Roma Imperious

Alternate World History
A Setting Book for True20



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True 20 Adventure Roleplaying

HinterWelt Enterprises

HWE 2505

Roma Imperious™

Alternative History Role-Playing Game
created by HinterWelt Enterprises



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Introduction

My decision to write Roma started a long time ago with a love of the Roman historical period. I had played in and run many different version but had always desired to see a treatment that went beyond the Eternal City to the rest of the Empire and even the world. Also, I wanted to have magic involved as I do in most of my games. To that end I set out on a two year journey in writing Roma Imperious.

Originally, the setting was published with the Iridium System, a system I have developed and used for all my settings. The settings have all been written, though, with out a single system in mind. That is to say, one of the design goals have always been to allow readers to interject their favorite system. That precipitated several fans of the Roma setting asking for conversions to their favorite systems. I listened and learned. Eventually, almost all agreed that a True20 conversion would be the best.

I mentioned the project on a forum and Matthew mentioned an interest. He was very understanding to how I work (somewhat chaotic) and handled the conversion in a very professional manner. I cannot praise him enough.

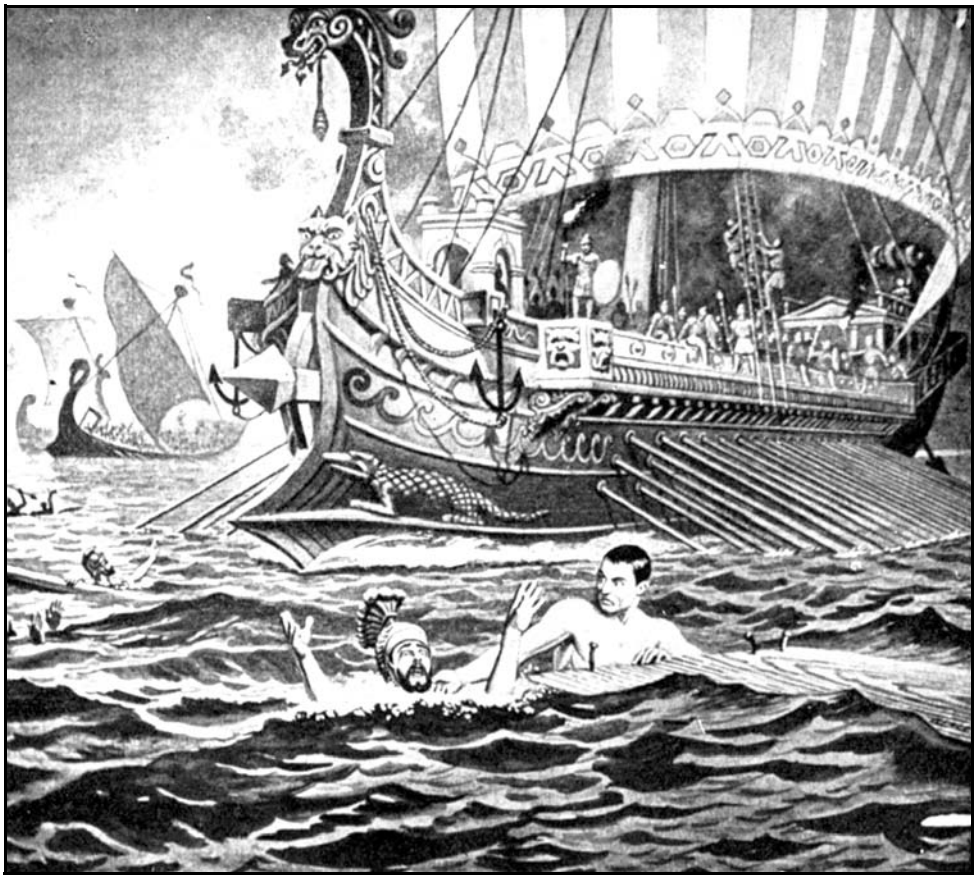
The goal of the book is to be a resource for the True20 game system. To that end, when writing we had to choose between adding to the page count and the final price or not including the core rules. We decided it would be best to not include any of the OGL material for True20 and instead allow people to use Roma as an addition to their True20 settings. Some will not like that decision and I have already received some negative feedback from play testers about it but in the end, they preferred the option to buy the True20 core rules and Roma separately if I could keep the final price down. Hopefully it will work out that way.

A final note on the overall goals of the setting design. You should take this book as a guide and not as an immutable rule book. Roma is meant to be played in many different ways and has been changed and added to be many readers already. Some play in the Jade Empire and never mention the Romans while others never leave the Eternal City. In the end, it is your book now and your setting. That has always been my guiding philosophy, to give players and GMs the tools they need for great adventures.

Thanks!

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Pronunciation Key For Latin

This is meant as a quick reference for the reader and not as an in depth Latin reference.

Vowels

A - "ah" as in "f**a**ther"; short “A” as in “b**a**t”

E - usually "ay" as in "h**ey**" but in *et*, *est* and *sed*, the E is like the 'e' in "debt"

I - "ee" as in "b**ee**t," but in *id* and *in* like "b**i**d"

O - "oh" as in "l**ow**"

U - "oo" as in "n**u**de," But word endings -us and -um are pronounced like "f**u**ll" and "t**oo**l"

Dipthongs

AE - the diphthong, as in "l**ye**"

AU - diphthong, as in "fr**ow**n"

OE - diphthong, as in "b**oy**"

Consonants

C - always as "k"

Ch - always as in "**ch**ris"

G - always as in "**g**ale"

I - as "y" when it's the first letter in a word and when followed by a vowel

Qu- as in English "queen"

R - usually rolled

S - always soft, as in "**s**oul"

T - always a hard sound as in "**t**artar"

V - always pronounced as "w"

X - always as "ks"

There are no letters for J, W, or Y in Latin.

The following letters are all pronounced the same as in English:

B,D,F,H,K,L,M,N,P and Z

Syllables

A Latin word will contain as many syllables as it does vowels and dipthongs. The rules for finding the syllables in a word are:

- A single consonant between vowels is taken with the second; a-va-rus, e-me-ti-or.
- Initial consonants belong to the first and final ones to the last; ge-li-dus, stri-dor.
- Where two or more consonants come between vowels then the division comes right before the last consonant; e-mer-go,in-for-tu-ni-um.
- Exceptions to the above are the “ph” as in e-le-phan-tus, as are the “r” “l” whenever they are the second of a consonant group as in pa-tris.



Accent

Latin is accented in the following ways:

- Two syllables - emphasis on the first; FOR-tis
- In most cases, more than two syllables will mean the second to final syllable will take the accent; spe-CU-lum, ros-CI-dus, ros-TRA-tus

Phrases

My name is...-Meum nomen "YOUR_NAME" est.

What is your name?-Quid est nomen tuum?

How are you?-Quid agis?

Maybe-fortasse

Please-Te amabo

Thank you-Gratia

When-quando

You sure are drinking a lot - Re vera, potas bene

Stupid Cow - Vacca foeda!

