10
	11-25'	-20
	26-50'	-30
AT 20 - 17:	+0	
AT 16 - 13:	+0	
AT 12 - 9:	+0	
AT 8 - 5:	+0	
AT 4 - 1:	+0	

### Hoplion

The Hoplon is the large shield of the Greek Hoplite. Made of a sheet of hammered bronze backed with a wooden frame and leather straps, it is very heavy at 30lbs, but is very tough (50% chance to withstand a "shield destruction" critical). These shields are usually well decorated and polished.

Price:	40d
Bonus vs Melee:	25
Bonus vs Missile:	25
Parry Limitations:	None

### Iaculum

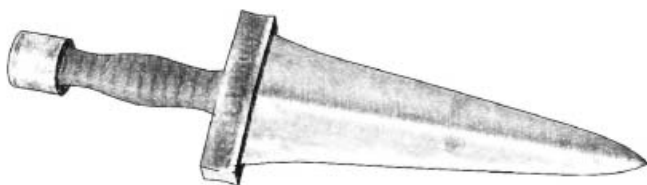
The Iaculum is a net used by a Retiarius gladiator. It is about 6' square with weights around the edge (weighs 3lbs) and is made from tough rope. It is used in the left hand and thrown to entangle the opponent. It can also be used as a makeshift shield.

Price:	18d	
Table:	Grapple (Max result: Large)	
Fumble:	01-05	
Range Modifiers:	1-10'	+0
AT 20 - 17:	+5	
AT 16 - 13:	+5	
AT 12 - 9:	+5	
AT 8 - 5:	+5	
AT 4 - 1:	+5	
Bonus vs Melee:	15 (Only if weapon is not used to attack)	
Bonus vs Missile:	-	
Parry Limitations:	None	

### Machairi

The Machairi is the Greek dagger carried by all Hoplites as a backup to their spear and sword. It has a triangular blade, and is designed for stabbing rather than cutting. It is too unwieldy to throw. It weighs 1 lb and is about 6" long.

Price:	25d
Table:	Dagger
Fumble:	01
Range Modifiers:	
AT 20 - 17:	-5
AT 16 - 13:	+5
AT 12 - 9:	+0
AT 8 - 5:	+5
AT 4 - 1:	-5





### Malleus

The Malleum is a heavy hammer designed for combat. It is not a commonly used weapon, but is sometimes wielded in the arena by specialist gladiators. The hammer itself has a wooden haft and an iron head. It weighs about 3lbs and is about 2 1/2' long. It has a spike on the reverse side of the head, although this is cumbersome to use (-10 attack penalty).

Price:	48d	
Table:	Warhammer	
Fumble:	01-04	
Range Modifiers:	1-10'	-20
	11-25'	-40
	26-50'	-60
AT 20 – 17:	-5	
AT 16 – 13:	+5	
AT 12 – 9:	-5	
AT 8 – 5:	+5	
AT 4 - 1:	+5	

### Parazonium

The Parazonium is the sword used by Legionary officers. It is longer than the Gladius (about 24-27" long with a 2" wide blade), and more often used for cutting. The Parazonium is often decorated or has a carved hilt, depending on the wealth of the officer. Made of iron, it weighs about 4 1/2 lbs, and is worn in a scabbard on the left.

Price:	100d +
Table:	Broadsword
Fumble:	01-03
AT 20 – 17:	+0
AT 16 – 13:	+0
AT 12 – 9:	+0
AT 8 – 5:	+5
AT 4 - 1:	+5



### Parma

The Parma is an Oval shield used by Auxiliary Legionaries. A more rounded version is used by Provocator, Secutor and Thracian gladiators. The shield is about 4' long and is made from leather-covered wood, with leather handles. The weight is normally about 12-14lbs. They are also occasionally found as square shields.

Price:	10d
Bonus vs Melee:	20
Bonus vs Missile:	20
Parry Limitations:	None

### Pilum

The Pilum is the Legionary javelin. Constructed from a soft iron point attached to a heavy wooden shaft, the Pilum is about 6' long and weighs about 4-6 lbs. The soft head bends on impact, preventing the Pilum from being thrown back at the Legion. Every Legionary is generally issued with two Pili. Please see the introduction to this chapter for special rules applying to the Pilum.

Price:	10d	
Table:	Javelin	
Fumble:	01-04	
Range Modifiers:	1-10'	+0
	11' – 50'	-20
	51' – 100'	-40

AT 20 – 17:	+5
AT 16 – 13:	+10
AT 12 – 9:	+5
AT 8 – 5:	+0
AT 4 - 1:	+0

### Pugio

The Pugio is the standard Legionary dagger, but is frequently carried by civilians. Forged from iron, the Pugio is about 16" long and weighs about 1 lb. The Pugio is worn in a scabbard, which is often highly decorated. Every Legionary is issued with a Pugio.

Price:	20d	
Table:	Dagger	
Fumble:	01	
Range Modifiers:	1-10'	-10
	11' – 25' -20	
AT 20 – 17:	+0	
AT 16 – 13:	+0	
AT 12 – 9:	+0	
AT 8 – 5:	+5	
AT 4 - 1:	+5	

### Sarisa

The Sarisa is the long Greek Hoplite spear, and is the main weapon of these fearsome warriors. Around 9' long, this is a one-handed weapon due to its relatively light weight of 8 lbs. It has an ash shaft and a bronze head.

Price:	25d	
Table:	Spear	
Fumble:	01-06	
Range Modifiers:	1-10'	-10
	11-25'	-20
	26-50'	-30
AT 20 – 17:	+5	
AT 16 – 13:	+5	
AT 12 – 9:	+5	
AT 8 – 5:	+0	
AT 4 - 1:	+0	

### Securis

The Securis is the standard fighting axe, normally only used by Lictors, bandits, the poor and some private militias and guards. They have an iron head and wooden handle, weigh about 3 lbs and are about 2' long. Not an especially popular weapon, but cheap.

Price:	10d	
Table:	Axe	
Fumble:	01-04	
Range Modifiers:	1-10'	-15
	11' – 25' -30	
	26-50'	-45
AT 20 – 17:	-5	
AT 16 – 13:	-5	
AT 12 – 9:	+0	
AT 8 – 5:	+0	
AT 4 - 1:	+5	

### Scutum

The Scutum is the standard issue Legionary Shield. The shield measures 4' high by 2 1/2' wide and is curved to protect the body. Made from leather-covered wood, with leather handles, the Scutum provides excellent protection without being overly heavy at 20 lbs.

Price:	15d
Bonus vs Melee:	30
Bonus vs Missile:	35
Parry Limitations:	None

### Sica

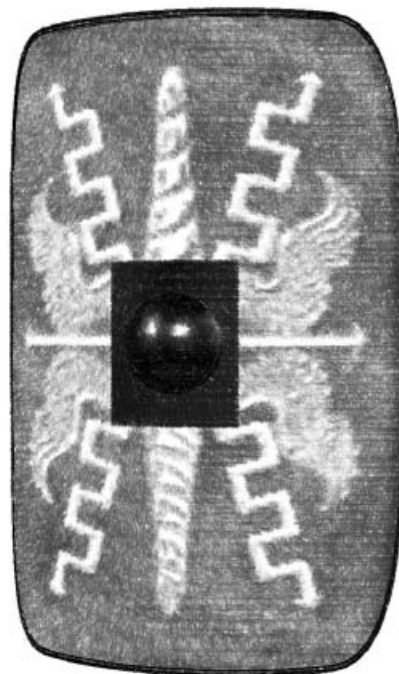
The Sica is a lightweight scimitar used by Thracian gladiators and originates from the eastern end of the Mediterranean. It is made from iron, weighs about 1 1/2 lbs and is about 2 1/2' long. It has a small hilt to reduce its weight.

Price:	20d
Table:	Scimitar
Fumble:	01-04
Range Modifiers:	
AT 20 – 17:	+0
AT 16 – 13:	+0
AT 12 – 9:	+0
AT 8 – 5:	+0
AT 4 - 1:	+5

### Sickle

Sickle is the trademark weapon of the Celtic Druids of Gaul and Britannia. It has a curved bronze blade, sharp on the inside, and a wooden handle. The sickle weighs about 3 lb and is about 2' long. The druids use it mainly for sacrificial purposes.

Price:	30d
Table:	Scimitar
Fumble:	01-04
Range Modifiers:	
AT 20 – 17:	-10
AT 16 – 13:	-10
AT 12 – 9:	-5
AT 8 – 5:	+0
AT 4 - 1:	+5



## Siege Weapons and Shields

### Ballista

The Ballista is a giant version of a crossbow, powered by massive twisted rope springs. The 3' long iron-headed wooden bolt (weighing 1 lb) is loaded onto the carriage, which is winched back, and a lever pulled to release the bolt. This weapon is used to attack individual soldiers, and once a range is established, becomes very accurate over a long range.

#### Game Effects:

Use the "Siege weapon targeting rules" below.

Fumble range of 01-04.

Use the Heavy Crossbow table, inflicting x5 concussion hits.

The shield on the front provides +10DB vs missile weapons for the operators.

Takes 5 rounds to reload with a 2 man crew or 12 rounds alone.

Ranges:	0 - 50'	+10
	50' - 250'	+0
	250' - 500'	-10
	500' - 1000'	-20
	1000' - 1500'	-40

### Onager

The Onager is the stone throwing engine used to attack massed troops or siege works. They are able to throw either massive rocks or balls of flaming pitch, to set alight buildings within a defended area. They have a crew of 6, and are fairly slow to reload (30 rounds).

#### Game Effects:

Use the "Siege weapon targeting rules" below

Fumble range of 01-03

Use the Fall/Crush table, inflicting x5 concussion hits, with an attack size as follows:

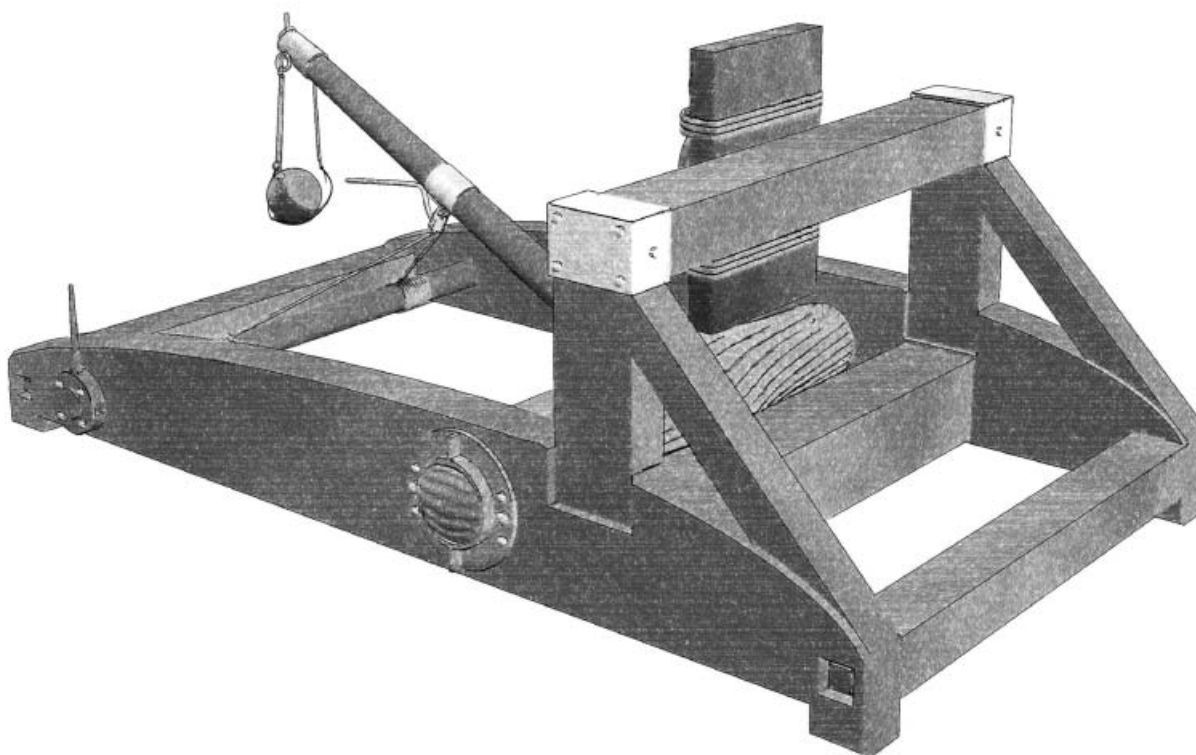
<i>Missile</i>	<i>Reload (rounds)</i>	<i>Attack Size</i>
Missile up to 25lbs	Small attack	5
Missile up to 50lbs	Medium Attack	10
Missile up to 100lbs	Large Attack	20
Missile up to 200lbs	Huge Attack	30

These weapons may not be used to target individual enemies, but a mass of troops or defenders on a section of wall may take some or all damage (GM discretion).

Ranges:	0 - 50'	+5
	50' - 100'	+0
	150' - 300'	-20
	300' - 600'	-40

#### Siege Weapon Targeting Rules

Siege weapons have to "find their range" before they become accurate, which involves adjusting a shot based on the effects of the previous shot. Thus if a bolt fired by a ballista drops 20' short, the elevation and power are increased. To reflect this, the first shot at a particular target area suffers a -30 penalty to the attack roll. If this shot misses, the second shot receives a -20 penalty, whilst the third shot is at -10.



However, after this, or as soon as a shot hits, then subsequent attacks at this range are at +0. After this time, if the target is a structure, or remains stationary, then because the machine can be “locked” in that range setting, all subsequent attacks against that target are at +25.

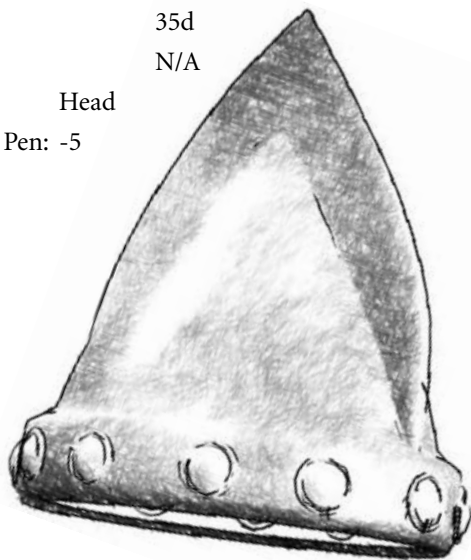
*Example: The engineers of the II Sicilia are shooting a ballista at an enemy shaman in the doorway of an enemy watch tower. The target is 200’ away, so the range modifier is +0. The first shot is at -30, and misses, flying over the head of the jeering shaman to thud into the wall. The second shot is at -20 and drops short, thudding into the ground. The third shot (at -10) however, impales the shaman, throwing him back into the tower. If the ballistae is not moved, attacks against anyone in the doorway will be at +25, or it can be moved to attack any target at the same range as the tower at +0. If a target at a different range is attacked, the process must begin again.*

## Armor

### Celtic Helm

The Celtic Helm is an ancient form of helmet used for many hundreds of years. Usually made of bronze, it is conical in shape with a riveted brim. Usually leather or fur is attached to the inside of the brim to allow for a tight fit. These helms weigh about 4 lb.

Price: 35d  
AT: N/A  
Covers: Head  
Perception Pen: -5



### Centurions Helmet

The Centurions helmet is very similar to the standard issue Legionary helmet, but with the addition of a transverse horsehair crest. This crest is dyed an appropriate colour for the legion, but is usually red, blue or white. The crest enables the centurion to be seen by his men in the heat of battle. It is made of iron and weighs 6 lb.

Price: 80d  
AT: N/A  
Covers: Head, Cheeks, Neck  
Perception Pen: -10

### Galea

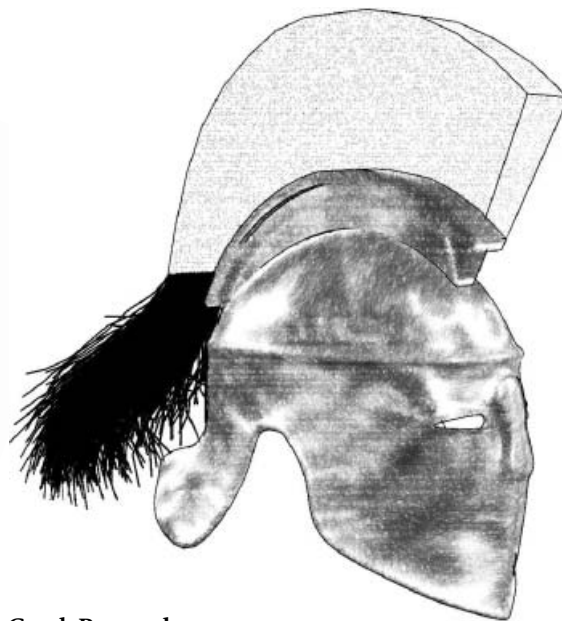
The Galea helmet is worn by Myrmillo, Secutor and Thracian gladiators. It consists of a high crested full helmet with a face-grille. It has leather padding, and straps to secure under the chin. It provides a lot of protection, but obscures the wearers vision and hearing. A Galea weighs 8 lbs.

Price: 95d  
AT: N/A  
Covers: Head, Neck, Face  
Perception Pen: -20

### Greek Helmet

The Greek Helm that forms part of the full Panoply is a full-face bronze helm with eye-slits. It occasionally has a single wide eye-slit. There is a tall longitudinal crest with a tail, which is usually dyed in the colours of the home city of the Hoplite. The helmet weighs 8 lbs.

Price: 100d  
AT: N/A  
Covers: Head, Neck, Face  
Perception Pen: -25



### Greek Panoply

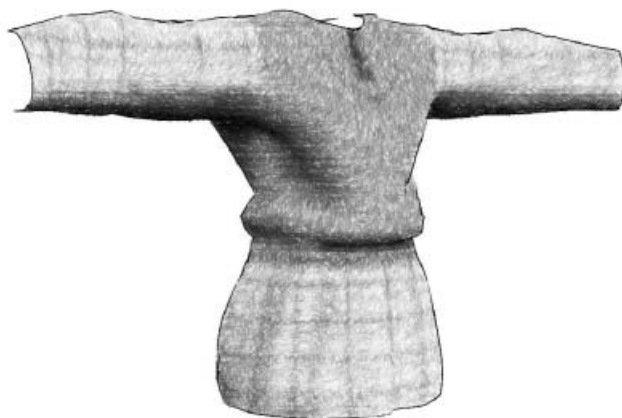
Greek Panoply is the standard armor of the feared Greek Hoplites. It consists of a bronze breastplate and backplate, bronze arm and leg greaves and a skirt of leather straps. It is heavy, 36 lbs, but provides good protection.

Price: 140d  
AT: 18  
Covers: Torso, Arms, Legs  
Min Man Pen: -20  
Max Man Pen: -110  
Missile Pen: 10  
Quickness Pen: 20

### Leather Tunic

The Leather tunic is the cheapest form of armor available, and is worn by thugs in the backstreets of Rome as well as Gallic warriors. Light and fairly tough, it will stop some sword blows, but is fairly useless against crushing weapons. The tunic often has cloth sleeves attached for warmth and weighs about 6 lb.

Price:	60d
AT:	5
Covers:	Torso
Min Man Pen:	0
Max Man Pen:	0
Missile Pen:	0
Quickness Pen:	0



### Legionary Helmet

The standard legionary helmet is made from iron and covers the head and back of the neck. It also has 2 hinged cheek-plates. It weighs 5lbs, and has leather padding inside for comfort. It also has laces to tie under the chin to secure it on the head.

Price:	60d
AT:	N/A
Covers:	Head, Neck, Cheeks
Perception Pen:	-10

### Lorica Hamata

Lorica Hamata is the armor usually issued to auxiliary troops, some guards and some gladiators. It has been used for many centuries, and is made from more than 2000 interlocking iron rings. It consists of a short-sleeved mail shirt, weighs 15 lbs, and is worn over a padded tunic to prevent abrasion of the shoulders.

Price:	140d
AT:	13
Covers:	Torso
Min Man Pen:	-10
Max Man Pen:	-70
Missile Pen:	0

Quickness Pen: 5

### Lorica Lamina Musculata

Lorica Lamina Musculata is the armor usually worn by Legionary officers. In its basic form it consists of a hammered bronze breastplate and backplate with strapped-on shoulder plates. The breastplate is shaped to represent impressive abdominal and pectoral muscles, and is buckled together at the sides. The breastplate plus the padding on the rear weighs about 25 lbs.

Price:	340d
AT:	17
Covers:	Torso
Min Man Pen:	-15
Max Man Pen:	-90
Missile Pen:	0
Quickness Pen:	10

### Lorica Lamina Musculata + Greaves

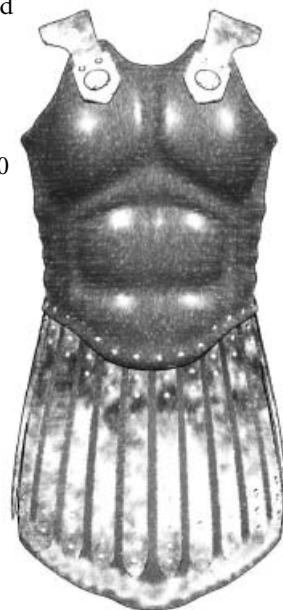
Lorica Lamina Musculata can also be worn with greaves on the forearms and shins. This weighs 32 lbs

Price:	390d
AT:	18
Covers:	Torso, Arms, Legs
Min Man Pen:	-20
Max Man Pen:	-110
Missile Pen:	10
Quickness Pen:	20

### Lamina Scorteus Musculata

Lorica Scorteus Musculata has the same shape and form as the Lamina version of this armor, but the breastplate is shaped from boiled and treated leather, thus forming rigid breastplate and backplate. The shoulder guards are also of rigid leather. This armor is lighter than the metal version at 12 lbs, but is less durable.

Price:	80d
AT:	9
Covers:	Torso
Min Man Pen:	-5
Max Man Pen:	-50
Missile Pen:	0
Quickness Pen:	0



### Lorica Squamatae

Lorica Squamatae is a short-sleeved leather tunic covered in bronze scales. This armour is normally only worn by Centurions, although it is not popular. It is heavy at 18 lbs, and provides lesser protection than Lorica Segmentata. However, some centurions insist on wearing it as a badge of office.

Price:	200d
AT:	13
Covers:	Torso
Min Man Pen:	-15
Max Man Pen:	-60
Missile Pen:	5
Quickness Pen:	20



### Lorica Segmentata

Lorica Segmentata is the standard Legionary armor and consists of broad iron bands connected to internal straps. Body protection is in two halves, joined by laces at the front and back. The shoulders and upper torso are protected by shoulder pieces. This armor weighs only 18 lbs and can be neatly stored.

Price:	200d
AT:	17
Covers:	Torso
Min Man Pen:	-15
Max Man Pen:	-90
Missile Pen:	0
Quickness Pen:	20

### Lorica Segmentata plus Greaves

Lorica Segmentata can also be worn with arm and leg greaves, as in the case of the Praetorian Guard. This increases the weight to 24 lbs, but provides additional protection.

Price:	250d
AT:	18
Covers:	Torso
Min Man Pen:	-20
Max Man Pen:	-110
Missile Pen:	10
Quickness Pen:	20

### Manicae

A Manicae is a piece of armor reaching from the shoulder to the wrist and normally worn on the left arm. It is important to note that a right-armed Manicae will have to be specially made. Although a piece of armor, the Manicae actually counts as a shield in use. It will also count as a greave for the purposes of critical resolution. Any attacks made with an arm covered by a Manicae are at -20 due to decreased mobility. Manicae weigh about 9 lbs.

Price:	50d
Bonus vs Melee:	15
Bonus vs Missile:	0
Parry Limitations:	None

### Ocrea

Ocrea are metal greaves for the lower leg. They are worn by gladiators and some legionaries. (Legionary Ocrea are covered in the sections on Legionary armor). They provide protection against leg criticals, and weigh 3 lb (per pair).

Price:	25d
AT:	N/A
Covers:	Legs
Maneuver Pen:	-10

### Officer Helmet

The Officer (or Attic) helmet is made from iron and, like the standard legionary helmet, covers the head and back of the neck. It also has 2 hinged cheek-plates. It weighs 7 lbs, and has a high longitudinal crest dyed red. It is only worn by Legionary Officers.

Price:	85d
AT:	N/A
Covers:	Head, Neck, Cheeks
Perception Pen:	-10

## CHAPTER 8 – PRICE LISTS

In this chapter can be found prices for most items characters may want to buy. It must be remembered that these prices apply to Rome and the cities of Italia. Availability and price may need to be altered in smaller settlements or in other parts of the Empire.

### Weapons

Weapon	Cost	Weight	Prod Time	Notes
Arcus	50d	2	3 days	Bow
Arrows (20)	1d	3	1 day	
Ascia	85d	6	2 days	2-Handed Axe
Baculum	2d	3-4	1 day	Staff
Broadsword	90d	4-5	3 days	
Celtic Shield	25d	16-18	3 days	
Chalcidian Sword	100d	3-4	4 days	
Cultellus	5d	—	1 day	Knife
Falcata	85d	4	3 days	
Falx	140d	12	6 days	
Fascina	40d	6-7	2 days	Trident
Flagrum	20d	—	1 day	Whip
Funda	3d	—	2 hours	Sling
Fustis	1d	2-3	1 hour	Club
Gladius	60d	2	2 days	Shortsword
Hasta	10d	7	1 day	Spear
Hoplion	40d	30	10 days	Greek Shield
Iaculum	18d	3	7 days	Net
Machairi	25d	1	1 day	Greek Dagger
Malleus	48d	3	2 days	War Hammer
Parazonium		100d	4 _	5 days Officer Sword
Parma	10d	12-14	3 days	Auxiliary Shield
Pilum	10d	4-6	2 days	Javelin
- Pilum Shaft only	16d	3 hours		
- Pilum Head + pins	4d	1½ days		
Pugio	20d	1	1 day	Dagger
Sarisa	25d	8	2 days	Greek Spear
Scutum	15d	20	5 days	Legionary Shield
Securis	10d	3	2 days	Hand Axe
Sica	20d	1 _	3 days	Scimitar
Sickle	30d	3	2 days	
Ballista	2,000d	-		12 days
Catapult	4,000d	-	18 days	
Ballista Bolt	75d	8	1 day	

## Armor

Armor	Cost	Weight	Prod Time	Notes
Celt. Helm	70d	4	3 days	
Centurions Helmet	160d	6	5 days	
Galea	190d	8	5 days	Gladiator Helm
Greek Helmet	200d	8	6 days	
Greek Panoply	280d	36	28 days	Greek Armour
Leather Tunic	120d	6	5 days	
Legionary Helmet	120d	5	4 days	
Lorica Hamata	280d	15	21 days	Chainmail
Lorica Lamina Musculata	680d	25	21 days	Breastplate
L.L.Musculata + Greaves	780d	32	25 days	
Lamina Scorteus Musculata	160d	12	4 days	Leather Breastplate
Lorica Squamatae	320d	18	17 days	Scale
Lorica Segmentata	400d	18	32 days	Plate
L.Segmentata + Greaves	500d	24	36 days	
Manicae	100d	9	6 days	Arm guard
Ocrea	50d	3	2 days	Leg greaves
Officer Helmet	170d	7	5 days	

## Food & Drink

Item	Cost	Notes
<b>Wine</b>		
Falernian Wine, Pint	14s	
Fine Wine, Pint	9s	
Mulsum Wine, Pint	6s	Honeyed wine
Vinum Operarium, Pint	1s	Poor wine
Vinum Praeliganeum, Pint	2s	Poor wine
German Beer, Pint	1s	
Sheeps Milk, Pint	1as	
<b>Fast Food</b>		
Loaf of Wheat Bread	1s	
Loaf of Barley Flatbread	1as	
Honey Cake	2as	
Oatcakes (dozen)	1s	
Apple/Pear etc	1as	
Snack	1s	
Snack, Fine	2s	
Meal	3s	
Meal, Fine	2d	
Banquet	10-100d	
<b>Accompaniments</b>		
Olive Oil, Pint	20d	
Salt, per lb	5d	
Spiced Salt, per lb	8d	
Honey, per lb	6d	
Garum, per pint	35d	Fish sauce
Garum, Fine, per pint	100d	



## Livestock

Domestic Animal	Cost	Notes
Donkey	75d	
Horse, War Trained	250d	
Horse, Riding	180d	
Mule	90d	
Ox	35d	
Guard Dog	10d	
Wild Animal	Cost	Notes
Lion	800d	
Lioness	640d	
Leopard	520d	
Bear	400d	
Rhinoceros	1200d	
Elephant	2000d	



Wild Animal	Cost	Notes
General Slave	100-1500d	
Pretty Female Slave	200-6000d	
Skilled Slave	300-3000d	
Musician	4000d	
Skilled Farm Slave	2000d	
Gladiator	500-5000d	
Child Slave	50-200d	

## General Equipment

Military Equipment	Cost	Notes
Vine Staff	5d	Centurion only
Cornice	100d	Military Horn
Wolf-skin cloak	40d	

Lion-skin cloak	60d	
Cingulum	25d	Belt
Balteus	10d	Crossbelt
Focale	2d	Scarf
Pila Muralia	5d	Carrying pole
Caligae	35d	Sandals
Pickaxe	8d	
Haversack	3d	
Armilia	25d	Armband
Phalera	40d	Chest Medals
Tent	100d	8 man
Waterskin	5d	3 pint
<b>Miscellaneous Equipment</b>	<b>Cost</b>	<b>Notes</b>
Oil Lamp	1d	Clay
Oil-Pint	1d	
Torch	1as	
Fishing Net	14d	
Fish Trap	6d	
Dice	1d	
Rope	10d	50' hemp
Bucket	2s	Leather
Wooden Toy	1d	
Augers Staff	10d	
Bedroll	6d	
Wax tablet & stylus	1d	
Strigil	5d	Skin scraper for baths
Parchment	1d	(per sheet)
Papyrus	1s	(per sheet)
Ink	3d	(per bottle)
Quill pen	1d	
Paint	1d	(per pint)
Paintbrush	1s	
Tinderbox	2d	
House Lock	200d	
Chest Lock	160d	
Mirror	50d	
<b>Musical Equipment</b>	<b>Cost</b>	<b>Notes</b>
Hydraulicus	5000d	Air-powered organ
Other musical instrument	150d	
<b>Magical Equipment</b>	<b>Cost</b>	<b>Notes</b>
Expensive Focus	200d	
Average Focus	50d	
Curse Tablet – Unenchanted	1d	Lead tablet
Curse Tablet – Enchanted	5-50d	From Curse Seller
Individual curse	1-50d	From Curse Seller

## Clothing

Clothes	Cost	Notes
Plain Undyed Tunic	15d	Linen
Tunic-Expensive	30d	Linen
Winter Cloak	75d	Waterproof
Toga	100d	
Senatorial Toga	150d	
Priest Toga	125d	
Leggings	10d	Wool
Socks	5d	Wool
Loincloth	6d	Linen
Womans Tunic	20d	Linen
Stola	50d	Womans Robe
Veil	15d	
Womans Toga	40d	Prostitutes only
Palla	55d	Womans Cloak
Belt	10d	Leather
Phrygian Cap	5d	Felt
Greek Chiton	20d	Linen
Greek Dress	65d	Linen
Gallic Trousers	10d	Wool
Gallic Tunic	15d	Wool
Shoes	Cost	Notes
Sandals	20d	
Boots	60d	
Fashionable Shoes	150d	
Gallic Shoes	15d	
Jewelry	Cost	Notes
Male Signet Ring	100d+	
Fibula	10d+	Clothes pin
Ring	25d+	
Necklace	60d+	
Armring	80d+	

## Transport

Riding Tack	Cost	Notes
Saddle	55d	
Bridle/Reins	30d	
Vehicle	Cost	Notes
Celtic Chariot	250d	
Biga racing chariot	400d	2 Horse
Quadrigia racing chariot	550d	4 Horse
Carpeuntum	160d	
Waggon	80d	
Cart	65d	
Litter	50d	

Boat	Cost	Notes
Rowing Boat	25d	Leather and wood
Sailing Boat	120d	Wood
River Boat	600d	
Quinquereme	150,000d	
Quadrirème	50,000d	
Trirème	20,000d	
Bireme	5,000d	
Liburnian	2,000d	
Scout Ship	1,000d	

## Property

Urban Property to Buy	Cost	Notes
Patrician Domus	60,000 – 325,000d	
Plebian Domus	5,000 – 50,000d	
Insulae Apartment - Poor	600d	
Insulae Apartment - Wealthy	2500d	
Shop	3,000d	
Inn/Brothel	5,000d	
Warehouse/Factory	8,000d	
Bath House	160,000d	
Water Supply	500d	Per year



Rural Property to Buy	Cost	Notes
Land (per Iaculum)	500 – 5000d	
Small Villa	65,000d	
Large Villa	140,000d	
Rural House/Shop	10,000d	

<b>Property to Rent</b> <b>(per annum)</b>	<b>Cost</b>	<b>Notes</b>
Patrician Domus	3,000 – 6250d	
Plebian Domus	500 – 1,000d	
Insulae Apartment – Poor	30d	
Insulae Apartment – Wealthy	120d	
Shop	140d	
Inn/Brothel	240d	
Warehouse/Factory	300d	
Land (per Iaculum)	50-500d	
<b>Services</b>		
<b>Accommodation</b>	<b>Cost</b>	<b>Notes</b>
Inn Room – Poor	2d	per night
Inn Room – Standard	6d	per night
Inn Room – Luxurious	20d	per night
<b>Travel</b>	<b>Cost</b>	<b>Notes</b>
Road Toll – pedestrian	1s	per person
Road Toll – Horse	1d	per horse
Road Toll – Cart	2d	
Road Toll – Wagon	3d	
Postal service	10d	per letter
<b>Health</b>	<b>Cost</b>	<b>Notes</b>
Physician	1-10d	
Dentist	1d	
Haircut or Shave	1as	
Basic Bath	1as	
Luxury Bath	1d	
Massage	1-10d	
<b>Legal</b>	<b>Cost</b>	<b>Notes</b>
Legal Advice	1-20d	
Legal Representation	50d/day	
<b>Entertainment</b>	<b>Cost</b>	<b>Notes</b>
Gladiatorial Ticket	2s	
Race Ticket	1s	
Theatre Ticket	1s	
Prostitute	1d+	
<b>Education</b>	<b>Cost</b>	<b>Notes</b>
School – per year	150d	per pupil
Library Access	10d	per visit
Scholar Advice	25d	per answer required

# CHAPTER 9 – THE ROMAN LEGIONS

## Introduction

The Legions of the Roman Empire have unified the Italian cities and pushed the borders of the Empire as far as Egypt. Famous for their discipline and superior equipment, they are the most effective fighting force in the known world. This chapter describes the Legions around the time of 23BC, but some details are also given for later or earlier campaigns.

## History

The earliest Roman period, that of the Kings, saw the “Legio”, meaning conscription, as the single Roman army. This army was raised at need, and disbanded after conflict had finished. After the foundation of the Republic in 509 BC, the Legio was formed into two separate armies, one under the control of each Consul. Each soldier was required to provide his own equipment.

In the 4<sup>th</sup> century BC the organization became more complex and the Consular Legions became standing armies. The soldiers were classified as Hastati (youngest soldiers), Principes (Prime age) and Triarii (veterans).

At the start of the 1<sup>st</sup> century BC, the General Marius reformed the whole Legion system, granting all Italian soldiers Roman citizenship, and creating permanent Legions with weapons and armor issued by the state. Centuries were also incorporated into the Cohort and Legion system, providing almost a bond of kinship between Legionaries from the same Legion. Legions at this stage consisted of about 6,000 fighting men.

The Emperor Augustus has made several further reforms in the early years of his domination, reforming and combining, reducing the number of Legions from about 50 to 25. In addition, Augustus has created a permanent Navy and the Praetorian Guard as a personal bodyguard.

## Legion Organization

The Early Imperial Legions are considered the best troops in the world. Disciplined, well trained and equipped, they have expanded and protect the Roman World. The “core” Legions, recruited only from Roman Citizens, form the backbone of the army, and are supported by smaller auxiliary Legions recruited from the provinces. These auxiliary Legions are often given garrison duty (but never in their home province), or march as missile or cavalry support.

The main strength of the Legions comes from the careful organization and management of the troops as described below.

### Legion

The Legion is the largest standard unit in the Roman Army, consisting of 6 Cohorts. The Legion is commanded by a Legate (Legatus Legionis) and has two standard bearers, the Aquilifer to bear the Eagle, the

personal standard of the Legion, and the Imaginifer to bear the Imperial standard. There is also a Praefectus Castrorum who has responsibility for the setting up and breaking of camps, and for the day-to-day running of established camps.



### Cohort

The Cohort is an organizational and battlefield unit, but its large size means that Cohort –level tactics only apply in pitched battles, as opposed to skirmishes. A Cohort has 10 centuries (840 men) and is commanded by a Military Tribune (Tribunus Angusticlavus), assisted by two Junior Tribunes (Tribunus Juvenis). In addition, each Cohort has a Cornicen (horn-blower) to communicate orders to the centurions. Auxiliary Cohorts are commanded by a Cohort Tribune (Tribunus Cohortis). In most other respects there is little difference between Legion and Auxiliary Cohorts.

### Century

The Century is the main battlefield and organizational unit of the Legion. Each consists of 8 Contuberniums (80 men) and associated Officers. A Century is commanded by a Centurion, assisted by an Optio and a Tesserarius. Centuries are often used independently for escort, patrol or garrison duties, so Centurions are expected to possess great initiative and good leadership skills. Each century also has 1 Signifer as a Century standard bearer. There are 10 Centuries in each Cohort.

### Contubernium

The Contubernium, or “tent group” is the smallest organizational unit in the Legion, but has no battlefield significance. The Contubernium consists of 9 Legionaries and a Decurion, who all share the same tent together in camp. These men share cooking and washing facilities whilst on campaign, and each has a mule to transport their tent and other camp gear whilst on the march. The Decurion is responsible for maintaining order within the group. There are 8 Contuberniums per Century.



### Tumae

A full-strength Legion Consists of the following:

**TABLE 18 - LEGION STRENGTH**

Rank	Description
1 Legatus Legionis	Legion Commander
1 Tribunus Laticlavus	Assistant Commander
1 Praefectus Castrorum	Camp Commander
5 Tribunus Angusticlavius	Cohort Commander
12 Tribunus Juvenis	Cohort Assistant Commanders
1 Primus Pilus	Senior Centurion
1 Aquilifer	Eagle-Bearer
60 Signifers Century	Standard Bearer
6 Cornicens	Horn Blowers
1 Imaginifer Imperial	Imperial Standard Bearer
59 Centurions	Century Commander
60 Optios Century	Assistant Commander
60 Tesserarii Century	Junior Officer
480 Decurions	Contubernium Leader
4320 Legionaries	
1 Tribunus Equestris	Cavalry Commander
30 Decurion Equestris	Squadron Commander
270 Cavalrymen	
50 Speculatores	Mounted Scouts
660 Engineers	
60 Ballistae	Siege Crossbows
6 Onagers	Stone-Throwers
500 Mules	
70 Carts	
100 Support staff	Physicians, Priests, etc

A full legion thus consists of 6179 men, 356 cavalry horses, 500 mules, 70 carts and 140 cart horses.