I don't know what you are talking about - Nescio quid dicas

Let them hate me provided they fear me - Odeint dum metuant

The play is over - Acta est fabula

Make haste slowly - Festina lente

Woe to the conquered! - Vae victis!

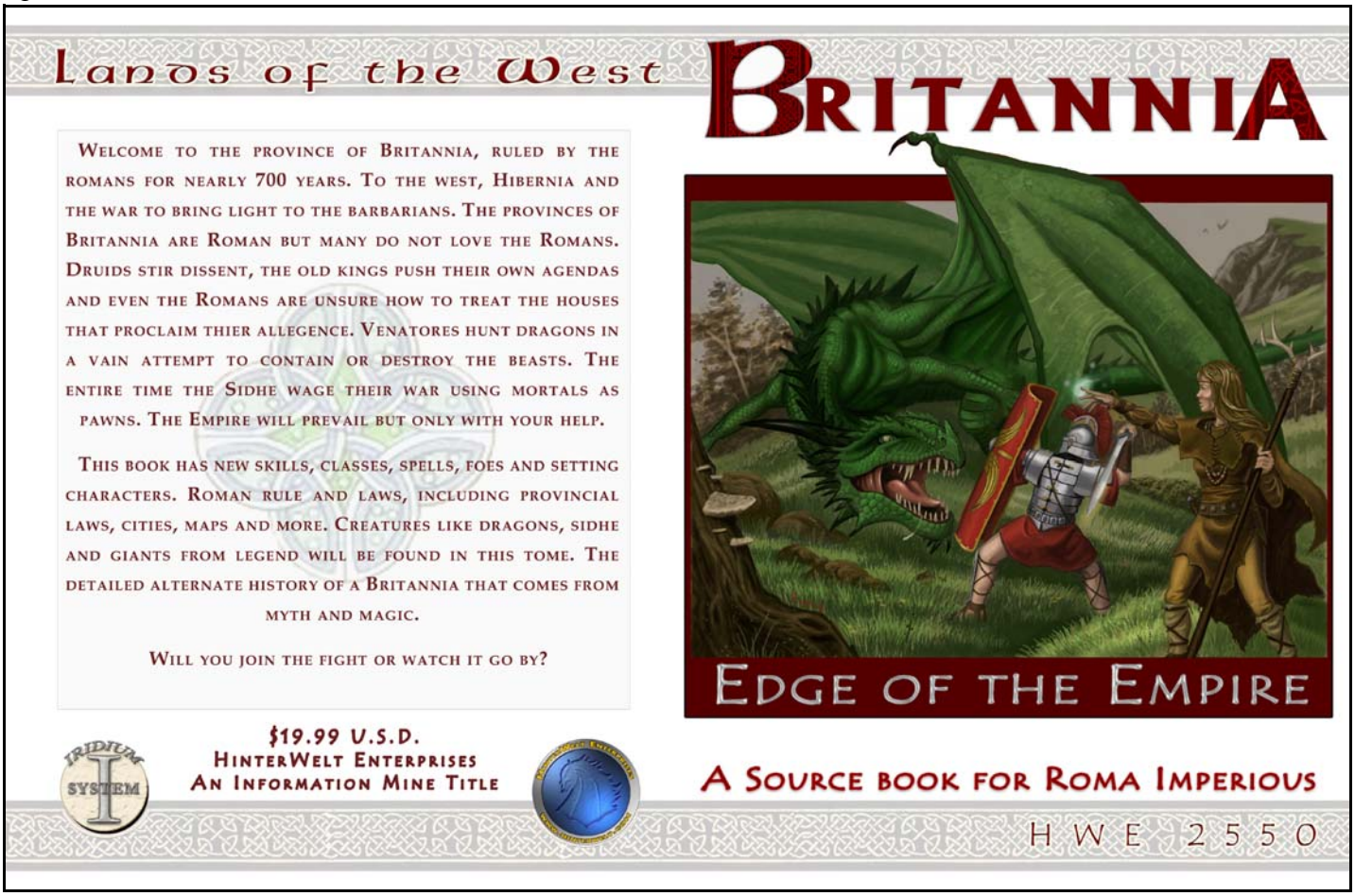
With me all is well - Ego me bene habeo

They wished this - Hoc Voluerunt

Brother, hello and goodbye - Frater, ave atque vale

For glory! - Ad gloriam!

Farewell - Vale



Chapter I : Roma

Roman history spans 1000 years in the west and even longer in the east. It is, in itself, a formidable setting for any fantasy adventure. There are endless intrigues, exotic lands and conflict of all manner as the Republic and later, the Empire, expanded and took more lands and subjects. To restrict an adventure setting only to Roma seems a shame when so many events were happening around the world.

The Romans were considered a conservative people who tended towards simple, modest lives during the Republic. This was reflected in the Twelve Tables, the basic laws of the Republic, where the wealthy patricians were treated better than the plebeians, who were treated better than the slaves. However, these laws were the first of their kind to apply across the social landscape. Punishment varied but a crime was still a crime, no matter what the rank of the criminal. The nature of the laws, though, reinforced the status quo and nurtured a simple view of the world.

During the Imperial age the Romans began to enjoy excesses made famous through Emperors like Nero and Caligula. Still, they had a conservative outlook towards other cultures and took time to assimilate the ideas present in these cultures.

Roman expansion emerged early in their story as they began to control and conquer the Latinium and Tuscan areas of the Italian peninsula. This set them on a road that made them a major factor in world history and culture.

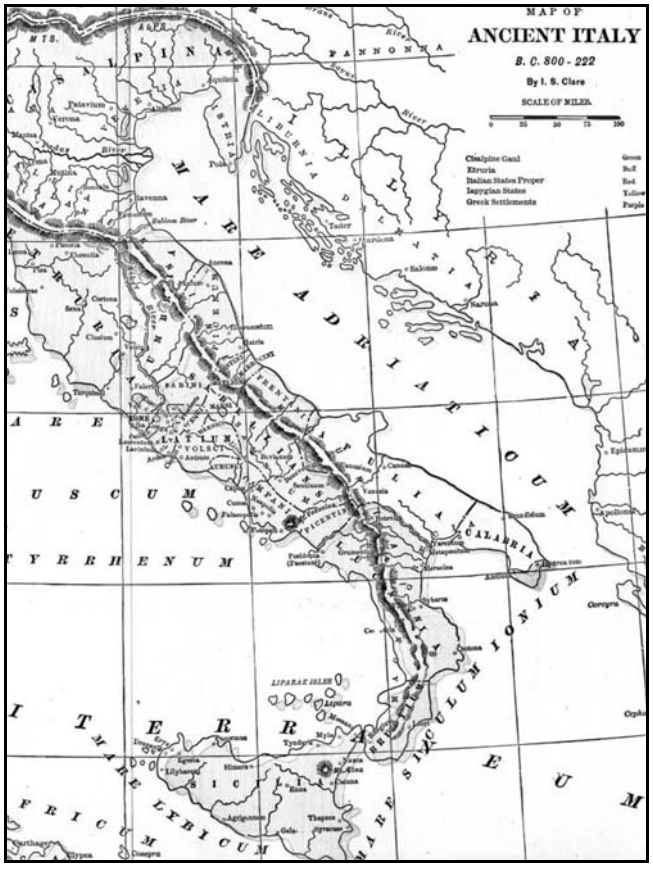
Alternate Roma

The western Roman Empire of history ended in a cloud of conjecture. The precise date is not whole-heartedly agreed on, but for the sake of simplicity this book considers the abdication of the last acknowledged western Roman emperor, Romulus Augustus in 476 AD, the end of the historical Roman Empire.