Auxiliary Cohorts are either full- or half-cohorts and have the following strength:

**TABLE 19 - AUXILIARY COHORT STRENGTH**

Full Rank	Description
1 Tribunus Cohortis	Cohort Commander
1 Tribunus Angusticlavius	Cohort second-in-command
1 Praefectus Castrorum	Camp Commander
1 Primus Pilus	Senior Centurion
10 Signifers Century	Standard Bearers
1 Cornicen	Horn Blower
1 Imaginifer	Imperial Standard Bearer
9 Centurions	Century Commander
10 Optios Century	Assistant Commander
10 Tesserarii Century	Junior Officer
10 Decurions	Contubernium Leader
750 Legionaries	
80 Mules	
20 Support Staff	

A full Cohort has 825 men and 80 mules.  
Auxiliary Cavalry Cohorts consist of:

<b>TABLE 20 - AUXILIARY CAVALRY COHORT STRENGTH</b>	
<b>Full Rank</b>	<b>Description</b>
1 Tribunus Cohortis	Cohort Commander
1 Primus Pilus	Senior Centurion
2 Signifers Alae	Standard Bearers
1 Cornicen	Horn Blower
1 Imaginifer	Imperial Standard Bearer
2 Centurions	Alae Commander
2 Optios	Alae Assistant Commander
2 Tesserarii	Alae Junior Officer
16 Decurions	Tumae Leader
512 Cavalrymen	
16 Carts	
80 Support Staff	

An Auxiliary cavalry cohort has 620 men, 540 cavalry horses and 32 cart horses.

## Legion Ranks

Full details on each of the military ranks and posts ranks are given below.

### Aquilifer

The Aquilifer and Imaginifers are found only in regular Legions, and are normally of the Optio Rank. There is only one Aquilifer and one Imaginifer per Legion and he is charged with bearing the Imperial Eagle / Imperial standard respectively, both awarded to the Legion by the Emperor and they are personally responsible for its safety both on and off the battlefield. They will normally be assigned a guard unit to help protect the precious Eagle and Standard. A bearer who loses the Eagle and survives will usually be put to death as an example. These normally wear a Lion-skin cloak as a badge of rank.

### Centurion

The Centurion is the commander of a single century of about 80 men. He is responsible for it on the march, in camp and on the battlefield. His main duty is the interpretation and implementation of orders from the Legion commander. Centurions have the power to decide on the guilt of an offender in certain cases and order appropriate punishments. Centurions are not normally of the Patrician class, but have risen in rank from ordinary soldiers. Top class centurions can transform a poor legion into a very good legion. Centurions wear a helmet with a sideways crest and carry a vine staff as identification. The order of seniority amongst centurions is reflected in the century they command. The most senior centurion, the Primus Pilus (see below), commands the first century of the first

cohort. The most junior centurion commands the 10<sup>th</sup> century of the 6<sup>th</sup> cohort.

### Cornicen

There is one Cornicen per cohort. They are of Optio rank, but are skilled in the Cornu (Horn). This huge circular horn is worn around the body and is used to issue orders on the battlefield and around camp. They wear a wolf-skin cloak as a badge of rank, and are normally close by the commanding officer on the battlefield or the watch officer in camp.

### Decurion

The Decurion is the Roman equivalent of the Corporal. Responsible for a small group of men, he must organize them within camp and on the road, but he takes his



place alongside them in battle. Infantry Decurions are responsible for one Contubernium, whilst a cavalry Decurion commands one Tumae of 32 cavalrymen.



### **Engineer**

Legion engineers are enlisted like the common soldiers, but have a very different role. In battle, they are responsible for the loading and firing of the Ballistae and Onagers. These weapons are used to attack both fortifications and enemy troop formations. When not in battle they oversee the construction of marching and strong camps, the construction of permanent towers, walls and forts and the construction of roads. They must also maintain and repair the siege weapons and supervise their assembly and transport. Engineers do not have military rank, and are associated with individual centuries, and as such are responsible to their centurion.

### **Imaginifer**

See Aquilifer, although Imaginifers will also be found in Auxilliary Legions.

### **Imperator**

The Imperator is not a standard position, but is the title of the Army commander when several regular and auxiliary legions are campaigning together. An Imperator is almost always a consul or pro-consul, although there are exceptions. Most Imperators have previous Legate experience.

### **Legatus Legionis**

The Legion Legate is the commanding officer of the Legion. Legates are normally of senatorial rank, although there are exceptions. Most Legates are directly answerable only to the Senate itself, and act independently, although when multiple Legions are grouped into an army, the army commander takes overall control. Legates will have a small personal staff of servants, slaves and messengers, and will have a personal guard at most times. Legates generally leave the day-to-day running of the Legion to the senior officers, but will take control when on the march and on the battlefield. Legates wear a red ribbon tied around the abdomen of their armor as a mark of their rank.

### **Optios**

The Optio is the second in command of a century, and assists the Centurion in most day-to-day and battlefield situations. The badge of rank is a white patch on the left shoulder. This is used to emphasize commands. Optios are generally responsible for organizing drill and practice within camp or barracks, and for enforcing commands on the battlefield.

### **Praefectus Castrorum**

The Praefectus Castrorum is almost always an ex-Centurion, and usually an ex-Primus Pilus. There is only one Praefectus Castrorum per Legion, who has responsibility for the location of appropriate camp sites, and the construction, deconstruction and organization of the marching camps and permanent barracks. This officer is responsible for all day-to-day matters within the camps, with only serious problems reaching the Legate.

### **Primus Pilus**

The Primus Pilus (First Spear) is the senior Centurion, and commands the first century of the first cohort. This position is usually filled by a centurion with decades of experience, and is respected by all in the Legion, including the Legate. The Primus Pilus has no additional badge of rank, but will be recognized by all members of the Legion.

### **Senior Centurion**

A senior centurion commands the first century of each cohort, and is considered to be the operational commander of the cohort. They are responsible for delegating day-to-day duties to the other centurions of their cohort, and may on occasion command in the field, in the absence of a tribune.

### **Signifer**

There is one Signifer per century, and bears the *Vexillum* banner with the identifying mark of that century. The Signifer is of Decurion rank, and will have a small guard on the battlefield. The Signifer acts as the rallying point for the century in battle, and also allows the Legate to see the disposition of his troops.

### **Speculatores**

The Speculatores are the mounted cavalry scouts permanently attached to the Legion. They are always natural horsemen, used to spending many weeks in the saddle without a break. They do not usually bear standard arms and armor, but will be issued with them if required. They usually have a somewhat disrespectful attitude, which arises from days spent away from the discipline of the Legion, and this is normally (but not always) overlooked.

### **Support staff**

The Legion support staff number the clerks, cooks, wagoners, physicians, blacksmiths, armorers etc amongst their number. These staff are considered part of the Legion, but are not enlisted and so not answerable to military law. They are responsible to the Camp Prefect in most matters.

### **Tesserarius**

The Tesserarius (or Cadet) is the junior officer of the century. Usually the first military post held by a soldier of Patrician status, this rank is used to do all of the minor duties passed over by the Centurion and Optio. The main duty of the Tesserarius is the organization of guard duties and rotas. A Tesserarius has no distinguishing mark of rank other than wearing their sword on the left.

### **Tribunus Angusticlavius**

The Military Tribune is the commander of a full cohort of legionaries. When part of their legion, they are responsible for interpreting and implementing orders from the Legate. When the cohort is detached from the legion for special duties, they are usually in full command. Attainment of at least this rank is normally

required for a good political career, but not absolutely necessary. The longest serving of the six tribunes is referred to as the “Senior Tribune”.

#### **Tribunus Cohortis**

The Cohort Tribune commands a cohort of Auxiliary infantry. They are equivalent in rank to a Military Tribune and are also always of Patrician rank. Auxiliary cohorts are not grouped into Legions, and so the commanders of these units often have more freedom of action than their legionary counterparts.

#### **Tribunus Equitatus**

The Tribunus Equitas is the commander of the Cavalry attached to a regular Legion. They are equivalent in rank to a Junior Tribune, and normally only a natural horsemen will get promoted to this position. They are in charge of the standard cavalry and also have jurisdiction over the Speculatores (scouts).

#### **Tribunus Laticlavus**

The Senior Tribune is the second-in-command of the Legion, and is the final step in the chain of promotion before Legate. Senior Tribunes take a lot of the weight of command from their Commander, and will assume control of the Legion if the Legate is killed, injured or ill.

#### **Tribunus Juvenis**

The Junior Tribunes are the assistants to the Military Tribune who commands a Cohort. They are of Patrician rank, and have usually served with the army for a few years. Their duties include deputising for the Military Tribune where necessary, carrying messages and overseeing many routine duties. On the battlefield they normally stay close to the cohort command group to take messages and orders to other officers.

### **Rank Progression**

Characters who take military training packages or serve with the Legions may get promoted. Promotion as part of a training package is automatic, but game-play promotions must be earned. Patrician characters who are officers may either be in a full or auxiliary Legion.

The progressions below should be followed, but promotion to Centurion or Tribuni Angusticlavii should only be by GM decision, and should be handled carefully as these positions carry some authority (and greatly increased pay in the case of centurion) and may disturb game balance.

#### **Legionary**

Legionary

Decurion

Optio

Angusticlavii (or Tribunus Cohortis)

Unique Rank #

Centurion

Senior Centurion

Primus Pilus

Praefectus Castrorum

# Characters attaining this rank should choose from: Aquilifer, Cornicen or Imaginifer.

#### **Officer**

Tesserarius

Tribunus Juvenis

Tribunus

Tribunus Laticlavus

Legatus Legionis

### **Auxiliary Cohorts**

Auxiliary Cohorts are raised from non-citizens both in Rome and the provinces, and are used to support the regular Legions on campaign and also provide garrison troops. They are never used to garrison their home province, however, and many of them never return home after their discharge.

### **Praetorian Legion**

The Praetorian Legion is the only Legion permitted to be billeted within Rome, and is the personal bodyguard of the Emperor. There are 3 cohorts permanently stationed in Rome itself, whilst the other 3 are posted to nearby towns. This legion is commanded by the Praetorian Prefect instead of a Legate. There is also no Praefectus Castrorum.

Praetorians are equipped differently to standard legionaries, with breastplates, plumed helmets and white tunics, cloaks and shields. They are often feared by the citizens of Rome as they are often arrogant, considering themselves the best troops in the world, and responsible only to the Emperor. Their duties include guarding the walls and gates of the city, guarding the Imperial palace and guarding the Emperor himself.

### **Urban Cohorts**

The Urban Prefect of Rome has command of three Urban Cohorts. Raised and equipped as auxiliary legionaries (except they are not issued with Pili), these are not classified as belonging to any legion. The usual legion structure is retained, except that there is no Legate. These troops are used to maintain law and order within Rome, and are used as guards on public buildings. They are trained to avoid the use of lethal force where necessary, but are authorized to injure or kill when necessary. They are usually looked down on by the regular legionaries as being weak and cowardly. Members of the Urban Cohort are known as an Urbanus or Urbani

### **Legionary Equipment**

#### **Uniform**

All Roman Legionaries, including auxiliaries and marines, have a uniform consisting of a heavy red woollen tunic down to mid-thigh and hobnailed sandals called caligae. Legions posted to cold regions are also permitted to wear knee-length breeches known as breccae and socks. Legionaries also have a thick woollen cloak waterproofed with animal fat for use when marching or on sentry duty. The cloak is never worn in battle. All legionaries also wear a Cingulum belt with metal-studded strips hanging from it, and a balteus (crossbelt). The Gladius scabbard is attached to the balteus (on the right) and the Pugio scabbard to the cingulum on the left. A neckscarf (Focale) is also worn to prevent rubbing by armor.

Armor is worn over the tunic, as appropriate for the military type, and a helmet (with a felt liner) on the head.

Praetorian guardsmen have a white tunic, shield and cloak, and also wear leg-greaves.

Urbani wear a brown tunic and have a brown shield. They have the weapons and armor of an auxiliary legionary, and the additional equipment of a Praetorian.

### General Equipment

At the time of the Marian Reforms, Legionaries acquired the nickname of “Marius’ Mules” due to the large amount of equipment they were required to carry. The personal equipment of each legionary is tied onto a Y-shaped stick carried over one shoulder. In addition to carrying their own personal gear, each Contubernium is also issued with one mule to carry their tent, millstone and cooking pot.

Each Legionary is issued with the following equipment, and is responsible for the upkeep and maintenance of this kit. Wages are deducted to pay for replacements, except in the case of javelins and arrows. Further information on weapons, armor and other equipment can be found in chapter 7. Scouts are issued with standard cavalry equipment, but most choose to equip themselves.

Legionary	Auxiliary Archer	Auxiliary Cavalryman
Gladius	Gladius	Gladius
Pugio	Pugio	Pugio
2x Pilum	Arcus	Hasta
40 Arrows in Quiver		
Scutum	Parma Shield	Parma Shield
Lorica Segmentata	Lorica Hamata	Lorica Hamata

In addition, all legionaries and auxiliaries are issued with the following:

Legionary Helmet  
Cingulum and Balteus (belt and crossbelt)  
Pila Muralia (Carrying Pole)  
2x Tunic  
Waterproofed cloak  
Focale (Neck scarf)  
Caligae (Heavy sandals)  
Dolabra (pick/mattock digging tool)  
Haversack  
1 Weeks hardtack

Centurions, officers and Praetorians are issued with the following equipment, although some centurions in auxiliary units will retain the Lorica Hamata of their men:

Centurions and Praetorians are also issued with the following items. Officers usually have at least these items, but are expected to purchase them themselves.

Cingulum and Balteus

2x Tunic

Cloak

Focale

Caligae

Officers may also have a horse if above the rank of Optio, but again will have to purchase this themselves.

Most legionaries of any rank will have a few personal effects (a tent with floors and furniture etc in the case of the Legate!), which are kept in the haversack.

A Cornicen will also be issued with a Cornice. An Aquifer or Imaginifer will also be equipped with a wolf-skin or lion-skin cloak. The standard is not considered part of their equipment as they merely carry it into battle.

Each Legion will also be issued with support artillery such as ballistae and onagers as described above.

Other support staff (such as engineers, cooks, physicians etc) are not issued with personal equipment, but use legion kit.

## Recruitment and Service

The full legions are recruited from Roman Civilians both in the provinces and in Rome itself. Auxiliaries almost always originate in the provinces. Formal recruitment drives only take place before or during a major campaign. Otherwise, recruits offer themselves at their nearest Legion camp. They are examined by a Legion physician to make sure they are fit and healthy and then sent to the nearest training camp. Hand-picked centurions and Optios then provide the new recruits with training in drill, weapons, camp construction etc. When the recruits are considered ready, they are sent to a holding base and assigned as needed from there to their final legion. It is rare to change legions once assigned, but not unheard of.

Legionaries sign up for a 25 year tour of service. At the end of this time, Auxiliary soldiers are rewarded with Roman citizenship, and full Legionaries receive a final award of cash and land (measured in Iugera) commensurate with their rank (see table ##). As can be seen in the table, a career soldier who serves his time and gets promoted is in line for a substantial sum on retirement, at an age when most artisans and labourers still have years of work ahead of them.

Officers sign up one year at a time, although Legates are usually appointed for a 5-year term.

It is possible for a legionary to leave the Legions before this time, but he does not accrue any benefits whilst absent, and must still serve 25 years in the Legion. The Legate must approve any departures or re-joinings, and of course during active

Centurion	Officer	Praetorian
Gladius	Parazonium	Gladius
Pugio	Pugio	Pugio
Lorica Squamatae	Lorica Lamina Musculata	L.L.Musculata + Greaves
Centurion Helmet	Officers Helmet	Legionary Helmet
Vine staff	Appropriate rank insignia	

conflicts any requests will be refused. Multiple requests for leave are unlikely to be granted. Any Legionary invalidated out will be taken back to Rome or a city of his choice, paid a small amount (3 months wages) and discharged. Most end up as beggars.

TABLE 21 - LEAVING BENEFITS			
	Regular	Auxilliary	Praetorian
Legionary	1,000d 10 Iugera	650d 6 Iugera	3,600d 10 Iugera
Decurion	1,200d 10 Iugera	750d 6 Iugera	4,500d 10 Iugera
Optio	1,900d 10 Iugera	1,250d 6 Iugera	7,200d 10 Iugera
Centurion	9,350d 20 Iugera	6,000d 12 Iugera	24,000d 20 Iugera
Senior Centurion	11,700d 20 Iugera	8,000d 12 Iugera	27,600d 20 Iugera
Primus Pilus	14,050d 20 Iugera	9,200d 12 Iugera	36,000d 20 Iugera
Praefectus Castrorum	18,700d 20 Iugera	12,000d 12 Iugera	N/A 20 Iugera

Wages are paid monthly, and stoppages are made for food and accommodation. This has already been factored into Table 22. Stoppages are also made for any equipment lost or destroyed, even in battle. An exception to this is missile ammunition, including arrows and javelins.

Officers do not receive wages as they are considered to be training for senior command and/or a political career.

TABLE 22 – MONTHLY WAGES			
	Regular	Auxilliary	Praetorian
Legionary	16d	13d	60d
Decurion	20d	16d	75d
Optio	32d	26d	120d
Centurion	156d	125d	400d
Senior Centurion	195d	166d	460d
Primus Pilus	234d	192d	600d
Praefectus Castrorum	312d	250d	N/A

In addition to wages, full legionaries (and sometimes auxiliaries) receive spoils of war. Looting is strictly forbidden in the legions, with crucifixion the penalty. Instead, all spoils, including slaves, are handed to the Legate and sold back in Rome. The Legate and senior officers receive the lions share of this, and the remainder is distributed amongst the other ranks. To simulate this gain for characters who have taken military training packages, use table 23 (one roll per training period). It is worth remembering that spoils such as jewellery and

slaves may not always reach their full market value when sold. Senior Tribunes and Legates should not use this table, as their share will depend on the campaign (and should thus be assigned by the GM), although a Legate could easily receive 50,000 Denarii or even much more for each year the campaign has taken place.

TABLE 22 – MONTHLY WAGES			
	Regular	Auxilliary	Praetorian
Legionary	16d	13d	60d
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Primus Pilus	234d	192d	600d
Praefectus Castrorum	312d	250d	N/A

#### RMC TABLE 23

##### Modifiers:

Auxiliary	-10
Centurion or above	+15
Officer	+30

#### Decorations

In addition to monetary rewards, legionaries can also be awarded medals and other decorations for specific acts of bravery. These are always worn proudly by the recipient, and can never be rescinded despite later actions. There are various awards as listed:

##### Torque

A Silver or Gold Torque (to be worn on the neck) is awarded for a specific act of bravery on the battlefield.

##### Armilia

Armiliae are decorated gold armbands that are awarded for acts of individual bravery that saves the life of a fellow soldier, saves a standard or takes a key objective. They are worn over the armor, and often worn in social situations.

##### Phalera

Phalera are gold engraved discs about an inch across. They are awarded as a set of three on a leather strap, attached to the chest of the armor or tunic. The discs are often engraved with an image specific to the campaign they are awarded for. They are awarded for individual acts of bravery that save multiple lives or protect an eagle. They are highly respected by military and civilian alike.

##### Naval Crown

The naval crown is a gold circlet decorated with the prows of ships, and is awarded to the first on board an enemy ship. It is recommended by the ship captain and awarded by the Emperor.

##### Civic Crown

This crown of oak leaves is awarded to any legionary who saves the lives of fellow soldiers, and holds that ground for the rest of the engagement. It is recommended by the legate, and awarded by the Imperator or Emperor. It is the second highest award.

### Grass Crown

This circlet is literally woven of grass stems, and is the highest military award. It is only awarded to a Legate or Emperor who has saved the lives of an entire army by his actions. This usually means a trapped, ambushed or besieged army, and is only awarded by the Emperor in exceptional circumstances.

## Tactics and Battle

The success of the Roman army is founded on its fantastic discipline. Roman Legions have defeated vast armies, despite being outnumbered ten-to-one or more because the Romans stay in a tactical formation.

There are several standard unit formations that can be used by a century, a cohort, a legion or even a whole army! These are described below. Legionaries are so well trained in their implementation that a unit can change formation without a moments hesitation.

### Line “Funis”

The Line is the standard formation for battle. Each Legionary stands shoulder to shoulder with his neighbours, with shields almost touching. Each Line should have 6 feet between them. The lines close up as battle is formed. Each legionary stabs through the gap to the right of his shield. This line presents a wide front to the enemy, but allows the legionary weapons and equipment to be used to best effect.

**Note:** If a battle is being fought where one of the sides is in Line formation,

and there are “sufficient” numbers of combatants, special rules apply. The tight press of bodies against the solid wall of shields means that long weapons (longer than a gladius) such as celtic broadswords, spears, and especially two-handed weapons, suffer an attack penalty. This reflects the difficulty of using longer weapons in the confined spaces. In addition, it is impossible to retreat, apply first aid etc, unless one side retreats. In many cases, dead bodies can remain upright, held in place by the crush of bodies.

Attack Penalties:

Long one handed weapons	-10
Two-handed puncture weapons	-15
Two-handed slashing/crushing weapons	-25

### Tortoise “Chelys”

The Tortoise formation is used primarily when the unit is under attack from archers, javelins or slingers, and can be used with the line, wedge or square. The front rank crouch and lock the edges of their shields together in front of them. The second rank raise their shields over their heads to protect themselves and the front rank. Each subsequent rank raises their shields overhead. The legionaries on the end of each rank hold their shields outwards. This presents a solid covering of shields for the unit, protecting them against the missiles. This formation may be partly maintained by the rear and side ranks even after the front rank has engaged the enemy.

### Wedge “Cuneus”

The Wedge formation is normally used by centuries, and rarely by cohorts. The unit forms into a broad solid triangle, with the toughest and strongest legionaries at the tip. The unit marches hard at an enemy line, with the hope of punching straight through. The sheer weight of men behind the “tip” usually forces the wedge through. If a breach is made, other units are held in reserve to widen and maintain the gap. This formation relies on the element of surprise to prevent reinforcement of the target area, and so rapid re-formation is essential.

### Skirmish “Velitatio”

The Skirmish formation is similar to the line, but each man has a “man-sized” gap either side. The second rank is staggered to have each man looking through a gap. Each subsequent rank is also staggered to give a “chequer-board” effect. Although not as resilient as the other line or square, this formation has the advantage of speed and mobility. This formation is therefore used when the Roman General is unsure of the enemy deployment or location. The troops are trained such that a line, tortoise or square can be formed very rapidly from skirmish formation.

### Square “Quadratus”

The square is a primarily defensive formation, used when the unit is outnumbered and/or outflanked. The unit folds into a hollow square, usually 3 or 4 men deep on a side, with any baggage or injured in the centre. Each man faces outwards, as if in line formation, thus allowing defence in any direction. This formation can move, although it is very slow. It has however allowed embattled units to reach the safety of a nearby fort, and will at the very least inflict the maximum casualties on any attacker. Again, the speed at which this formation is assumed is critical, as any delay will allow enemies into the interior of the square, which usually proves fatal.

The tactics adopted by the Legions tend to follow standard well-rehearsed patterns.

In a set-piece battle:

Fortifications and large enemy formations are first bombarded by the Onagers and Ballistae. If the enemy stays put, the Legions advance, with support from auxiliary archers, and release two massive waves of javelins. If the enemy attacks, the Legions receive the charge, again firstly with arrows and javelins. Once the enemy has been softened up, the Legions form a shield wall and take on the enemy in hand-to-hand combat. Auxiliary archers continue to attack unengaged enemy units, and Auxiliary cavalry protect the flanks. It is of utmost importance to maintain the integrity of the shield wall, with reinforcements used if necessary. The tightly packed battle lines make the large shields, short stabbing swords and training of the Legionaries a perfect combination. If a primary objective is taken, an unused unit may be moved *through* an initial unit to attack the

next objective. If massively overwhelmed, Legions will attempt a fighting withdrawal. In this case, the baggage and wounded are protected by a square formation.

In a surprise or unplanned battle:

The Legion (or unit) will form an appropriate formation depending on the threat posed by the enemy, and other circumstances. Many barbarian armies have been eradicated after ambushing a lone cohort and finding it immediately forming into a shield wall and attacking.

As the Roman success is based on their superlative discipline, unit commanders accept no breaches either when training or in battle. Breaking from the battle line without permission or leaving an assigned position will result in harsh penalties, always assuming the rule-breaker survives.

## **Daily Life in the Legions**

The Legion offers a harsh, and often short, way of life, but also offers a surrogate family to those who enlist. As regular soldiers receive no normal leave, Legionaries may spend years, often in a foreign province, away from their home and families.

However, for the urban and rural poor, the Legions offer a regular wage, food and accommodation, and the promise of a substantial retirement package.

### **Daily Life**

The Day starts for legionaries at dawn, when the Cornicenses blow their horns. Legionaries are then expected to wash and shave, before putting on their armor and parading with their full weapons compliment. All weapons and armor must be cleaned, repaired and polished where necessary. Each century is then inspected by their centurion and *optio*, with any sloppy legionaries noted for later punishment.

Legionaries then receive breakfast if in barracks or a fort, or must cook it themselves if on the march. If the legion is marching that day, the marching camp is eradicated, and the legion moves on.

The day in barracks or camp is spent performing guard duty, foraging or other fatigues. Lunch is again provided or cooked by each tent-group at around midday. Once the “working day” finishes at around 6pm, dinner is eaten, and, unless on guard duty, legionaries are stood down. Leaving a marching camp is prohibited, but otherwise legionaries may visit a nearby town or *vicus* if desired. Sleeping times are not enforced, but any legionary oversleeping the following morning faces penalties.

### **Legion Discipline and Order**

The Roman Legionary is subjected to a great many severe punishments for breaking rules, especially in battle. These may be reported by *Decurions*, *Optios* or *Tesserarii*, but only sanctioned by Centurions, Military Tribunes or other officers. The more serious punishments are often meted out in front of the rest of the cohort or legion as an example to the rest. It is important to note that there are few “standard” punishments for particular offences, and most

punishments are decided by a senior officer. Generally, a legionary can appeal to the Legate, although decisions are rarely reversed.

### **Beating**

A beating delivered by a centurion with his vine staff is the most common and least serious of the punishments. This is usually for minor infractions, such as speaking on parade, insolent comments to an officer or marching out of step. The beating could range from a clip around the ear to a full assault.

### **Fatigues**

Extra fatigues are usually given as a punishment for laziness. This could include dirty equipment, oversleeping or not completing a set task. They usually take the form of hard and unpleasant physical labour such as digging latrines, cleaning animal carcasses or loading dung carts. Punishment squads are usually supervised by a centurion while they work.

### **Flogging**

Flogging with either a birch rod or a *flagrum* is used as a punishment for more serious offences such as fighting with fellow legionaries, drunkenness on duty, petty theft or damage to private property. This punishment is usually given in front of the offenders unit, and could vary from a few light strokes to a full lashing until unconscious.

### **Loss of Service privileges**

This punishment is regarded very seriously, especially by veteran troops, who have more to lose. It involves the pro rata loss of all accumulated service privileges accumulated to date. So a legionary who has already served 10 of his 25 years who suffers this punishment will only receive 15-years worth (60%) of his retirement award (including any land). This is usually only given out by the Legate (on recommendation) and could be to punish assaulting a fellow legionary with a weapon, assaulting an officer, serious theft or lying to an officer.

### **Stoning to death** (by fellow soldiers – desertion)

The most serious of the usual punishments, this is normally the punishment for murder of a roman citizen or fellow legionary or desertion of duty. The offender is stoned to death by the rest of his *Contubernium* (or chosen at random from his century) in the middle of a square formed by the rest of the Legion. His corpse will then be denied normal burial rites, and is normally thrown in a river or ditch.

### **Decimation**

Decimation is the harshest penalty in the roman army, and is used very rarely, and not for many years (34 BC). This punishment can only be issued by the Legate or army commander, and is reserved for cowardice by the whole cohort or legion. If a whole unit of this size flees from battle without the order to withdraw, the punishment of decimation may apply. The troops are organized into their *Contuberniums*, and forced to draw straws. The holder of the shortest straw is then beaten to death by the feet and fists of his comrades. Refusal on

their part to execute the unfortunate will result in all of their deaths. For obvious reasons, this punishment would only be applied with other loyal troops nearby. This punishment is still feared by all legionaries.

### **Recreation**

Life in the legions is short periods of brutality followed by long periods of garrison duty, or laid up in winter camps. Diversions are essential to maintain morale and stave off boredom. As well as usual civilian games such as dice, knucklebones and sticks, more physical pursuits are followed. There are cohort and legion level contests in boxing, wrestling, sword fighting, javelin throwing, and, in auxiliary cohorts, archery and lancing. There will usually be a cohort and legion champion in each of these disciplines, and the honor is much coveted.

## **Roman Military Camps, Barracks and Forts**

The Roman army is normally quartered in permanent or temporary barracks. These are almost always fortified to varying extents, with some vast barracks having a mere ditch and palisade, whilst other small garrisons are housed within massive stone fortifications. Most barracks follow a standard plan throughout the Empire, but there are exceptions, usually to take advantage of local features such as cliffs, rivers etc. A relatively new barracks will usually be constructed in local style (timber framed, thatched etc), whilst more established barracks will replace the early buildings with roman-style stone buildings. Very often a small settlement (a vicus) will form outside the barracks, with locals supplying goods and services to the garrison.

There are four “classes” of barracks: The Watchtower, The Outpost, The Small Barracks and the Large Barracks. The following buildings are standard to most barracks:

### **Principia**

This building is the headquarters of the barracks and is almost always at the centre of the barracks, facing the parade ground, at the crossroads between the two main roads. This building is usually the first to be made of stone or brick and roofed with slate. It contains offices



for the senior staff, sleeping dormitories for the clerks and a strongroom for the pay chests. It also contains a shrine to the Emperor, where the standards are kept under guard. The windows are often glazed, and most rooms will have at least a charcoal brazier for warmth. Walls are generally plastered and floors are either of wood or stone and covered with rugs. The entrances to the Principia are always guarded by sentries, and the duty officer (a tribune) is usually found here.

A Principia will only be found in a small or large barracks.

### **Barrack Block**

A barrack block contains 19 small rooms and one large room, and houses a single century. The large room acts as the mess room and general living space, whilst the small rooms are shared by a half-contubernium (5 men). The Centurion has a room to himself, whilst the Optio and Signifer share another room. There is also a spare room for extra equipment and other storage. Only the mess room is heated, and windows are usually unglazed and shuttered. Walls are usually rough plastered, and floors are beaten earth.

### **Stables**

If the barracks is intended to hold a cavalry unit, then there are less barrack blocks with the extra space taken up by stables. An infantry unit will still have a small stable for the horses of officers, and this will usually be near the legates house. The construction of the stables is usually fairly crude, and is one of the last building types to be upgraded. The stables are also used to store straw and fodder.

### **Storerooms and Workshops**

Storerooms are usually fairly well constructed buildings found in most barracks. In the case of army depots, they will usually form the majority of the buildings. The storerooms rarely have windows, and both are usually weatherproof. Some storerooms are specially constructed as granaries with raised floors.

### **Parade Ground**

Whilst not strictly a building, all small and large barracks have a parade ground in front of the Principia. Large enough to hold the entire unit garrisoned there, this beaten earth or paved space is used for drill practice, inspection and the organization of units.

### **Bath House**

Generally found in the largest of Barracks, a bath house will follow the usual civilian plan (see Chapter 5).

### **Lavatory Block**

The lavatory block will be found at all barracks. Usually a deep pit with a moveable building over the top, it rarely smells sweet and is sited at the edge of the barracks. Layers of quicklime are put in on a daily basis, and the building moved when the pit is 90% full.

### **Hospital**

Usually found only in a large barracks, a hospital block provides numerous small rooms to house those injured in battle. The legion surgeons are housed here, and have numerous assistants to help with treatment and care.

### Tribunes House

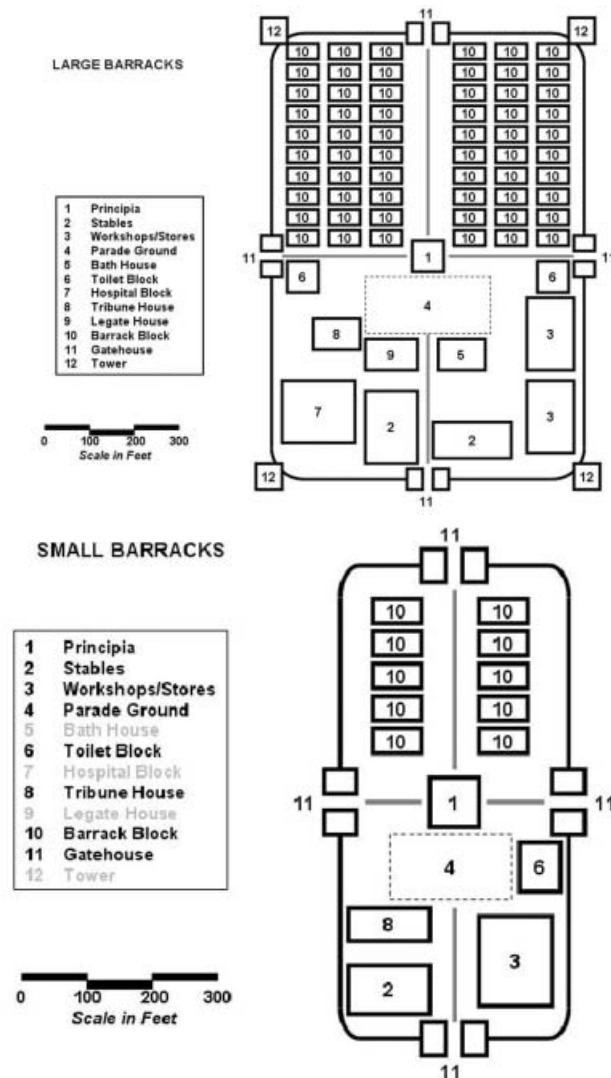
This house provides accommodation for the junior and military tribunes. It is fairly basic when compared to the Legates house, having sleeping cells around an atrium, a kitchen and a dining room. However, it is much more comfortable than a barrack block, and often enhanced with private funds by the tribunes themselves.

### Legates House

The Legates house is probably the most comfortable building at the barracks. With tiled floors, glazed windows, painted walls and a tiled roof, it offers all of the comforts of home. It usually follows the plan of a private villa (see Chapter 5). Sentries are posted here at all times.

### Towers and Gatehouses

All small and large barracks have towers at regular intervals around the walls, and a towered gatehouse at each gateway. These towers are usually of strong wooden construction with a tiled roof. More modern barracks have stone towers. The towers have ladders within and an open viewing platform just below the roof. The gates are of reinforced wood, with at least one huge locking bar.



Marching camps are a trademark of the Roman army. When in enemy territory, or where there is a credible chance of attack, a marching camp will always be created at the end of the marching day. Scouts and a Tribune will determine a suitable area for the camp, and will mark it out with coloured pegs. As the legionaries arrive, sentries are posted and each century digs out the section of ditch assigned to them. The earth is piled inside the ditch to form a rampart, and sharpened stakes (carried by the engineer carts) are set into the top to form a palisade. Gatehouses are constructed from pre-fabricated parts. Each contubernium then sets up its tent at the assigned position, whilst support staff erect the stores tent and Legates tents. Legionaries are then detailed to dig latrine trenches and collect water, whilst others distribute food from the supply carts. Sentry rotas are then assigned by the Tribunes, and the camp settles down for the night. The following morning, the stakes are retrieved and gatehouses dismantled. The rampart is shovelled back into the ditch, and latrine and waste pits filled in. By the time the legion is ready to march, there will be little trace of the camp.

Marching camps follow a similar layout to barracks, except that all of the internal buildings are tents. The Principia and Commanders house will have wooden section flooring, couches and rugs etc, but will still be huge tents. Only the gatehouse will be of pre-built wooden sections.



## The Roman Navy

### Naval Organization

The Roman navy is composed of Roman officers commanding ships crewed by Auxiliary marines, provincial sailors and rowed by galley slaves. Fairly recent in Roman history, the founding of the navy occurred only in 311 BC. Enlarged in 260 BC due to the first war against the Carthaginians, it was further enlarged by Pompey the Great, who destroyed the pirates of Cilicia, and then Augustus.

The contingent of marines on board each ship are armed as auxiliaries, and are referred to as a century, regardless of actual strength. A centurion (usually a full citizen) commands the century, and the ship, with an optio in support. There are usually no other officer ranks, or indeed standard bearers etc on board.

The ships crew are commanded by the captain who makes all of the day-to-day decisions aboard. The crew



are not enlisted, and are usually from the seafaring nations that surround the Mediterranean.

The Oarsmen are usually galley slaves, although some are volunteers. The slaves are chained to their benches, with the result that if the ship sinks, they will all drown. Volunteers are paid only a low wage, but they are free to leave at any port. Some captains prefer to have only volunteers as they believe they work harder.

A naval fleet will be commanded by a Naval Prefect, who will choose the largest ship as a flagship. This prefect will usually be appointed in a similar way to an Imperator.

#### **Naval Weapons**

Most early naval ships were equipped with a Corvus, a spiked boarding plank attached to a form of crane on the deck. When close to the enemy vessel, this corvus could be released, and the spikes would be driven deep into the deck by the weight of the plank. This would lock the ships together and allow easy boarding of the enemy. However, by the end of the first Punic war, most ships had removed their Corvus. Some centurions still persist with the use of this device, even hundreds of years later.

Most larger ships will also carry Ballistae and Onagers. Identical to the army versions, these weapons are bolted to the deck by swivel mounts that allow them to fire in any direction. Often using flammable missiles, these weapons can destroy a fleet before boarding is even required. Most ships are also equipped with a ram.

#### **Naval Strength**

A typical navy will consist of:

- 1 Quinquereme
- 9 Quadriremes
- 50 Triremes
- 11 Liburnians

This fleet will have a fixed base, and normally fixed patrol routes. It may be assigned to carry troops, blockade a port or destroy enemy shipping, but it will retain a permanent base. Ad hoc fleets may also be raised for specific tasks, such as an invasion, and these may be of any size or composition.

#### **Naval Ships**

The Roman navy consists of several standard ship types. These are described below, along with their normal complement. The centurions and captains are all theoretically equal in rank, but the larger ships will have more experienced officers, and so the officers of a smaller ship will usually defer to them.

All ships have sails for use when the prevailing winds are favourable, and oars for still conditions or combat situations.

#### **Quinquereme**

A Quinquereme has 180 oars in three banks, with two oarsman on each of the top two oars, and a single oarsman on each of the bottom oars. The full strength will consist of 300 oarsmen, 120 marines and 50 crew, in addition to the officers and any non-combatants such as physicians.

Quinqueremes are huge ships, nearly 150' long and 25' wide. They have a deep draught and are very cumbersome. They are able to carry 1000 men for a few days or up to 2000 men for a journey of less than a day.

#### **Quadriremes**

Quadriremes have 120 oars in two separate banks, with two oarsmen on each oar. Thus full strength consists of 240 oarsmen, 100 marines and 40 crew. These ships are very large, usually 120' long and 25' wide, although lower in the water than a trireme. Quadriremes can carry 700 men for a few days and 1500 men on short journeys.

#### **Triremes**

Triremes form the core of the Roman fleets. They have 180 oars in three banks, each with one oarsman. Although each individual oar provides less power than on the bigger ships, the number of oars makes these ships very fast and maneuverable. They usually carry 180 oarsmen, 80 marines and 30 crew. They can carry 500 men for a few days and 1000 for a short journey.