The alternate western Roman Empire does not decline or fall but expands to become a single entity again. This happens due to many factors that will be detailed in this book, from the profound discovery and fostering of magic by Constantine to the subtly planned social assimilation of Germania by Julius Caesar to more subtle reasons of key social points of the citizenry.

In this book dates will be given based on Ab Urbe Condita (A.U.C.), the founding of Roma in 753 B.C. This means that the date 753 A.U.C. is actually 0 A.D.

Republic History



The history of the Empire is founded in the Republic. The roots of what will found the views and beliefs of the Roman people comes from their belief in the Republic. To the modern day, some Romans still refuse to think of the Empire as anything but a republic. The Emperor is viewed as a form of Dictator for life. The modern Empire, though, is not the Republic of old no matter how much the citizens may want it to be.

The Founding of Rome

There are two myths of the founding of Rome. The first is of Romulus and Remus, two brothers who were borne to the daughter of a deposed king. Their father was Mars, god of war, who had come to Rhea Silvia while she was a Vestal Virgin. King Amulius, who had deposed Rhea's father, drowned her in the Tiber River and set the brothers adrift. The basket they floated in was caught far down river by a fig tree. They were found by a she-wolf, sacred to Mars, who cared for them until a shepherd found them and gave the boys to his wife to raise.

An alternate version, written in Virgil's Aeneid in the seventh century A.U.C, has Aeneas, a hero of Troy, setting the basis of the city. Aeneas fled the destruction of Troy with his aged father on his back and leading his son by the hand. He loses his wife as he flees but is able to lead many to

safety. After a long journey they arrive in Latium where he became the progenitor of the Roman people through his son Ascanios. A more popular legend had Aeneas as the founder of Rome. Yet another version made Aeneas the forefather of Romulus and Remus and had Romulus founding Rome.

As Romulus and Remus grew to manhood they were told their true origin. King Amulius was slain in battle and Numitor, Romulus and Remus' grandfather, was restored to the throne. The brothers decided to found a city near where they came ashore. They followed the omen of a flight of geese and founded the city on Palatine Hill, where Romulus would be king. During the founding of the city, Romulus marked the borders of the city by plowing with a white bull and cow; these sacred animals represented the blessing of Jupiter and Juno, the leaders of the gods. Jesting with his brother, Remus jumped across the furrows. This impious act so infuriated Romulus that he slew his brother in a fit of rage.

The Rape of the Sabine women is also a tale of Romulus. When the village of Rome was founded its population consisted mostly of men. Romulus devised a plan and invited the neighboring tribe of the Sabines to a harvest festival. When the Sabines arrived it was not a festival but the abduction of 600 daughters of Sabine at sword point.

The Mythic Kings

There is little historical information about the seven kings of Rome, and they are often referred to as the legendary kings of Rome. After the city's founding, Romulus ruled until 37 A.U.C. for a total of 37 years. He founded the city and was responsible for the Rape of the Sabine Women.

Name	Ruled
Romulus	753-716 B.C.
Numa Pompilius	715-674 B.C.
Tullius Hostilius	673-642 B.C.
Ancus Marcius	642-617 B.C.
Tarquinius Priscus	616-579 B.C.
Severus Tullius	578-535 B.C.
Tarquinius Superbus	535-510 B.C.

During the rule of these kings, Rome laid the foundation for the constitution of the Republic. A number of monuments were built during this period, including the Temple of Jupiter on the Capitoline Hill. Ostia was founded during this time to serve Rome as a seaport. The first sewer, the Cloaca Maxima, was built by Tarquinius Priscus as well as the foundations for the Circus Maximus. Servius Tullius set up divisions based on class, setting the foundations for a constitution based on wealth. During all this time the walls and domain of Rome were extended.

The end of the kings came when Sextus, the son of Tarquinius Superbus, raped the wife of a patrician, Lucretia. This was the final straw as Tarquinius had burdened the people by using the lower classes in the construction of monuments instead of allowing them arms to fight in the war with the Etruscans and Latins. He also recruited his army from amongst his retainers and from foreign allies. His reign was fraught with bloodshed. In the end, Lucius Junius Brutus led a revolt against the Tarquins and abolished the Roman monarchy.

The effect of the revolution was to create a republic, a government by the patricians for the patricians. Certain concessions were made to the plebeians but merely as a propagandist movement to get the buy-in of the masses. In the end, Lucius was killed by the son of Tarquinius, but not before he set the Republic on its path.

Slave Revolts

In 619 A.U.C. one of the most horrifying things that the Romans could imagine occurred. Their prolonged military successes had generated a great abundance of slaves, and in Sicily a revolt of these slaves resulted in atrocities committed on their former masters. By its suppression in 621 A.U.C. by Fluvius Flacchus, a consul had gone so far as to crucify twenty thousand slaves. In 650 A.U.C. the slaves of Sicily revolted again, even in the face of the horrible consequences. It took another three years to put down the revolt. Considering the horrible punishment dealt to the slaves in the first revolt, it indicates the terrible conditions of the slaves of Sicily. These revolts, though harshly dealt with, began the movement in Roman law towards slave reforms and better forms of slave management.

The First Triumvirate

The events leading up to the Triumvirate's bid for power are many. To summarize, Gnaeus Pompeius (known as Pompey) was a favored general of Sulla, a tyrant and despotic ruler who maintained power through fear. Pompey made a powerful name for himself as a general who could solve the problems the Romans faced. Crassus was by most accounts the wealthiest senator of his time. During the slave revolts of 682 A.U.C. he faced and defeated the gladiator Spartacus but was robbed of the triumph by Pompey returning from campaigning in the east. Crassus stood aside and allowed Pompey the triumph and an alliance was forged. Julius Caesar entered the picture as an aspiring politician. He was charismatic and garnered a great deal of support in the Senate. With his aid, Pompey was able to gain more and more power over the navy and the military in general.

The Triumvirate of Pompey (the military man), Crassus (the money man) and Caesar (the politician) came into being in 693 A.U.C. It lasted for seven years until the death of Crassus in the battle of Carrhae against the Parthians.

Increasing jealousy between Caesar and Pompey caused a deterioration of the alliance until 704 A.U.C., when Caesar defied the Senate and Pompey and crossed the Rubicon, effectively declaring war on Roma. The civil war had most of the common people backing Caesar and the conservatives backing Pompey. The war turned bad for Pompey and he fled to Aegyptus with hopes of aid from allies but he was betrayed. Pompey was assassinated by the Egyptians in 705 A.U.C. against the wishes of Caesar.

Caesar spent four years reforming and solidifying the Republic under the guise of Consul and later Dictator. In 711 A.U.C. a group of Senators, calling themselves the Liberatores, killed Caesar for the good of the Republic. Believing they would be welcomed as heroes these patricians were reviled by the common people who had so adored Caesar and his social reforms. They were forced to flee as Octavian, Caesar's adopted nephew, set out on a campaign of vengeance. He formed the Second Triumvirate made up of himself, Marcus Antonius and Marcus Aemilius Lepidus, two former colleagues of his uncle.

The Second Triumvirate

The Second Triumvirate had a distinct advantage and was quick to establish their dominance. The militarily influential provinces of Gallia and Hispania joined them and shortly the Senate declared the Triumvirs co-rulers of the Republic. Despite this declaration the Republic was essentially split between Octavian in the west, Antonius in the east and Lepidus in Africa. To solidify the power of the Triumvirate even farther, the Senate legitimized the office and added it to the Roman constitution. Unlike the first Triumvirate, the Second was to be a legitimate power in Roma and not a back door deal.

The Second Triumvirate continued for ten years from 712 A.U.C. to 722 A.U.C. with an increasing level of jealousy and contempt for the other members. Lepidus sided with Antonius in most matter but was no match for the accomplishments of his fellow Triumvirs. In 717 A.U.C. after aiding in defeating Popeius, son of Pompey the Great, he tried to betray Octavian but failed. He was summarily dismissed from the Triumvirate but allowed to quietly retire from politics. By 722 A.U.C., the second five year term of the Triumvirate was up and neither Antonius nor Octavian, who had begun using the title Imperator, were interested in continuing. Antonius, with Cleopatra at his side, made a bid to defeat Octavian but in turn was defeated by him and the Roman legions. In 725 A.U.C, they committed suicide in Alexandria. Octavian took the principate and the name Gaius Julius Caesar Octavianus Augustus, becoming the first Roman emperor. The Republic had ended.

Augustus

Once he had quelled the final rumblings of the dissenters Octavian was free to return to Rome in triumph. To emphasize his role as pacificator, he closed the doors of the Temple of Janus, a symbol of peace throughout the Roman realm of influence. In 726 A.U.C. he set aside his extraordinary powers only to have them reinstated in a guise more constitutionally pleasing to the Senate and the people. He became the Princeps, or first citizen, and Pater Patriae, father of his country. At this time he took the name Augustus Caesar and would never be known as Octavian after that. This was the end of the Republic.

The Bohemian Plan

Augustus conceived of a plan to conquer Germania and parts of Sarmatia in one offensive. Tiberius, Augustus' son, would lead an army north through Dacia and into the German plain where it would meet with another army marching east. Germanicus, a beloved general by the Legions for his dedication to soldiers, led the armies heading eastward. In the 763 A.U.C. the two armies met after a decisive battle against the remaining German tribes near the head waters of the Elbe river. The city of Tiberia, which would become the dioecesis capital and be renamed in the time of Constantine to Constancia, was founded nearby. The Bohemian Plan has been held as the definitive exercise of Roman planning and military execution.

The Fall of the Republic

At the end of the civil war, Augustus had 60 legions at his command. He decided to reduce the number to 28 and station them on the borders and as far from each other as possible. The demobilized legions were settled in the colonies in order to strengthen the expansion of Rome. Augustus maintained direct control of the frontier provinces and returned the inner provinces to the Senate. This allowed Augustus to retain control of the military while appearing to favor the Republic and the Senate.

Under Augustus' rule the Empire grew more quickly than at any other time. To the north it expanded past the Elbe river to include Germania, a number of kingdoms peacefully submitted to Roman rule in the east and most of central and eastern Europe came under its rule.

Diocletian

Diocletian was an influential emperor who ruled in the eleventh century. He was the founder of many reforms, from the monetary system to the military to the manner in which the Empire was ruled. He introduced the concept of shared rulers, creating two Augusti, one to rule the Empire in the East and one in the West. Later, Diocletian and his fellow Augustus each named a Caesar as a successor and ruler of roughly 1/4 of the Empire. Diocletian's move weakened the

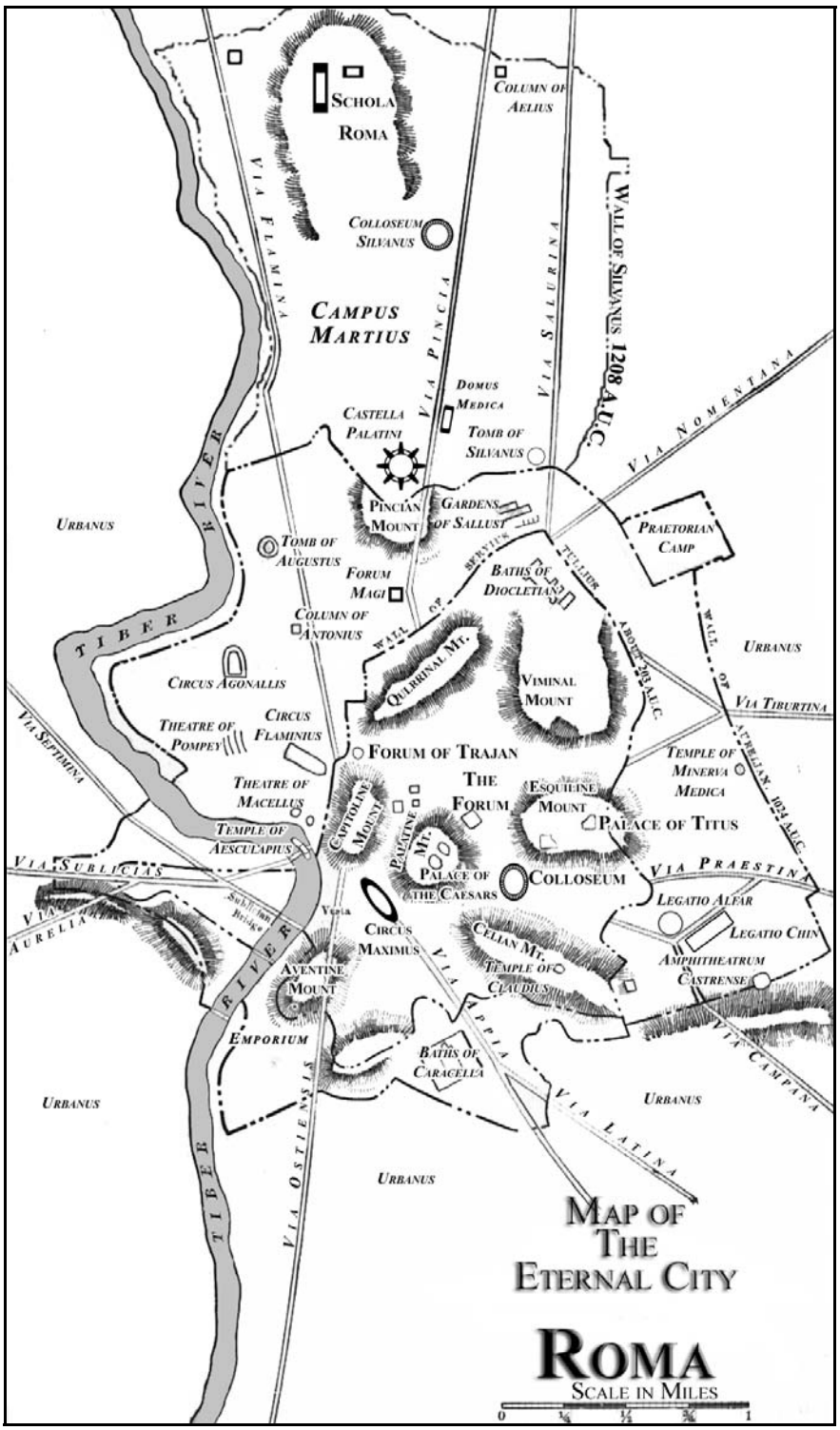
office of Emperor allowing the Senate to regain even more power for itself. The Empire did not know reunited rule again until Constantine and Julian the Reformer.