#### **Liburnians**

Liburnians are the light vessels of the Roman navy. They are used as patrol and coastguard vessels, and as support vessels for a fleet. They have only limited below-decks space and thus cannot carry more than a handful of soldiers/horses/equipment etc. However, with 50 oarsmen (one per oar) and a sail, they are fast and maneuverable. They carry 50 oarsmen, 50 marines and 10 crew, and are thus more than capable of running down small pirate ships or enemy merchants.

#### **Scout Ship**

Scout Ships are even smaller than Liburnians, and in fact have no below-decks accommodation. They carry only 20 oarsmen, 10 marines and 5 crew. They tend to rely on sail-power rather than oars. They are used to scout coastlines and river estuaries, and are not generally used out of the sight of land. They cannot carry more than a few passengers, and only carry a few days supplies.

### **Legionary Characters**

Characters who are, or have been, enlisted in the legions need special consideration. Currently enlisted characters must either be part of a military campaign, or be released from the legion to allow them to adventure. A legionary could be posted as a bodyguard to another character, sent on a special mission by their commanding officer, or take temporary de-enlistment. Officers have slightly more leeway, and can leave the legion with permission at any time, especially if the legion is not on active campaign.

Ex-legionary characters must have a convincing reason why they left the legions. The final retirement package is badly disrupted by temporary leave, and most legionaries will only take this option, or leave completely, under exceptional circumstances.

### **Non-Roman Armies**

The enemies of the Roman empire are vast and varied. The Celtic tribes of Hispania, Gaul, Britannia and the Germanic tribes across the Rhine are principal on the northern and western edges. The Scythians, Numidians and Persians on the east and south. Most of these nations have fairly large armies, but most are organized on tribal lines and lack cohesion.

# CHAPTER 10 – RELIGION

## Introduction

Roman religion is very practical, and is based on the premise that the Roman Gods supported Rome and Romans. This premise does not rule out the existence of non-Roman gods, and in fact many non-Roman Gods are assimilated into the Roman pantheon. Religion is also closely entwined with political life, with many religious posts used to reward political allies, especially as the Emperor has the final say on religious appointments. Religion is thus organized as a state institution, although most houses have their own shrines.

## The Gods

The Roman religion has very few “creation” stories about the world and their Gods. As far as most Romans are concerned, the world existed before Rome, but it was unimportant. However, the Gods are vital for the day-to-day running of the city and the Empire, and are given full respect wherever possible. The Gods are also responsible for the multitude of omens that the people use to help in their decisions.

## Household spirits

Every Roman house, no matter how poor, has a small shrine (the Lararium), dedicated to the household spirits. This shrine contains small figurines representing these spirits, and small sacrifices of food or wine will be made to them. This household shrine may also contain statues of any major God that the household favours. In the villas of patrician families, these shrines may be made from rare woods and decorated with gold, but in poor households, may just be a wooden shelf with crude clay figurines.

These household spirits are Lares, which are the essence of the ancestors of the household, or Penates, which are general “good spirits” that look after the house and guard the larder. It is thought essential for the running of the house to keep these spirits friendly by small sacrifices.

## The Priesthoods

The state priesthood is organised into four colleges:

College of Pontifs

College of Augers

College of Sacred Actions (*quindecimviri sacris faciundis*)

College of Epulones

The College of Pontifs is the senior College, but all are considered essential to the smooth running of the state cult.

## College of Pontifs

The College of Pontifs has several branches, all under the control of the Pontifex Maximus, who is the High Priest of the state cult. The Pontifex Maximus also has nominal control over the other three lesser colleges.

Serving under the Pontifex Maximus are three subdivisions within the college. These are the Pontifices, the Flamines and the Vestal Virgins.

## Pontifices

There are 16 full Pontifices and numerous lesser priests serving them. The

Pontifices and their assistants are responsible for the maintenance of the religious calendar and the planning of religious events. They are experts in all aspects of religious protocol. They advise the Senate on religious matters and are responsible for lesser appointments within all 4 colleges.

## Flamines

There are 15 full Flamines, who serve as high priests to specific Gods, and many (lesser) Parvus Flamines, who serve specific Gods right across the Empire.

There are 3 specific Flamines:

The Flamen Dialis who serves Jupiter

The Flamen Martialis who serves Mars

The Flamen Quirinalis who serves Quirinus

There are also 12 other Flamines who serve the other major Gods. Parvus Flamines usually serve a specific God, and may be the only priest at a small temple.

The Flamen Dialis is the senior Flamen and is responsible for the Flamines as a group, and is also the human incarnation of Jupiter in Rome. Replaced only upon the death of the previous incumbent, the new candidate (always a young married patrician) is the Flamen Dialis until his own death. The Flamen Dialis wears a pointed ivory helmet with a disc of wool impaled upon it and a toga praetexta. He is also entitled to a lector, and a seat in the Senate for life, without property qualifications. However, there are many restrictions, including: he may not leave Rome for a single night, he may not touch a horse, he may not be elected to any magistracy, may not eat leavened bread or beans, and may not touch a dead body. Thus the life of a Flamen Dialis is controlled by ancient customs and rules.

## VESTAL VIRGINS

There are 6 full Vestal virgins, who are chosen as young girls from the Patrician families of Rome. The girls spend 10 years as a novice, learning the rituals of Vesta. They then spend 10 years as a full Vestal, before spending a further 10 years training a new novice. They must, as their name suggests, remain chaste at least until their 30 years of service are finished.

Their main duties are to guard the sacred flame of Vesta, and perform necessary rituals within the temple. It is rare that the Vestals ever leave the temple.

## College of Augers

The College of Augers has 15 full members and many more lesser members. The College is responsible for interpreting the omens and divining the future. They all carry a long crooked staff. They are called upon by the Senate, Patricians and anyone who can afford to donate a sacrifice to the Gods (usually expensive) to forecast the

future. Many of the lesser Augers wander the Empire, honing their divination skills.

#### **College of Sacred Actions**

The College of Sacred Actions (the *quindecimviri sacris faciundis*) has 15 full members and 30 or so novices. Their primary duty is the care and interpretation of the Sybilline books (written by the early prophetesses – the Sybills), which are reputed to contain knowledge of the future. The other duty of this College is the supervision of worship of foreign Gods within Rome. Any foreign priests wishing to actively worship within Rome are required to obtain permission from this College. This College also possesses the power to punish foreign priests who do not comply.

Five of the members of this college are Plebians, and the other ten are Patricians.

#### **COLLEGE OF EPULONES**

The College of Epulones (literally banquet managers) has 7 full members, and several apprentices. They are responsible for the actual planning and details of the religious festivals. They are the most junior of the colleges, with the least influence.

#### **APPOINTMENTS**

Young Romans are appointed as novice priests within one of the Colleges usually as a result of family connections. An orphan would be highly unlikely to be accepted, unless of course sponsored by a senior priest. Promotion through the ranks is similarly a result of patronage. A novice priest from a powerful family will progress much quicker than one from a lesser family. However, personal merit will play a role (mainly by impressing a potential sponsor). Appointment to the top positions is normally within the control of the Emperor himself, and so would depend on recommendations by senior Senators, themselves in the favour of the Emperor.

Of course, in the event of a regime change, the position of senior priest becomes a danger in itself.

#### **OUTSIDE ROME**

The above colleges really only apply within the city of Rome. Outside the city itself, the only priests encountered are Pontifices, Flamines and Augers. Novice priests of these groups travel the empire, gaining experience and making contacts to help their prospects of promotion. Many never return to Rome, but settle as the priest of a colonial or conquered town. Local magnates keen to impress their new Roman masters will often build small temples to the Roman Gods, and these wandering priests are ideal to take them over. A few priests follow the Legions and provide religious advice for the commanders.

#### **MYSTERY CULTS**

Certain Gods, such as Bacchus, Mithras or Isis, are worshipped through mystery cults. These cults require membership before the adherent can take part in organized worship. Some cults are very open, and have few or no entry conditions, whereas others require new adherents

to be introduced by established members and endure an induction ritual. Outsiders have little idea what happens behind the closed doors of the cult worship.

#### **TRAINING PACKAGES AND PROFESSIONS**

It is not necessary to be of the “Cleric” profession to be a priest. Most priests of the state religion are not spell casters, and are more geared towards political advancement for themselves or sponsor. However, there are some priests with the ability to cast spells. These priests tend to be wanderers as their obvious favor in the eyes of the Gods is seen as a threat to their masters.

However, those of the Cleric profession are those favored by the Gods. Most do become priests to further their devotion, but this is not required. Some clerics attempt to spread the message of their patron(s) by other means, and Clerics can follow almost any career.

There are two Roman priest training packages: Priest-Augures and Priest-Pontificum. Obviously the Augures training package should be used for priests of the College of Augers. The Priest-Pontificum should be used for the other three Colleges.

However, to take the Topiarius or Druid training package does require the character to be of the Cleric or Animist profession.

### **Common Worship**

#### **Household Spirits**

One facet of personal worship is the Family spirits. The head of the household is responsible for the family worship of these spirits. Although there is no formal worship of these spirits, most members make regular small sacrifices at the household shrine. These sacrifices are particularly important after good luck befalls the household, or before a major event.

#### **Patron Gods**

Most Romans have a Patron God, one that they consider looks over them more than the other Gods. This patron is usually related to that individual’s profession, background or skills. A few Gauls and Greeks also have a patron from their own pantheon, but most do not.

#### **Religious Services**

The actual religious services have very defined procedures, that must be followed to the very letter. Indeed, if a priest makes a mistake at any part of the service, it must be restarted from the beginning. This has been known to result in some services taking many hours or even days. Most official services also incorporate some form of animal sacrifice, where the animal is drugged, lead to the temple, stunned by a hammer blow to the head and then killed by the priest with a knife or axe. The clean-ness of the kill and the behaviour of the animal is a vital indicator of the favor of the gods. An animal that is only killed by several blows or that thrashes around is taken to be a dreadful omen, and if a black dog or cat licks the blood from the sacrifice, it is even worse.

These services are held on all major religious festivals, and at such events as the inauguration of new magistrates or a Triumph.

### **Omens**

Romans take omens very seriously indeed. Particular birds appearing at the wrong time, shooting stars, comets, eclipses, fires in temples etc are all seen as good or bad omens, depending on their interpretation. Thus the importance of the Augers to interpret these omens correctly. Of course, Augers won't always agree with each other...

### **Religious Festivals**

Most of the Gods have festival days where they are particularly worshipped. The exact format of these festivals varies, but a list is given below:

#### **Januarius**

- 3<sup>rd</sup> Festival in honour of Pax
- 9<sup>th</sup> Agonalia – In honour of Janus
- 11<sup>th</sup> Carmentalia – In honour of Carmenta
- 24<sup>th</sup> – 26<sup>th</sup> Sementivae – In honour of Tellus

#### **Februarius**

- 2<sup>nd</sup> Sementivae – In honour of Ceres
- 13<sup>th</sup> – 22<sup>nd</sup> Parentalia – In honour of the Ancestors
- 15<sup>th</sup> Lupercalia – In honour of Faunus
- 17<sup>th</sup> Quirinalia – In honour of Quirinus

#### **Martius**

- 1<sup>st</sup> Matronalia – In honour of Juno
- Feria Martis – In honour of Mars
- Renewal of Sacred Fire of Vesta
- 14<sup>th</sup> Equirria – In honour of the Gods of War
- 15<sup>th</sup> – 16<sup>th</sup> Bacchanalia – In honour of Bacchus
- 17<sup>th</sup> Agonalia – In honour of Mars
- 19<sup>th</sup> – 23<sup>rd</sup> Quinquatria – In honour of Minerva
- 30<sup>th</sup> Festival in honour of Salus

#### **Aprilis**

- 1<sup>st</sup> Veneralia – In honour of Venus
- 12<sup>th</sup> – 19<sup>th</sup> Cerealia – Games in honour of Ceres
- 15<sup>th</sup> Fordicia – In honour of Tellus
- Parilia – In honour of Pales
- 25<sup>th</sup> Robigalia – In honour of Robigus
- 28<sup>th</sup> – 1<sup>st</sup> Floralia – In honour of Flora

#### **Maius**

- 1<sup>st</sup> Festival in honour of Bona Dea
- 9<sup>th</sup> Feast of Larvae – In honour of the Lemures
- 15<sup>th</sup> Mercuralia – In honour of Mercury

#### **Junius**

- 7<sup>th</sup> – 15<sup>th</sup> Vestalia – In honour of Vesta
- 13<sup>th</sup> Quinquatrus Minisculae – In honour of Minerva
- 20<sup>th</sup> Festival in honour of Summanus

#### **Julius**

- 5<sup>th</sup> Poplifugia – In honour of Jupiter
- 6<sup>th</sup> – 13<sup>th</sup> Ludi Apollinares – Games in honour of Apollo
- 7<sup>th</sup> Nonae Caprotinae – In honour of Juno
- 23<sup>rd</sup> Neptunalia – In honour of Neptune

#### **Augustus**

- 10<sup>th</sup> Opalia – In honour of Ops
- 13<sup>th</sup> Vertumnalia – In honour of Vertumnus
- 17<sup>th</sup> Portunalia – In honour of Portunus
- 19<sup>th</sup> Vinalia Rustica – In honour of Venus
- 21<sup>st</sup> Consuelia – In honour of Consus
- 23<sup>rd</sup> Vulcanalia – In honour of Vulcan
- 25<sup>th</sup> Opiconsivia – In honour of Ops
- 27<sup>th</sup> Voltornalia – In honour of Voltumnus

#### **September**

- 4<sup>th</sup> – 9<sup>th</sup> Ludi Romani – Games in honour of Jupiter

#### **October**

- 4<sup>th</sup> Ieiunium Cereris – In honour of Ceres
- 11<sup>th</sup> Meditrinalia – In honour of Medittrina
- 13<sup>th</sup> Festival in honour of Fontus
- 15<sup>th</sup> Equirra – In honour of Mars
- 19<sup>th</sup> Armilustrum – In honour of Mars

#### **November**

- 1<sup>st</sup> Pomonia – In honour of Pomona
- 13<sup>th</sup> Epulum Jovis – In honour of Jupiter
- 15<sup>th</sup> Festival in honour of Ferovia
- 24<sup>th</sup> Brumalia – In honour of Bacchus

#### **December**

- 5<sup>th</sup> Faunalia – In honour of Faunus
- 15<sup>th</sup> Consualia – In honour of Consus
- 17<sup>th</sup> Saturnalia – In honour of Saturn
- 18<sup>th</sup> Eponalia – In honour of Epona
- 19<sup>th</sup> Opelia – In honour of Ops
- 21<sup>st</sup> Divalia – In honour of Angerona
- 23<sup>rd</sup> Larentalia – In honour of Larenta

### **Death and the Afterlife**

After death, the spirit is escorted to the River Styx in the underworld by the household Lares (even if death occurs away from the household). Once at the river, the spirit must pay Charon the boatman for passage across. A coin will hopefully have been placed in the mouth of the body, and this coin accompanies the spirit to pay the boatman. If the spirit has no coin, passage across will depend on the life and death of the person. Once across the river, the spirit passes Cerberus, the three-headed watchdog of the underworld, and enters the presence of three judges. These judges decide whether the person's life has been lived to the standards or "Roman-ness". If the judges are satisfied, the spirit is given a drink of water from the River Lethe. This water makes the spirit forget his previous life. Warriors are then sent to the Elysian Fields (a version of paradise) and ordinary folk are sent to the Plains of Asphodel, to continue their good life. Those who have failed the test of life are sent to Tartarus to be tormented by the Furies until the debt is paid.

The Greeks believe a similar fate for the spirit of the dead, but in their case, any spirit admitted to the underworld spends an eternity wandering as a shade. The Greek underworld is not a happy place.

The Gauls believe that after death, the spirit progresses to the underworld, where there is feasting and ale for all eternity.

The body of the deceased meanwhile is cremated on a funeral pyre outside the walls of town or city, and the ashes gathered together. The ashes are then placed in a fine pottery urn and buried together with a selection of grave goods such as coins, jewellery or weapons.

The Greeks either cremate or inter the dead, following many days of complex rituals and mourning. They do not bury grave goods, but instead construct elaborate funerary monuments (as the funds of the livings allow).

The Gauls bury their dead in underground chambers, proportionate to the importance of the deceased, with weapons, armor, wealth, food and even slaves. In the case of the poor, this may be simply a coffin-sized lined hole in the ground. The rich will have a mound raised over their tomb so they are not forgotten.

## The Gods

### Non-Roman Gods

Only a brief description of the non-Roman Gods is given here, as within Rome they are generally only worshipped by expatriots. More information on these Gods and worship patterns can be found on the internet or from references given in Appendix 9 – Bibliography. The Celtic, Greek and Egyptian Gods are all worshipped on a pantheistic basis.

#### Major Celtic Gods

The Celts of Gaul worship a diverse pantheon of ancient Gods. This pantheon is also followed across much of northern Europe, from Hispania to Germania, although the Gods themselves may be known by different names. The religion is controlled by the Druidic cult, and utilizes ancient henges, barrows and sacred springs as worship sites. Human and animal sacrifice is not uncommon. When a person dies, it is believed that they enter the underworld. To die in battle ensures the highest status in the underworld, and possessions and weapons are buried with the body to equip it after death.

Abnoba – Goddess of the Hunt

Andraste – Goddess of Victory

Belenus – God of Light

Borvo – God of Healing

Cernunnos – God of Fertility and Animals

Damona – Goddess of Fertility and Healing

Epona – Goddess of Horses

Nantoseulta – Goddess of Nature

Nehalennia – Goddess of the Sea

Ogmios – God of Knowledge

Sirona – Goddess of Healing

Teutates – God of War

#### Major Greek Gods

The Greek pantheon originates from the heyday of the Greek city states, many centuries earlier. The Greek Gods are endowed, through myths, with very human

characteristics such as anger, fear, jealousy and lust. The early Greek cities built impressive colonnaded temples and statues to their Gods, which still survive. The Greek pantheon provided the template for the Roman Gods, so the information given below can apply to the earlier Roman counterpart as listed.

Aphrodite – Goddess of Love, Beauty and Fertility (see Venus)

Apollo – God of Prophecy, Music and Healing

Ares – God of War (see Mars)

Artemis – Goddess of the Hunt (see Diana)

Athena – Goddess of War, Wisdom and Skill (see Minerva)

Demeter – Goddess of Agriculture (see Ceres)

Dionysus – God of Wine, Mysteries and Theatre (see Bacchus)

Hephaestus – God of Fire, Crafts and Volcanoes (see Vulcan)

Hera – Goddess of Marriage (see Juno)

Hermes – The messenger God (see Mercury)

Poseidon – God of the Sea, Horses and Earthquakes (see Neptune)

Zeus – King of the Gods (see Jupiter)

#### MAJOR ÆGYPTIAN GODS

The Ægyptian Pantheon consists of many hundreds of Gods, of which only the most commonly worshipped are given here. This religion is very ancient, predating the Roman empire by many thousands of years. The vast temple complexes along the Nile are evidence of the power of the priests, even in these later days. The Ægyptian Gods are referred to on a daily basis by the ordinary people to help them in this life and the next.

Amun – Creator of the Earth

Anubis – God of the Dead

Bast – Goddess of Cats

Bes – Dwarf God and protector against spirits

Chons – God of the Moon

Geb – God of the Earth

Hathor – Goddess of Cows

Isis – Mother Goddess

Maat – Goddess of Truth and Justice

Min – Fertility God

Nephthys – Goddess of the Dead

Nut – Goddess of the Sky and the Heavens

Osiris – God of the Underworld and Vegetation

Ra – Sun God

Selket – Scorpion Goddess

Set – God of Chaos

Shu – God of the Air

Sobek – Crocodile God

Tawaret – Hippopotamus Goddess

Thoth – Moon God

Wepwawet – War God

## OTHER GODS

The huge extent of the Roman empire has brought its citizens into contact with a whole host of gods. A few of these are listed below:

Mithras - Persian God of War

Baal – Storm God of the Carthaginians

## The Major Roman Gods

The major Roman Gods are listed below, along with information on temples and symbols. There are many other minor Gods, some worshipped in only one village or town, but these can be researched or invented by the GM as necessary.

### Apollo

Apollo is “borrowed” directly from the Greek pantheon. His chief temple is

on the Palatine hill. He has a wide range of attributes, and is considered the God of “Goodness”, healing, male beauty, music, archery, poetry and light. His symbols are a golden lyre or a silver bow.

### Bacchus

Bacchus is the God of Wine and Ecstasy. His is a mystery cult, and so only initiates of the cult know of the rituals of worship. His symbol is the Thyrsus, a pine cone-tipped staff entwined with ivy. He does not have a major temple.

### Ceres

Ceres is the Mother Goddess and also Goddess of Earth, Agriculture and Grain. She is the daughter of Saturn. Her worship consists mainly of fertility rites, and her primary temple stands at the foot of the Aventine Hill. Her symbol is some ears of corn.

### Diana

Diana is the Goddess of Fertility, Nature, Forests and Hunting and is the daughter of Jupiter. Her principle temple is on the Aventine hill in Rome. A bow and arrow is her symbol. She is attended by two minor gods, Egeria the water nymph and Virbius the water god.

### Gaea

Gaea is the Earth Mother and wife of Uranus. She has no principle temple or symbol, but is venerated by most Romans at one level or another.

### Janus

Janus is the God of Doors, Gates and Beginnings. His principal temple, the Janus Germinus, stands in the Forum, and has gates on either side. When these gates are closed, the Empire is at peace, and when they are open, Rome is at war. His symbol is a double-faced head.

### Juno

Juno is the queen of the Gods, and Goddess of women and childbirth. She is also the patron Goddess of the Roman Empire. Married to (and sister of) Jupiter, her principle temple is the “Capitoline Vetus” on the Capitoline hill in Rome. Her symbol is the Peacock.

## Jupiter

Jupiter is the king of the Roman Pantheon of Gods, also known as the “Shining Father”. He is the son of Saturn and has providence over light, the sky and the Roman state. He is often worshiped as “Jupiter Optimus Maximus”, meaning all-good and all-powerful. His symbol is the eagle. Jupiter is the Roman equivalent of the Greek Zeus. Jupiter is the brother of Neptune and also of Juno (as well as her husband). Jupiter’s principle temple is the “Capitoline Vetus” on the Capitoline hill in Rome, shared with Jupiter and Minerva.





### **Mars**

Mars is the God of War, Anger, Revenge and Courage. He is also the god of Agriculture and protector of cattle. He is the son of Jupiter and Juno, and is the father of Romulus and Remus, founders of Rome. His symbol is the Shield.

### **Mercury**

Mercury is the messenger of the Gods and himself the God of Merchants, Trade, Travellers and Thieves. His symbols are the Purse and Winged Sandals. His primary temple is near the Circus Maximus.

### **Minerva**

Minerva is the Goddess of Learning, Science, Medicine and Crafts. She is the daughter of Jupiter. Her major temple is in the city of Assisi. Her symbol is the Owl.

### **Neptune**

Neptune is brother of Jupiter and Juno and God of the Sea and Horses. His primary temple is near the Circus Flaminius in Rome, where chariot and horse races occur. Neptune is worshiped primarily by sailors, charioteers and cavalrymen, and indeed anyone whose livelihood depends on the sea or horses. His symbol is the trident.

### **Pluto**

Pluto is the God of the underworld, both physical (caves, mines etc) and spiritual. He is also judge of the

dead. Despite his association with death, he is not seen as evil, rather as a fact of life. His symbol is the sceptre.

### **Quirinus**

Quirinus was originally the God of War of the Sabine Roman tribe. He was later incorporated into the pantheon, and his primary temple is on the Quirinal hill, and is one of the oldest and largest in Rome. He has no symbol.

### **Saturn**

Saturn is the God of Agriculture, and the father of Jupiter. His main temple is in the Forum, and his symbol is the Sickle. He is one of the earliest Roman gods, and was once a King of one of the Italic tribes.

### **Uranus**

Uranus is the oldest of the Gods, husband of Gaea and father of Saturn. He is the God of the sky. Legend tells that he and Gaea argued, and have been separated ever since. He has no principle temple or symbol.

### **Vesta**

Vesta is the Goddess of Fire and the Hearth. She is the daughter of Saturn. Her temple is in the Forum, where the Sacred flames are tended by the Vestal Virgins. All Roman cities or colonies have a sacred flame seeded from a parent city, and must never be allowed to go out. Her symbol is the eternal fire.

### **Vulcan**

Vulcan is the God of Fire and of Smiths. His forge is located beneath Mount Etna, where he toils away with his helpers. His primary temple is near the Circus Flaminius. His symbol is the blacksmiths hammer.

### **Venus**

Venus is the Goddess of Gardens, Vinyards, Love and Beauty. Her symbol is the Seashell. She is the daughter of Jupiter, and her principal temple stands on Capitol Hill.

### **Minor Roman Gods**

Angerona – Goddess who relives Pain and Sorrow

Bona Dea – Goddess of Fertility and Healing

Carmenta – Goddess of Childbirth

Consus – Protector of Grain

Epona – Goddess of Donkeys, Mules and Horses

Faunus – God of Fertility and Forests

Feronia – Goddess of Fountains and Woods

Flora – Goddess of Flowers and Spring

Fontus – God of Wells and Springs

Larenta – Goddess of the Earth

Meditrina – Goddess of Health, Longevity and Wine

Ops – Goddess of Fertility, Wife of Saturn

Pales – God of Shepherds, Flocks and Livestock

Pax – Goddess of Peace

Pomona – Goddess of Orchards

Portunus – God of Keys and Doors

Robigus – Fertility God who protects the crops

Salus – Goddess of Cleanliness and Sanitation

Summanus – God of Nocturnal Thunder

Tellus – Earth Goddess

Vertumnus – God of Seasons and plant growth

Volturnus – River God

# CHAPTER 11 – MYTHOLOGY AND CREATURES

## Introduction

In a standard campaign, mythological creatures are rare, but they do exist. All Romans know that the more “foreign” provinces are full of foul monsters, and these are indeed the most likely regions to find the supernatural. Some suggestions for mythological encounters are suggested below, grouped by region.

## ITALIA

The Italian peninsula is surprisingly short of supernatural terrors, with the foreign provinces filling that void. One primary and ancient fear is of the Manes, or undead. The funeral rituals are essential to ensure the dead cross the river Styx and prevent them rising. Other Demons have been inherited from the Etruscan civilisation that pre-dated and overlapped with the Roman Republic.

**Manes:** The Manes are the Undead, the restless spirits and bodies of those who have died an unnatural death. Use the Undead stats from “Arms Law”, with the class depending on the status and “power” of the live person. Thus a murdered slave may rise as a Class I, but a murdered General famous for his martial ability may return as a Class VI undead. Some Manes may return as incorporeal spirits (known as Lemures) who wander the area of their death. These spirits may be able to form corporeal bodies. Other Manes are the walking bodies of the dead. They may rise hours or even years after death, to avenge wrongs done to their memory or families. Manes are feared by all Romans, educated or not.

**Charontes:** This Etruscan Demon of death is reputed to haunt graveyards, battlefields and other places with a large accumulation of bodies. Manlike, but with deep blue skin and red hair, they wear metal plate armor and are armed with a huge hammer.

The Charontes is able to enter or leave a berserk rage at will, using the standard frenzy rules. In addition, each critical they inflict on an enemy gives them an additional +5 OB until the end of that combat (i.e. all enemies are defeated or have fled).

**Culsu:** An Etruscan Demoness of the underworld, the Culsu is a guardian of the gateways to the underworld. These gateways are usually deep and dark caves, but can also be found in certain ancient and deserted temples. A Culsu is usually encountered as a woman with a huge snake instead of a lower body.

Culsu may only be hit by weapons made of ivory (although normal ivory weapons are at a base -20) or magical weapons. They also have 30PP to use on spells up to level 10 from any of the “Evil Channeling” base lists.

**Tuchulcha:** The Tuchulcha is an Etruscan Demoness of the underworld. It is a horrible, winged creature with snake-hair and the beak of a bird. It also has rams-horns curling from its temples and huge eagle wings. These creatures emerge from the deepest caves on moonless nights looking for victims.

Critical wounds inflicted by a Tuchulcha require a RR vs lvl 8 or they become septic. Septic wounds will never heal normally, and require some form of magical or herbal healing (the concussion hits are recovered, but any breaks, penalties to action etc are applied until the wound is magically healed).



**Vanth:** The most feared of Etruscan Demonesses of death, the Vanth appears as a woman wearing crossed baldrics and a pleated greek-like skirt. She has a huge pair of wings covered in eyes, which see everything. Vanths are sometimes attracted to human sacrifices.

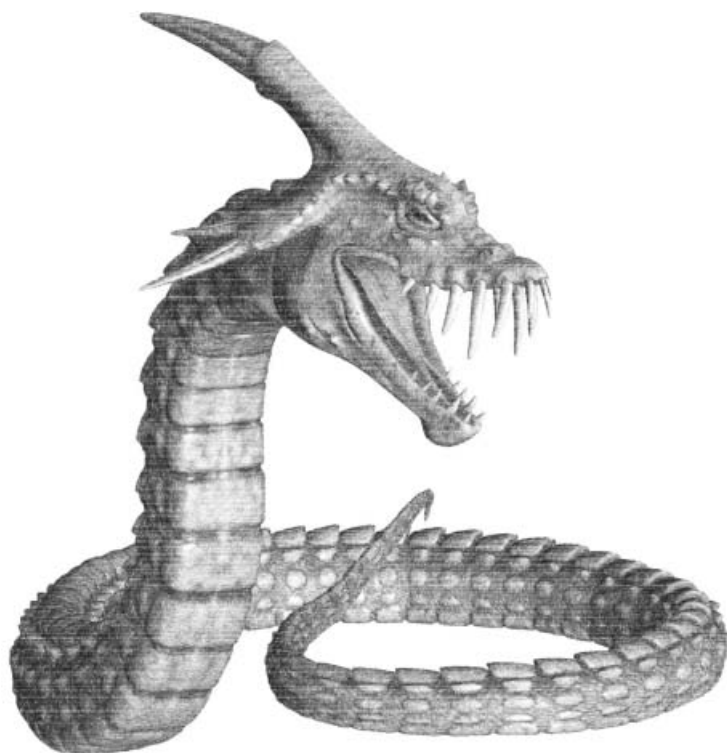
Magical weapons are required to hit a Vanth, and they also ignore any weapon made mainly of wood (like a spear or arrow), magical or otherwise. They also have 40PP to use on the “Soul Destruction” Sorcerer list.

**Fauns:** A Faun is a similar creature to a Greek Satyr, except that Fauns have hooves where satyrs have feet. Fauns are short, about 4' tall, and have small goat-horns growing from their heads. These creatures inhabit remote mountainous and forested locations, and although usually frivolous, they will fiercely defend their homes.



**Genius Loci:** A Genius Loci is a guardian spirit of a specific location. They take the form of a large snake, and may take corporeal form to defend their spring, grove, waterfall etc from desecration.

A Genius Loci also causes fear, requiring a standard fear check vs lvl 8. This fear is only invoked in those wishing to harm the location guarded, or the Loci itself.



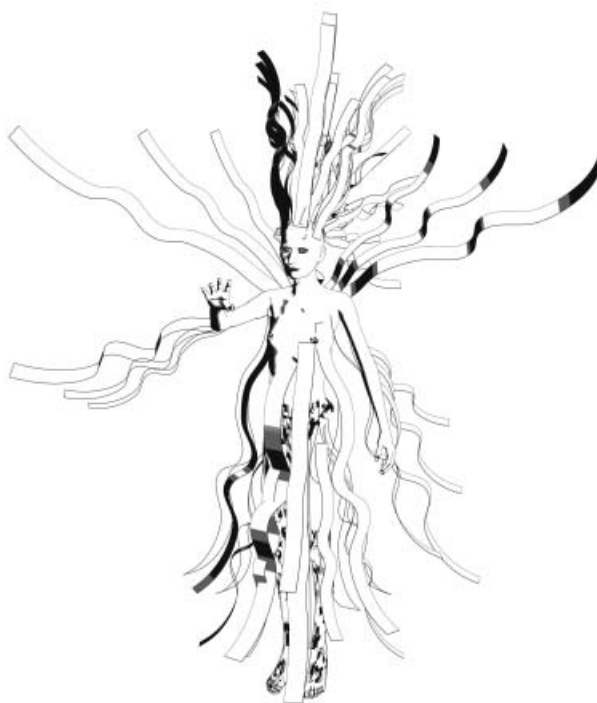
**Mormolyce:** A Mormolyce is a ghostly female creature, said to frequent the dark woods near towns, and devour people. The Mormolyce is often used by parents to frighten children, but some of those same adults fall foul of the Mormolyce themselves!

Magical weapons are required to hit a Mormolyce, and they have 15PP to use on the “Flesh Destruction” Sorcerer list (as natural abilities, not spells).

## GREECE AND MACEDONIA

Greek legends supply many of the monsters for Roman mythology, in the same way that the Greek Gods later became the Roman gods. There are many creatures that could be encountered in the wilds of Greece. Most of these need no explanation, and statistics for all of the below creatures can be found in “Creatures and Treasures”.

Centaur  
Chimera  
Cyclops  
Harpy  
Medusae  
Griffin  
Hydra  
Minotaur  
Pegasus  
Phoenix  
Satyr.



**TABLE 24 - ROMAN MONSTERS**

Type	Lvl	Base Move	Max Pace/MN bon.	Speed MS/AQ	Size/Crit	Hits	AT (DB)	Attacks	# Enc	Treasure	Bonus XP	Outlook(IQ)
Charontes	8H	100	FSpt/25	VF/FA	L/II	115F	4(40)	95We (2D)	1-2	-	F	Cruel (Av)
Culsu	15G	85	Dash/35	BF/VF	L/LA#	180G	18(60)	115MCl (2x)	1	-	G	Misison (Av)
Tuchulcha	8H	140*	FSpt/30	VF/VF	L/II	100F	4(50)	70MCl (2x) / 60LBa	1	-	F	Cruel (Md)
Vanth	25F	180*	Dash/65	VF/VF	M/LA#	250G	4(70)	170We (2x)	1	-	H	Cruel (Av)
Faun	4C	120	Dash/20	FA/MF	M/-	70D	3(20)	60Melee/50Missile/60SHo	1-10	p	C	Playful (Av)
Genius Loci	8H	125	FSpt/25	FA/FA	L/II	70F	4(30)	70Lbi / Special	1	-	E	Protect (Md)
Mormolyce	15E	165	Dash/20	VF/VF	M/LA	210F	1(75)	100MBi / 85MCl	1	-	F	Cruel (Av)

#### GAUL AND BRITANNIA

Gaul and Britannia are both strongly Celtic, with the Druidic faith being the primary religion. Thus many of the supernatural creatures in these regions will be those recorded in Celtic mythology. These are primarily fairy or Fae creatures, inhabitants of a shadowy parallel world. These creatures can cross over into our world through gates, areas of great power such as stone circles, forest clearings and waterfalls. There are also certain nights in the calendar when these creatures can cross into the mortal world at will. Examples will include (again from "Creatures and Treasures"):

Giant  
Sidhe (Elves) (Use Wood Elves)  
Banshee (Spirit)  
Barguest (Huge black dog) (Use Hound, Wild Hunt)

#### GERMANIA

The vast, deep and haunted forests of Germania are not only home to the warlike tribes that plague the borders of Gaul. Also found in the depths are foul supernatural creatures. The part of the forest they frequent are usually well known to the local tribesmen, who fastidiously avoid that area. Some of these creatures are appeased by human sacrifice, also common in the worship of the gods.

Troll (use Forest Troll)  
Dwarf  
Ghost Wolf  
Dragon (Use Drakes)



#### ASIA MINOR AND SYRIA

The civilizations of the Asia Minor and Syrian regions are of great antiquity, and have many ancient creatures inhabiting the mountains and deserts. Some of these creatures are flesh and blood, such as giants, but most are Demons. These Demons can take many forms, and have no standard shape. The Daeva are more common, and tend to live near old battlefields or graveyards. They are vindictive and violent and will always kill if possible. Use the standard Demons from "Creatures and Monsters" as appropriate.

Winged serpent (use Quetzalcoatl)  
Manticore  
Giant (use Lesser Giants)  
Peri (Mortal descendent of a Daeva) (use Mortal Demons)  
Ahura (Good Demon)  
Daeva (Evil Demon)

#### AEGYPT

The ancient and highly religious culture of the Egyptians acknowledges that many ancient creatures rule the desert and hills away from the fertile river valley. Most of these creatures are servants of one of the myriad Egyptian gods, and lost travellers have even reported encountering a lesser God in mortal form. These creatures could include:

Sphinx  
Anubite (Humanoid with the head of a jackal)  
Griffin  
Serpopard (A leopard with a very long neck)  
Sedja (A lion with the neck and head of a snake)  
Double headed bull

#### NORTH AFRICA

The deserts and mountains of north Africa hide many ancient and fearsome monsters, most of which prey on the nomadic tribes that inhabit the area. These creatures are generally considered to be flesh and blood, even if they are thousands of years old or virtually indestructible. Examples are:

Amphisbaenae (Two headed desert snake)  
Basilisci (Snake that secretes a fatal toxin through it's skin)  
Ethiopian Bull (Gigantic armored red bull)  
Catoblepas (Body of a buffalo and the head of a pig with a fatal stare)  
Ethiopian Dragon (Giant desert serpent)  
Leucrocotae (Cross between a Hyena and Lion that can mimic human speech)  
Ethiopian Pegasus (winged horse with a single horn)  
Island Satyr (Island dwelling half-goat and half-ape)  
Libyan Satyr (Forest dwelling half-goat and half-monkey)

Sphinx  
Giant

# CHAPTER 12 – CUSTOMIZATION AND OPTIONS

## Alternative Historical Settings

The campaign as written is presumed to be set in 23BC (year 730), the year Augustus assumes the title of Emperor. However, it is relatively simple to change the era to suit individual tastes. Some options are given below:

### Royal Rome

The earliest period of Rome is perhaps the most difficult adaptation of the standard campaign. Rome itself is much smaller and has no provinces. The other Italian peoples retain some measure of independence. Armies are raised as required and then disbanded, and are only recruited from Roman citizens rich enough to purchase their own equipment. The king rules with the assistance of the Senate and the Tribunes of the Plebs. This is a time of building and immigration, although most buildings are timber and mud-brick. Siege weapons and Lorica Segmentata have not been invented, and soldiers bear round shields. However, the main tenets of Roman life have already been formed, so most of the training packages are available. The Praetorian Guard must wait for the Imperial era.

### The Early Republic

The expulsion of the Kings and founding of the Republic initiated a time of expansion and growth, where Rome becomes a local superpower. The Legion structure becomes more settled, although still recruited from wealthy citizens. Rome itself begins to expand, and the first walls are built. This period also sees the start of the battle for supremacy with Carthage in the Punic Wars.

### The Late Republic

The Late Republic sees the acquisition of overseas provinces, and the eventual control of Italia. The standard armor is still Lorica Hamata, and until Marius, legionaries carry oval shields. Siege engines begin to be used routinely, and medicine and science are advancing quickly. By this period, the weight of tradition enforces rigid social behavior. Most citizens by now live in insulae, and more grand public buildings are beginning to appear. The end of this period is dominated by civil and external wars, and Rome has very little peace.

### The Early Empire

This is the era described in the rest of this book, and continues until the end of the Julio-Claudian dynasty with the death of Nero. This period sees strict control by the Emperors, and very often social terror, as under the rule of Caligula or Nero. The Praetorian guard hold much power as their support will guarantee the Emperors position. The boundaries of the Empire expand rapidly north, south and east.

### The Late Empire

The later Empire sees periods of instability, where the title of Emperor is taken by force, interspersed with periods of stability, such as under Vespasian. New religions such as Christianity are making inroads into the culture of Rome, and the city is becoming more multi-cultural. However, the borders of the Empire are under threat from Germanic and Nomadic barbarians, and the sheer size of the Empire is making corruption rife.

### A Stylized Campaign

This option allows a GM to ignore as much or as little of actual history as possible, and thus the creation of a custom setting. Thus the setting could be a Republic, but where all armour is available, the Collesseum has been built and Aegypt was never conquered. This will obviously require some preparation by the GM, but will allow a campaign set in “Ancient Rome” as many people think of it.

### Alternative Future

One interesting way to run a campaign would be to take the existing history, but then introduce a major event that will prevent the “known” future from happening. The obvious example is the assassination of Augustus right at the start of the campaign. As there has only been an Emperor for 3 years with no obvious heir, the government would revert to the Republican model of before. However, all of the powerful men of Rome would now know it was possible to seize ultimate power...

## Campaign Settings

A campaign using RM:Rome can be played in several settings, and advice is given here on setting up a campaign in this setting. As GM, you may of course pick and choose options and components of this book to include in your campaign.

### Mythological magic

This campaign setting is the “default”, and is as described in the rest of the book. Here, magic is available, but very rare, with some people doubting its existence. However, Demons, monsters and curse-sellers do exist. Of course, the availability of magic to characters is a matter of GM choice, as is the actual frequency of spell casters.

### Pure Historical

This campaign setting is possibly easier to run, as any decent history book or historical novel will provide numerous campaign ideas. Some professions and Training Packages will not be available, although some people will still believe in the presence of magic and demons.

### Fantasy Rome

This campaign setting mixes the Mythological Magic with a more traditional Fantasy style. Here spellcasters are both acknowledged and relatively common, but the setting and style is Rome. There may well be non-human races, such as goblins and trolls, and magic may even be of the “Fireball” type rather than the more subtle setting of the mythological setting.

## Campaign Styles

As well as changing the Historical and Magical settings of the campaign, the world of Ancient Rome allows for several campaign styles. This choice will very much depend on the preferences of the GM and players. Adventure ideas based on these styles are also given, but television, film and literature can also provide a rich source of inspiration.

### Adventurer Campaign

This style is the most common RPG style, and involves the characters acting as an “adventuring party”, chasing whatever goals they deem appropriate. Thus they may be treasure hunters, looting ancient tombs, or mercenaries for hire. The goals of each session may vary.

**Adventure Ideas:** This type of campaign is probably the easiest to plan, with the whole of the Empire and beyond open to exploration if required. Characters may be employed by a rich Senator to recover ancient artefacts from Greece or AEGYPT, they may be traders forging trade routes, they may be rogues in Rome, working for a crime boss, or they may be special employees of the Emperor, sorting out any “problems” that may occur. Or of course they could be good old freelancers trying to make a living any way they can.

### Political Campaign

This style can be the most difficult to plan, as the complex machinations of the Roman political system can be difficult to untangle. However, this can be a very rewarding alternative to the standard hack-and-slash campaign, as the political ladder has very standard steps to the rank of Consul. Of course, this style does not preclude combat as most successful political careers require a period of military service. Also, during the late Republic and Imperial eras, violence and murder are often used as (illegal) political statements.

*Note: This style of campaign will require at least one character to attain Senator status, which of course demands a high level of personal wealth, and will also require other major expenses such as bribery etc. Thus the smaller everyday expenses incurred in a normal campaign*

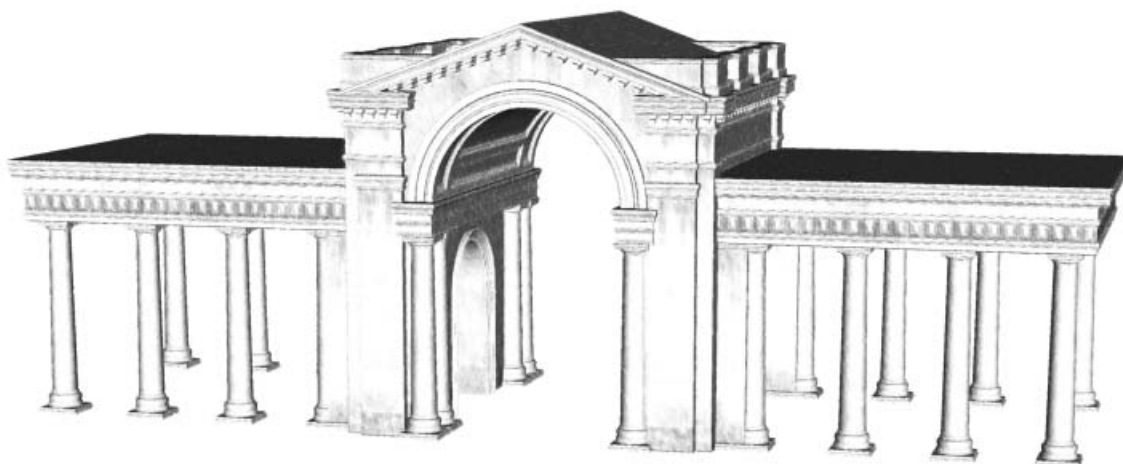
*should be ignored, and the wealth of Patrician characters could well be increased, even to the 250,000d requirement for the Senate. This sort of sum is unlikely to be accrued by “normal” adventuring, and is usually bequeathed by a father or other relative. Of course, one knock-on effect of this will be that characters will have their pick of weapons, armor, horses, herbs etc, and only major purchases like ships or small armies will require actual expenditure.*

**Adventure Ideas:** Sample campaigns could either be set in Imperial Rome, where the goal is for the character(s) to become a major figure under the Emperor, or even become Emperor themselves. An alternative would be set in the late Republic, where the character(s) attempt to become Consul, which may well necessitate both political experience as well as the command of armies, governance of provinces and the acquisition of personal wealth. These “epic” style campaigns are often based around one character, with the others in a supporting role, and so are not for all groups. The books of Colleen McCullough (see bibliography) are recommended for ideas for this sort of campaign.

### Military Campaign

This style is relatively easy to plan as defined orders can be given to the characters. As well as mass battles, characters can be assigned special duties where they must travel alone. Garrison duty can provide for interesting town-based adventures and naval adventures can provide endless options. This style can also be extended to cover the possibility of characters commanding military units.

**Adventure Ideas:** This adventure style will very often revolve around a single military campaign, such as the conquest of Gaul by Caesar, the subjugation of Syria by Pompey or the invasion of Britannia by Claudius. It is fairly easy to make the characters “special agents” of the Legate or General, and thus liable to be sent off alone on special missions. In addition, there is plenty of scope for battle scenes. The novels of Simon Scarrow are perfect for a GM planning this sort of campaign.



# APPENDIX I – RACES

## ROMAN

A Roman character, for the purposes of the game, is someone who is born within what is Italia, to one of the Latin peoples. Not all of these peoples will be Roman citizens, and many may be slaves. However, all of these share the same physical characteristics. However, any character choosing the Roman race but not of citizen status should select one of the following tribes: Samnite, Picentine, Marsi, Lucani, Venusini, Hirpini, Apuli, Frentani, Peligni, Marrucini, Umbrian, Etruscan.

### Physical Character

**Build:** Medium. Males average 155lbs,  
Females average 130lbs.  
-20 to build roll

**Coloring:** Dark hair and eyes.  
Olive-skinned.

**Height:** Males average 5' 4"  
Females average 5' 2"  
-40 to height roll

### Stat Bonuses

Co: +0	St: +0
Ag: +0	Qu: +0
SD: +5	Pr: +5
Re: +0	In: +0
Me: +0	Em: +0

Body Dev Dice Type: D8  
Max Hits: 120  
Recovery: 1x  
Stat Det: 0  
Soul Dep: 10

### Culture

**Clothing and Decoration:** The wealthy wear Togas and Robes, whilst more practical clothing consists of thigh-length tunics and sandals.

**Fears & Inabilities:** The principal fear of Romans of all social classes is the "Barbarian Masses" on the borders of the Empire. This fear results in the constant spending on the Army and enlargement of the empire.

**Lifestyle:** The wealthy lead a very luxurious lifestyle, with exotic foods and drinks. Even freemen tend to eat and drink well due to Rome being the main trade hub of the Mediterranean.

### Other Factors

**Demeanor:** Proud

**Language:** Latin. Many know some Greek, Celtic or other language useful for trade.

**Prejudices:** Consider many other races to be barbarians and inferior.

**Professions:** Romans favor the Fighter, although they may follow any profession.

**Standard Hobby Skills:** Administration, Lore:General-History, Trading, Public Speaking,

### Background Options

Romans receive 6 background options.

**Extra Languages:** Greek, Gallic, Carthaginian, Persian, Germanic, Celtic, Egyptian



## GREEK

The Greeks are an empire in decline. Before the rise of Rome, the Greek and Macedonian culture ruled most of the Mediterranean and beyond. Now that the Roman empire has control of the area, the Greek city-states do a fine trade in exporting philosophers, poets, historians and physicians to Rome and its colonies. Many Greek merchants also base themselves in Rome, where their wide-ranging contacts ensure they make a good profit importing the finery paid for by the spoils of Empire.

### Physical Character

**Build:** Average. Males average 160lbs,  
Females average 135lbs.  
-15 to build roll

**Coloring:** Swarthy, Brown Hair, Brown eyes

**Height:** Males average 5' 5"  
Females average 5' 3"  
-30 to height roll

### Stat Bonuses

Co: +0	St: +0
Ag: +0	Qu: +0
SD: +0	Pr: +5
Re: +5	In: +5
Me: +5	Em: +5

Body Dev Dice Type: D8  
Max Hits: 120  
Recovery: 1x  
Stat Det: 0  
Soul Dep: 10

### Culture

**Clothing and Decoration:** Those of wealthy backgrounds favour robes, whilst most Greeks wear a light cotton tunic, worn with sandals.

**Fears & Inabilities:** The Greek civilization has had many years of legends and tales to develop a healthy respect

and even fear for the vagaries of the gods. More human than divine, it is impossible to know what the Greek deities will do next!

**Lifestyle:** Greeks in Rome try to cling to their traditional lifestyle. They try and eat traditional Greek food, often specially imported, and usually live in Greek sectors.

### Other Factors

**Demeanor:** Greeks favour the lighter side of life, enjoying music, poetry and theatre.

**Language:** Greek. All expatriots will also know Latin.

**Prejudices:** Greeks view the Romans and those of other nations as young and immature.

**Professions:** Greeks favour the intellectual and magical professions, although they also have a fine tradition of warriors – the Hoplites.

**Standard Hobby Skills:** Poetry, Lore:General-History, Lore:General-Religion, Star-Gazing, Weather Watching, First Aid, Navigation.

### Background Options

Greeks receive 5 background options.

**Extra Languages:** Greek, Carthaginian, Persian, Egyptian



## GAUL

The Gauls hail from modern day France, and are a tall, pale warlike confederation of races. Strong and tough, their failing comes from their impulsiveness. They are one of the “Barbarian” races conquered early in Roman history, and most southern Gauls at least consider themselves an essential part of the Empire, and are usually full citizens.

### Physical Character

**Build:** Stocky. Males average 190lbs,  
Females average 150lbs.  
+20 to build roll

**Colouring:** Pale skin, brown and black hair.

**Height:** Males average 5' 10"

Females average 5' 6"

+30 to height roll

### Stat Bonuses

Co: +5

St: +5

Ag: +0

Qu: +0

SD: -10

Pr: +0

Re: +0

In: +0

Me: +0

Em: +0

Body Dev Dice Type: D10

Max Hits: 135

Recovery: 1x

Stat Det: 0

Soul Dep: 10

### Culture

**Clothing and Decoration:** Brightly colored tunics and trousers form the mainstay of the male wardrobe. Women wear colored woollen dresses. There is little distinction between social classes in costume.

**Fears & Inabilities:** Gauls are very superstitious, and fear bad omens whenever they see them.

**Lifestyle:** The Gallic lifestyle is a lot more primitive than the Roman one. However, Gauls in Rome have been quick to adapt to the different way of life.

### Other Factors

**Demeanor:** Gauls are warlike and aggressive, but also carefree when it comes to enjoyment.

**Language:** Gallic, although expatriots will know Latin.

**Prejudices:** Gauls tend to enjoy fighting anyone else, barbarian or civilized, although they hate no-one in particular.

**Professions:** The martial professions are favoured, although they do produce good sorcerers and animists.

**Standard Hobby Skills:** Swimming, Foraging, Hunting, Survival, Riding, Brawling, Gambling

### Background Options

Gauls receive 5 background options.

**Extra Languages:** Germanic, Celtic



## APPENDIX II – PROFESSIONS

### FIGHTER

Violence and warfare are a daily fact of life in the Roman Empire, which itself was formed by conquest. Soldiers and Officers in the Legions, Gladiators in the arena and Thugs in the residential warrens are all Fighters. Capable with a wide range of weapons, armors and combat tricks, fighters are never more comfortable than with a weapon in hand and the prospect of a fight looming.

**Prime Stats:** St and Co

**Base Spell Lists**

None. Fighters may develop open lists only.

**Profession Bonuses**

Armor +2, Body Development +2, Combat Maneuvers +2, Outdoor +1, Weapons +3

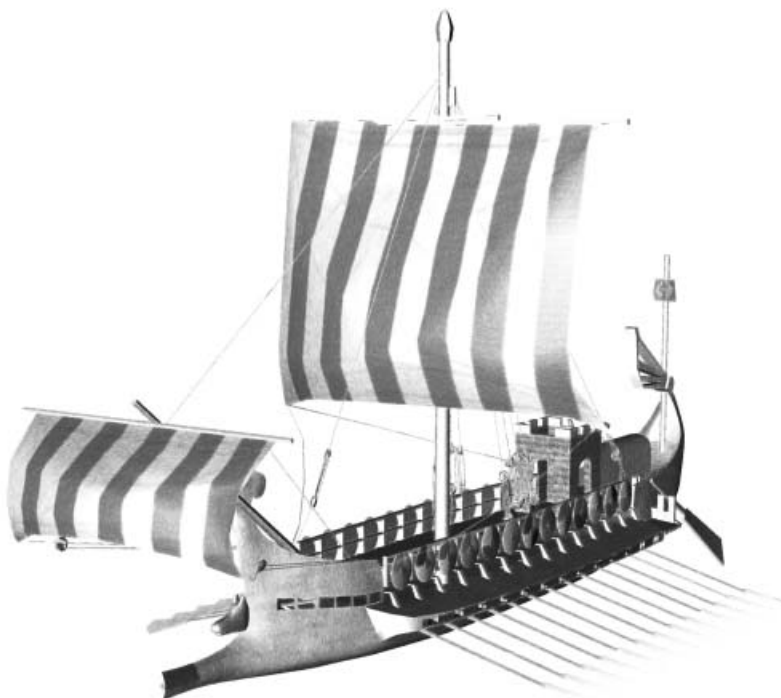
**Spell Development**

20 development cost

Maximum 1 list

### Training Packages

Actor	13	Galley Slave	10	Musician	12
Animal Handler	15	Gladiator	20	Physician	11
Asclepian	-	Goetia	-	Poet	17
Auxiliary Archer	17	Guard	8	Praestigiae	-
Auxiliary Cavalryman	22	Herbalist	13	Praetorian Guard	21
Auxiliary Legionary	17	Hoplite	14	Priest – Augeres	14
Auxiliary Scout	19	Horse Trader	17	Priest – Pontificum	17
Artist	8	House Slave	7	Prostitute	15
Brothel Keeper	10	Hunter	20	Sailor	15
Charioteer	17	Innkeeper	16	Slave Trader	17
Clerk	18	Knifeman	17	Teacher	20
Curse-Seller	-	Lawyer	13	Thief	21
Detective	-	Legionary	27	Thug	10
Druid	-	Legionary Centurion	18	Topiarius	-
Engineer	15	Legionary Officer	15	Torturer	9
Ereptor	-	Lictor	12	Tradesman	15
Farm Slave	11	Magistrate – Patrician	9	Urbanus	10
Farmer	16	Magistrate – Tribune	8	Vates	-
Furunculus	14	Marine	15		
Gallic Warrior	12	Merchant	14		



## THIEF

Where there is wealth, there you will find thieves. These shady lowlife types frequent the shadows, picking pouches, stealing from houses and even attempting armed robbery. Highly skilful when it comes to stealth and larceny, they attempt to make a living at the expense of others.

**Prime Stats:** Ag and Qu

**Base Spell Lists**

None. Thieves may develop open lists only.

**Profession Bonuses**

Athletic +1, Awareness +2, Body Development +1, Self Control +1, Subterfuge +3, Weapon +2

**Spell Development**

10 development cost

Maximum 1 list

### Training Packages

Actor	12	Galley Slave	11	Musician	12
Animal Handler	17	Gladiator	26	Physician	10
Asclepian	-	Goetia	-	Poet	17
Auxiliary Archer	20	Guard	11	Praestigiae	-
Auxiliary Cavalryman	26	Herbalist	12	Praetorian Guard	26
Auxiliary Legionary	21	Hoplite	24	Priest – Augeres	13
Auxiliary Scout	20	Horse Trader	14	Priest – Pontificum	16
Artist	10	House Slave	3	Prostitute	13
Brothel Keeper	7	Hunter	17	Sailor	13
Charioteer	17	Innkeeper	11	Slave Trader	14
Clerk	17	Knifeman	17	Teacher	20
Curse-Seller	-	Lawyer	12	Thief	12
Detective	7	Legionary	32	Thug	12
Druid	-	Legionary Centurion	22	Topiarius	-
Engineer	13	Legionary Officer	20	Torturer	9
Ereptor	-	Lictor	13	Tradesman	13
Farm Slave	13	Magistrate – Patrician	9	Urbanus	13
Farmer	16	Magistrate – Tribune	8	Vates	-
Furunculus	7	Marine	19		
Gallic Warrior	17	Merchant	11		





## ROGUE

Rogues are adaptable characters, equally proficient in combat and stealth. They make good scouts and equally good thugs. About the only thing they can't do is use magic!

**Prime Stats:** Ag and St

**Base Spell Lists**

None. Rogues may develop open lists only.

**Profession Bonuses**

Armor +1, Athletic +1, Awareness +1, Body Development +1. Combat Manoeuvres +1,

**Spell Development**

8 development cost

Maximum 2 lists

### Training Packages

Actor	11	Galley Slave	11	Musician	12
Animal Handler	17	Gladiator	25	Physician	10
Asclepian	-	Goetia	-	Poet	17
Auxiliary Archer	19	Guard	9	Praestigiae	-
Auxiliary Cavalryman	25	Herbalist	12	Praetorian Guard	24
Auxiliary Legionary	20	Hoplite	21	Priest – Augeres	12
Auxiliary Scout	20	Horse Trader	14	Priest – Pontificum	14
Artist	7	House Slave	6	Prostitute	14
Brothel Keeper	7	Hunter	17	Sailor	15
Charioteer	17	Innkeeper	13	Slave Trader	14
Clerk	18	Knifeman	17	Teacher	20
Curse-Seller	-	Lawyer	12	Thief	16
Detective	7	Legionary	30	Thug	11
Druid	-	Legionary Centurion	21	Topiarius	-
Engineer	14	Legionary Officer	19	Torturer	9
Ereptor	-	Lictor	13	Tradesman	13
Farm Slave	12	Magistrate – Patrician	9	Urbanus	12
Farmer	15	Magistrate – Tribune	8	Vates	-
Furunculus	8	Marine	17		
Gallic Warrior	16	Merchant	12		



## NO PROFESSION

No Professions make up the vast majority of the population. They are the traders, the craftsmen, the farmers and the slaves. Most are content to settle for a life of work, but a few seek something a little more exciting.... Every No Profession should select their prime stats based on their background.

### Training Packages

Actor	13	Galley Slave	12	Musician	12
Animal Handler	18	Gladiator	27	Physician	9
Asclepian	-	Goetia	-	Poet	14
Auxiliary Archer	21	Guard	13	Praestigiae	-
Auxiliary Cavalryman	27	Herbalist	11	Praetorian Guard	28
Auxiliary Legionary	23	Hoplite	24	Priest – Augeres	11
Auxiliary Scout	22	Horse Trader	14	Priest – Pontificum	12
Artist	8	House Slave	6	Prostitute	14
Brothel Keeper	8	Hunter	21	Sailor	15
Charioteer	20	Innkeeper	13	Slave Trader	16
Clerk	13	Knifeman	21	Teacher	16
Curse-Seller	-	Lawyer	13	Thief	22
Detective	10	Legionary	33	Thug	13
Druid	-	Legionary Centurion	23	Topiarius	-
Engineer	16	Legionary Officer	21	Torturer	12
Ereptor	-	Lictor	14	Tradesman	13
Farm Slave	11	Magistrate – Patrician	9	Urbanus	14
Farmer	13	Magistrate – Tribune	8	Vates	-
Furunculus	14	Marine	21		
Gallic Warrior	18	Merchant	11		

**Prime Stats:** Choice of two

### Base Spell Lists

None. No Professions may develop open lists only.

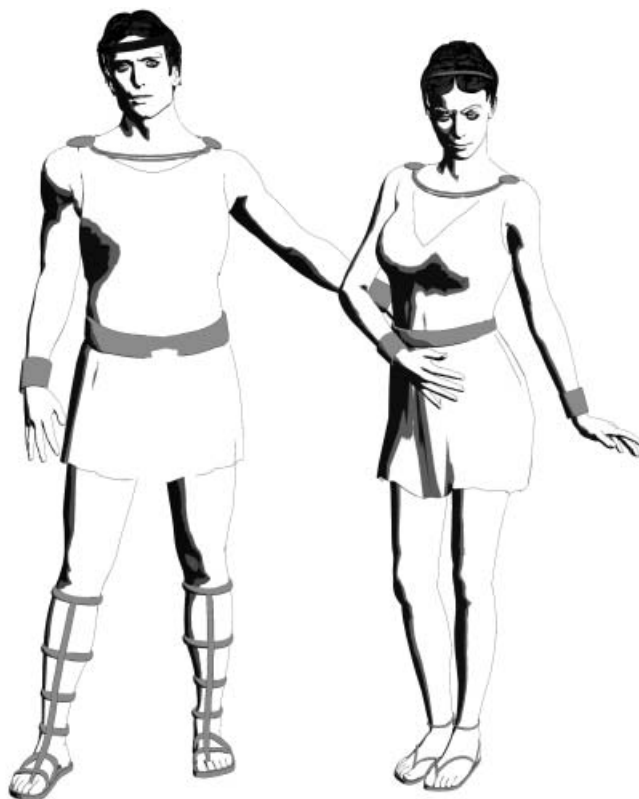
### Profession Bonuses

Athletic +1, Awareness +1, Body Development +1, Crafts +1, Outdoor +1, Power Awareness +2, Self Control +1, Technical/Trade +1, Weapons +1

### Spell Development

10 development cost

Maximum 3 lists



## CLERIC

Clerics are spell users of the realm of channelling and are the priests of the empire. Serving one of the Roman pantheon, they are responsible for appeasing the gods through sacrifices and interpreting the will of the gods. However, they have few pastoral duties to the people around them. More information about religions and the gods is given in chapter 8.

**Prime Stats:** In and Me

### Base Spell Lists

Channels  
Communal Ways  
Repulsions  
Summons  
Protections

Further information on these spell lists is given in Spell Law.

### Profession Bonuses

Awareness +1, Influence +1, Lore +1, Outdoor +1,  
Power Awareness +3, Power Point Development +1,  
Spells +1, Weapons +1

### Spell Development

1\* development cost

### Training Packages

Actor	12	Galley Slave	14	Musician	12
Animal Handler	23	Gladiator	44	Physician	8
Asclepian	12	Goetia	13	Poet	14
Auxiliary Archer	33	Guard	21	Praestigiae	-
Auxiliary Cavalryman	40	Herbalist	9	Praetorian Guard	42
Auxiliary Legionary	38	Hoplite	42	Priest – Augeres	19
Auxiliary Scout	28	Horse Trader	13	Priest – Pontificum	16
Artist	11	House Slave	7	Prostitute	17
Brothel Keeper	9	Hunter	30	Sailor	17
Charioteer	25	Innkeeper	15	Slave Trader	18
Clerk	13	Knifeman	33	Teacher	16
Curse-Seller	-	Lawyer	13	Thief	33
Detective	13	Legionary	49	Thug	23
Druid	13	Legionary Centurion	34	Topiarius	-
Engineer	21	Legionary Officer	32	Torturer	17
Ereptor	-	Lictor	25	Tradesman	13
Farm Slave	15	Magistrate – Patrician	11	Urbanus	27
Farmer	14	Magistrate – Tribune	8	Vates	-
Furunculus	24	Marine	35		
Gallic Warrior	29	Merchant	11		



## ANIMIST

Animists are nature priests of the realm of channelling. They worship ancient nature gods, and are completely at home in the wilderness. Animists are not part of the standard Roman pantheon system and so are regarded with deep suspicion or even hatred by the organised religions.

**Prime Stats:** In and Me

### Base Spell Lists

Animal Mastery  
Plant Mastery  
Herb Mastery  
Natures Protection  
Natures Lore

Further information on these spell lists is given in Spell Law.

### Profession Bonuses

Athletic +1, Awareness +1, Lore +1, Outdoor +3, Power Awareness +2, Power Point Development +1, Spells +1

### Spell Development

1\* development cost

### Training Packages

Actor	12	Galley Slave	13	Musician	12
Animal Handler	20	Gladiator	43	Physician	7
Asclepian	11	Goetia	13	Poet	14
Auxiliary Archer	31	Guard	20	Praestigiae	-
Auxiliary Cavalryman	37	Herbalist	8	Praetorian Guard	41
Auxiliary Legionary	37	Hoplite	40	Priest – Augeres	18
Auxiliary Scout	24	Horse Trader	11	Priest – Pontificum	13
Artist	11	House Slave	5	Prostitute	15
Brothel Keeper	9	Hunter	27	Sailor	15
Charioteer	22	Innkeeper	15	Slave Trader	18
Clerk	13	Knifeman	31	Teacher	16
Curse-Seller	-	Lawyer	13	Thief	31
Detective	13	Legionary	48	Thug	22
Druid	11	Legionary Centurion	33	Topiarius	13
Engineer	21	Legionary Officer	30	Torturer	17
Ereptor	-	Lictor	24	Tradesman	13
Farm Slave	11	Magistrate – Patrician	8	Urbanus	26
Farmer	11	Magistrate – Tribune	7	Vates	-
Furunculus	24	Marine	35		
Gallic Warrior	29	Merchant	10		



## ILLUSIONIST

Illusionists are pure spell users of the realm of Essence that specialize in affecting the senses of others. They can create illusions that affect any of the five senses. Many Illusionists use their abilities for illicit purposes, although a few work for the Legions.

**Prime Stats:** Em and Re

### Base Spell Lists

Feel-Taste-Smell

Light Molding

Guises

Sound Molding

Illusion Mastery

Mind Sense Molding

Further information on these spell lists is given in Spell Law.

### Profession Bonuses

Awareness +1, Communication +1, Lore +2, Power

Awareness +3, Power Point Development +1, Spells +1,

Subterfuge +1

### Spell Development

1\* development cost

### Training Packages

Actor	12	Galley Slave	17	Musician	13
Animal Handler	32	Gladiator	54	Physician	11
Asclepian	-	Goetia	14	Poet	12
Auxiliary Archer	42	Guard	31	Praestigiae	18
Auxiliary Cavalryman	51	Herbalist	12	Praetorian Guard	46
Auxiliary Legionary	48	Hoplite	52	Priest – Augeres	12
Auxiliary Scout	38	Horse Trader	16	Priest – Pontificum	12
Artist	11	House Slave	6	Prostitute	20
Brothel Keeper	9	Hunter	29	Sailor	21
Charioteer	30	Innkeeper	13	Slave Trader	20
Clerk	9	Knifeman	40	Teacher	13
Curse-Seller	-	Lawyer	13	Thief	34
Detective	11	Legionary	55	Thug	30
Druid	-	Legionary Centurion	46	Topiarius	-
Engineer	24	Legionary Officer	36	Torturer	20
Ereptor	25	Lictor	29	Tradesman	17
Farm Slave	18	Magistrate – Patrician	11	Urbanus	35
Farmer	16	Magistrate – Tribune	8	Vates	-
Furunculus	22	Marine	45		
Gallic Warrior	48	Merchant	11		



## LAY HEALER

Lay Healers are pure spell users of the realm of Mentalism that specialize in the healing of wounds and illness. They are highly trained in the mundane healing arts as well as magical, and so are highly sought after. Most attempt to keep a low profile as the priests are often suspicious of non-divine healing.

**Prime Stats:** Pr and Sd

### Base Spell Lists

Blood Mastery  
Muscle Mastery  
Bone Mastery  
Nerve and Organ Mastery  
Concussion Mastery

Further information on these spell lists is given in Spell Law.

### Profession Bonuses

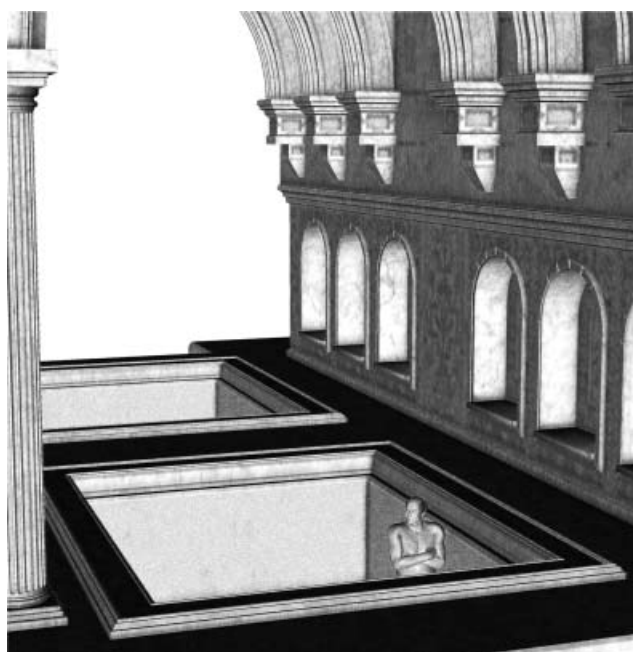
Awareness +1, Body Development +2, Lore +1, Power Awareness +2, Power Point Development +1, Self Control +2, Spells +1

### Spell Development

1\* development cost

### Training Packages

Actor	13	Galley Slave	16	Musician	11
Animal Handler	25	Gladiator	45	Physician	7
Asclepian	31	Goetia	16	Poet	14
Auxiliary Archer	31	Guard	23	Praestigiae	-
Auxiliary Cavalryman	38	Herbalist	8	Praetorian Guard	41
Auxiliary Legionary	34	Hoplite	41	Priest – Augeres	12
Auxiliary Scout	29	Horse Trader	14	Priest – Pontificum	12
Artist	11	House Slave	5	Prostitute	16
Brothel Keeper	10	Hunter	33	Sailor	20
Charioteer	26	Innkeeper	15	Slave Trader	21
Clerk	13	Knifeman	34	Teacher	16
Curse-Seller	-	Lawyer	13	Thief	35
Detective	13	Legionary	47	Thug	21
Druid	-	Legionary Centurion	34	Topiarius	-
Engineer	23	Legionary Officer	32	Torturer	20
Ereptor	-	Lictor	24	Tradesman	18
Farm Slave	16	Magistrate – Patrician	9	Urbanus	24
Farmer	17	Magistrate – Tribune	8	Vates	-
Furunculus	25	Marine	31		
Gallic Warrior	33	Merchant	13		



## SORCERER

Sorcerers are feared and hated hybrid spell casters of the realms of Essence and Mentalism. Their spells specialise in causing physical or mental damage to their enemies. They are also accomplished curse-makers. Despite the widespread hatred for them, they find plentiful work for all levels of society, providing a path to attack enemies indirectly.

**Prime Stats:** Em and In

### Base Spell Lists

Flesh Destruction

Soul Destruction

Mind Destruction

Curses (Evil Cleric Base List)

Disease (Evil Cleric Base List)

Further information on these spell lists is given in Spell Law.

### Profession Bonuses

Awareness +1, Lore +2, Power Awareness +3, Power

Point Development +1, Spells +2, Subterfuge +1

### Spell Development

1\* development cost

### Training Packages

Actor	12	Galley Slave	17	Musician	13
Animal Handler	32	Gladiator	54	Physician	13
Asclepian	-	Goetia	16	Poet	11
Auxiliary Archer	42	Guard	31	Praestigiae	-
Auxiliary Cavalryman	51	Herbalist	13	Praetorian Guard	47
Auxiliary Legionary	49	Hoplite	52	Priest – Augeres	12
Auxiliary Scout	39	Horse Trader	18	Priest – Pontificum	12
Artist	11	House Slave	6	Prostitute	22
Brothel Keeper	11	Hunter	33	Sailor	20
Charioteer	30	Innkeeper	16	Slave Trader	22
Clerk	11	Knifeman	42	Teacher	14
Curse-Seller	13	Lawyer	12	Thief	35
Detective	11	Legionary	55	Thug	31
Druid	-	Legionary Centurion	46	Topiarius	-
Engineer	24	Legionary Officer	36	Torturer	20
Ereptor	-	Lictor	30	Tradesman	18
Farm Slave	18	Magistrate – Patrician	8	Urbanus	35
Farmer	17	Magistrate – Tribune	7	Vates	-
Furunculus	25	Marine	45		
Gallic Warrior	48	Merchant	13		



## BARD

Bards are semi spell users of the realm of Mentalism. Their spells are used to entertain (and manipulate) others. They are usually Actors, Singers, Musicians and Poets. They stand above the mundane practitioners of these arts by subtly using their spells to enhance their abilities.

**Prime Stats:** Pr and Me

### Base Spell Lists

Controlling Songs  
Sound Control  
Item Lore  
Sound Projection  
Lores

Further information on these spell lists is given in Spell Law.

### Profession Bonuses

Artistic +1, Awareness +1, Body Development +1, Communication +1, Influence +1, Lore +2, Power Awareness +1, Self Control +1, Technical/Trade +1, Weapons +1

### Spell Development

4\* development cost

### Training Packages

Actor	9	Galley Slave	13	Musician	8
Animal Handler	20	Gladiator	31	Physician	11
Asclepian	-	Goetia	27	Poet	8
Auxiliary Archer	24	Guard	15	Praestigiae	-
Auxiliary Cavalryman	31	Herbalist	12	Praetorian Guard	29
Auxiliary Legionary	26	Hoplite	30	Priest – Augeres	11
Auxiliary Scout	25	Horse Trader	14	Priest – Pontificum	9
Artist	8	House Slave	6	Prostitute	12
Brothel Keeper	8	Hunter	23	Sailor	15
Charioteer	21	Innkeeper	12	Slave Trader	16
Clerk	9	Knifeman	25	Teacher	11
Curse-Seller	-	Lawyer	11	Thief	24
Detective	8	Legionary	38	Thug	14
Druid	-	Legionary Centurion	26	Topiarius	-
Engineer	17	Legionary Officer	21	Torturer	10
Ereptor	23	Lictor	16	Tradesman	13
Farm Slave	12	Magistrate – Patrician	7	Urbanus	31
Farmer	13	Magistrate – Tribune	6	Vates	31
Furunculus	16	Marine	23		
Gallic Warrior	24	Merchant	11		





## APPENDIX III – TRAINING PACKAGES

This section lists the available Roman (and some other) training packages. As with all of the rules presented here, the availability of a particular training package is at the discretion of the GM.

### Prerequisites

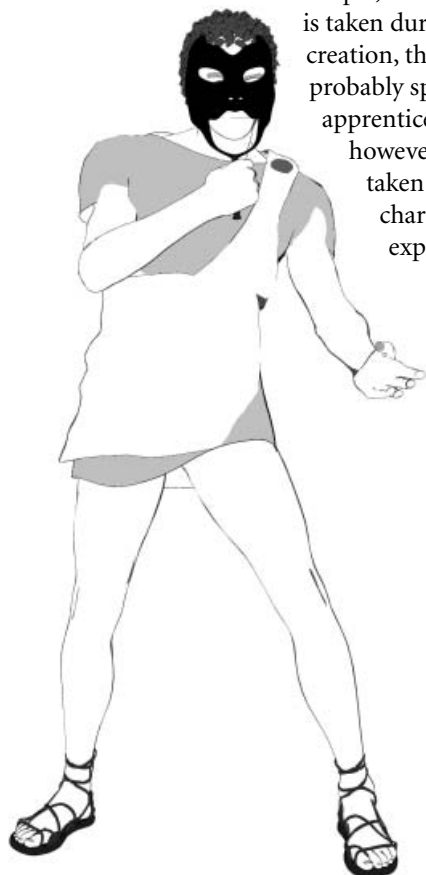
Some training packages have a pre-requisite. This may take the form of minimum stat bonuses or that the character has previously completed a related training package. These requirements can of course be waived by the GM, but only should only be the case in exceptional circumstances. In the case of the Praetorian Guard, the character must have been selected by the Praetorian Legate. The GM must decide whether this has happened. This could of course be an in-game event or could have happened during a training package. See the Legions chapter for more information on this particular case.

Some prerequisites are not listed in the descriptions, primarily the social class limitations. These allowed social class/training package combinations are given in Table XX in the character creation chapter.

### Role of Character

The exact role performed by the character during a training package will be determined by the stage of that character's career, and so prerequisites and indeed rewards may be altered by the GM to reflect this. For

example, if the Tradesman class is taken during character creation, the character will probably spend the time as an apprentice or assistant. If however the package is taken by a level 10 character who is very experienced in the



skills required and has financial backing, the character may be running a large workshop. Similarly, a “low level” Innkeeper would merely be a barman whilst a higher level Innkeeper could actually own or rent their own inn. The GM, as always, has the final say on this.

If characters receive “extra money” as part of their training package, they receive a closed-ended roll on the table below (modified as directed for each package):

**TABLE 25 – EXTRA STARTING MONEY**

1D100 Roll	Extra Money
-40 to -21	Character starts with no money at all!
0 to -20	Character loses half of their starting money
01 to 10	No extra money
11 to 20	Extra 5 denarii
21 to 30	Extra 10 denarii
31 to 40	Extra 15 denarii
41 to 50	Extra 20 denarii
51 to 60	Extra 30 denarii
61 to 70	Extra 40 denarii
71 to 80	Extra 50 denarii
81 to 90	Extra 75 denarii
91 to 100	Extra 100 denarii
101 to 120	Extra 250 denarii
121 to 140	Extra 500 denarii

## ACTOR

Roman theatre is important in the lives of most ordinary folk, providing entertainment and news for the masses. Actors wear masks and costumes to convey who they are, and most theatre is rowdy and loud. Actors themselves are not highly regarded, as, for example, musicians or poets are, but are nonetheless highly in demand both in Rome and in the provinces. Most non-topical plays are derived from Greek originals.