Constantine and Maxentius

Constantius, Diocletian's Caesar, was promoted to Augustus with Galerius when Diocletian abdicated. Constantius died within a year in York, Britannia due to illness. His troops promoted his son Constantine to Augustus upon Constantius' death. This did not sit well with Maxentius, son of Maximian, who thought he was entitled to his father's title as much as Constantine was entitled to his father's. Maxentius took control of Africa and Italy. His father then came out of retirement and insisted on the title of Augustus again. It was not until 1077 A.U.C. when Constantine defeated the last of his rivals that the empire had a single leadership.

Constantine ruled the Empire alone for thirty years. During this time he made his religious affiliation unclear but it is without a doubt that he wished to increase his power and the stability of the Empire through the development of magic. Initially, he called upon the druids who had aided him in his campaign against Maxentius to divulge their rituals and all they knew of the function of magic. They flatly refused and this eventually led to revolts against the Roman rule. Not dissuaded, while still consolidating his power Constantine founded the Comitia Magi and began the study of magic. Although not fully realized within his lifetime, the founding of this organization would bear fruit with the first functional gate between Roma and Ravenna being opened in 1088.

In 1083 he established Byzantium (renamed Constantinople) as the administrative center of the empire. He issued the Edict of Milan, which instituted religious tolerance. Despite this he passed other laws that restricted conversion to the Jewish faith, thought of as a rival to the traditional cults of the Romans. As time wore on, Constantine also become more unfavorable towards cults not directly linked to the Sol Invictus or Mithrists cults, passing laws banning sacrifices and divination, destroying temples, confiscating holy lands and treasures. He also refined Diocletian's reforms including the creation of frontier legions and reserve legions able to be dispatched at a moments notice. He nearly disbanded the Praetorian Guard but was convinced not to by their advances in acquiring magic knowledge from the Celts, Norse and other sources.



After his death the Empire was split between his three sons; they had the rest of the imperial family killed except for two younger cousins, Julian and Gallus, aged six and twelve respectively. Constantine II was established in the west, Constans in the center and Constantius II in the east. Constantius was immersed in a war with the Parthian Empire while his brothers fought over Illyricum. In 1093 A.U.C. Constantine II was killed in an ambush and Constans claimed all of the west. This did not last. Constans ruled as a tyrant and was eventually displaced by one of his generals. Forced to flee, Constans was hunted down and killed in 1103 A.U.C.

Civil war followed and Constantius II had the questionable good fortune of the Persian Empire's attention being drawn eastward away from him. He was free to deal with Magnentius, Constans' general, now proclaimed Emperor. The general was defeated at the cost of 50,000 legionaries lives. Constantius II set his cousin Julian, the only remaining male descendant of Constantine and the choice of the Senate, on the western throne and returned his attentions to the east. When Julian won too much fame Constantius demanded his best legions be sent east. Julian attempted to but the Senate refused and wished instead for Julian to take up the imperial purple. Julian refused as long as he could, wishing to remain loyal, but Constantius began to march his armies west and Julian saw that he must protect the Empire not the Emperor. However, before hostilities could be joined, Constantius II died of illness.

Julian the Reformer

History considers Julian a puppet of the Senate, but during his rule he was well loved and respected. He was not a great military commander but grew to be an excellent administrator and diplomat. During his time he continued the work of Constantine and Diocletian in reorganizing the Empire. Many of the stresses to the Empire were eased by the use of magic, and due to the excellent communication and mobility granted to the legions and magistrates, a reign of stability was ushered in.

Near the end of his rule, Julian made a number of edicts that passed much of the power of the Emperor into the hands of the Senate. He also granted the lands normally reserved for the Emperor to the Senate to be held in trust for the people of Rome. In this way, the Senate became responsible for the payment of the legions and the appointment of its commanders. The Emperor was merely the supreme military commander, chiefly in charge of executive matters.

In addition to shifting the power to a more equal balance, some would say in favor of the Senate, Julian also set the Imperial administration on the path to fiscal stability by implementing a number of key grain management and distribution plans that ensured the level price of grain, availability of food to the masses and reserves against disasters or shortages.

He also established a system of public education, including a method for detecting and advancing those capable of magic to the Schola Magi. Indeed, his methods of operation are still employed at the Scholae today.

The Eternal City

Roma is a fascinating city and many campaigns can be centered there. The following is a list of unique locations within Roma.

Name	Description
Baths of Caracalla	These are the most extensive baths of Roma. Large when they were constructed they have been added to again and again over the centuries. The grounds are extensive with several courtyards used for exercise, socializing, meetings, dining and games. There are over 100 bath rooms, heated, chilled and everything in between. Pools are maintained for swimming. The price of admission is 5 copper Quadrantes. The apartments and shops that surround the baths are some of the finest in Roma.
Campus Martius	Traditionally the assembly field for the legions of the Republic, it is now a parade ground for the Palatini (Imperial Guard). It is still an open field but is now groomed and used as a park by the population of Roma.
Castella Palatini	The fortress, originally built outside the limits of Roma, is now inside the Wall of Silvanus. It houses the three cohorts of the Palatini (Imperial Guard). These are troops who are rotated from the field legions for the privileged service of guarding the Emperor.
Circus Maximus	This race track is where the largest chariot races take place. Races are run on regular schedules and admission is free.
Colosseum	The Colosseum is the center of entertainment to the inhabitants of Roma. There are other arenas but the best and largest spectacles take place in the Colosseum. Admission is free. Located just outside the Colloseum is the Ludus Maximus, the Gladiatorial training complex.
Domus Medica	This is the first hospital built in Roma. It was constructed in 1131 A.U.C. by military medicus, Epirus Juventius. It has over 1000 beds for the sick, ten rooms dedicated to surgery and extensive baths, kitchens and even a smithy.

Name	Description
Emporium	This is a massive market place and warehouse district. It can be a dangerous place at night, but its exotic goods draw many citizens regardless of the risk. Material and goods from all over the Empire flow into the Emporium up from Ostia via the Tiber river.
Forum Romanum	This is the heart of Roma. It contains many buildings vital to the Roman people like the Curia (Senate meeting house), the Rostra (a speaking platform), and Temples to Vesta, Venus and Roma, Concord and others. Many monuments adorn the Forum and it is the center of political life in Roma.
Legatio Alfar	A mysterious compound, the land was granted to the Alfar from the north in exchange for a new prow design for naval vessels. The next day the black stoned building was there, seemingly built in the night. Few have been allowed, in but those who have describe it as the heavens captured on earth.
Legatio Chin	An overly ornate building, this is the Embassy of the Jade Empire. It houses numerous ambassadors, administrators and 120 soldiers. The Embassy often acts in the name of the Jade Emperor and it is suspected that they have a means of communication with their superiors, although nothing is known for sure.
Praetorian Camp	The camp has become the headquarters of the Praetoriani and the Vigiles (police and firemen of Roma). It is a much more permanent structure than its name implies and has an extensive underground installation for the interrogation of prisoners. The surface building holds the Praetorian Legion as it is still called and houses the traditional 6000 members that would normally make up a legion. It also houses the 8000 Vigiles and their families.
Schola Roma	The Schola Roma is where the instruction of potential magi takes place in Roma. It is a massive building with the capability to teach over 300 magi per year. It has its own dormitories, kitchens, stables, storage and craft shops. It has been compared to a fortress at times, often to the discomfort of the Praefectus Magi, head of a Schola Magi.
Temple of Aesculapius	This temple was the main temple of healing and has become the primary Schola Medica in the Empire. It has grown in size to dominate the Insula Tiberina in order to accommodate the instruction of medicine to students.

Organization



To understand the Empire one must first understand the structure and offices that make it up. Organization started with the Roman Republic, which was not the democratic form of the Greek city-state nor precisely the republic of future states. Instead it was a mix of those combined with the concepts of class and caste from the Etruscans and the Latins. Romans in the modern day Empire are very conscious of class and the wealth that goes with it. The patricians are the ruling wealthy while the plebeians are common peasants and craftsmen. A third class, called clients, exists. Although technically plebs, clients owe their allegiance to a patrician's family and gain privilege by doing

so. The clients fight battles, act as servants, work land and perform many of the tasks a pleb would but a client normally has first choice.

The magistrates outlined here have defined terms of office which may be extended in times of need. The most common of these is the Consulship that, with approval of the Senate, can extend the term for special circumstances (i.e. war). The magistrates, in the modern Empire, propose laws while the assemblies review them and approve or reject them depending on their merits.

Many of these offices are still in use in the modern Empire and have considerable powers. Some have been expanded to deal with greater responsibilities and challenges of a larger Empire and magic.

Censor

The Censors, two elected officials representing the entire Republic, are responsible for many different functions within the Republic and the Empire. The Censors' primary responsibility is to oversee the census. Much like our modern understanding of the word, the census is the formal recording of each citizen's birth, death, wealth, ancestry and relatives within Rome. This is used for tax purposes and to assess Rome's military strength. In addition, the Censors ensure moral propriety and have powers allowing them to dismiss Senators on grounds of not properly caring for their lands or slaves, or for public impropriety to the gods. They are also responsible for the inspection of public works, maintenance of temples, roads and waterways. The Censores also grant all state contracts.

The office of the Censores has also taken on the formidable task of maintaining the ethics of the use of magic. They actively root out those magi who would use their magic to harm the state or its citizens. This has become an important duty since the Saeculum Magorum, where the Censors were thought to have failed in their duty.

Due to the powers of the office it was eventually determined that only those who had proven themselves in the office of Consul could hold the office of Censor. When an ex-Consul is not available then they are elected from Senators. A Censor is elected every five years for a term of 1 1/2 years. Any decisions made stay in effect until the next Censor is elected. Censors are always of the patrician class.

Consul

The Roman Consuls are two elected officials who serve for one year and then are unable to be elected for a period of ten years. Originally plebeians were not allowed to be Consuls; this was changed in 386 A.U.C.

The primary duties of the Consuls are to prepare and propose new laws. Each Consuls has the power to veto each other's laws. The Consuls were once responsible for the nomination of Dictators but now are responsible for the nomination of Imperial candidates. In addition, they implement the decisions of the Senate with the help of the Emperor. A Proconsul is a Consul who has completed their term and may go on to rule a province or dioecesis.

Dictator

Dictators were appointed for six months by the Senate and could serve no longer than that time. For that period they had the absolute powers of a king and were able to command all legions. The office of Dictator was used for emergencies and campaigns against enemies when a single leader of the military would best accomplish the goals of the Senate. The Dictator's second in command was the Master of the Cavalry. The Emperor now fulfills this role in the modern state.

Praetor

There were between 16 and 20 praetors in the Republic, and after 416 A.U.C. they could be either plebeian or patrician. The Praetor Peregrinus judges cases where one or both parties are foreign while the Praetor Urbanis deals with civil or criminal cases. The praetors are the supreme civil judges, and when the Consuls are absent from Rome they fulfill the duties of the Consuls. When they have completed their term they can then go on to rule a province as a Propraetor. The Praetorian Prefect oversees the operation of the Praetorian Guard in its current function as a state police.

Aedile

There were four Aedile in the Republic; two required to be plebeians and the other two, called Curule Aedile, were of higher rank and could come from either patrician or plebeian classes. Their numbers have increased in the current day Empire to eight Aedile and two Curule Aedile. They are responsible for managing the grain supply, inspecting weights and measures, supervising games and public events and working with Censors to maintain public buildings, aqueducts and roads.

Pontifex Maximus

This is an elected office in charge of religion that started in the Republic and is continued in the Empire. The Pontifex Maximus is responsible for state ceremonies, choosing Vestal Virgins and priests for the priesthood and maintaining discipline amongst the priesthood.

Tribunes

Ten Tribunes are elected from amongst the plebeians each year to serve as guardians for the interests of the people. They have the power to veto the decision of any official and can punish a disobedient official unto death. A Tribune's primary responsibility is to defend the interests of the plebeians.

There are six Military Tribunes for each standing legion. They serve as officers in the legions and usually command a Century. The Military Tribune is appointed by a Consul and must have served for ten years in the field.

Quaestor

There are forty Quaestors and they are elected for one year. They act as the accountants of the government and handle the receipt and distribution of state funds, act as aides to the consuls, oversee state contract deals, and are quartermasters and paymasters to generals in the field. The Quaestor is the lowest ranking official in the government and the first step on the ladder of honor to the rank of Consul. This office is filled most often by the plebeians.