**Time to acquire:** 12 Months

**Social Classes:** Slave, Freeman

**Starting Money:** Normal

**Special:**

Set of costumes and masks 50

Contact: Entertainer 40

Set of scrolls of classic plays 100

**Category or Skill:** # of Ranks

Acting 2

Dancing 1

Public Speaking 2

Disguise 1

**Stat Gains:** Presence

**Cost by Profession:**

Fighter 13 Animist 12

Thief 12 Lay Healer 13

Rogue 11 Sorcerer 12

Illusionist 12 Bard 9

Cleric 12 No Profession 13

## ANIMAL HANDLER

Animal handlers are a fairly common sight in Rome, with the most common specialising in horses or dogs for hunting or guarding. However, the popularity of the circus means that handlers specialising in elephants, lions, leopards, bears, rhinoceros and even hippopotamus are employed at the Colosseum training animals for entertainment. These handlers are also sent to procure animals from their country of origin and many become very well travelled.

**Time to acquire:** 12 Months

**Social Classes:** Slave, Freeman

**Starting Money:** Normal

**Special:**

Flagrum (+10 non-magical)	80
Contact: Gladiator	50
Contact: Merchant	40
Contact: Senator	20
Flagrum	100

**Category or Skill:**

	# of Ranks
Riding	2
Weapon (Missile) – Flagrum	2
Weapon (Pole Arms) – Hasta	1
Animal Handling	2
Animal Healing	1
Herding	1

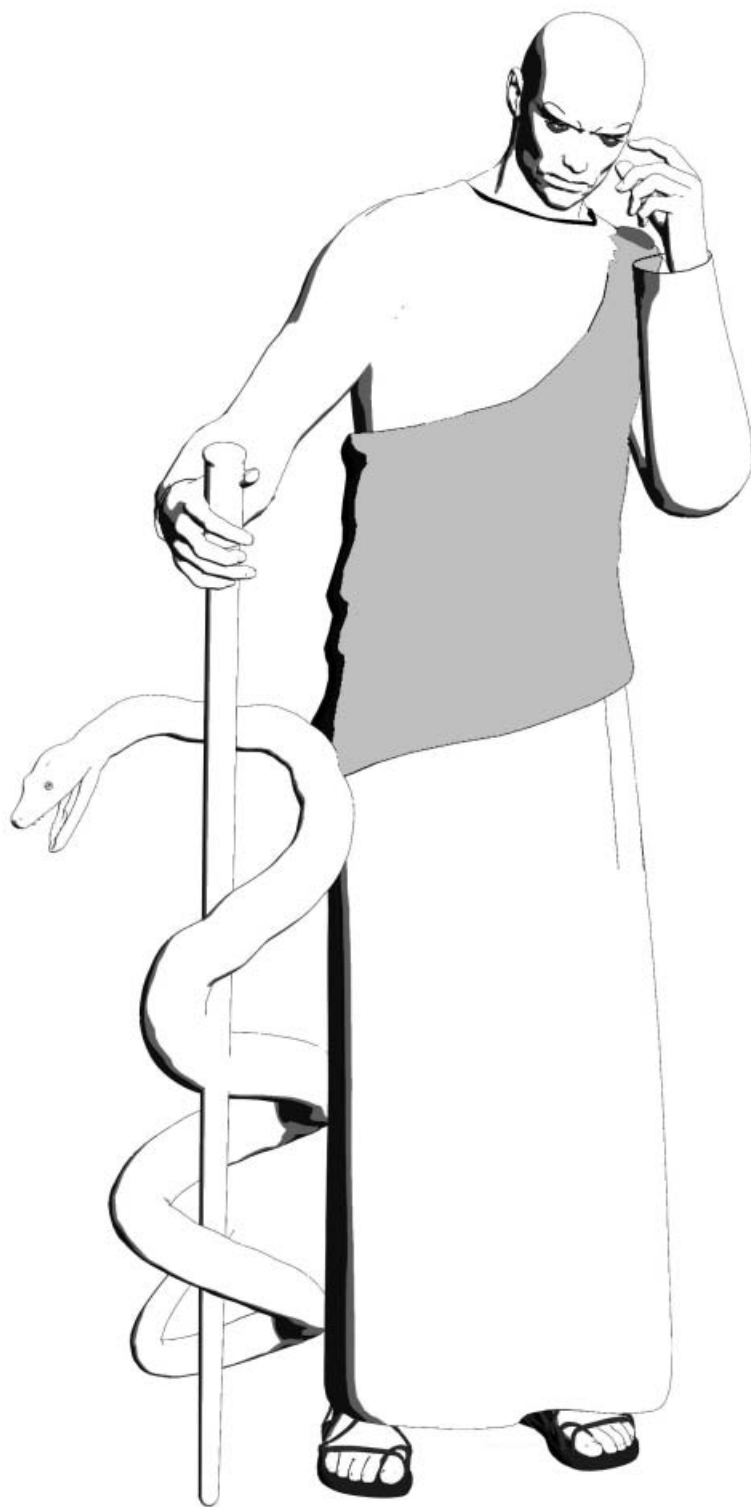
Lore-General: Fauna lore 1

**Stat Gains:** None

**Cost by Profession:**

Fighter	15	Animist	20
Thief	17	Lay Healer	25
Rogue	17	Sorcerer	32
Illusionist	32	Bard	20
Cleric	23	No Profession	18





## ASCLEPIAN

Asclepius was a Greek hero who acquired the secrets of healing and surgery from the gods and passed them on to mankind. He was later made a god by Zeus, and was thereafter worshipped by the Greeks and later adopted into the Roman pantheon. However, the cult has a secret inner circle of healers who can do more than just bandage or cut. Those who have this gods-given or internal power to heal are trained by other members. They then ply their trade as physicians, but use their powers subtly when they are most needed.

**Time to acquire:** 48 Months

**Social Classes:** Freeman, Citizen, Patrician

**Starting Money:** Normal

**Special:**

Contact: Herbalist 30

Prepared herbs worth 50d 40

Medical texts 60

Physicians Tools 100

**Category or Skill:** # of Ranks

Power Point Development 2

Spell Lists (Lay Healer Only) 5

First Aid 1

Medicine 2

Lore-Technical: Herb Lore 1

Lore-Technical:Poison Lore 1

**Stat Gains:** None

**Cost by Profession:**

Fighter	-	Animist	11
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Thief	-	Lay Healer	11
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Rogue	-	Sorcerer -	
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Illusionist	-	Bard	-
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Cleric	12	No Profession	-
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## AUXILIARY ARCHER

The Roman legions consist of Roman citizens usually drawn from within Italy. However, the regular legions do not have archers. To provide missile cover, auxiliary cohorts are raised from non-citizens. These archer cohorts are used to support the regular legions in the field and provide garrison troops. To prevent trouble, Auxiliaries are never stationed in the country they are raised in. Only men may join as Auxiliaries.

**Time to acquire:** 24 Months

**Social Classes:** Freeman

**Prerequisites:** ST bonus of at least +5, Male

**Starting Money:** Normal. One roll on the "Spoils of War" table in chapter 9.

### Special:

Arcus (+10 non-magical)	40
Lorica Hamata	20
Promotion	30
Promotion	30
Promotion	30
Contact: Centurion	40
Gladius	60
Arcus	100

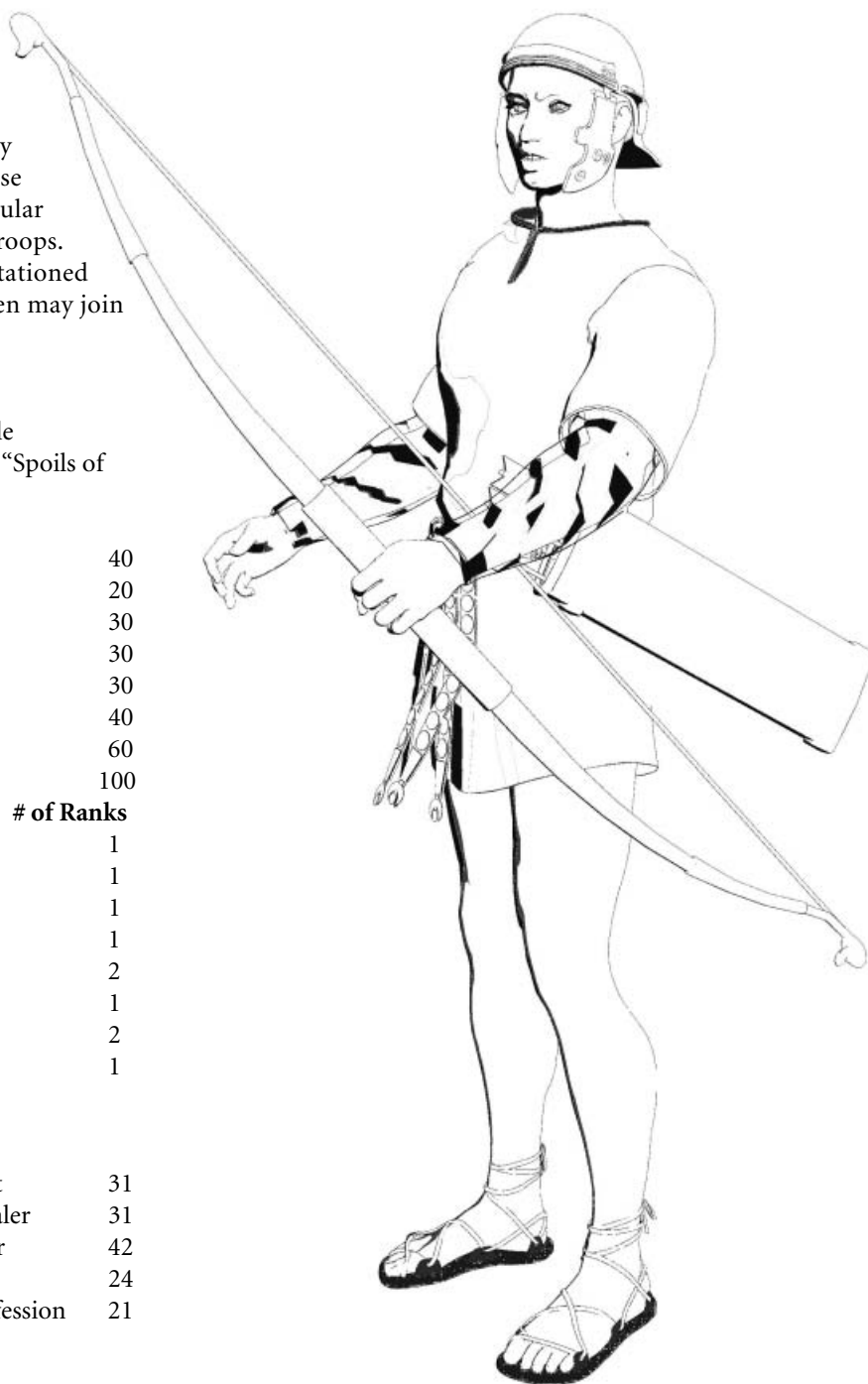
### Category or Skill:

	# of Ranks
Body Development	1
Maneuver in Chain	1
Martial Arts-Strikes	1
Perception	1
Weapon (Missile) – Arcus	2
Weapon (1 Handed Edged) – Gladius	1
Fletching	2
Foraging	1

**Stat Gains:** None

### Cost by Profession:

Fighter	17	Animist	31
Thief	20	Lay Healer	31
Rogue	19	Sorcerer	42
Illusionist	42	Bard	24
Cleric	33	No Profession	21





## AUXILIARY CAVALRYMAN

Romans generally do not make good cavalymen, and so cavalry is raised in the form of auxiliary cavalry cohorts. Some cavalymen are attached to the main legion –the Equites Legiones – but most are organised into separate cavalry cohorts. These independent units are used for garrison and patrol duties as well as scouting and shock troops on the battlefield. The cavalryman is considered of higher status than his infantry brethren and indeed members of an Equites Legiones are considered full legionaries. Only men may join as Auxiliaries.

**Time to acquire:** 24 Months

**Social Classes:** Freeman

**Prerequisites:** ST bonus of at least +5, Male

**Starting Money:** Normal. One roll on the “Spoils of War table in chapter 9.

### Special:

Gladius (+10 non-magical)	30
Lorica Hamata	30
Promotion	30
Promotion	30
Parma Shield	40
Warhorse	20
Gladius	100

### Category or Skill:

### # of Ranks

Body Development	1
Combat Maneuvers – Extraordinarii	2
Maneuver in Chain	1
Martial Arts-Strikes	1
Perception	1
Riding	2
Weapon (Polearm) – Hasta	2
Weapon (1 Handed Edged) – Gladius	1
Animal Handling	2
Foraging	1

**Stat Gains:** None

### Cost by Profession:

Fighter	22	Animist	37
Thief	26	Lay Healer	38
Rogue	25	Sorcerer	51
Illusionist	51	Bard	31
Cleric	40	No Profession	27

## AUXILIARY LEGIONARY

The Roman legions consist of Roman citizens usually drawn from within Italy. Any non-Roman citizen joining the Legions joins one of the Auxiliary cohorts. Not quite trained or equipped to the same standard as regular legionaries, they are used to support the regular legions in battle, garrison forts and patrol frontier areas. To prevent trouble, Auxiliaries are never stationed in the country they are raised in. Only men may join as Auxiliaries.

**Time to acquire:** 24 Months

**Social Classes:** Freeman

**Prerequisites:** ST bonus of at least +5, Male

**Starting Money:** Normal. One roll on the "Spoils of War" table in chapter 9.

### Special:

Gladius (+10 non-magical)	50
Lorica Hamata	40
Promotion	30
Promotion	30
Promotion	30
Parma Shield	50
Gladius	100

### Category or Skill:

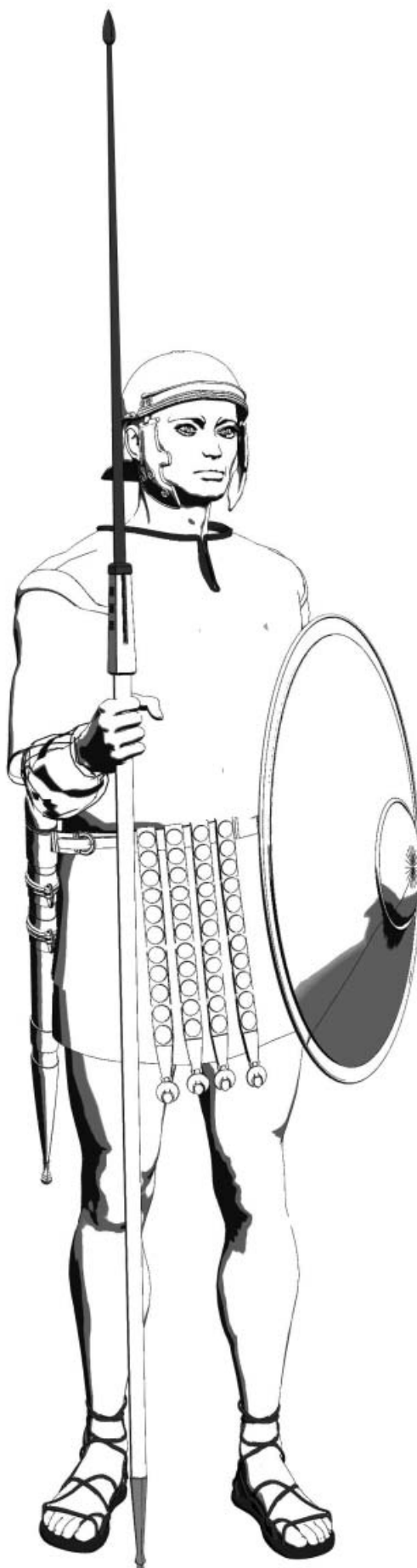
### # of Ranks

Body Development	1
Combat Maneuvers – Legionary	1
Maneuver in Chain	2
Martial Arts-Strikes	1
Perception	1
Weapon (1 Handed Edged) – Gladius	2
Weapon (Thrown) – Pilum	1
Foraging	1

**Stat Gains:** None

### Cost by Profession:

Fighter	17	Animist	37
Thief	21	Lay Healer	34
Rogue	20	Sorcerer	49
Illusionist	48	Bard	26
Cleric	38	No Profession	23



## AUXILIARY SCOUT

Auxiliary scouts differ from the main cavalry in that they are usually attached to a full Legion and that they are not outfitted in a standard way. Usually recruited from tribes with a long history of horsemanship, they are trained to ride hard, live semi-independently and get close to the enemy. Their lives are often brutal and short, but they often seem to revel in the freedom and danger their position provides. Only men may join as Auxiliaries.

**Time to acquire:** 24 Months

**Social Classes:** Freeman

**Prerequisites:** Male

**Starting Money:** Normal. One roll on the "Spoils of War" table in chapter 9.

### Special:

1 Handed weapon (+5 non-magical)	20
Leather Tunic	60
Promotion	20
Promotion	30
Warhorse	20
Gladius	100

### Category or Skill:

### # of Ranks

Body Development	1
Combat Maneuvers – Extraordinarii	1
Maneuver in Soft Leather	1
Perception	2
Riding	2
Weapon (Choice of 1 handed)	1
Animal Handling	2
Foraging	1
Navigation	1
Tracking	2

**Stat Gains:** None

### Cost by Profession:

Fighter	19	Animist	24
Thief	20	Lay Healer	29
Rogue	20	Sorcerer	39
Illusionist	38	Bard	25
Cleric	28	No Profession	22



## ARTIST

Artists are much in demand, mainly by the higher echelons of Roman society, to create the highly decorated houses and work places that imply status. Patrician mansions and villas are painted in vivid colours and with scenes and portraits adorning the walls. Even lower class houses try to have some decoration, and brothels are famous for their illustrations. Trained artists are well paid for their skill, but pitfalls do await those artists who mis-represent a favoured wife or ancestor!

**Time to acquire:** 12 Months

**Social Classes:** Slave, Freeman, Citizen

**Starting Money:** Normal

**Special:**

Contact: Artist 50

Set of appropriate tools (Brushes, Chisels etc) 100

**Category or Skill:** # of Ranks

Perception 1

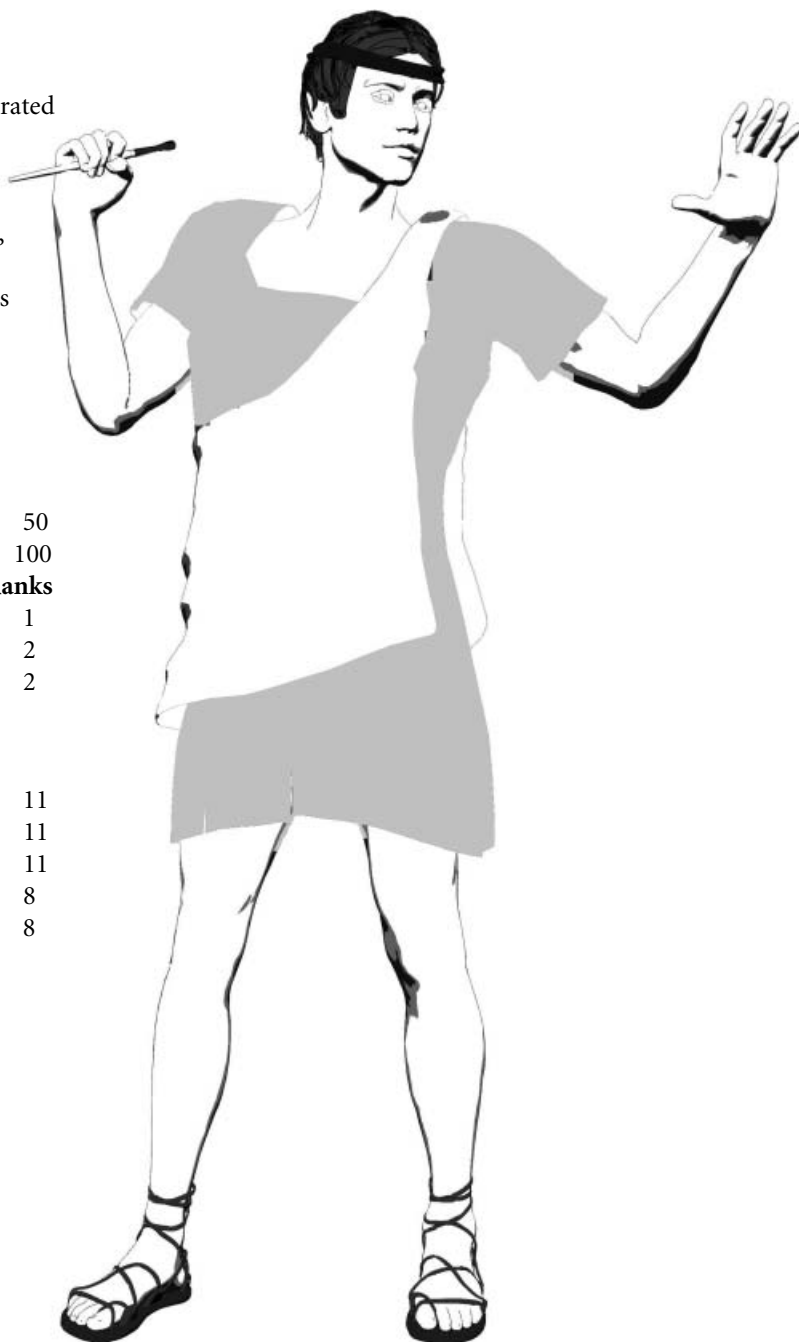
Art 2

Stone Carving 2

**Stat Gains:** None

**Cost by Profession:**

Fighter	8	Animist	11
Thief	10	Lay Healer	11
Rogue	7	Sorcerer	11
Illusionist	11	Bard	8
Cleric	11	No Profession	8







## BROTHEL KEEPER

Brothels are very common on the amoral streets of Rome, where love and sex are often kept completely separate. Most prostitutes work from brothels, where there is some security from the criminals that prey on the social underclasses. Brothel keepers must run a tight ship, whether at the lower end of the market, or offering the best girls to patricians and senators. This job does not have the negative associations of our age, and in some cases brothel keepers can become very influential members of society.

**Time to acquire:** 12 Months

**Social Classes:** Freeman, Citizen

**Starting Money:** Extra money roll +10

**Special:**

Contact: Senator 40

Set of fine clothes 100

**Category or Skill:** # of Ranks

Perception 1

Appraisal – Women 1

Medicine 1

Streetwise 1

Trading 1

**Stat Gains:** None

**Cost by Profession:**

Fighter 10

Thief 7

Rogue 7

Illusionist 9

Cleric 9

Animist 9

Lay Healer 10

Sorcerer 11

Bard 8

No Profession 8

## CHARIOTEER

Charioteers are the racing car drivers of their day. Racing four- or two-horse chariots around the Circus Maximus, the carefully bred horses and custom built chariots vied to win races. Huge bets are made on the chariot races, and most patricians own at least one chariot and driver. Because of these pressures, charioteers spare no exertions to win, and indeed those who win often become household names around the city. Although rare, women may become charioteers.

**Time to acquire:** 12 Months

**Social Classes:** Slave, Freeman, Citizen, Patrician

**Prerequisites:** ST and AG bonuses of at least +5

**Starting Money:** Extra money roll +5

### Special:

Prize Wreath	50
Contact: Senator	20
Contact: Gladiator	40
Chariot and team	10
Flagrum	100

### Category or Skill:

	# of Ranks
Body Development	1
Riding	1
Weapon (Missile) – Flagrum	2
Acrobatics	1
Animal Handling	2
Driving	-
Chariot	2
Tumbling	1

**Stat Gains:** Agility

### Cost by Profession:

Fighter	17	Animist	22
Thief	17	Lay Healer	26
Rogue	17	Sorcerer	30
Illusionist	30	Bard	21
Cleric	25	No Profession	20





## CLERK

Although not an exciting job, that of clerk has its benefits. Rome is obsessed with recording facts such as new laws, senate debates and family lineages, not to mention state, personal and trade accounts. Therefore professional clerks, whether slave or free, have come to be widely respected. Clerks are often well travelled for a patrician, merchant or general will not risk leaving a good clerk at home.

**Time to acquire:** 18 Months

**Social Classes:** Slave, Freeman

**Prerequisites:** At least 2 ranks in reading Latin and basic Mathematics

**Starting Money:** Normal

### Special:

Copy of classic book 60

Contact: Senator 20

Contact: Merchant 30

Set of writing tools 100

### Category or Skill: # of Ranks

Linguistics 6

Administration 2

Mathematics 1

**Stat Gains:** None

### Cost by Profession:

Fighter 18 Animist 13

Thief 17 Lay Healer 13

Rogue 18 Sorcerer 11

Illusionist 9 Bard 9

Cleric 13 No Profession 13

## CURSE SELLER

Curse sellers are, technically, prohibited to practice their dark arts anywhere within the borders of the Roman Empire. However, in practice, at least one can be found in most towns and cities, and even in smaller colonies or barbarian villages. Most ambitious men have realised that if an opponent “is taken ill” or beset by some other “natural” misfortune, their own political aspirations have an easier time than if a knifeman is used. Even at the lower end of society, it can be easier to gain revenge on an enemy by inflicting a curse than by physical violence. As a result, powerful and successful curse sellers can demand a very high payment for their services.

**Time to acquire:** 24 Months

**Social Classes:** Slave, Freeman, Citizen

**Starting Money:** Normal

**Special:**

Contact: Thug 50

Contact: Senator 30

Baculum 100

**Category or Skill:** # of Ranks

Power Point Development 2

Spells 4

Lore:Obscure – Demon law 1

Spell Mastery - Curses 2

Streetwise 1

**Stat Gains:** None

**Cost by Profession:**

Fighter	-	Animist	-
Thief	-	Lay Healer	-
Rogue	-	Sorcerer	13
Illusionist	-	Bard	-
Cleric	-	No Profession	-





## DETECTIVE

Detectives are individuals who use their special talents to find people. They can be employed by magistrates to find criminals, by the senate to find enemies or traitors, or by individuals to find runaway slaves. Not all detectives are honest, and some use blackmail and extortion to bolster their income. However, good and honest detectives soon acquire a reputation and can name their own price.

**Time to acquire:** 24 Months

**Social Classes:** Freeman (urban), Citizen, Patrician

**Starting Money:** Normal

### Special:

Contact: Thief	60
Contact: Thug	60
Contact: Innkeeper	40
Contact: Senator	80
Contact: Magistrate	100

### Category or Skill: # of Ranks

Perception	2
Interrogation	2
Lore:General – Home Region	1
Streetwise	2

**Stat Gains:** None

### Cost by Profession:

Fighter	10	Animist	13
Thief	7	Lay Healer	13
Rogue	7	Sorcerer	11
Illusionist	11	Bard	8
Cleric	13	No Profession	10

## DRUID

Druid is the term used for the priests and priestesses of the Celtic and Gallic tribes. They administer laws, perform all of the tribal rituals and appease the gods. Many of their rituals are specific for individual tribes, but they are accorded respect across the Celtic world. They are feared and hated by the Roman authorities, but are not actually banned from Rome. For more on Druidic gods, see the Religion Chapter. Females may become priestesses of the Gods.

**Time to acquire:** 24 Months

**Social Classes:** Slave (rural), Freeman (rural)

**Starting Money:** Normal

**Special:**

Sickle (+5 non-magical)	20
Contact: Gallic Warrior	60
Contact: Gallic Chief	30
Sickle	100

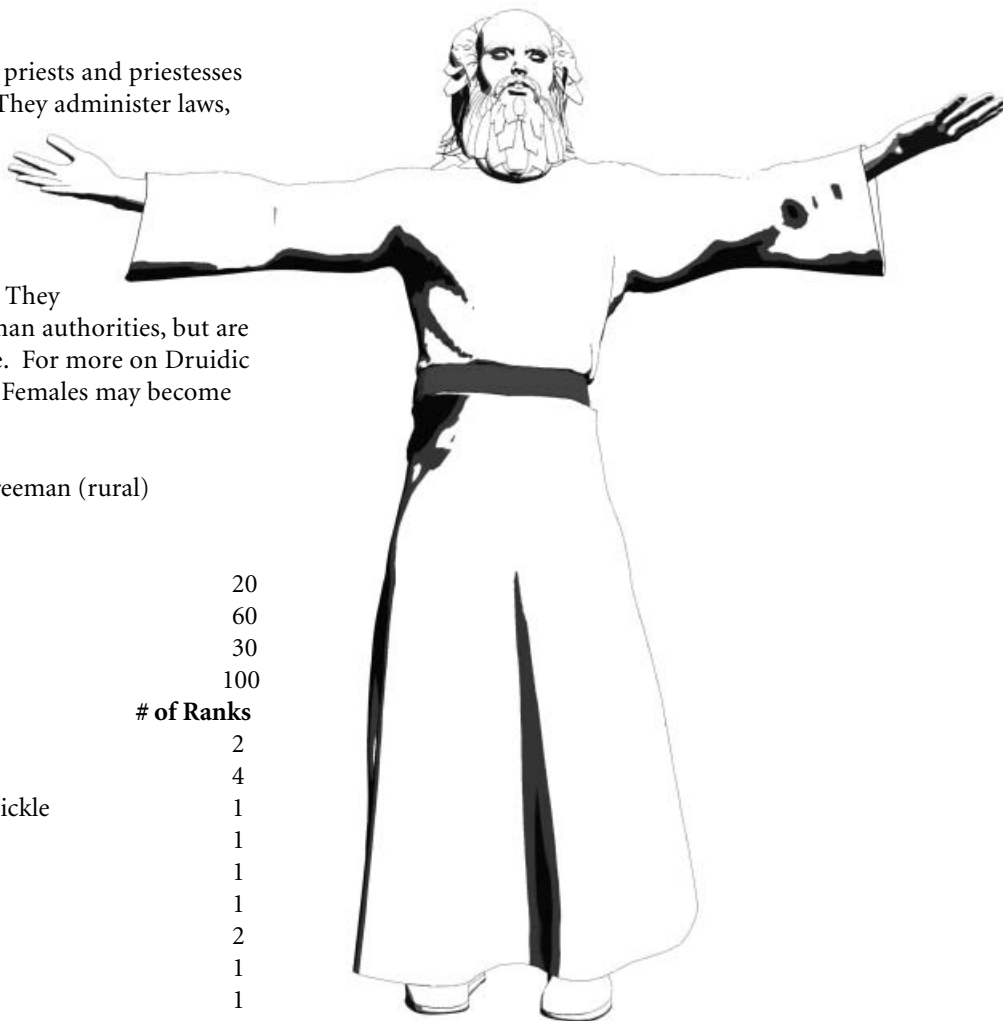
**Category or Skill:** **# of Ranks**

Power Point Development	2
Spells	4
Weapon (1 Handed Edged) – Sickle	1
Diplomacy	1
Foraging	1
Lore:General – Plant Lore	1
Lore:General – Religion	2
Lore:Technical – Herb Lore	1
Public Speaking	1

**Stat Gains:** None

**Cost by Profession:**

Fighter	-	Animist	11
Thief	-	Lay Healer	-
Rogue	-	Sorcerer	-
Illusionist	-	Bard	-
Cleric	13	No Profession	-





## ENGINEER

Roman Engineers serve both military and civilian masters to build, improve and connect cities. They are responsible for the design and construction of roads, temples, aqueducts, forts, docks, villas and even whole towns. They are also in charge of siege equipment such as Ballistae and Onagers. They must master many forms of engineering including water, heating etc. Experienced engineers can employ others to carry out their designs, and many engineers have become wealthy through their skill. Women may only become civilian engineers.

**Time to acquire:** 36 Months

**Social Classes:** Freeman, Citizen,

**Starting Money:** Normal

**Special:**

Contact: Legion Officer 40

Contact: Senator 60

Set of Engineering texts 100

**Category or Skill:** # of Ranks

Perception 1

Weapon (Siege) – Ballista *or* Onager 2

Engineering 2

Lore:Technical – Metal Lore 1

Lore:Technical – Stone Lore 1

Lore:Technical – Wood Lore 1

Mathematics 1

**Stat Gains:** None

**Cost by Profession:**

Fighter	15	Animist	21
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Thief	13	Lay Healer	23
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Rogue	14	Sorcerer	24
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Illusionist	24	Bard	17
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Cleric	21	No Profession	16
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## EREPTOR

Ereptors are thieves with special talents. They are able to supplement their natural abilities with mystical ones, and so be better able to climb, hide and enter buildings. The penalties for such larceny can be severe, especially if the mystical talents are detected, so Ereptors within Rome are either very good or very dead.

**Time to acquire:** 24 Months

**Social Classes:** Slave, Freeman, Citizen

**Prerequisites:** Extra money roll +10

### Special:

Contact: Thug 40

Contact: Thief 40

Goods worth 10-50d 50

Lock picks and hooks 100

### Category or Skill: # of Ranks

Climbing 1

Disarm Traps 1

Perception 1

Pick Locks 1

Power Point development 1

Spells 2

Stalk and Hide 1

Acrobatics 1

Lore:Technical – Lock Lore 1

Streetwise 1

Tumbling 1

**Stat Gains:** None

### Cost by Profession:

Fighter	-	Animist	-
Thief	-	Lay Healer	-
Rogue	-	Sorcerer -	-
Illusionist	25	Bard	23
Cleric	-	No Profession	-







## FARM SLAVE

Farm slaves are those employed to work on the vast patrician estates, growing olives, grain, vegetables and fruit, as well as look after domesticated animals. Farm slaves face a lifetime of physically demanding work from dawn to dusk, and many do not live to be old.

**Time to acquire:** 12 Months

**Social Classes:** Slave (rural)

**Starting Money:** Normal

**Special:**

None

**Category or Skill:**

**# of Ranks**

Body Development 2

Animal Handling 1

Driving 1

Herding 1

Horticulture 1

Lore:General – Animal Lore 1

Lore:General – Plant Lore 1

**Stat Gains:** None

**Cost by Profession:**

Fighter	11	Animist	11
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Thief	13	Lay Healer	16
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Rogue	12	Sorcerer	18
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Illusionist	18	Bard	12
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Cleric	15	No Profession	11
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## FARMER

Farmers may either be smallholders who farm a few acres to support their families, or estate managers who are employed by wealthy landowners to manage all or part of a farm. The latter may well be left in sole charge of a large estate for years at a time, simply sending revenues to the landowner in Rome. Farm managers are sometimes allocated their own parcel of land to boost their income.

**Time to acquire:** 12 Months

**Social Classes:** Freeman, Citizen, Patrician

**Starting Money:** Normal

**Special:**

10 Iugerum smallholding (see chapter 5)	20
Contact: Merchant	60
Carthorse and Cart	20
Set of Farming Tools	100

**Category or Skill:** # of Ranks

Body Development	1
Animal Handling	1
Driving	1
Herding	1
Horticulture	1
Lore:General – Animal Lore	1
Lore:General – Plant Lore	1
Trading	2

**Stat Gains:** None

**Cost by Profession:**

Fighter	16	Animist	11
Thief	16	Lay Healer	17
Rogue	15	Sorcerer	17
Illusionist	16	Bard	13
Cleric	14	No Profession	13





## FURUNCULUS

A Furunculus is a petty thief, an opportunist, who makes a living stealing a few coins from a pouch here, and a few small valuables from an open window. Rarely brave enough to undertake any larger crimes, they scratch a living at the bottom of the social pile.

**Time to acquire:** 12 Months

**Social Classes:** Freeman, Citizen

**Starting Money:** Extra money roll -15

**Special:**

Piece of jewellery worth 3-30d 50

Contact: Thug 20

Cultellus 100

**Category or Skill:** # of Ranks

Stalk & Hide 2

Perception 2

Sprinting 1

Streetwise 2

Trickery 2

**Stat Gains:** None

**Cost by Profession:**

Fighter	14	Animist	24
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Thief	7	Lay Healer	25
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Rogue	8	Sorcerer	25
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Illusionist	22	Bard	16
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Cleric	24	No Profession	14
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## GALLEY SLAVE

Galley slaves are those purchased with the sole aim of rowing merchant or Navy ships. They are usually poorly skilled but physically fit. Swimming is not normally a required skill, as Galley slaves are chained to their benches. If the ship is unfortunate enough to sink in battle or a storm, any slave oarsman will go down with the ship. Galley slaves are normally amongst the cheapest available.

**Time to acquire:** 6 Months

**Social Classes:** Slave

**Starting Money:** Normal

**Special:**

None

**Category or Skill:**

**# of Ranks**

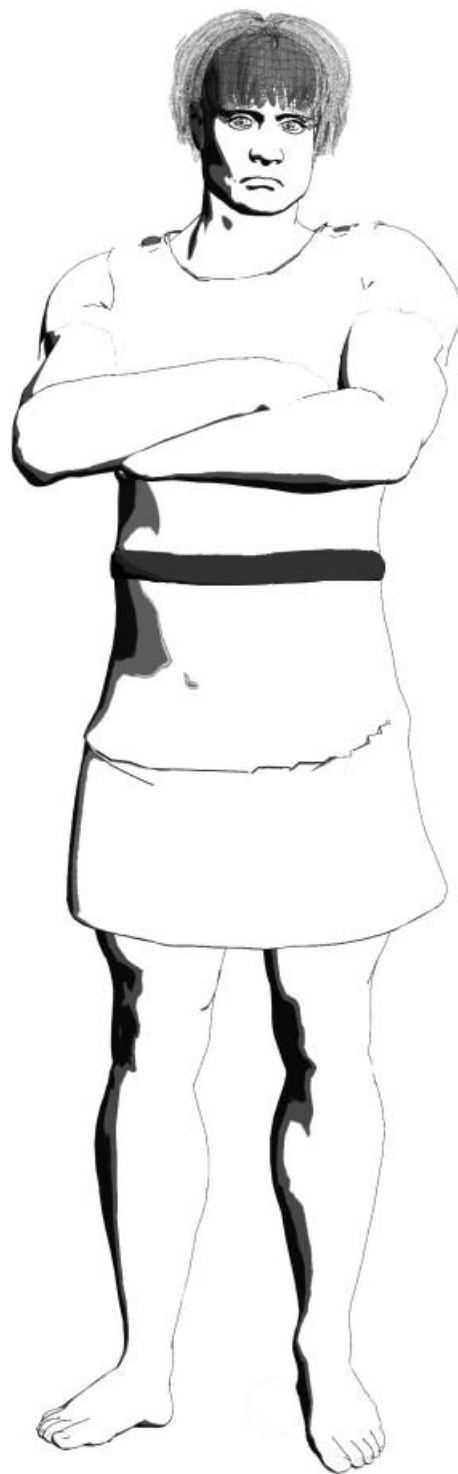
Body Development	1
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Rowing	2
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**Stat Gains:** Strength / Constitution

### Cost by Profession:

Fighter	10	Animist	13
Thief	11	Lay Healer	16
Rogue	11	Sorcerer	17
Illusionist	17	Bard	13
Cleric	14	No Profession	12





## GALLIC WARRIOR

The Gallic and Celtic cultures revere the warrior above all others (except maybe Druids). Gallic warfare is organised along warband lines, with each chief gathering as many men as he can afford. These men are used to raid neighbours or fight invading Romans. Much emphasis is placed upon individual bravery and honour, and there is little discipline to their combat. However, an enraged Gallic Warrior is enough to strike fear into the hearts of many an opponent. Brave and strong women may become Gallic warriors.