Assemblies

The Assemblies of Rome are groups of men who represented the citizens. In some cases these citizens are wealthy but in others they are grouped by profession or even tribal affiliation. The assemblies were the heart of the Republic and later, the heart of knowledge and experience of the Empire. The Assemblies do not propose laws but they have grown to have the power to veto laws proposed by the magistrates. This means that although a Senator may wish to have a law banning the sale of spices from the Kushan Empire (since they compete with his supply), he must first get a magistrate to propose it.

Senate

The Senate was initially made up of three hundred members, although it has grown to approximately six hundred magistrates or ex-magistrates who serve for life or until expelled by the Censors. The Senators elect the Consuls, pass legislation proposed by the Consuls, and appoint certain magistrates. They cannot, however, propose new laws. Since the Senate is made up of ex-magistrates they often have a great deal of power over the financial and diplomatic destiny of the state due to their knowledge and contacts in the lower ranks of the government.

In the time of the Empire the Senate approves the Emperor's choice of successor after the Consuls have reviewed it. Although challenged, their decision has seldom been overturned. Some restrictions come with the duties of a Senator, including a ban from carrying on any mercantile businesses. This ban is frequently violated and throughout its existence, Senators have found ways around the law.

Comitia Tributa

This is an assembly made up of the 35 tribes of Rome as defined by King Servius Tullius, and expanded on in later times. The tribes were originally determined geographically but later passed on by heredity. The Comitia Tributa consists of patricians and elects all the lower magistrates (Curule Aedile and Quaestor). This assembly also votes on new laws.

Concilium Plebis

A sub-assembly of the Comitia Tributa, the Concilium Plebis is open to all plebeians and elects the plebeian only magistrates (tribunes and plebeian Aediles). The Concilium Plebis has gained the power to pass laws binding on the entire state.

Comitia Curiata

This assembly was originally based on the tribes of Rome but was turned over to districts within the city before the formation of the Republic. In essence, the Comitia Curiata is a forum where the common people can voice opinions. They confirm magistrates and can act as a court of appeals for a death sentence if the Quaestors approve. They are most commonly a voice of the people.

Comitia Centuriata

This assembly represents the military and its soldiery. The Comitia Centuriata elects the higher magistrates (Consuls, Praetors and Censores) although it is the Senate that nominates the candidates. They also make official declarations of war and peace and act as the highest court of appeals for sentences of exile and death. Towards the end of the Republic this Comitia lost power in favor of the Comitia Plebis and Tributa. In the modern Empire it has little power.

Comitia Magi

The Comitia Magi was formed by Constantine in 1071 A.U.C. This assembly of spell casters deals with the Censores by approving any laws proposed that deal with magic. They are also responsible for appointing the Praefectus Magi of the Scholae Magi.



Classes

The Romans continue to be highly class conscious. They love to publicly display their rank and crave public recognition. This is often accomplished by showing the specific rank via the clothing a man or women wears. Other times, more direct methods must be taken like the public sponsoring of a collegia (guild), temple, or cult of a city. This often takes the form of a large monetary donation, the donation of a building to the cause, or the sponsoring of games in their honor. All of this is done for the political enrichment of the patrician class.

Social Ranks in the Roman Empire

Title	Description
Senatores	Many of the ancient families of Roma are in the Senate and anyone elevated to Senator must prove assets in excess of 1 million sesterces. A family with at least one ancestors who served as a Consul is called Nobiles. Members of the Senate are prohibited from participating in any non-agricultural business venture. As a sign of their rank a Senator wears a tunic with broad stripes (laticlavi).
Senatores Provincialis	Much as the Senatores of the Senatus Romanus but for the Provincialis. They are allowed to hold their position if they can prove 800,000 sesterces in assets. They are not always afforded the respect of their station warrants. They are allowed to wear the laticlavi on their tunic but with a black border on their tunic.
Equites	The "horse" class, these patricians need only prove 400,000 sesterces in assets and are the basis of the magistrates, administrators, mercator and craftsmen classes. They occasionally move up to Senatorial rank through being elected to one of the magistracies. They wear narrow stripes on their tunics called the augusti clavi.
Equites Provincialis	This class, still of patricians, is the backbone of the provincial economy. The Empire runs on the efforts of these mercator, craftsmen and estate owners. They must prove 100,000 sesterces of assets and are allowed to wear the augusti clavi with the black stripe.

Social Ranks in the Roman Empire

Title	Description
Magi	The magi are part of a middle class which is rapidly forming in the modern Empire. They are from many different backgrounds which makes it difficult for the Romans to place them firmly in the patrician or plebeian ranks. To be of this class one must prove they have the ability to cast two Realms. They are designated by the green trim on their tunic.
Artificis	The crafters of magical devices are also in the same growing middle class. They are qualified by the Artificer's Guild (Collegia Artificia) and their standing with that organization. They are designated by the blue trim on their tunics.
Plebs, plebeians	These are Roman citizens of low birth and deeds. They may move up the ranks via the Tribunal offices and the Aedile offices. They live in the city of Roma and have the opportunity to become Equites through public office and wealth.
Latini (Latins)	The tribe of the Latins who were given special rank. They are now free members of the Empire living near or in Roma.
Provincialis	Any plebeian from the Provinces outside of Italia.
Peregrini (Foreigners)	Technically, Povincialis were once of this class but now it is used to designate those from outside the Empire or people who come from subjugated tributary kingdoms.
Liberti (Freed People)	Liberti are freed slaves. They are the clients of their former masters, cannot hold public office and are heavily discriminated against. They are allowed to own land, join the Legions and enjoy most of the other rights of a Roman citizen.
Servi (Slaves)	Slaves are property, though they may maintain savings and buy their freedom. They also might hope to be freed by their master on his death or for an exceptional act. They have limited rights, implemented in the past 200 years, which protect them from death, being sold into gladiatorial slavery without proof of wrong-doing, and protection from torture. Still, the lot of a slave is not a happy one.

Clients

The patrician class will often keep clients (cliens). These are plebeians who receive the patronage of a patrician and, in return, provide such services as physical protection, political support, accompanying their patron to the Forum, dedicating statues in their patron's honor and supplying public displays of support. Clients are often used to maintain a popular base for political action. If a Senator has enough plebeians supporting him, other members of the Senate may think twice about acting against him.

The patron-client system is founded on an understanding and acceptance of the sharp division between the patrician plebeian classes. The clients expect support in their endeavors, whether business, monetary or political in exchange for the support of their patron whether in public displays of support, services and goods or political backing. The cliens are the most trusted servants of a patrician.

Social Mobility

Much more so than in the past, a person is judged by their deeds rather than their lineage. This does not mean that those with the right family do not have a leg up in moving higher but those at the bottom have a hope of moving upward as well. Movements in social rank work both ways, though, and what your father did can have a great effect on what doors are open for you. In the end, if someone distinguishes themselves by acquiring great wealth or through an exceptional political or military career, they will rise in rank.

Social Barriers

Essentially, climbing the social ladder requires the approval of those of the class above. Having money is important and the type of power that would allow one to ruin another helps as well. In addition the friendship of those in that class will help. Finally, the family that one comes from will influence people both positively and negatively. A person seeking to be a Senator does not have to come from the aristocratic families (nobiles) but they will garner more support.