**Time to acquire:** 24 Months

**Social Classes:** Slave, Freeman, Citizen

**Prerequisites:** ST bonus of at least +5, Must be of Gaulish race, Male

**Starting Money:** Normal

### Special:

Hand Weapon (+10 non-magical) 40

Celtic Shield (+10 non-magical) 40

Leather Tunic 50

Contact: Gallic War Chief 50

Hand Weapon 100

### Category or Skill: # of Ranks

Body Development 2

Combat Maneuvers – Celtic Style 1

Manoeuvre in Soft Leather 2

Weapon (1 Handed Edged) –

Broadsword *or* Falcata 2

Weapon (2 Handed Edged) – Falx 1

Sprinting 1

**Stat Gains:** Strength

### Cost by Profession:

Fighter	12	Animist	29
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Thief	17	Lay Healer	33
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Rogue	16	Sorcerer	48
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Illusionist	48	Bard	24
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Cleric	29	No Profession	18
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## GLADIATOR

Gladiators are usually slaves, although a few are free. They are highly trained in combat techniques, although their entire lives are focused on fighting. Many continue fighting in the arenas until they are killed, although a few do grow old and retire, and some manage to buy their freedom. The best gladiators become very well known, and their exploits are re-told in every tavern. Gladiators usually specialise in a particular form of gladiatorial combat. The table 15 in Chapter 5 should be used to determine weapon skills developed. The combat style developed may be either Thracian, Bestarii or Gladiatorial as desired (Chapter 2).

**Time to acquire:** 24 Months

**Social Classes:** Slave, Freeman, Citizen

**Starting Money:** Normal

**Special:**

Weapon 1 (+10 non-magical)	40
Weapon 2	60
Prize Wreath	50
Contact: Gladiator	40
Weapon 1	100

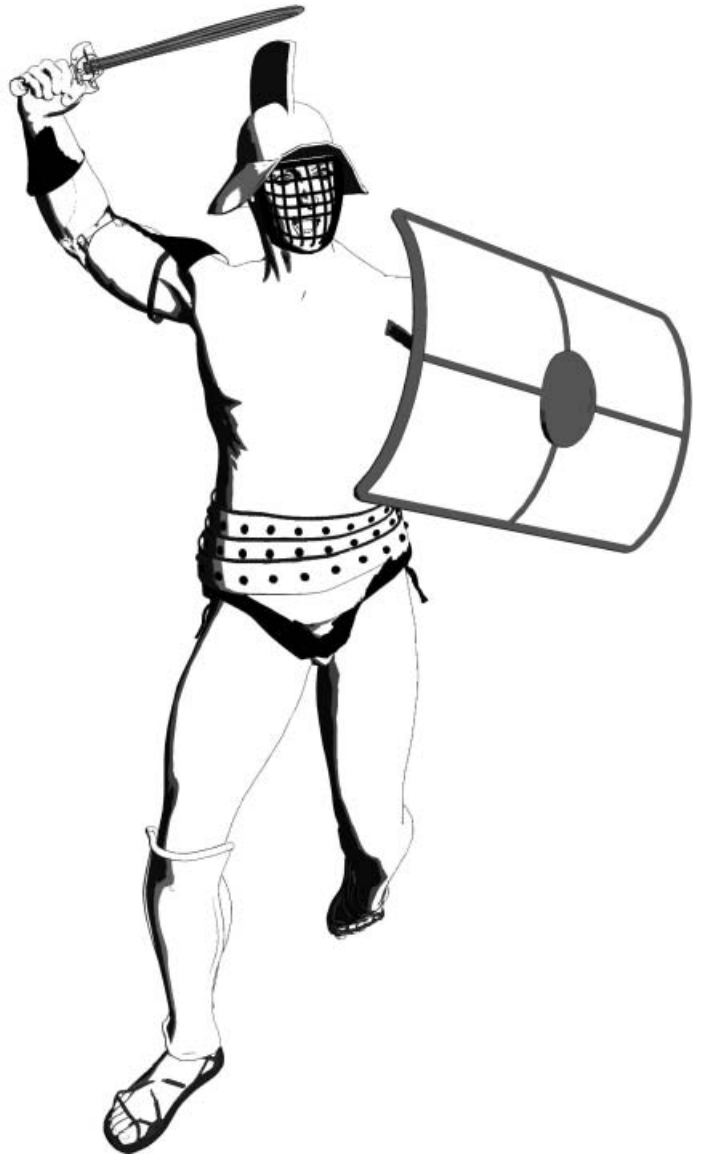
**Category or Skill:** # of Ranks

Adrenal Moves - Speed	2
Body Development	2
Combat Maneuvers – As appropriate	1
Martial Arts	2
Weapon 1 [From Table 14]	2
Weapon 2 [From Table 14]	2
Weapon 3 [From Table 14]	1
Weapon 4 [From Table 14]	1

**Stat Gains:** None

**Cost by Profession:**

Fighter	20	Animist	43
Thief	26	Lay Healer	45
Rogue	25	Sorcerer	54
Illusionist	54	Bard	31
Cleric	44	No Profession	27





## GOETIA

Goetia is a catch-all term for a local wise-man or magician. They may have a wide range of spell casting abilities, but all serve a similar role. They can be found in villages, towns and slums, offering advice, fortune telling and other simple magical services to the common folk. Their fortune telling is usually kept quiet to avoid the attentions of the Augeres, but they are usually well protected by the local populace.

**Time to acquire:** 24 Months

**Social Classes:** Slave, Freeman

**Starting Money:** Normal

**Special:**

Contact: Merchant 40

Contact: Furunculum 30

Contact: Innkeeper 60

Baculum 100

**Category or Skill:** # of Ranks

Power Point Development 2

Spells 6

Divination 1

Lore:General – Appropriate Race 2

Lore:General – Appropriate Region 2

Star Gazing 1

Trading 1

Weather Watching 1

**Stat Gains:** None

**Cost by Profession:**

Fighter - Animist 13

Thief - Lay Healer 16

Rogue - Sorcerer 16

Illusionist 14 Bard 27

Cleric 13 No Profession -

## GUARD

The Roman Legions are the elite soldiers of the Empire, but there is plenty of demand for guards for merchants, private villa's businesses, temples and town gates. The time, dedication and training required to be a guard are less than that for a legionary, but the guards generally face less danger in their everyday lives.

**Time to acquire:** 12 Months

**Social Classes:** Slave, Freeman, Citizen

**Starting Money:** Normal

**Special:**

Hasta (+5 non-magical) 40

Gladius (+5 non-magical) 20

Lorica Hamata 40

Parma Shield 50

Contact: Legionary Officer 50

Hasta *or* Gladius 100

**Category or Skill:** # of Ranks

Body Development 1

Maneuver in Rigid Leather 1

Perception 2

Weapon (1 Handed Edged) – Gladius 1

Weapon (Polearm) – Hasta 1

**Stat Gains:** None

**Cost by Profession:**

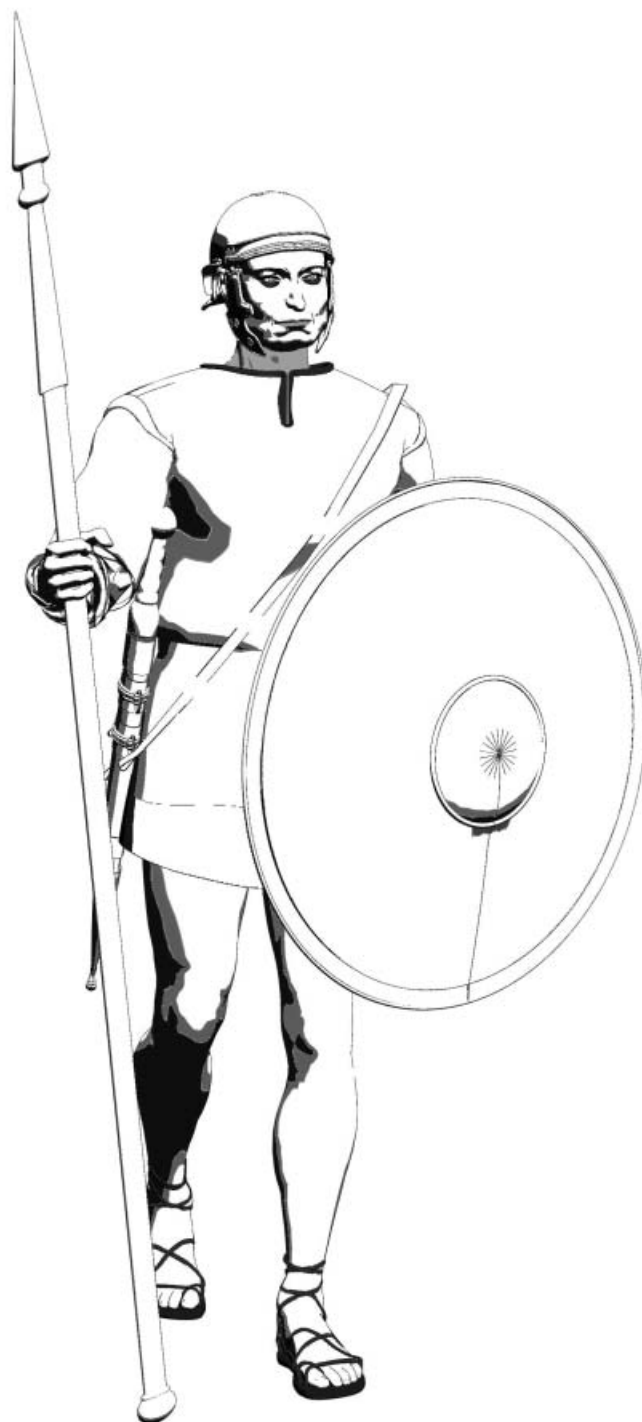
Fighter	8	Animist	20
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Thief	11	Lay Healer	23
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Rogue	9	Sorcerer	31
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Illusionist	31	Bard	15
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Cleric	21	No Profession	13
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## HERBALIST

Herbalists are common in the towns and cities of the Empire, supplying herbal remedies to the people. They are the main source of healthcare to the poor, and supply remedies to physicians to treat the rich. Some herbalists are employed directly by physicians, whilst others are sole-traders.

**Time to acquire:** 36 Months

**Social Classes:** Slave, Freeman, Citizen

**Starting Money:** Extra money roll +0

**Special:**

Contact: Physician 30

Contact: Senator 20

Herbs worth 50d 60

Herbalist Tools 100

**Category or Skill:** # of Ranks

Medicine 2

First Aid 2

Lore:Technical – Herb Lore 2

Trading 1

**Stat Gains:** None

**Cost by Profession:**

Fighter	13	Animist	8
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Thief	12	Lay Healer	8
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Rogue	12	Sorcerer	13
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Illusionist	12	Bard	12
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Cleric	9	No Profession	11
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## HOPLITE

The Greek city states and the Empire of Alexander were forged by the elite Greek Hoplites. Well trained and equipped, they fought in formation against the barbarians on their borders. Although the Greek lands are now under Roman control, the Hoplite tradition still continues. Equipped with a long spear, sword and heavy armour, they are still feared as individual warriors. A few women may be trained as Hoplites, and are known as Amazons.

**Time to acquire:** 24 Months

**Social Classes:** Freeman, Citizen

**Prerequisites:** Must be of Greek race, Male

**Starting Money:** Normal

**Special:**

Sarisa (+10 non-magical) 60

Chalcidian Sword (+5 non-magical) 20

Greek Panoply 30

Hoplon Shield 50

Contact: Hoplite 40

Sarisa 100

**Category or Skill:** # of Ranks

Body Development 2

Combat Maneuvers– Greek Style 1

Maneuver in Plate 2

Weapon (1 Handed Edged) – Chalcidian Sword 2

Weapon (1 Handed Edged) – Machairi 1

Weapon (Polearm) – Sarissa 2

**Stat Gains:** None

**Cost by Profession:**

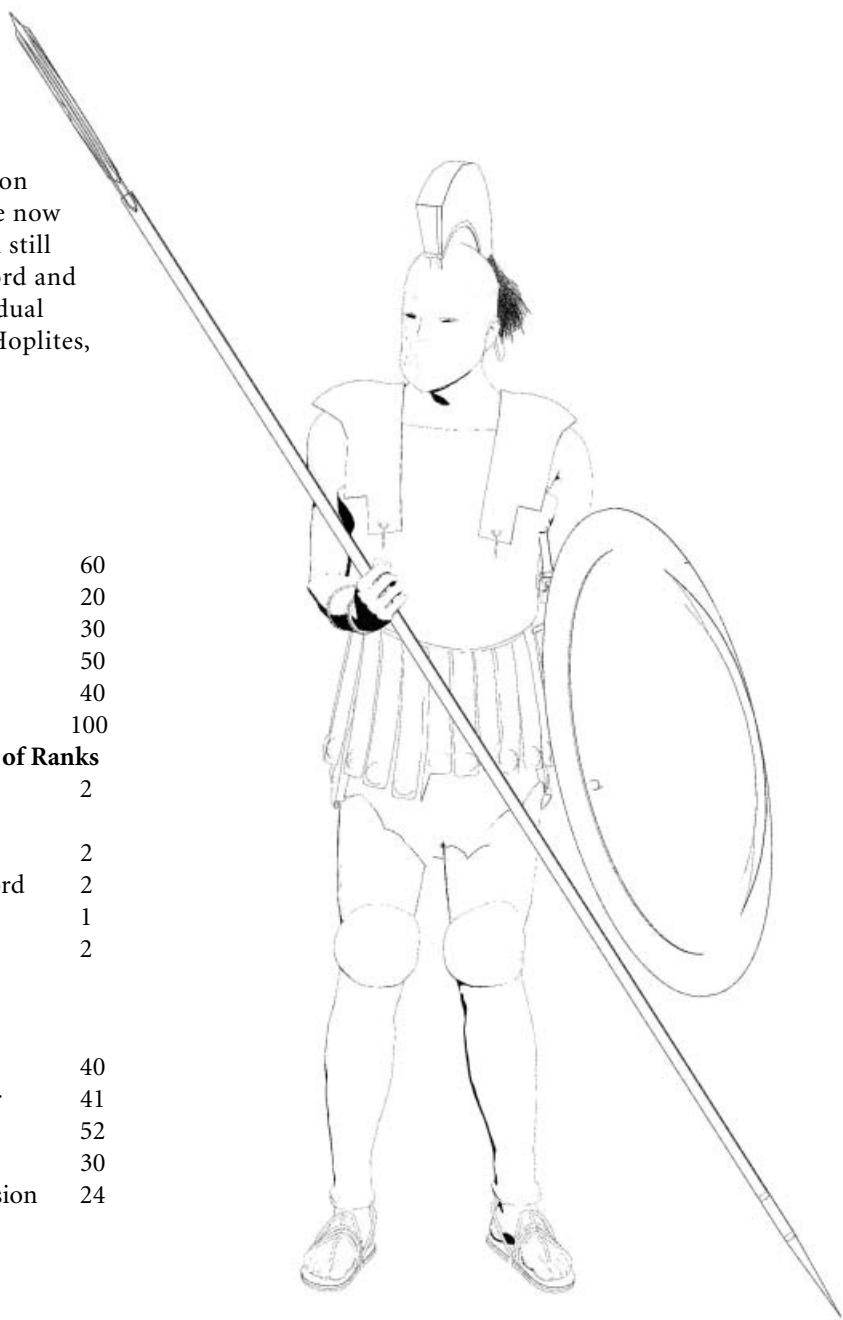
Fighter 14 Animist 40

Thief 24 Lay Healer 41

Rogue 21 Sorcerer 52

Illusionist 52 Bard 30

Cleric 42 No Profession 24



## HORSE TRADER

Horse Traders are well respected in the Empire, supplying both private riding horses as well as stocking the small cavalry contingents of the Legions. They are good judges of horseflesh, and competent horsemen from their long hours spent moving herds of their precious stock.

**Time to acquire:** 12 Months

**Social Classes:** Freeman, Citizen

**Starting Money:** Extra money roll +15

**Special:**

Riding Horse 30

Riding Horse 30

Flagrum 60

Contact: Merchant 40

Riding Horse 100

**Category or Skill:** # of Ranks

Riding 2

Animal Handling 2

Animal Healing 2

Trading 2

Appraisal – Horses 2

**Stat Gains:** None

**Cost by Profession:**

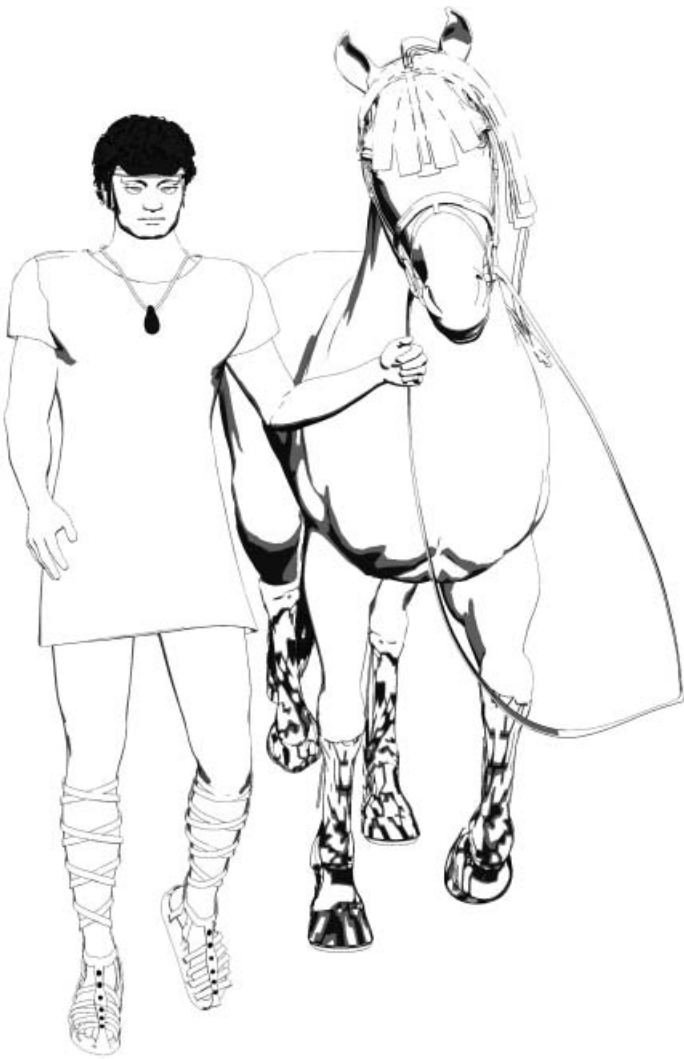
Fighter	17	Animist	11
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Thief	14	Lay Healer	14
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Rogue	14	Sorcerer	18
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Illusionist	16	Bard	14
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Cleric	13	No Profession	14
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## HOUSE SLAVE

House Slaves are owned by even poorer plebeians, and used to cook, clean, wash and do all of the other tiresome and tedious jobs. Little more than possessions, these slaves are regarded as the lowest level of society. Most have fairly short, hard lives, although some are well regarded by their masters and set free.

Craft skills chosen must be approved by the GM.

**Time to acquire:** 6 Months

**Social Classes:** Slave

**Starting Money:** Normal

**Special:**

None

**Category or Skill:**

**# of Ranks**

Perception	1
Administration	1
Cookery	2

**Stat Gains:** None

**Cost by Profession:**

Fighter	7	Animist	5
Thief	3	Lay Healer	5
Rogue	6	Sorcerer	6
Illusionist	6	Bard	6
Cleric	7	No Profession	6





## HUNTER

Hunters are essential to the Roman economy. They bring in Game meat (everything from deer and rabbits to dormice!), skins, pelts and horn. Hunting is usually accomplished with the bow, and traps are not often used. Due to the long days spent in the wilderness, Hunters are often considered coarse and uncouth, and as a result they rarely spend much time in civilised areas.

**Time to acquire:** 24 Months

**Social Classes:** Slave, Freeman

**Starting Money:** Normal

**Special:**

Missile Weapon (+5 non-magical) 20

Animal Pelts worth 3-30d 50

Contact: Merchant 60

Missile Weapon 100

**Category or Skill:** # of Ranks

Ambush 1

Perception 2

Stalk & Hide 2

Weapon (Missile) – Arcus 2

Leather Working 1

Lore:General – Animal Lore 2

Lore:General – Appropriate Region 2

**Stat Gains:** Self Discipline

**Cost by Profession:**

Fighter	20	Animist	27
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Thief	17	Lay Healer	33
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Rogue	17	Sorcerer	33
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Illusionist	29	Bard	23
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Cleric	30	No Profession	21
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## INNKEEPER

Innkeepers are a very common profession both in Rome itself and the wider Empire. Inns and Taverns are the favourite meeting place of the middle and lower classes. Wine is drunk, food is eaten and gambling takes place. Innkeepers not only run the establishment, but are also a goldmine of information regarding local gossip.

**Time to acquire:** 12 Months

**Social Classes:** Freeman, Citizen

**Starting Money:** Extra money roll +0

**Special:**

Contact: Senator 20

Contact: Legionary 50

Contact: Prostitute 80

Set of cooking tools 100

**Category or Skill:** # of Ranks

Linguistics 2

Perception 1

Cooking 2

Streetwise 2

Trading 2

**Stat Gains:** None

**Cost by Profession:**

Fighter	16	Animist	15
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Thief	11	Lay Healer	15
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Rogue	13	Sorcerer	16
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Illusionist	13	Bard	12
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Cleric	15	No Profession	13
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## KNIFEMAN

A knifeman is a hired thug employed to either intimidate, injure or kill someone. Their preferred method is to follow their target through the streets until they reach a quiet area (or very busy area) and then quickly stab their target and flee. They have little time for stealth or hiding, preferring the in-and-out approach. They tend to be unsophisticated people, who regard violence as the first and only option.

**Time to acquire:** 18 Months

**Social Classes:** Freeman, Citizen

**Starting Money:** Normal

**Special:**

1H Edged Weapon (+5 non-magical) 40

Leather Tunic 30

1H Edged Weapon 100

**Category or Skill:** # of Ranks

Ambush 1

Body Development 2

Maneuver in Soft Leather 1

Martial Arts 1

Perception 1

Weapon (1 Handed Edged) – Player Choice 2

Sprinting 2

Streetwise 1

**Stat Gains:** None

**Cost by Profession:**

Fighter	17	Animist	31
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Thief	17	Lay Healer	34
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Rogue	17	Sorcerer	42
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Illusionist	40	Bard	25
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Cleric	33	No Profession	21
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## LAWYER

Lawyers find constant employment in Rome, with its complex and arcane legal system. Lawyers are able to become quite famous with their public performances, but there can also be severe penalties for attempting to defend or prosecute the wrong person!

For more information on Roman Law, see the chapter on Roman Governance.

**Time to acquire:** 24 Months

**Social Classes:** Patrician

**Starting Money:** Extra money roll +20

**Special:**

Contact: Magistrate 40

Contact: Senator 40

Contact: Merchant 40

Set of Law Texts 100

**Category or Skill:** # of Ranks

Perception 1

Lore:General – Roman History 2

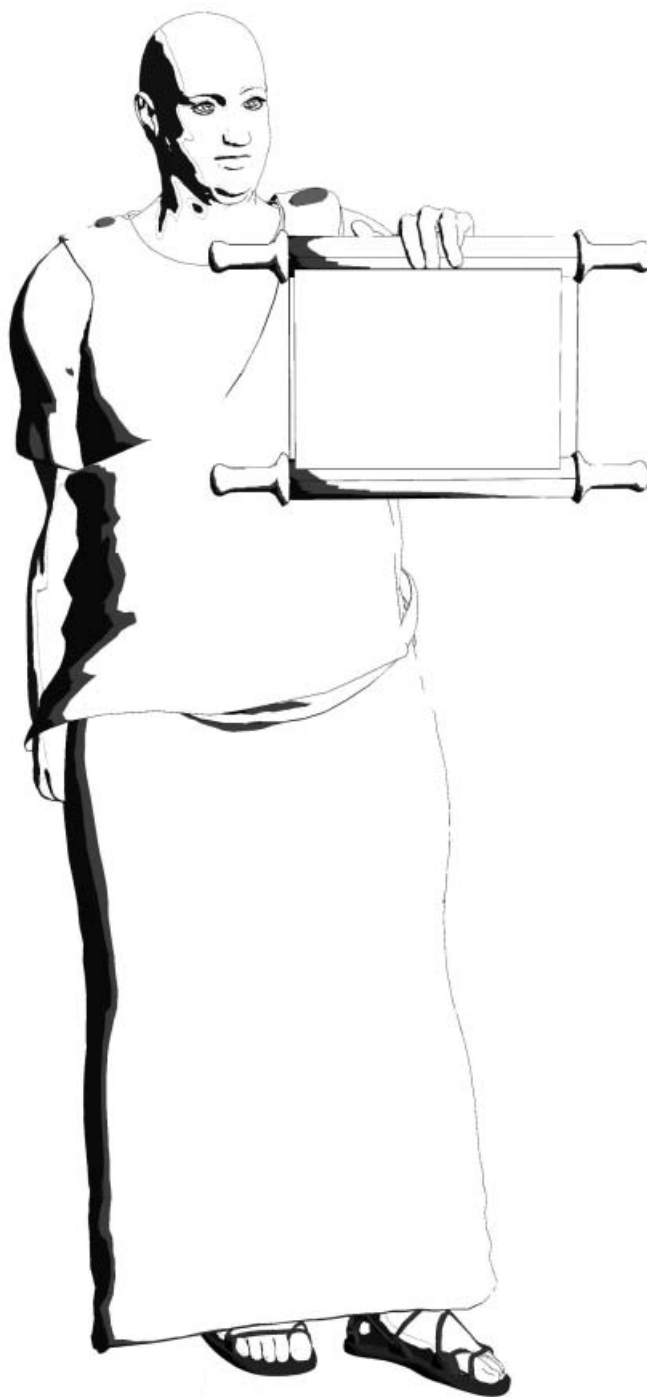
Lore:Technical – Roman Law 2

Public Speaking 2

**Stat Gains:** Presence

### Cost by Profession:

Fighter	13	Animist	13
Thief	12	Lay Healer	13
Rogue	12	Sorcerer	12
Illusionist	13	Bard	11
Cleric	13	No Profession	13







## LEGIONARY

The Legions of the Roman army are the best trained and best equipped in the known world. Only Roman citizens are eligible to sign up for the Legions, and those of Patrician families become officers. Legionaries serve 2 year term, but are still considered “part” of the Legion after they leave. It is very common to retain some of their equipment after they leave.

**Time to acquire:** 24 Months

**Social Classes:** Citizen

**Prerequisites:** ST and CO bonuses of at least +5, Male

**Starting Money:** Normal. One roll on the “Spoils of War table in chapter 9.

### Special:

Gladius (+10 non-magical)	60
Lorica Segmentata	30
Promotion	30
Promotion	30
Scutum Shield	40
Gladius	100

### Category or Skill:

### # of Ranks

Body Development	2
Combat Maneuvers – Legionary	2
Maneuver in Plate	2
Martial Arts	2
Perception	1
Weapon (1 Handed Edged) – Gladius	2
Weapon (1 Handed Edged) – Pugio	1
Weapon (Thrown) – Pilum	1
Foraging	1

**Stat Gains:** Strength and Constitution

### Cost by Profession:

Fighter	27	Animist	48
Thief	32	Lay Healer	47
Rogue	30	Sorcerer	55
Illusionist	55	Bard	38
Cleric	49	No Profession	33

## LEGIONARY CENTURION

Legionary centurions are the controlling force in the Roman Legions. Usually experienced soldiers raised from the ranks, they have years of active service behind them. Commanding a century of 80 or so men, they are responsible for most of the organisation and welfare, both on the battlefield and also in camp or barracks.

**Time to acquire:** 24 Months

**Social Classes:** Citizen, Patrician

**Prerequisites:** At least two years as a Legionary. Male Promotion to Centurion.

**Starting Money:** Normal. One roll on the "Spoils of War table in chapter 9.

### Special:

Gladius (+10 non-magical)	50
Lorica Segmentata / Squamatae	50
Promotion	30
Centurion Helmet	40
Gladius	100

### Category or Skill:

	# of Ranks
Body Development	1
Combat Maneuvers – Legionary	1
Maneuver in Plate	1
Perception	1
Weapon (1 Handed Edged) – Gladius	2
Weapon (1 Handed Edged) – Pugio	1
Administration	1
Foraging	1
Leadership	2

**Stat Gains:** None

### Cost by Profession:

Fighter	18	Animist	33
Thief	22	Lay Healer	34
Rogue	21	Sorcerer	46
Illusionist	46	Bard	26
Cleric	34	No Profession	23





## LEGIONARY OFFICER

Legionary and auxiliary officers are drawn from the Patrician class, usually as young men keen to make a name for themselves. Humble beginnings as a Tesserarius give the young officer experience commanding and organising men, which prove invaluable if a career is to be made as an officer. Note that this training package is only used for those of the Patrician class who are to be officers, even though some of the ranks can also be held by legionaries promoted from the ranks. Only men may be appointed as Legionary officers.

**Time to acquire:** 24 Months

**Social Classes:** Citizen, Patrician

**Prerequisites:** Male

**Starting Money:** Normal. One roll on the “Spoils of War table in chapter 9.

### Special:

Parazonium (+10 non-magical)	50
Lorica Lamina Musculata	40
Promotion	40
Promotion	30
Parazonium	100

### Category or Skill:

### # of Ranks

Body Development	1
Maneuver in Plate	1
Perception	1
Riding	1
Weapon (1 Handed Edged) – Parazonium	2
Administration	1
Leadership	2
Tactics	2

**Stat Gains:** Presence

### Cost by Profession:

Fighter	15	Animist	30
Thief	20	Lay Healer	32
Rogue	19	Sorcerer	36
Illusionist	36	Bard	21
Cleric	32	No Profession	21

## LICTOR

Lictors are special public servants who act as bodyguards to magistrates who hold Imperium. Lictors bear a bundle of rods (a Fasces), which symbolise their right to punish citizens when directed by a magistrate. Outside the city or in times of emergency, the Lictors bear an axe within the Fasces. Lictors wear a plain white belted tunic, sometimes with a Toga Praetexta on top.

**Time to acquire:** 12 Months

**Social Classes:** Freeman (urban), Citizen

**Prerequisites:** +5 St Bonus, Male

**Starting Money:** Normal

**Special:**

Contact: Senator 50

Contact: Magistrate 50

Securis 100

**Category or Skill:** # of Ranks

Body Development 2

Martial Arts 2

Perception 2

Weapon (1 Handed Edged) – Securis 1

**Stat Gains:** None

**Cost by Profession:**

Fighter	12	Animist	24
Thief	13	Lay Healer	24
Rogue	13	Sorcerer	30
Illusionist	29	Bard	16
Cleric	25	No Profession	14





## MAGISTRATE - PATRICIAN

The Patrician Magistrates form the majority of the Government of Rome and its provinces, with all Patrician Senators being a current or past magistrate. They are appointed to the post by the Senate, Consuls or Emperor, so any character not starting as a Magistrate must be appointed specifically. This post is the start of the route to high power in Rome.

**Time to acquire:** 12 Months

**Social Classes:** Patrician

**Prerequisites:** Appointment if not a starting choice, Male

**Starting Money:** Normal

**Special:**

Contact: Senator 50

Contact: Magistrate 50

Senatorial Toga (Very Fine) 100

**Category or Skill:** # of Ranks

Diplomacy 2

Leadership 1

Lore:General – Roman History 1

Lore:General – Region Lore Rome 1

Public Speaking 2

**Stat Gains:** Presence

**Cost by Profession:**

Fighter	9	Animist	8
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Thief	9	Lay Healer	9
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Rogue	9	Sorcerer	8
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Illusionist	11	Bard	7
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Cleric	11	No Profession	9
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## MAGISTRATE - TRIBUNE

The Tribune Magistrate is elected from the plebeian citizens of Rome to represent their interests in the Senate and to the Patrician families. They are often, but not always, supported by a faction of the Senate, but their first loyalties lie with the people. There are several ranks of Tribune Magistrate, as given in chapter 5. If a character does not take this training package at character generation (GM approval is required), they must be elected to the post.

The person of a Tribune is inviolable unless they have committed a serious crime, and to attack one is punishable by death.

**Time to acquire:** 12 Months

**Social Classes:** Citizen

**Prerequisites:** Election if not a starting choice, Male

**Starting Money:** Normal

**Special:**

Contact: Senator 30

Contact: Magistrate 60

Magistrate Toga (Fine) 100

**Category or Skill:** # of Ranks

Diplomacy 1

Lore:General – Roman History 2

Lore:General – Region Lore Rome 2

Public Speaking 2

**Stat Gains:** None

**Cost by Profession:**

Fighter	8	Animist	7
Thief	8	Lay Healer	8
Rogue	8	Sorcerer	7
Illusionist	8	Bard	6
Cleric	8	No Profession	8





## MARINE

The Roman Navy uses Marines as the main threat from its warships. The Marines are used to board and capture enemy ships and assault coastal targets. Marines are considered to be of Auxiliary status, but have less stringent requirements than either the regular or auxiliary legions. Thus the Marines tend to attract the dregs of society that can't get into the Legions. Marines could be of either Roman or provincial stock.

**Time to acquire:** 24 Months

**Social Classes:** Freeman, Citizen

**Prerequisites:** Male

**Starting Money:** Normal. One roll on the "Spoils of War" table in chapter 9.

### Special:

Gladius (+5 non-magical)	30
Lorica Hamata	30
Promotion	30
Parma Shield	40
Gladius	100

### Category or Skill:

### # of Ranks

Body Development	1
Maneuver in Chain	2
Martial Arts	1
Perception	1
Swim	1
Weapon (1 Handed Edged) – Gladius	2
Weapon (Thrown) – Pilum	1

**Stat Gains:** None

### COST BY PROFESSION:

Fighter	15	Animist	35
Thief	19	Lay Healer	31
Rogue	17	Sorcerer	45
Illusionist	45	Bard	23
Cleric	35	No Profession	21

## MERCHANT

Merchants are partly responsible for creating the vast wealth of Rome. They trade the produce of the farmed estates, import vast quantities of food and other essentials from around the Mediterranean and export finished goods from factories around Italy. They are usually well travelled, using ships, wagons or pack-trains to transport their produce to their buyers.

**Time to acquire:** 24 Months

**Social Classes:** Freeman, Citizen

**Starting Money:** Extra money roll +10

**Special:**

Contact: Merchant / Tradesman 50

Contact: Merchant / Tradesman 50

Trade goods worth 10-100d 30

Horse 20

Senatorial Toga (Very Fine) 100

**Category or Skill:** # of Ranks

Riding 1

Administration 2

Appraisal - Choice 2

Trading 2

**Stat Gains:** None

**Cost by Profession:**

Fighter	14	Animist	10
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Thief	11	Lay Healer	13
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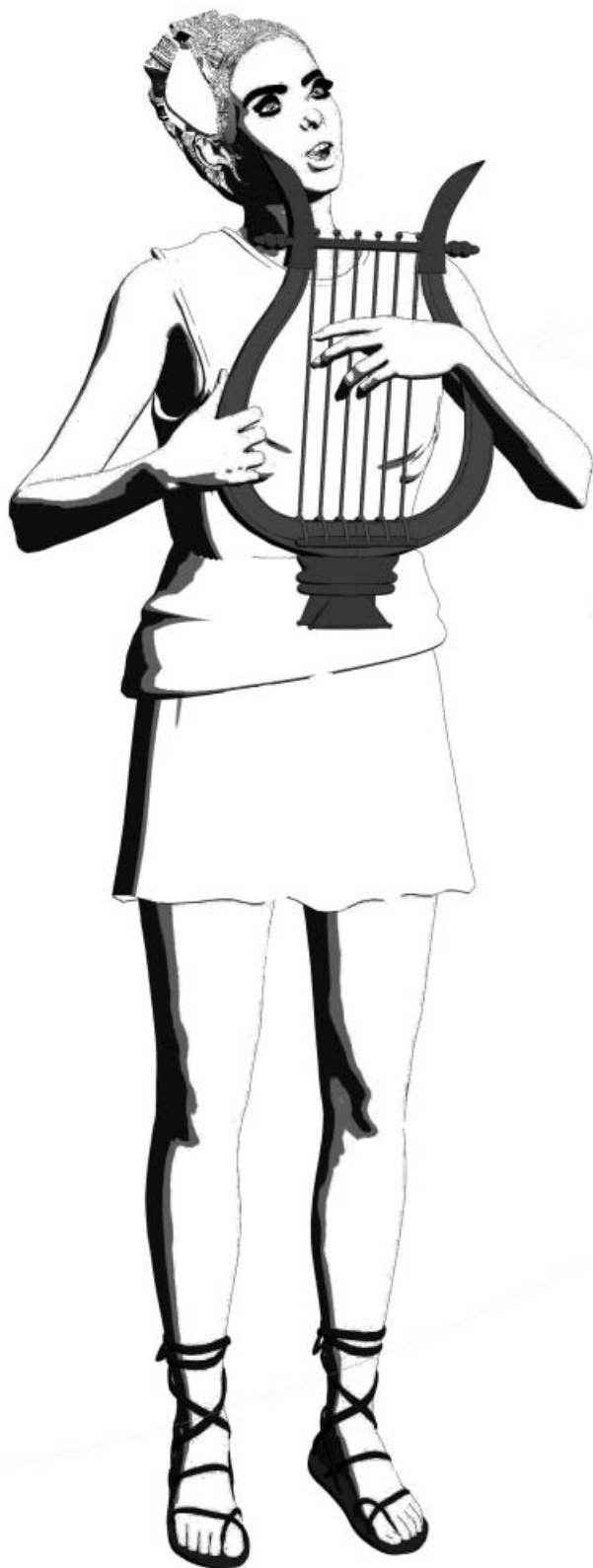
Rogue	12	Sorcerer	13
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Illusionist	11	Bard	11
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Cleric	11	No Profession	11
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## MUSICIAN

Musicians are well regarded in Roman society, with music being an integral part of social life. Most musicians are street performers, hoping for a few small coins to be thrown their way, but the best rise to be retained by patrician families for their own personal entertainment. These lucky and skilled few can become household names amongst the rich, often approached secretly to defect to another patrician.

**Time to acquire:** 18 Months

**Social Classes:** Slave, Freeman, Citizen

**Starting Money:** Normal

**Special:**

Musical Instrument (+10 non-magical) 80

Contact: Innkeeper 40

Musical Instrument 100

**Category or Skill:** # of Ranks

Music 4 \*

Singing 2

Wood Carving 2

\* Please note that these 4 ranks break the normal rules regarding skill ranks per level, but this is permissible here.

**Stat Gains:** None

**Cost by Profession:**

Fighter	12	Animist	12
---------	----	---------	----

Thief	12	Lay Healer	11
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Rogue	12	Sorcerer	13
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Illusionist	13	Bard	8
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Cleric	12	No Profession	12
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## PHYSICIAN

With the level of violence in Roman society, Physicians are an essential profession. Taking much of their knowledge from Egyptian and Greek teachings, Physicians are able to treat wounds, diagnose and treat illness and even deliver babies. A well-regarded physician can be much in demand, but there can be penalties for failing to save an influential person, even if there was little to be done.

Many Physicians are Greek slaves, well-educated but poor, who have voluntarily sold themselves into slavery for a better life in Rome.

**Time to acquire:** 36 Months

**Social Classes:** Slave (urban), Freeman, Citizen, Patrician

**Starting Money:** Normal

**Special:**

Contact: Herbalist 30

Prepared herbs worth 2-20d 40

Medical texts 60

Physicians Tools 100

**Category or Skill:** # of Ranks

Perception 1

First Aid 2

Lore:Technical – Herb Lore 1

Medicine 2

**Stat Gains:** None

**Cost by Profession:**

Fighter	11	Animist	7
Thief	10	Lay Healer	7
Rogue	10	Sorcerer	13
Illusionist	11	Bard	11
Cleric	8	No Profession	9





## POET

Most Poets are amateurs from amongst the Patrician classes, writing poetry as a foil to boredom, but some are professionals, writing poetry by commission. Much commissioned poetry is simply to glorify the commissioner or his ancestors, but some is written simply for its beauty.

**Time to acquire:** 12 Months

**Social Classes:** Citizen, Patrician

**Starting Money:** Normal

**Special:**

Copy of classic poetry 40

Contact: Senator 20

Set of writing tools 100

**Category or Skill:** # of Ranks

Linguistics 4

Poetry 4\*

Public Speaking 2

\* Please note that these 4 ranks break the normal rules regarding skill ranks per level, but this is permissible here.

**Stat Gains:** None

**Cost by Profession:**

Fighter	17	Animist	14
---------	----	---------	----

Thief	17	Lay Healer	14
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Rogue	17	Sorcerer	11
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Illusionist	12	Bard	8
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Cleric	14	No Profession	14
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## PRAESTIGIAE

Praestigiae are entertainers, conmen and confidence tricksters. Using their power to create illusion and their talent for fast-talking, they try to make as much money from the gullible public as possible. Dice games, betting and confidence tricks are all weapons in their armoury. Of course, if they are caught, they face hefty penalties, but luckily their unique skills also help them avoid capture.

**Time to acquire:** 48 Months

**Social Classes:** Slave (urban), Freeman (urban), Citizen

**Starting Money:** Extra money roll -10

### Special:

Set of fine clothes 40

Contact: Innkeeper 60

Set of weighted and normal dice 100

### Category or Skill: # of Ranks

Perception 2

Power Point Development 2

Spells 6

Acting 1

Falsification 2

Spell Mastery – Choice 2

Streetwise 1

Trickery 2

**Stat Gains:** None

### Cost by Profession:

Fighter	-	Animist	-
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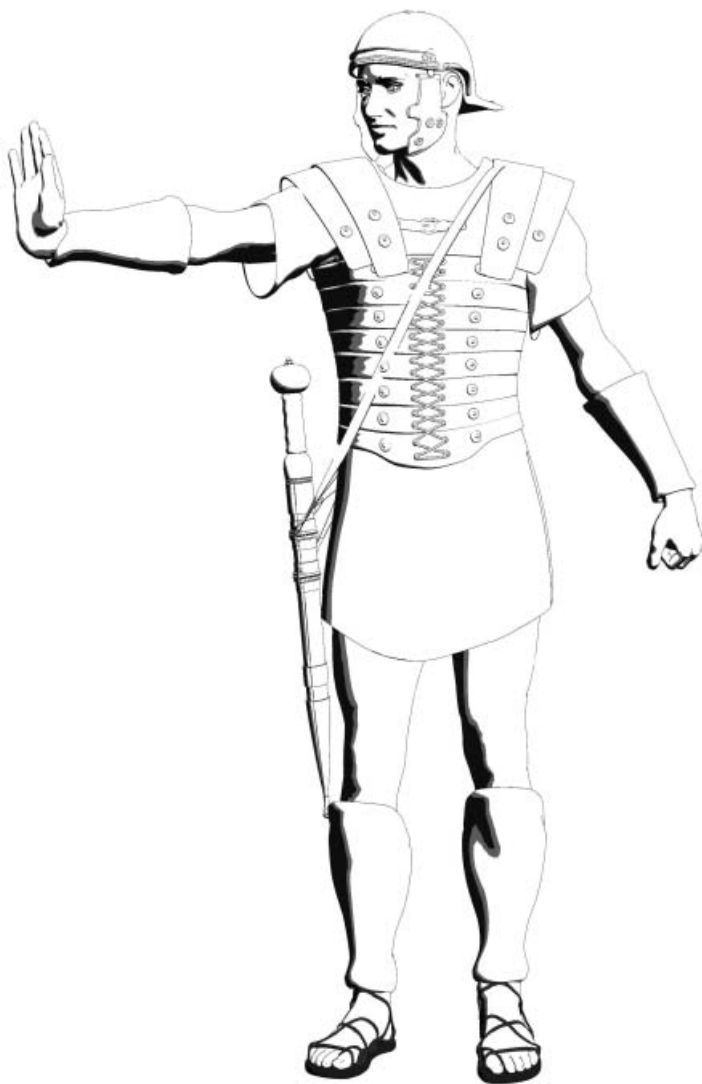
Thief	-	Lay Healer	-
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Rogue	-	Sorcerer	-
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Illusionist	18	Bard	-
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Cleric	-	No Profession	-
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## PRAETORIAN GUARD

The Praetorian Guard is the Legion assigned to personally protect the Emperor. They are assigned separate barracks within the city of Rome itself, and are hand-picked from the best of the Legionaries. They wear a distinctive uniform, and can rightly claim to be the best soldiers in the Empire.

**Time to acquire:** 24 Months

**Social Classes:** Citizen, Patrician

**Prerequisites:** At least 2 years as a Legionary. Male

Selection by Praetorian Legate (GM Discretion)

**Starting Money:** Normal.

### Special:

Gladius (+10 non-magical)	70
Lorica Segmentata plus Greaves	40
Promotion	40
Praetorian Helm	40
Gladius	100

### Category or Skill: # of Ranks

Body Development	2
Maneuver in Plate	2
Perception	2
Weapon (1 Handed Edged) – Gladius	3 *
Weapon (1 Handed Edged) – Pugio	1

\* Please note that these 3 ranks break the normal rules regarding skill ranks per level, but this is permissible here.

**Stat Gains:** Self Discipline and Strength

### Cost by Profession:

Fighter	21	Animist	41
Thief	26	Lay Healer	41
Rogue	24	Sorcerer	47
Illusionist	46	Bard	29
Cleric	42	No Profession	28

## PRIEST – AUGERES (NON-CLERIC)

Priests of the Augeres college are specialists in divination and reading the omens. Many important decisions in the history of Rome and its Empire have been taken purely on the basis of advice from this college. Many of the priests have no innate magical talents, but this is no great hindrance because for most of these the priesthood is purely an opportunity for personal and political advancement. For more on the Roman Pantheon see the Religion chapter.

**Time to acquire:** 24 Months

**Social Classes:** Citizen, Patrician

**Prerequisites:** Must be married. Male

**Starting Money:** Normal

**Special:**

Contact: Priest 30

Contact: Magistrate 30

Priest Robes 40

Augury texts 60

Augury Staff 100

**Category or Skill:** # of Ranks

Diplomacy 1

Divination 2

Lore:General – Roman History 2

Lore General – Roman Religion 2

Lore:Magical – Artefact Lore 1

Public Speaking 1

**Stat Gains:** None

**Cost by Profession:**

Fighter 14 Animist -

Thief 13 Lay Healer 12

Rogue 12 Sorcerer 12

Illusionist 12 Bard 11

Cleric - No Profession 11

## PRIEST – AUGERES (CLERIC)

Priests of the Augeres college are specialists in divination and reading the omens. Many important decisions in the history of Rome and its Empire have been taken purely on the basis of advice from this college. Those priests who have innate magical talents are both respected and feared. They are able to forecast future events with an accuracy unmatched by the other priests, but they also threaten the career aspirations of those other priests. It is for this reason that they are often found wandering the Empire or working in the shrines and temples of lesser or regional gods. For more on the Roman Pantheon see the Religion chapter.

**Time to acquire:** 24 Months

**Social Classes:** Citizen, Patrician

**Prerequisites:** Must be married. Male

**Starting Money:** Normal



**Special:**

Contact: Priest 30

Contact: Magistrate 30

Priest Robes 40

Augury texts 60

Augury Staff 100

**Category or Skill:** # of Ranks

Power Point Development 2

Spells – Communal Ways 4

Diplomacy 1

Divination 2

Lore:General – Roman History 2

Lore General – Roman Religion 2

Lore:Magical – Artefact Lore 1

Public Speaking 1

**Stat Gains:** Intuition

**Cost by Profession:**

Fighter - Animist 18

Thief - Lay Healer -

Rogue - Sorcerer -

Illusionist - Bard -

Cleric 19 No Profession -

## PRIEST – PONTIFICUM (NON-CLERIC)

Priests of the Pontifex college form the majority of the Roman priesthood. This college wields a large amount of political power, and whilst many of the priests have no innate magical talents, most are seeking personal and political advancement. For more on the Roman Pantheon see the Religion chapter.

**Time to acquire:** 24 Months

**Social Classes:** Citizen, Patrician

**Prerequisites:** Must be married. Male

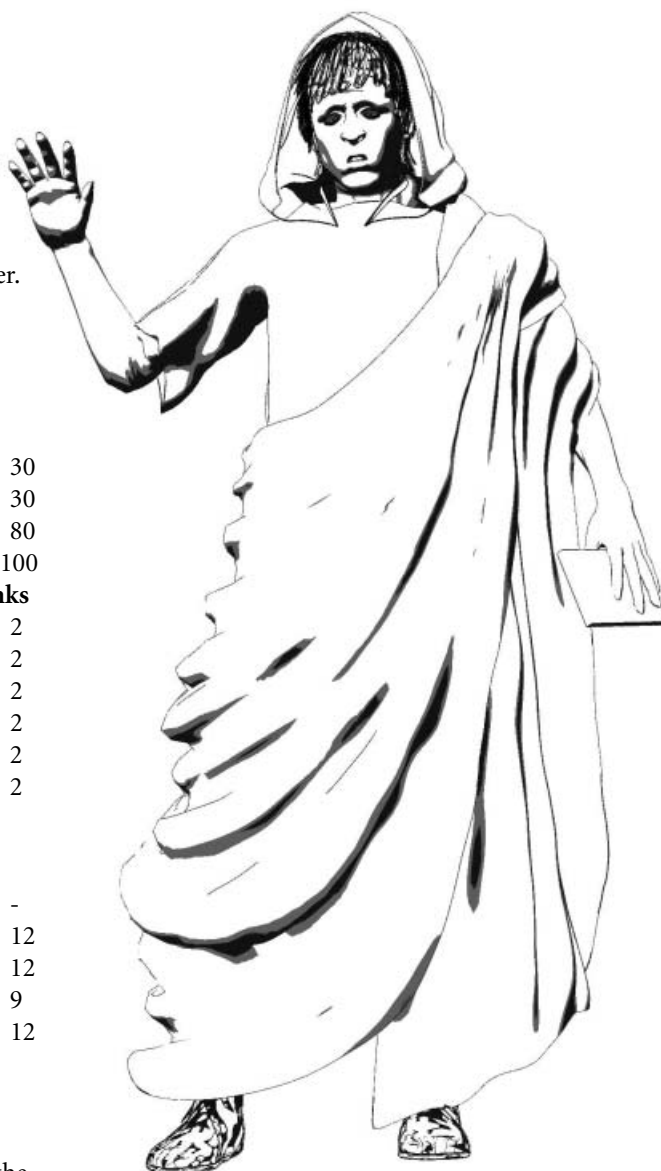
**Starting Money:** Normal

**Special:**

Contact: Priest	30
Contact: Magistrate	30
Religious texts	80
Priest Robes	100
<b>Category or Skill:</b>	<b># of Ranks</b>
Diplomacy	2
Divination	2
Lore:General – Roman History	2
Lore General – Roman Religion	2
Lore:Magical – Artefact Lore	2
Public Speaking	2
<b>Stat Gains:</b> None	

**Cost by Profession:**

Fighter	17	Animist	-
Thief	16	Lay Healer	12
Rogue	14	Sorcerer	12
Illusionist	12	Bard	9
Cleric	-	No Profession	12



## PRIEST – PONTIFICUM (CLERIC)

Priests of the Pontifex college form the majority of the Roman priesthood. This college wields a large amount of political power. Priests who actually have, and display, magical ability are often sent on long and dangerous missions, or entrusted with remote frontier shrines. This is an attempt to protect the political nature of the priesthood. For more on the Roman Pantheon see the Religion chapter.

**Time to acquire:** 24 Months

**Social Classes:** Citizen, Patrician

**Prerequisites:** Must be married. Male

**Starting Money:** Normal

**Special:**

Contact: Priest	30
Contact: Magistrate	30
Religious texts	80
Priest Robes	100

**Category or Skill:**

Power Point development	2
Spells	2
Diplomacy	2
Divination	2
Lore:General – Roman History	2
Lore General – Roman Religion	2
Lore:Magical – Artefact Lore	2
Public Speaking	2

**Stat Gains:** None

**Cost by Profession:**

Fighter	-	Animist	13
Thief	-	Lay Healer	-
Rogue	-	Sorcerer	-
Illusionist	-	Bard	-
Cleric	16	No Profession	-

## PROSTITUTE

Prostitutes are practicing one of the oldest professions in the civilised world. In the amoral world of Rome, prostitutes are seen as just another service provider for those who cannot afford slaves. They may or may not like the job they do, but it often pays well. See Chapter 5 for more information on prostitution and brothels. It should be noted that there are both male and female prostitutes.

**Time to acquire:** 12 Months

**Social Classes:** Slave, Freeman, Citizen

**Starting Money:** Normal

**Special:**

Contact: Legionary	20
Contact: Merchant	20
Contact: Senator	10
Contact: Brothel Keeper	100

**Category or Skill:** **# of Ranks**

Martial Arts	1
Contortions	2
Dancing	1
First Aid	1
Seduction	2
Singing	1
Trading	1

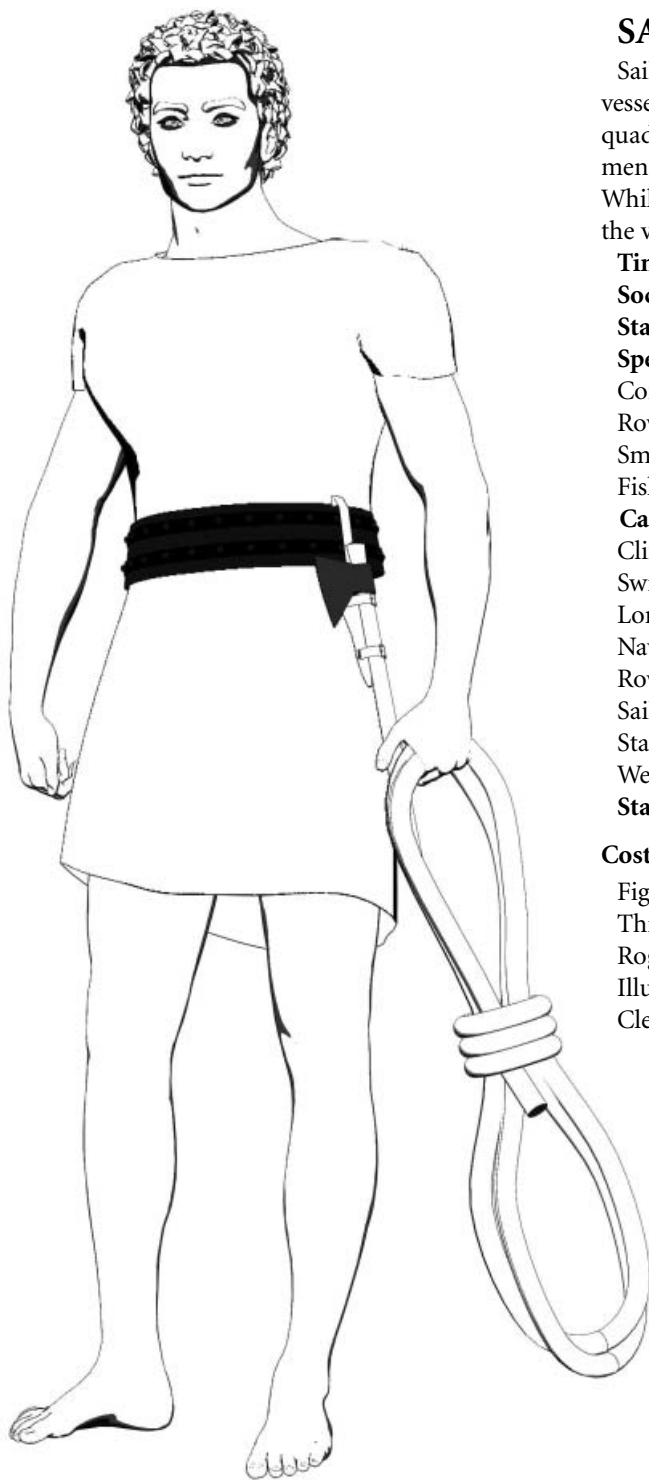
**Stat Gains:** None

**Cost by Profession:**

Fighter	15	Animist	15
Thief	13	Lay Healer	16
Rogue	14	Sorcerer	22
Illusionist	20	Bard	12
Cleric	17	No Profession	14







## SAILOR

Sailors range from those controlling tiny one-man vessels to those serving on the massive triremes and quadremes of the Imperial Navy. Most sailors are hard men who have been toughened by a life on the open seas. Whilst they respect the sea, most also fear it because of the violence of the storms.

**Time to acquire:** 24 Months

**Social Classes:** Slave, Freeman, Citizen

**Starting Money:** Normal

**Special:**

Contact: Merchant 20

Rowing Boat 30

Small Sailing boat 40

Fishing lines and hooks 100

**Category or Skill:** # of Ranks

Climbing 2

Swimming 1

Lore:General – Region Lore (Coast) 1

Navigation 1

Rowing 1

Sailing 2

Star Gazing 1

Weather Watching 1

**Stat Gains:** None

**Cost by Profession:**

Fighter 15 Animist 15

Thief 13 Lay Healer 20

Rogue 15 Sorcerer 20

Illusionist 21 Bard 15

Cleric 17 No Profession 15

## SLAVE TRADER

Slave Traders are an essential part of Roman society. Slaves form the backbone of the manual and agricultural economy and are much in demand. Slaves can be captured in warfare or in raids, they can be born into slavery, or condemned to slavery for various criminal acts. Slave traders buy fresh slaves from the military, direct from slavers or from the city authorities, evaluate and price them and then if necessary transport them to where they will be sold. They then usually arrange delivery to the house, villa or estate of the new owner. Often the most lucrative sales are those of prospective Gladiators.

**Time to acquire:** 36 Months

**Social Classes:** Freeman, Citizen, Patrician

**Starting Money:** Extra money roll +15

**Special:**

Contact: Merchant 40

Contact: Senator 30

Slave worth 250d 10

Flagrum 100

**Category or Skill:** # of Ranks

Perception 1

Weapon (Missile) – Flagrum 1

Appraisal – Slave 2

Lore:General – Region Lore 2

Lore:General – Race Lore 2

Lore:Technical – Trading Lore 2

Trading 2

**Stat Gains:** None

**Cost by Profession:**

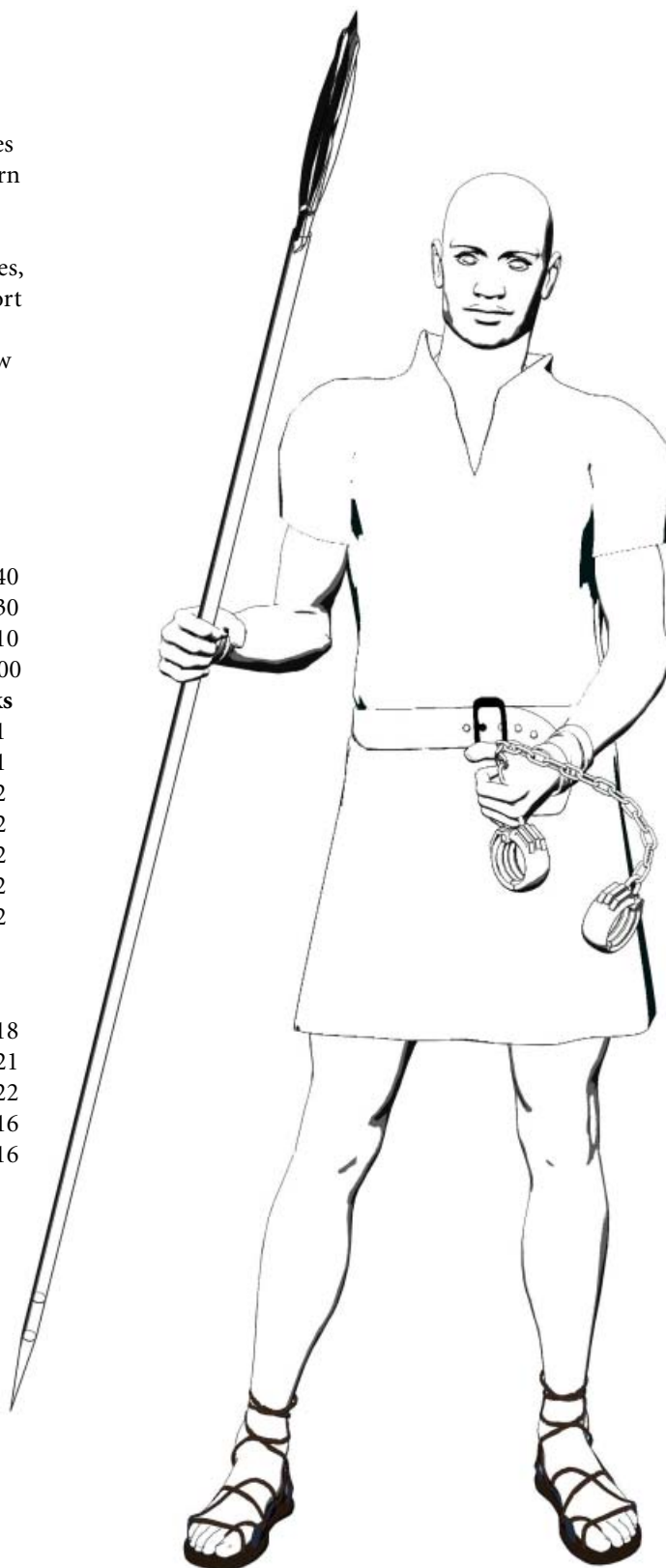
Fighter	17	Animist	18
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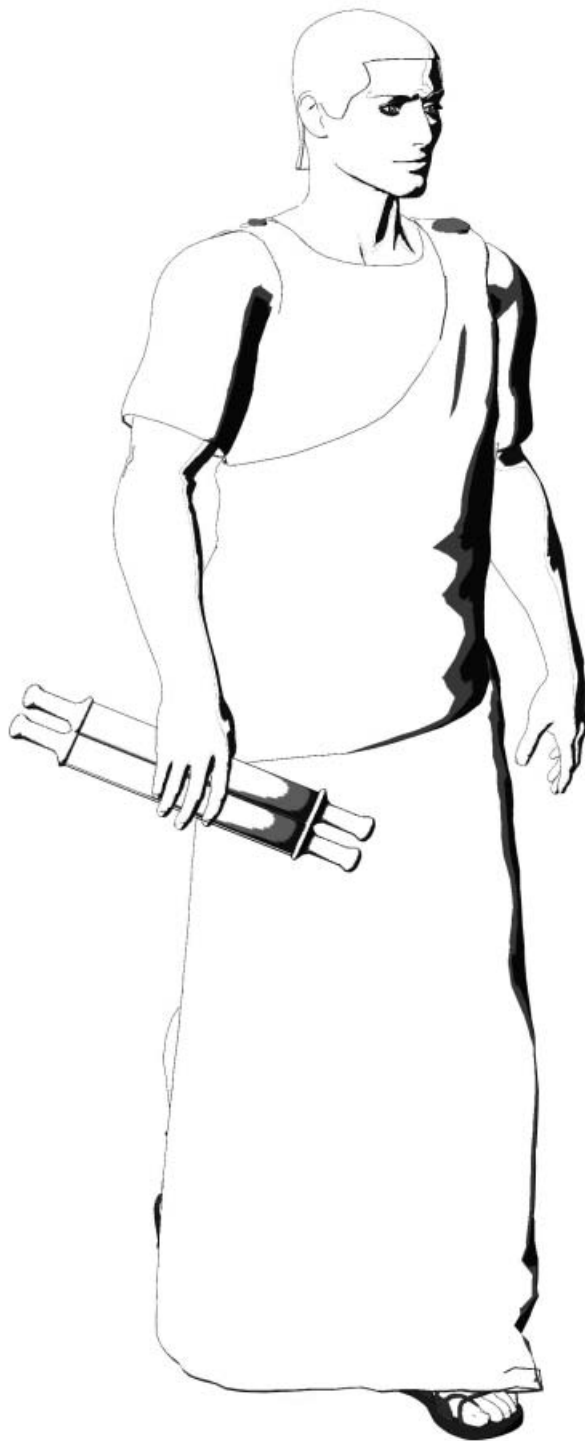
Thief	14	Lay Healer	21
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Rogue	14	Sorcerer	22
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Illusionist	20	Bard	16
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Cleric	18	No Profession	16
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## TEACHER

Roman children from wealthy and Patrician families are either sent to small private schools or educated at home by private tutors. Teachers fulfil both of these roles, providing training in literacy, classical history, philosophy and general knowledge. Teachers usually have a wide if not very deep knowledge, which they are expected to pass on successfully to their charges.

Many Teachers are Greek slaves, well-educated but poor, who have voluntarily sold themselves into slavery for a better life in Rome.

**Time to acquire:** 18 Months

**Social Classes:** Slave, Freeman, Citizen

**Starting Money:** Normal

**Special:**

Copy of classic book 30

Copy of classic book 30

Contact: Senator 20

Set of writing tools 100

**Category or Skill:** # of Ranks

Linguistics 6

Lore:General – History 1

Lore:General – Philosophy 1

Lore:General – Racial Lore 1

Lore:General – Region Lore 1

Lore:General – Religion 1

Mathematics 1

Public Speaking 2

**Stat Gains:** None

**Cost by Profession:**

Fighter 20 Animist 16

Thief 20 Lay Healer 16

Rogue 20 Sorcerer 14

Illusionist 13 Bard 11

Cleric 16 No Profession 16

## THIEF

Thieves make their living by taking from others, either to use directly or to sell for cash. Whether entering property or stealing directly from the victim, the goal is to remove small valuables and cash and then escape without notice. Even the expensive locks fitted to doors in Patrician houses should prove no barrier to these inventive and creative folk....with the added incentive that capture be fatal.

**Time to acquire:** 24 Months

**Social Classes:** Freeman

**Starting Money:** Extra money roll +0

### Special:

Contact: Thug 30

Goods worth 10-50d 40

Lock picks and hooks 100

### Category or Skill: # of Ranks

Climbing 2

Disarm Traps 2

Perception 1

Pick Locks 2

Stalk & Hide 2

Contortions 1

Sprinting 1

Streetwise 2

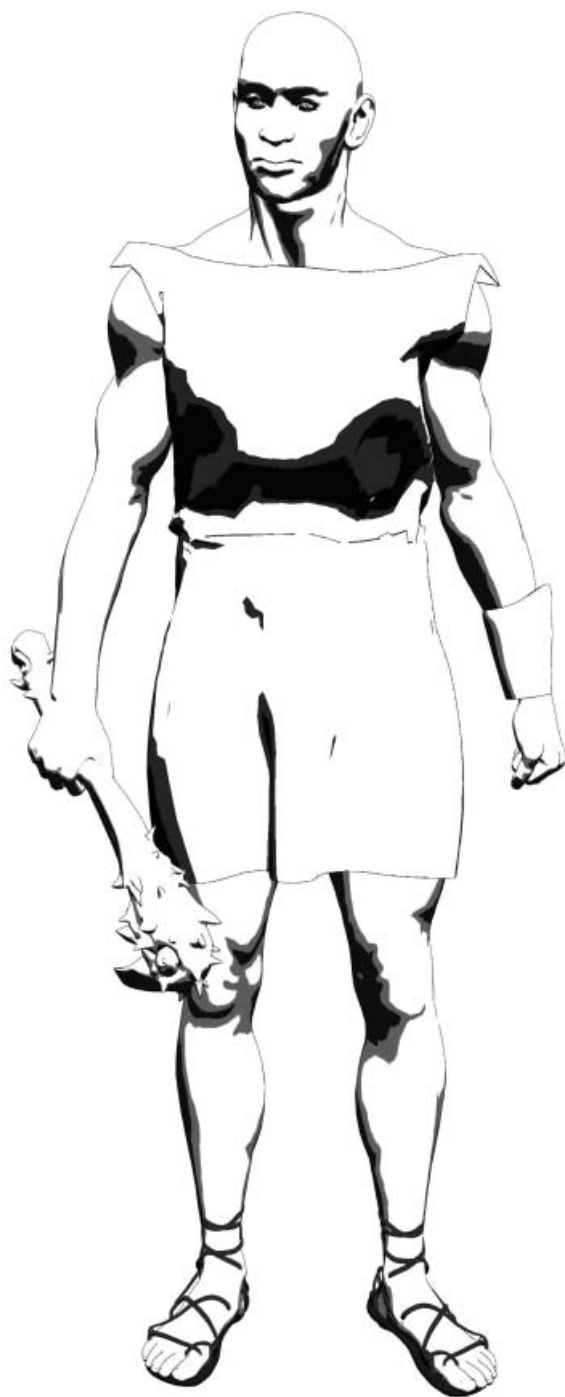
Tumbling 1

**Stat Gains:** None

### Cost by Profession:

Fighter	21	Animist	31
Thief	12	Lay Healer	35
Rogue	16	Sorcerer	35
Illusionist	34	Bard	24
Cleric	33	No Profession	22





## THUG

Thugs are general hardmen of the criminal underworld. Found everywhere from small villages to the slums of Rome itself, they make a living by threatening, extorting and assaulting those who do not give them money. Often in the pay of a senior criminal, they are used as the muscle in any crime.

**Time to acquire:** 18 Months

**Social Classes:** Slave, Freeman, Citizen

**Starting Money:** Normal

**Special:**

Contact: Thief 40

Leather Tunic 50

Fustis 100

**Category or Skill:** # of Ranks

Body Development 1

Manoeuvre in Soft Leather 1

Martial Arts 2

Perception 1

Weapon (1 Handed Concussion) – Fustis 1

**Stat Gains:** None

**Cost by Profession:**

Fighter	10	Animist	22
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Thief	12	Lay Healer	21
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Rogue	11	Sorcerer	31
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Illusionist	30	Bard	14
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Cleric	23	No Profession	13
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## TOPIARIUS

The Topiarius is a very special breed of horticulturalist. Growing mainly herbs for medicinal use, they boost their skills with divine assistance to produce the biggest and best plants. Usually gentle folk, they are far more interested in the world of plants, and often fail to even notice the social world going on around them.

**Time to acquire:** 48 Months

**Social Classes:** Freeman (rural), Citizen, Patrician

**Starting Money:** Normal

### Special:

Contact: Herbalist	60
Prepared herbs worth 2-20d	40
Prepared herbs worth 2-20d	40
Prepared herbs worth 2-20d	40
Botanical texts	60
Range of Herb seeds (GM choice)	100

### Category or Skill: # of Ranks

Power Point Development	2
Spells	6
Horticulture	2
Lore:General – Plant Lore	2
Lore:General – Region Lore	1
Lore:General – Religion	1
Lore:Technical – Herb Lore	2

**Stat Gains:** None

### Cost by Profession:

Fighter	-	Animist	13
Thief	-	Lay Healer	-
Rogue	-	Sorcerer	-
Illusionist	-	Bard	-
Cleric	-	No Profession	-





## TORTURER

Torturers are used by the military and authorities to obtain information from spies and criminals. Torture is not supposed to be used on Roman civilians, but that rule is often flouted if the suspect may have information. The most common victim of the Torturers are enemy spies and those captured in battle. Each legion will have several torturers for the extraction of information by any means.

**Time to acquire:** 12 Months

**Social Classes:** Freeman, Citizen

**Starting Money:** Normal

**Special:**

Contact: Senator 20

Contact: Officer 30

Torture implements (Knives/needles etc) 100

**Category or Skill:** # of Ranks

Perception 2

Weapon (1 Handed Edged) – Cultellus 2

Interrogation 2

**Stat Gains:** None

**Cost by Profession:**

Fighter	9	Animist	17
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Thief	9	Lay Healer	20
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Rogue	9	Sorcerer	20
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Illusionist	20	Bard	10
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Cleric	17	No Profession	12
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## TRADESMAN

Tradesmen form the bulk of the urban population, turning raw produce into finished goods and selling these either direct to the public or through merchants. A few will be slaves or apprentices, working for a more experienced craftsman, but most will be small independent traders, often living in rooms above or behind their workshop.

The trade skills chosen should be complimentary, and should be decided in consultation with the GM.

**Time to acquire:** 12 Months

**Social Classes:** Freeman, Citizen

**Starting Money:** Extra money roll +5

**Special:**

Contact: Merchant	40
Finished Goods worth 4-40d	20
Finished Goods worth 4-40d	20
Tools of the trade (GM discretion)	100

Category or Skill:	# of Ranks
Appraisal	1
A Trade Skill (Choice)	2
A Trade Skill (Choice)	2
A Trade Skill (Choice)	2
Trading	2

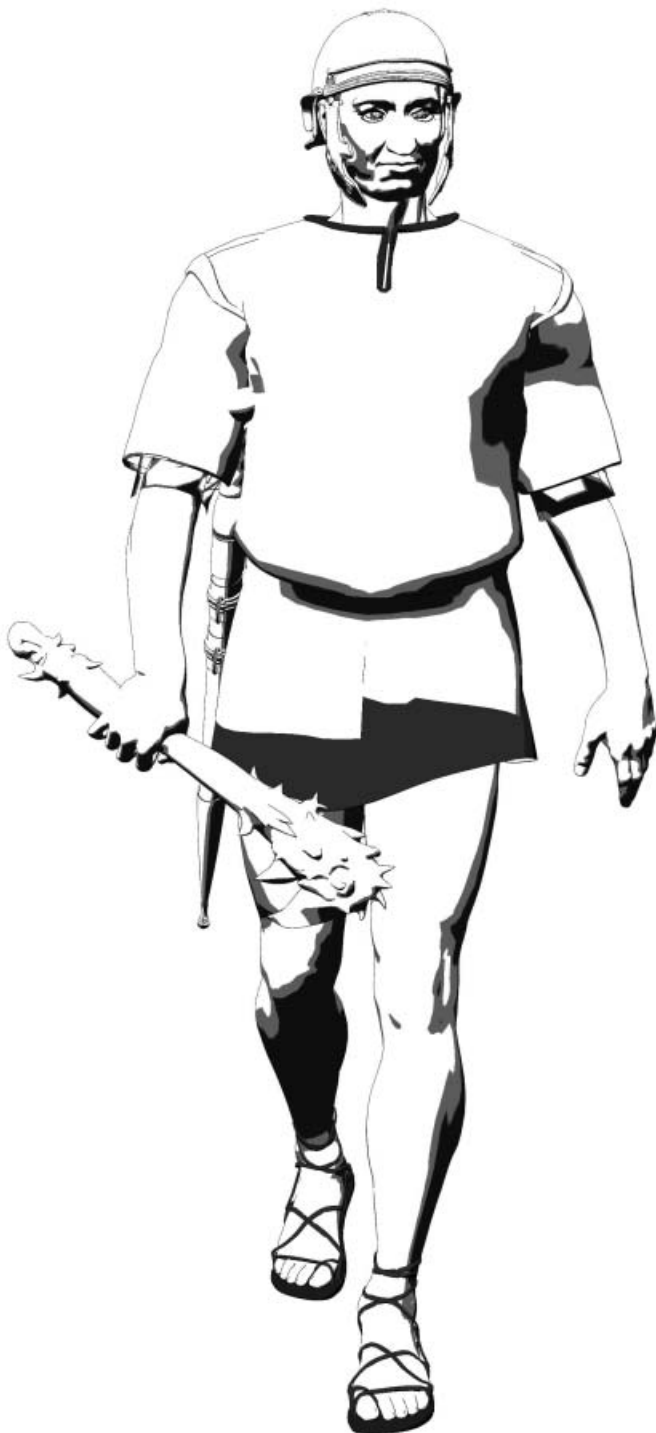
**Stat Gains:** None

### Cost by Profession:

Fighter	15	Animist	13
Thief	13	Lay Healer	18
Rogue	13	Sorcerer	18
Illusionist	17	Bard	13
Cleric	13	No Profession	13







## URBANUS

The Urbanus is an enlisted member of one of the Urban cohorts, the combined police force/city watch of Rome. They man the city walls and gates, patrol the streets and are used for crowd control. Under the direct control of the Urban Praetor, they are garrisoned at barracks dotted around the city. There are usually permanent guards mounted on the main public buildings. The Urban cohorts do not have the training, or the glamour, of the regular legions, but are open to freemen, non-citizens and citizens alike, and are exposed to far less danger than regular legionaries.

**Time to acquire:** 12 Months

**Social Classes:** Slave, Freeman, Citizen

**Prerequisites:** Male

**Starting Money:** Normal.

**Special:**

Gladius (+5 non-magical)	50
Lorica Hamata	40
Promotion	30
Parma Shield	50
Gladius	100

**Category or Skill:**

**# of Ranks**

Body Development	1
Manoeuvre in Chain	1
Martial Arts	1
Perception	1
Weapon (1 Handed Edged) – Gladius	1
Weapon (1 Handed Concussion) – Fustis	1

**Stat Gains:** None

**Cost by Profession:**

Fighter	10	Animist	26
Thief	13	Lay Healer	24
Rogue	12	Sorcerer	35
Illusionist	35	Bard	17
Cleric	27	No Profession	14

## VATES

The Vates is that musician that uses mystical powers to entrance and enthrall his audience. The best of this type use their extra talents so subtly that no listener could ever guess that they are literally being enchanted by the music. Talented at all forms of entertainment, they are often employed as permanent entertainers in Patrician households.

**Time to acquire:** 24 Months

**Social Classes:** Freeman, Citizen,

**Starting Money:** Extra money roll +0

**Special:**

Musical Instrument (+5 magical) 20

Stage Costume 40

Contact: Innkeeper 60

Musical Instrument 100

**Category or Skill:** # of Ranks

Linguistics 4

Power Point Development 1

Spells 4

Acting 1

Music 2

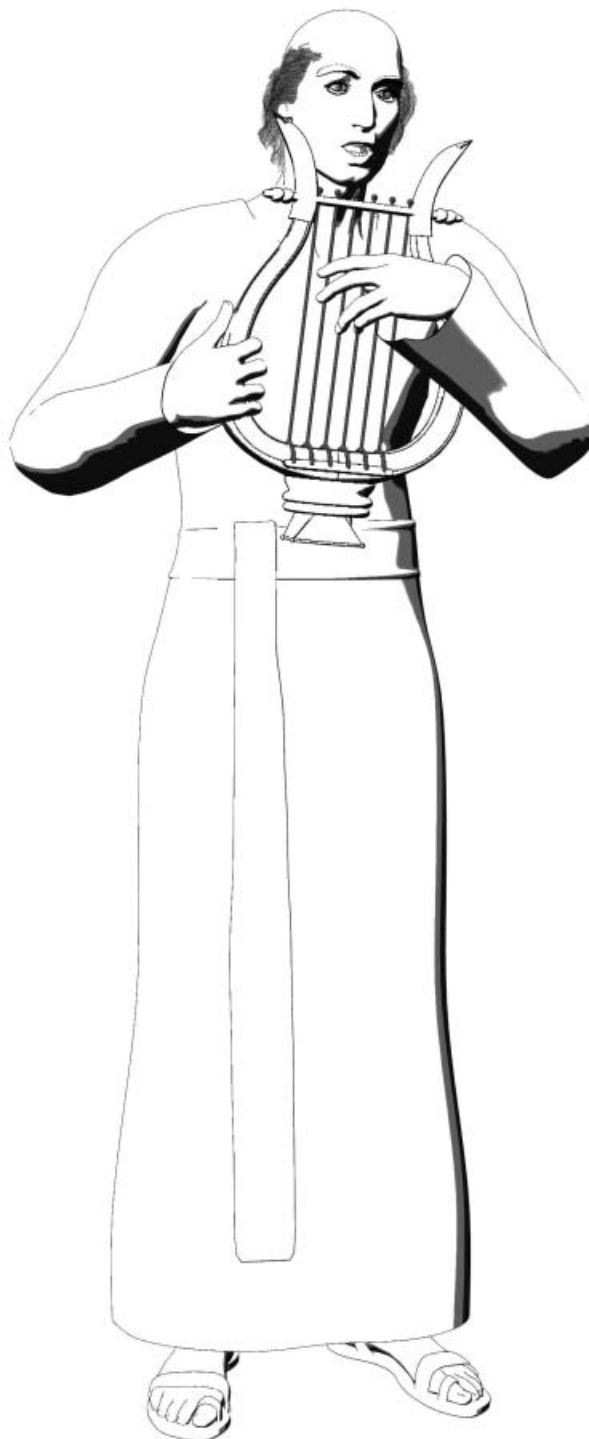
Singing 1

Public Speaking 1

**Stat Gains:** Presence

**Cost by Profession:**

Fighter	-	Animist	-
Thief	-	Lay Healer	-
Rogue	-	Sorcerer	-
Illusionist	-	Bard	22
Cleric	-	No Profession	-



## APPENDIX IV – ROMAN NAMES

Aristocratic roman citizens have a three-part name, known as the “*Tria Nomina*”, whilst non-Patricians have either a two- or three-part name.

The first part is the *Praenomen*, the personal name. These are gender specific, and there are relatively few in common use. This name is often passed on from father to son. This is how the character is known to family or close friends.

The second part is the *Nomen*, or clan name. This is shared by all members of the clan, although most clans may have multiple distant branches. The female version will end in –ia rather than –ius.

The third part is the *Cognomen*, or branch name. This is the branch of the clan to which the person belongs and is used by all members of that branch. This is how the character is known by the world at large. Non-Patrician and female characters do not have this part.

TABLE 26 - RANDOM PRAENOMEN TABLE		
1D100	Male	Female
01-03	Appius	Appia
04-07	Augustus	Augusta
08-10	Aulus	Aula
11-14	Caius	Caia
15-17	Cassius	Cassia
18-20	Decius	Fausta
21-24	Flavius	Flavia
25-27	Gaius	Gaia
28-30	Galerius	Galeria
31-33	Gallio	Gallia
34-36	Gnaeus	Gnaea
37-40	Julius	Julia
41-43	Kaeso	Iulla
44-47	Lucius	Lucia
48-50	Manius	Mania
51-54	Marcus	Marcia
55-57	Numerius	Numeria
58-61	Oppius	Oppia
62-65	Placus	Placia
66-69	Publius	Publia
70-74	Quintis	Quinta
74-77	Quintus	Quinta
78-81	Secundus	Secunda
82-84	Servius	Servia
85-87	Sextus	Sexia
88-90	Spurius	Spuria
91-94	Tiberius	Tiberia
95-97	Titus	Titia
98-100	Vibius.	Vibia



**TABLE 27 - RANDOM NOMEN TABLE**

Roll	Nomen	Roll	Nomen	Roll	Nomen	Roll	Nomen	Roll	Nomen
001-004	Aburius	201-204	Cordius	401-404	Liburnius	601-604	Peltradius	801-804	Silius
005-008	Accius	205-208	Cornelius	405-408	Licinius	605-608	Pescennius	805-808	Sittius
009-012	Accoleius	209-212	Cosconius	409-412	Livius	609-612	Petellius	809-812	Socellius
013-016	Acilius	213-216	Crispus	413-416	Lollius	613-616	Petilius	813-816	Sornatius
017-020	Aedinius	217-220	Curius	417-420	Longinius	617-620	Petillius	817-820	Spurius
021-024	Aemilius	221-224	Curtius	421-424	Loreius	621-624	Petronius	821-824	Statius
025-028	Albanus	225-228	Decumius	425-428	Lucius	625-628	Pinarius	825-828	Statilius
029-032	Allectius	229-232	Desticius	429-432	Lucilius	629-632	Piscius	829-832	Stertinus
033-036	Amatius	233-236	Dexsius	433-436	Lusius	633-636	Pisentius	833-836	Suedius
037-040	Antestius	237-240	Didius	437-440	Macrinus	637-640	Placidius	837-840	Sulpicius
041-044	Antius	241-244	Dillius	441-444	Maecilius	641-644	Plautius	841-844	Tadius
045-048	Antonius	245-248	Domitius	445-448	Maelius	645-648	Plinius	845-848	Talmudius
049-052	Appuleius	249-252	Duccius	449-452	Mallius	649-652	Plotius	849-852	Tanicius
053-056	Aquillius	253-256	Duronius	453-456	Mamilius	653-656	Pollius	853-856	Tertinius
057-060	Armenius	257-260	Egnatius	457-460	Manlius	657-660	Pomponius	857-860	Tettidius
061-064	Artorius	261-264	Epidius	461-464	Manilius	661-664	Pomptinus	861-864	Tettienus
065-068	Asinius	265-268	Equitius	465-468	Marcus	665-668	Pontidius	865-868	Tettius
069-072	Ateius	269-272	Fabius	469-472	Marius	669-672	Pontius	869-872	Titiedius
073-076	Atius	273-276	Fadius	473-476	Matius	673-676	Popidius	873-876	Trebatius
077-080	Atilius	277-280	Faenius	477-480	Maximius	677-680	Portius	877-880	Trebellius
081-084	Atrius	281-284	Falerius	481-484	Memmius	681-684	Postumius	881-884	Tremellius
085-088	Atronius	285-288	Favonius	485-488	Messienus	685-688	Paesentius	885-888	Tuccius
089-092	Aufidius	289-292	Festinius	489-492	Metilius	689-692	Publicius	889-892	Tullius
093-096	Aurelius	293-296	Flaccus	493-496	Milonius	693-696	Pupius	893-896	Ulpus
097-100	Ausonius	297-300	Flavius	497-500	Minucius	697-700	Quintilius	897-900	Umbrenius
101-104	Avidius	301-304	Flavinus	501-504	Modius	701-704	Quinctius	901-904	Umbrius
105-108	Avitus	305-308	Flavonius	505-508	Mucius	705-708	Quirinius	905-908	Urgulanius
109-112	Axius	309-312	Florius	509-512	Munatius	709-712	Rabirius	909-912	Uulius
113-116	Babudius	313-316	Floronius	513-516	Munius	713-716	Rufius	913-916	Valerius
117-120	Baebius	317-320	Fufius	517-520	Murrius	717-720	Rufrius	917-920	Varius
121-124	Barrius	321-324	Fulcinus	521-524	Naevius	721-724	Rufus	921-924	Vassenius
125-128	Betilius	325-328	Fulvius	525-528	Nasennius	725-728	Rusonius	925-928	Vatinius
129-132	Blandius	329-332	Fundanus	529-532	Nemetorius	729-732	Rutilius	929-932	Vedius
133-136	Bruttus	333-336	Furius	533-536	Nepius	733-736	Sabucius	933-936	Velius
137-140	Caecilius	337-340	Gabinus	537-540	Nigidius	737-740	Sallustius	937-940	Veranius
141-144	Calatorius	341-344	Galerius	541-544	Nigilius	741-744	Salonius	941-944	Verecundius
145-148	Calidius	345-348	Gavius	545-548	Nipius	745-748	Salvius	945-948	Vergilius
149-152	Calpurnius	349-352	Gellius	549-552	Norbanus	749-752	Scribonius	949-952	Vesnius
153-156	Calventius	353-356	Granius	553-556	Novius	753-756	Secundinius	953-956	Vesuvius
157-160	Camillius	357-360	Grattius	557-560	Numerius	757-760	Secundius	957-960	Vibenius
161-164	Camilius	361-364	Gratidius	561-564	Octavius	761-764	Sempronius	961-964	Vibidius
165-168	Camelius	365-368	Helvetius	565-568	Olcinius	765-768	Sennius	965-968	Victricius
169-172	Caprenius	369-372	Helvius	569-572	Oppius	769-772	Sentius	969-972	Viducius
173-176	Carius	373-376	Herennius	573-576	Opsius	773-776	Septimius	973-976	Vinicius
177-180	Caristianus	377-380	Herminius	577-580	Oranius	777-780	Sepunius	977-980	Vipsanius
181-184	Cispus	381-384	Hirtius	581-584	Otacilius	781-784	Sepurcius	981-984	Vipstanus
185-188	Claudius	385-388	Horatius	585-588	Palpellius	785-788	Sergius	985-988	Viridius
189-192	Clodius	389-392	Hortensius	589-592	Papinius	789-792	Servilius	989-992	Virius
193-196	Clovius	393-396	Hosidius	593-596	Papirius	793-796	Sestius	993-996	Vitruvius
197-200	Cominius	397-400	Hostilius	597-600	Papius	797-800	Sidonius	997-1000	Volaginius

Some are also awarded an Agnomen, or honorific title. This is however quite a rare occurrence in reward for great service to Rome.

New characters can choose their name components or randomly determine them using the tables in this Appendix. If any characters are related, they should take the same Nomen and Cognomen.

The eldest son will usually have the same three (or two) names as the father. Subsequent sons will have a different Praenomen, but the same Nomen and Cognomen.

Characters of non-Roman origin, should use the tables on the following pages. Greek and Gallic characters only have one name, but may have a “description” such as *the Greek*, *The Strong* etc.

**TABLE 28 - RANDOM COGNOMEN TABLE**

Roll		Cognomen	Roll		Cognomen	Roll		Cognomen	Roll		Cognomen
D12	D10		D12	D10		D12	D10		D12	D10	
1	1	Agricola	4	1	Faustus	7	1	Mansuetus	10	1	Quietus
	2	Agrippa		2	Felicissimus		2	Marcellus		2	Romanus
	3	Albanus		3	Felix		3	Maritimus		3	Rufinus
	4	Albinus		4	Festus		4	Martialis		4	Rufus
	5	Aprilis		5	Fidus		5	Martius		5	Rusticus
	6	Arcanus		6	Firmus		6	Masala		6	Sabinus
	7	Avitus		7	Flavinus		7	Masavo		7	Saenus
	8	Balbus		8	Fortunatus		8	Maternus		8	Saturninus
	9	Bassus		9	Frontinus		9	Maurus		9	Savius
	10	Bellicianus		10	Fronto		10	Maximus		10	Scapula
2	1	Betto	5	1	Fuscus	8	1	Melito	11	1	Scipio
	2	Caelianus		2	Gaianus		2	Messalinus		2	Secundus
	3	Capito		3	Galba		3	Mettellus		3	Seianus
	4	Castus		4	Gallienus		4	Modianus		4	Senecio
	5	Cattianus		5	Gallus		5	Montanus		5	Severus
	6	Celer		6	Gemellus		6	Natalis		6	Silanus
	7	Cerialis		7	Genialis		7	Nepos		7	Silvanus
	8	Civilis		8	Geta		8	Nerva		8	Solon
	9	Clemens		9	Gracchus		9	Noricus		9	Solus
	10	Coranus		10	Homullus		10	Novanus		10	Speratus
3	1	Corvinus	6	1	Honoratus	9	1	Paetus	12	1	Strabo
	2	Crescens		2	Ingenuus		2	Panthera		2	Suavis
	3	Crispus		3	Justus		3	Paulinus		3	Super
	4	Dexter		4	Libo		4	Pertinax		4	Surinus
	5	Dida		5	Longinus		5	Picens		5	Thurinus
	6	Disertus		6	Lucullus		6	Pius		6	Valens
	7	Donatus		7	Lupus		7	Probus		7	Venator
	8	Drusus		8	Macer		8	Proclus		8	Verus
	9	Erasinus		9	Macrinus		9	Pulcher		9	Victor
	10	Facilis		10	Magnus		10	Quadratus		10	Vitalis

## AGNOMEN LIST

Agnomen have to be officially awarded by the senate.  
A list of some Agnomen is given below in bold, with their significance given below.

### **Africanus**

African

### **Asiaticus**

Asian

### **Atticus**

Athens

### **Augustus**

Emperor

### **Britannicus**

Britain

### **Caligula**

“Little Boots”

### **Creticus**

Crete

### **Dalmaticus**

Dalmatia

### **Gallicus**

Gaul

### **Germanicus**

Germany

### **Imperator**

Commander

### **Italicus**

Italy

### **Macedonicus**

Macedon

### **Numidicus**

Numidia

## GALLIC AND GREEK NAME LIST

Most characters of Greek or Gallic origin have but a single name, and the tables below give some examples of these. Many of these characters may also have “of xxxxx” added onto their name as in “Hippias of Athens”, reflecting their familial origins.

**TABLE 29 - RANDOM GALLIC NAME TABLE**

Roll	Male	Female
01-05	Bricius	Brighid
06-10	Corbus	Agrona
11-15	Lucios	Betony
16-20	Magalos	Artio
21-25	Orgetorix	Ula
26-30	Vercingetorix	Rigantona
31-35	Viriatus	Aveta
36-40	Broccus	Trista
41-45	Caranto	Cartimanda
46-50	Magilo	Sequana
51-55	Vindius	Andarta
56-60	Valdemarus	Ronat
61-65	Brennus	Chiomara
66-70	Bolgios	Epona
71-75	Lonorius	Arduinna
76-80	Lutarius	Teuta
81-85	Brogitarus	Sulis
86-90	Deiotarus	Kamma
91-95	Skiggomagos	Finha
96-100	Baroaldus	Cinnie

**TABLE 30 - RANDOM GREEK NAME TABLE**

Roll	Male	Female	Roll	Male	Female
01-03	Diokles	Sappho	49-52	Atlas	Scylla
04-06	Arcadicus	Eugina	53-55	Icos	Apolla
07-08	Hippias	Calliope	56-58	Brygus	Phoedocia
09-11	Herodotus	Calypsa	59-61	Heron	Salamia
12-14	Nike	Atalanta	62-66	Jason	Olympai
15-17	Isocrates	Mila	67-70	Zerro	Dionysia
18-20	Nicias	Aspasia	71-73	Odysseus	Philippia
21-23	Cimon	Helena	74-76	Lasus	Xanthippe
24-26	Cleon	Diana	77-79	Dorcus	Constanta
27-30	Leonidas	Mysia	80-82	Amaoebus	Cybela
31-33	Scopas	Malaga	83-85	Tellus	Daphnis
34-36	Cyme	Mila	86-88	Myron	Pellene
37-39	Dameon	Sellene	89-91	Iphicrates	Rebia
40-42	Tylissus	Spartanica	92-94	Timocrates	Paeonia
43-45	Demoritus	Scipia	95-97	Brasidas	Theodosia
46-48	Icarus	Corinthia	98-100	Butades	Rebia

# APPENDIX V – LANGUAGES

## Introduction

This appendix describes the common languages in use in and around the Roman Empire. Unless otherwise noted, the languages do have a written form, but this will only be known by a few; priests, nobility and scholars. See the section on the Roman Empire for more information about the provinces listed here. The standard Rolemaster language rank rules apply.

## Language Descriptions

### Latin

Latin is the language of Rome and the province of Italia. It is also the primary language of the islands of Sicilia, Sardinia and Corsica. It is also the language of commerce of the entire Roman empire and beyond.

### Greek

The Greek language is spoken by the natives of the Hellenistic provinces. These include Achaia, Epirus, Macedonia and the Illyrian provinces. Greek is also a language of learning and literature, and no scholar is without at least a smattering of Greek.



### Celtic

Celtic was once widespread across northern Europe, but has been supplanted by Germanic, Gallic and Hispanic. Celtic is still the main language of Britannia.

### Carthaginian

Carthaginian is the main language of many of the eastern North African provinces including Mauretania, Numidia, Africa and Proconsularis. The language originated in the city of Carthage, virtually destroyed in 146 BC by Rome.

### Persian

Persian is the language spoken at the eastern end of the Mediterranean, including the provinces of Syria, Arabia, Palestina and most of the Asia provinces (Modern day Turkey). Persian is also spoken beyond the boundaries of the Empire in Armenia, Mesopotamia and the Arabian Peninsula.

### Germanic

Germanic is spoken (but not written) by the vast multitude of Germanic tribes living across the river Rhine and thus outside of the Empire. It is also spoken by natives of the small provinces of Germania inferior and Germania superior.

### Gallic

Gallic is spoken by the various provinces of Gallia (Gaul) from the high Alps on the borders of Italia across to the Oceanus Atlanticus.

### Ægyptian

Ægyptian is the ancient and native language of the people of Ægyptus and its neighbour Cyrenaicia. It is not spoken by the nobility of Ægyptus, who originate from the officers of Alexander the Great and thus speak Greek. Ægyptian writing consists of pictograms known as Heiroglyphics.

### Hispanic

Hispanic is spoken by the natives of the provinces of Hispania and the Balaeres islands. It is also common in the south-western provinces of Gallia.

### Sarmatian

Sarmatian is a spoken language (no writing) used by the nomadic tribes that roam the vast steppes of Sarmatia to the east of Germania and the north-east of Illyria. No man knows how far the Sarmatian steppe extends.

### Nubian

Nubian is the language of the dark-skinned natives of the countries to the south of Ægyptus. It is an ancient and highly developed language that uses pictograms for writing.

### Babylonian

Babylonian is the ancient language still used in some parts of Mesopotamia and the Tigris – Euphrates delta. Its use is being superseded by Persian, but it is still considered a language of learning.

# APPENDIX VI – TREASURE

## Introduction

Most of the “monsters” encountered in the world of Rome will not possess treasure in the commonly understood sense. They may possess ancient writings or statuettes, or even their body parts may be worth money to collectors or alchemists. Thus the main source of “treasure hordes” will be people: Enemy senators, bandits, merchants, generals etc. The table below should be used, with the column used decided based on the situation.

**TABLE 31 - TREASURE COMPOSITION**

Roll	Relative Richness				
	Very Poor	Poor	Normal	Rich	Very Rich
01-10	1as	1d	8d	40d	80d
11-20	1s	5d	25d	100d	250d
21-30	2s	10d	50d	175d	500d
31-40	5d	20d	100d	250d	1,000d
41-50	10d	60d	210d	400d	2,000d
51-60	30d	120d	250d	600d	3,000d
61-65	60d	150d	300d	700d	4,000d
66-70	70d	200d	350d	800d	6,000d
71-75	80d	250d	400d	850d	8,000d
76-80	90d	300d	500d	900d	10,000d
81-85	100d	350d	550d	950d	12,000d
86-90	150d	400d	600d	1000d	Gem (15,000d)
91-94	200d	450d	750d	Gem (2,000d)	Gem (25,000d)
95-97	350d	500d	Gem (1,000d)	Gem (5,000d)	Gem (40,000d)
98-99	500d	Gem (1,000d)	Gem (5,000d)	Gem (10,000d)	Gem (60,000d)
100	Gem (1,000d)	Gem (2,000d)	Gem (10,000d)	Gem (20,000d)	Gem (150,000d)

## Magic Items

Magic items should never, unlike standard Rolemaster, be placed in a treasure as a result of a random roll. Magic items should be very rare, and in fact the players may not even know they are magical unless there is a spell caster or someone with second sight in the party. Even then, the vast majority should be low power, such as +5 or +10 for weapons and armour, and +1, +2 or x2 for spell adders and multipliers. Whilst there are a few known artefacts, these should be the culmination of an

epic quest to attain. Some possible artefacts are described here:

### Spear and Shield of Mars

This shield and spear were dropped from the sky to aid the second King of Rome in the defence of Rome. After the battle, they were stored in the temple of Mars on the Forum Romanum. To confuse potential thieves, eleven copies of each were made, to be stored with the originals, and no-one can tell which is the original. None of the shields or spears suffer any decay or effects of age, and none radiate any magical effects. In form, the spears appear to be standard Greek spears in the Sarisa style, and the shields are oval, and constructed of wood and leather.

The real Spear of Mars is +50 against any enemy of Rome, and inflicts slaying criticals. In addition, it induces lvl 10 fear in all who fight the bearer personally.

The real Shield of Mars provides a +50DB bonus, and reduces all criticals taken by 3 ranks. In addition, any soldier of Rome who fights within sight of the bearer will never flee, and receives a +10 bonus to all actions and attacks.

### Staff of Aesclepius

This staff is a straight oak staff 6' long, with two silver snakes entwined around it. Originally carried by the God of Healing, this staff is a potent aid to any medical skills. Any healing spells cast by the bearer require \_ PP, and have double the effect (double hits cured, or half healing times etc). In addition, the bearer receives a +35 bonus to any skills applied to healing or medicine.

### Sibylline books

These ancient scrolls contain the prophecies of the Sibyl of the Hellespont, and were acquired for Rome by the last King. However, rumour suggests that other books were not sold to Rome and still lie hidden somewhere. Hidden within the hexameter verses are the answers to many questions. As such they may be consulted by a diviner, who receives a +50 bonus to skill rolls. This consultation takes 1

hour. They also allow the bearer 20PP per day to use with any divining spells. These scrolls do not however grant the ability to cast these spells, that ability must already be possessed.

### The Lares and Pentates of Troy

These statues, about a foot tall, are the representations of the household Gods of Troy, carried to safety by Aeneas upon the fall of that city. Direct links to the ancient Gods, together they act as a x4 PP multiplier for channelling spell casters, as well as providing a +20 bonus to all base spell casting rolls. Once per bearer,



they will also allow that person to escape any situation that may prove fatal. Once a bearer has availed themselves of this power, they may receive no further benefit from the statues, and indeed feel compelled to pass them on to someone worthy. The manner of escape must be determined by the GM.

#### **Aegis of Zeus**

The Aegis of Zeus is an ancient Goatskin and bronze shield with the head of Medusa fixed to the centre. Although the head can no longer petrify those who view it, it does cause viewers to freeze (RR vs lvl 25 each round or take no action). In addition, it provides +60DB against all attacks, and a +35RR modifier to the bearer. Although the shield is made from goatskin, it may not be destroyed.

#### **Scepter of Dionysus**

The sceptre of Dionysus is a 3' long vine staff, originally the property of the eponymous god. This staff causes the bearer to appear very powerful, and actually engenders fear in all those opposed to the caster. Although not fear in a RR sense, it will give all opponents pause for thought. Once per day, the bearer may heighten this fear, causing any enemy of the bearer within sight to make a RR vs lvl 35 or flee in terror until out of sight. The age of this staff has rendered the wood as hard as steel.

#### **Cursed necklace of Harmonia**

This fine gold necklace is incredibly beautiful, and created with the greatest skill. As such, anyone who views it desires it, and anyone who owns it will not give it up willingly. However, it was originally created to punish the original owner, and as such causes incredibly bad luck to the owner (even if not worn). The current owner suffers a -10 modifier to ALL everyday actions, increasing to -25 for stressful situations such as combat. Any attempt to destroy this necklace will fail.

#### **Armour of Akhilleus**

This very old-fashioned set of Greek Panoply is lavishly decorated with gold and silver tracery. Although old, this armour offers superb protection, functioning as AT20 and giving a +20DB bonus. In addition, the helmet allows the wearer to see any invisible or ethereal beings.

#### **Spear of Peleus**

The spear of Peleus is a 7' long greek spear, with a permanent high polish. This spear has a base bonus of +20, but against creatures of the underworld this becomes +40, inflicting slaying crits. The spear head will flare with a pure light when within 500' of one of these creatures.



# APPENDIX VII – ENCOUNTER TABLES

## Introduction

The encounter tables below should be used for encounters within Rome, Roman towns, or Rural and Wilderness Italia. An unmodified result of “special” indicates a roll should be made on the Special table.

Encounter rolls made at night on either table should be made with a +35 modification.

- \* indicates animal is from “Creatures and Monsters”
- indicates creature is from “Creatures and Treasures”
- For Mane statistics use the Undead statistics from “Arms Law”
- For other statistics, see Chapter 11.

**TABLE 32 - ITALIA ENCOUNTER TABLE**

Type	# Enc.	Rome	City/ Town	Rural	Wilderness
Local Residents - Working	2-20	01-20	01-34	01-40	01-05
Local Residents - Playing	1-10	21- 23	35-36	41	6
Local Residents – Travelling	1-5	24-29	37-39	42-49	07-09
Local Residents – Fighting	01-10	30	40	50	10
Entertainers	1-10	31-33	41-47	43	
Slaves	3-30	34-36	48-54	44-45	11
Farmers	1-5	37	55-62	46-49	12
Merchants	1-2	38-40	63-64	50	
Tradesmen	1-2	41-42	65-66	51	
Detectives	1	43	67	52	
Magistrate + Lictors	1 + Lictors	44-46	68	53	13
Curse Sellers	1	47	69	54	14
Furunculi	1	48	70	55	15
Goetias	1	49	71	56	16
Knifemen	1	50-51	72		
Ereptors	1	52-54	73-74		
Praestigiae	1	55			
Priests	1	56 – 57	75		
Prostitutes	1-10	58-67	76-80		
Slave Traders	1 + Slaves	68	81	57-58	17-19
Thieves	1-2	69-71	82-83	59	
Thugs	1-5	72-76	84-89	60	
Hunters	1-2			61	20-22
Charioteers	1-5	77-78			
Guards	1-10	79-81	90-92		
Praetorians	2-20	82-85			
Auxiliaries	2-20			62-64	23-25
Legionaries	2-20			65	26
Urbanii	1-10	86-93	93-94		
Gallic Warriors	1-5	94-96	95-96	66	27-28
Gladiators	01-05	97-99	97-98		
Deer *	2-20			67-69	29-36
Eagle *	1-2			70	37-38
Wild Donkey’ s *	01-10			71	39-41
Wild Horses *	2-20			72-73	42-46
Snake – Viper *	1-2			74-75	47-48
Wolves *	2-20			76-78	49-54
Bear – Small *	1-5			79	55-58
Boar *	2-20			80-81	59-62
Bear – Large *	1-5			82	63-65
Weather / Terrain				83-96	66-90
Special Table		UM 100	UM 99-100	UM 97-100	UM 91-100

**TABLE 33 - ITALIA SPECIAL  
ENCOUNTER TABLE**

Type	# Enc.	Roll
Battle Boar *	1-10	01 – 17
Great Porcupine *	1 – 2	18 - 31
Great Boar *	1-2	32 – 49
Class I Mane	1-2	50 – 59
Class II Mane	1 – 5	60 – 66
Faun	1 – 10	67 – 70
Class III Mane	1 – 3	71 – 76
Genius Loci	1	77
Tuchulcha	1	78 – 81
Charontes	1 – 2	82 - 86
Class IV Mane	1 – 2	87 – 90
Class V Mane	1	91 – 93
Mormolyce	1	94 – 96
Culsu	1	97 – 98
Class VI Mane	1	99
Vanth	1	100

# APPENDIX VIII – STANDARD STATISTICS

## Introduction

The table below describes statistics for “average” NPC’s the characters may meet. These stats are of course only guidelines, and the GM should alter/adjust them as he sees fit.

Also bear in mind the weapons used (may have bonuses vs different armour) and any combat moves (Legionaries/ Gladiators etc).

## Weapon Codes:

Bs = Broadsword

Fu = Fustis

Fx = Falx

Gl = Gladius

Ha = Hasta

Pa = Parazonium

Pi = Pilum

Se = Securis

Ua = Unarmed

We = Weapon as appropriate from Training  
Package Appendix

**TABLE 34 – STANDARD ROMAN STATISTICS**

Type	Lvl	Base Move	MaxPace/ MN Bon.	Speed/ AQ	Size/ Crit	Hits	AT(DB)	Attacks	Bonus XP
Legionary Recruit	1	60	Run/-5	MD	M	60	18(25s)	70Gl/45Pi	B
Legionary	4	60	Run/10	MD	M	95	18(25s)	90Gl/60Pi	C
Legionary Veteran	6	60	Sprint/25	MD	M	115	18(25s)	100Gl/70Pi	D
Centurion	8	65	Sprint/45	MD	M	135	14(35s)	105Gl/80Pi	D
Officer	3	70	FSpt/20	MD	M	83	9(15)	70Pa	-
Auxiliary Recruit	1	65	Sprint/10	MD	M	50	13(20s)	60We/35We	A
Auxiliary	3	65	Sprint/20	MD	M	75	13(20s)	80We/45We	B
Auxiliary Veteran	5	65	Sprint/30	MD	M	95	13(20s)	70We/45We	C
Gallic Warrior	3	70	FSpt/30	MF	M	90	5(30s)	90We/55Fx	B
Gallic Warrior Veteran	6	70	FSpt/45	MF	M	130	5(30s)	100We/70Fx	C
Gladiator	2	70	Dash/20	MD	M	70	1(35s)	80We/80We/60We/60We	C
Gladiator Veteran	5	70	Dash/40	MD	M	105	1(35s)	95We/95We/65We/65We	D
Guard	2	65	Sprint/10	MD	M	60	13(20s)	70Ha/40Gl	-
Knifeman	4	80	Dash/30	FA	M	85	1(20)	75We/45Ua	A
Lictor	3	70	Dash/25	MD	M	80	1(10)	80Ua/50Se	-
Marine	2	70	Sprint/10	MD	M	60	13(20s)	60Gl/30Pi	A
Marine Veteran	5	70	Sprint/25	MD	M	90	13(20s)	75Gl/45Pi	B
Thug	2	75	FSpt/20	MF	M	60	5(15)	70Fu/40Ua	A
Urbanus	3	70	Sprint/15	MD	M	70	13(20s)	70Gl/40Pi	A
Urbanus Veteran	5	70	Sprint/25	MD	M	90	13(20s)	80Gl/50Pi	B

# APPENDIX IX – BIBLIOGRAPHY

## Introduction

This does not pretend to be a complete Roman Bibliography, but does suggest some good places to look for further information and ideas. However, the omission of a particular book/film/website etc does not imply it is of no use.

## Books

**Coleen McCullough** – Masters of Rome series:

- First man in Rome
- The grass crown
- Fortunes favourites
- Caesars women
- Caesar
- The October horse

**Conn Iggulden** – The Emperor series

- Emperor: The gates of Rome
- Emperor: The death of kings
- Emperor: The field of swords
- Emperor: The gods of war

**Simon Scarrow** – The Eagle series

- Under the eagle
- The eagle's conquest
- When the eagle hunts
- The eagle and the wolves
- The eagle's prey
- The eagle's prophecy

**Robert Graves**

- I, Claudius
- Claudius the God
- The twelve Caesars (trans of Suetonius)

**Jerome Carcopino**

- Daily life in ancient Rome

**Robert Harris**

- Pompeii
- Imperium

**Alex Butterworth and Ray Laurence**

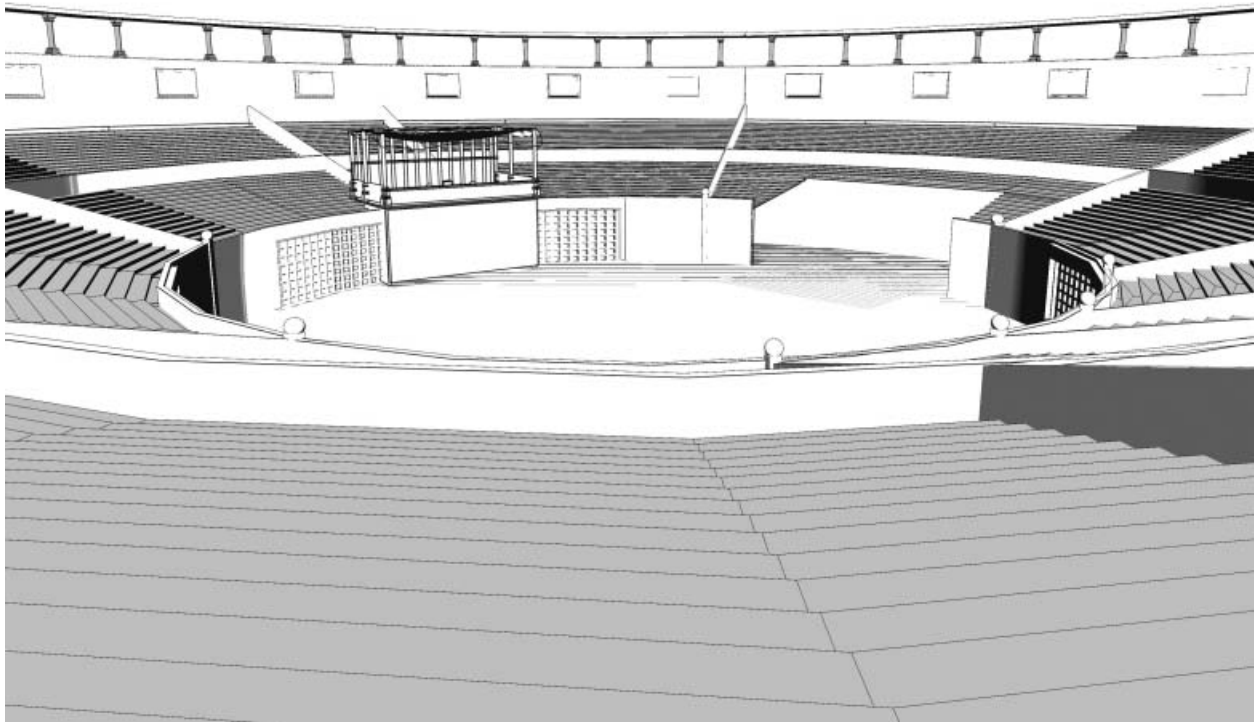
- Pompeii

## Television

**Rome** – BBC/HBO

**I, Claudius** – BBC

**The fall of the Roman empire** - BBC



Roman Settlement Form

Settlement Name:

Description / History:

Settlement Type:

Total Population:

Wealth:

Water Type:

Terrain Type:

Political Type:

Regional Map

Buildings

Building Number

Domi:   
Insulae:   
Shops:

Warehouses:   
Taverns:   
Inns:   
Brothels:   
Physicians:   
Bath Houses:   
Latrines:

Building Number

Horse Traders:   
Slave Traders:   
Schools:   
Piped Water:   
Amphitheatre:   
Theatre:   
Gladiator School:   
Circus:   
Fishing Port:   
Trade Port:

Building Number

Forum:   
Temples:   
Council House:   
Basilica:   
Military Port:   
City Walls:   
Barracks:   
Armourers:

Special Features:

Roman Settlement Form

Population and Professions

Social Class	Number
Patricians:	
Citizens:	
Freemen:	
Slaves:	

Profession	Number
Charioteers:	
Gladiators:	
Entertainers:	
Engineers:	
Prostitutes:	

Profession	Number
Lawyers:	
Magistrates:	
Physicians:	
Teachers:	
Underworld:	
Aesclepians:	
Curse Sellers:	

Profession	Number
Detectives:	
Goetia:	
Praestigiae:	
Priests:	
Priests (Magical):	
Topiarii:	
Vates:	
Urban Cohort:	
Garrison Centuries:	
Marine Centuries:	

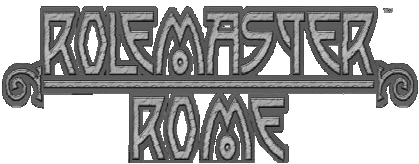
Settlement Plan

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# ROLEMASTER ROME

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NAME: \_\_\_\_\_

MAGICAL TRADITION

TRADITION \_\_\_\_\_

CASTING MODIFIERS \_\_\_\_\_  
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MENTOR

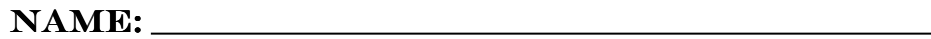
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DETAILS \_\_\_\_\_  
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SPELL LISTS

Spell List	Chance	Level Known	Spell List	Chance	Level Known
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MAGICAL NOTES

[illegible]

	Ai	Sestersii	Denarii	Aurei	Other Money
<b>CARRIED</b>					
<b>STORED</b>					
<b>BANKED</b>					

Business	Type	Modifier	Value

<b>HOUSES</b>	
<b>SLAVES</b>	
<b>SHIPS</b>	

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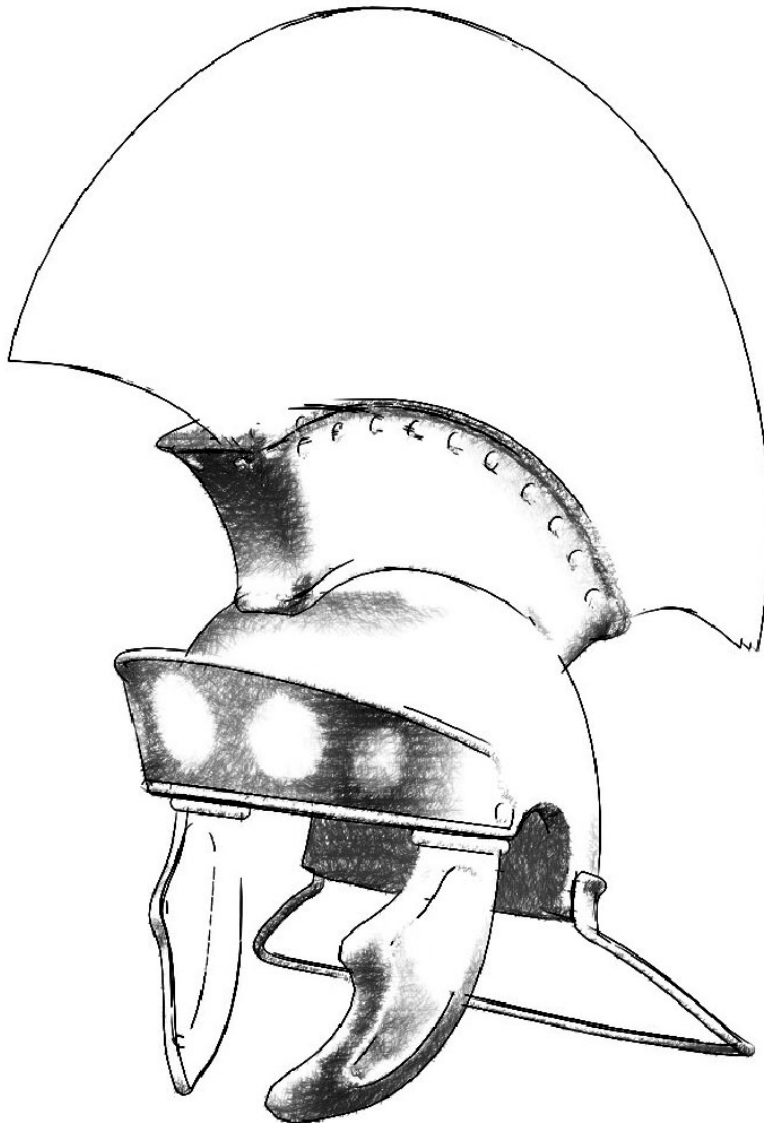
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