In the modern Empire, the lot of the plebeians has improved and they have the ability to raise through the ranks. The patricians of Roma, for the most part, do not appreciate this much but have had to concede many of these rights to the masses. The most straightforward method of advancement is through magistral and military service. One can advance all the way from plebeian to Emperor but that is highly unusual. Most commonly a freed person advances to the class of plebeian or even as high as equites. This can be accomplished by acquiring wealth, clients and allies amongst the existing equites class. If the Emperor or the Senate wish to elevate someone for whatever reason, then the entire process may be bypassed.

A plebeian who wishes to join the equites class must first serve as a magistrate. This means either the Queastores, plebeian Aediles or the Tribunes. After serving in one of these offices they will almost assuredly need to serve as a Tribune in the Legions for two to four years. Upon returning to Roma they would need to become involved in the Imperial court, political life and then look for sponsors amongst the elite of Roma. It is far better to be elected to the Equites or the Senate rather than to win an appointment due to the social ties one must develop to win election to these positions.

It is far easier to win appointments to provincial magistrate offices then those of Roma. In the past only Romans held these offices but over the life of the Empire the provincials have gained more and more say, power and positions within their own dioeceses and provinces. Often this proves an good stepping off point to a roman political career.

Citizenship

Roman citizenship is based on four rights. Of these rights only the right of Commercium, the right to hold property and conduct trade, was originally granted to the plebeian class. In time the right of Suffragium (right to vote), the Connubium (right to inter-marry) and the Honores (the right to hold office) was granted as well. Today the plebeian class and the patrician class have virtually the same rights, although differing social rank.

These rights now extend across the Empire to the provinces and even to areas that once were bitter enemies of the Empire. This does not sit well with some Romans and an active movement to recall the rights of citizenship to the inhabitants of Italia is in motion. This is a considerable point of political stress.



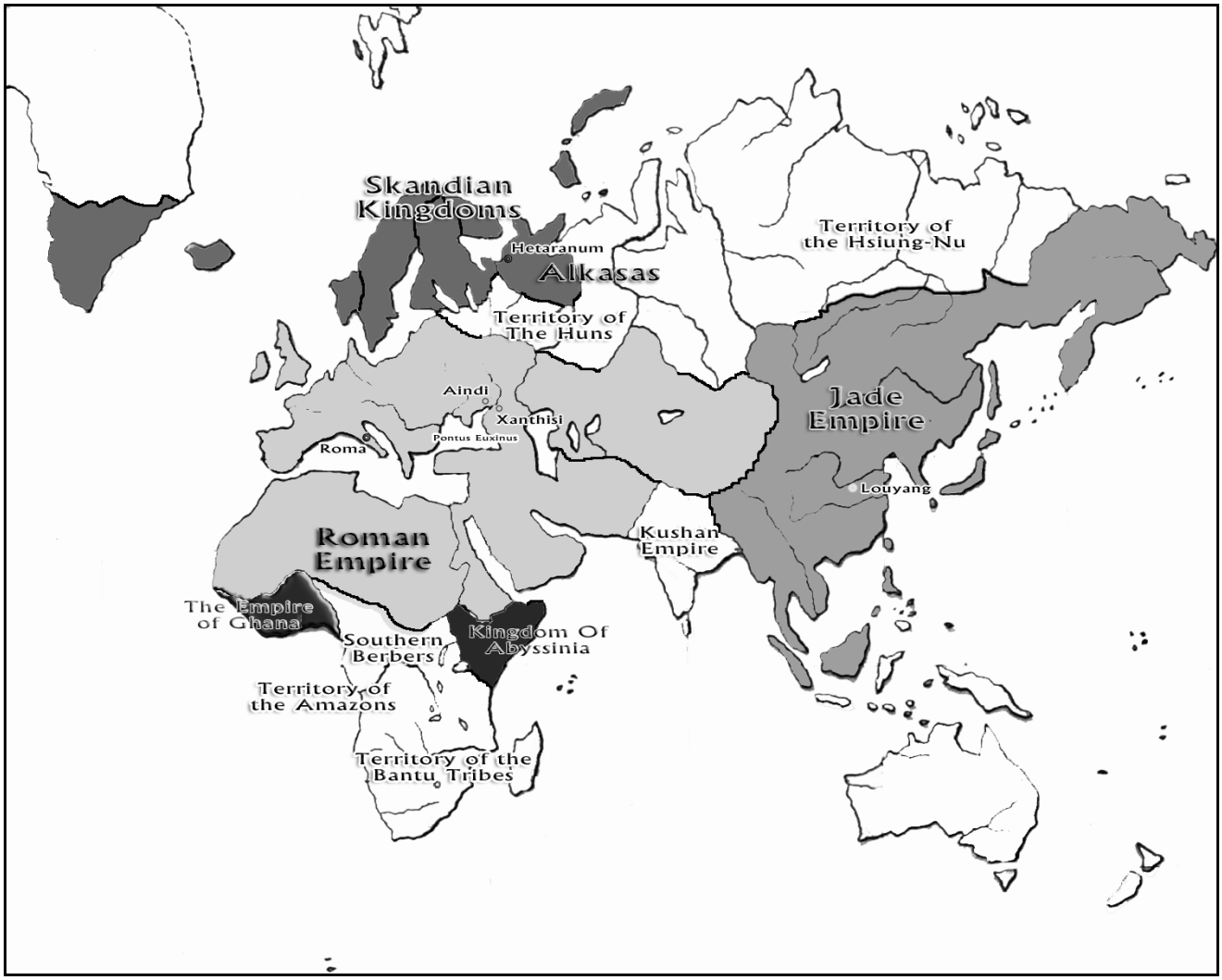
Chapter II : The Imperium

Chapter II: The Imperium

The details that follow are of an alternate historical time line; if a few things had gone differently, some minor some major, this is the world we could expect to see. The addition of magic within this world is an extension of what the ancient civilizations thought of as real. Magical forces were considered as real as the flowing of a river, rain from the sky or the growth of a tree. The wind spoke to those who would listen of mysteries and the trees whispered their secrets to them. The strongest expression of magic came from the less scientific cultures and it is from them that magic is first introduced.

For the Romans, the Celts show the path to using magic. As with many aspects from other cultures, the Romans adopt and internalize that which they can use and reject that which does not serve their purposes. The Chinese are introduced to their magic from external sources of Indian mystics and Mongolian shamans, while internally they develop alchemy to a fine science. This type of magic embraces both the quantitative analysis of science and the intuitive reasoning of philosophers. The Scandinavian lands are both victim and benefactor of the Roman and Chinese magic in that their territory is permeated with magic and they are aided by the presence of their gods. Their priests wield mighty powers in the name of their gods and it aids them in defending their lands. The price they pay for this safety is that of the terrors; creatures of all forms that possess the powers of the gods. Africa resists the invasion of the Romans with the power of the native shaman and the bravery of their warriors.

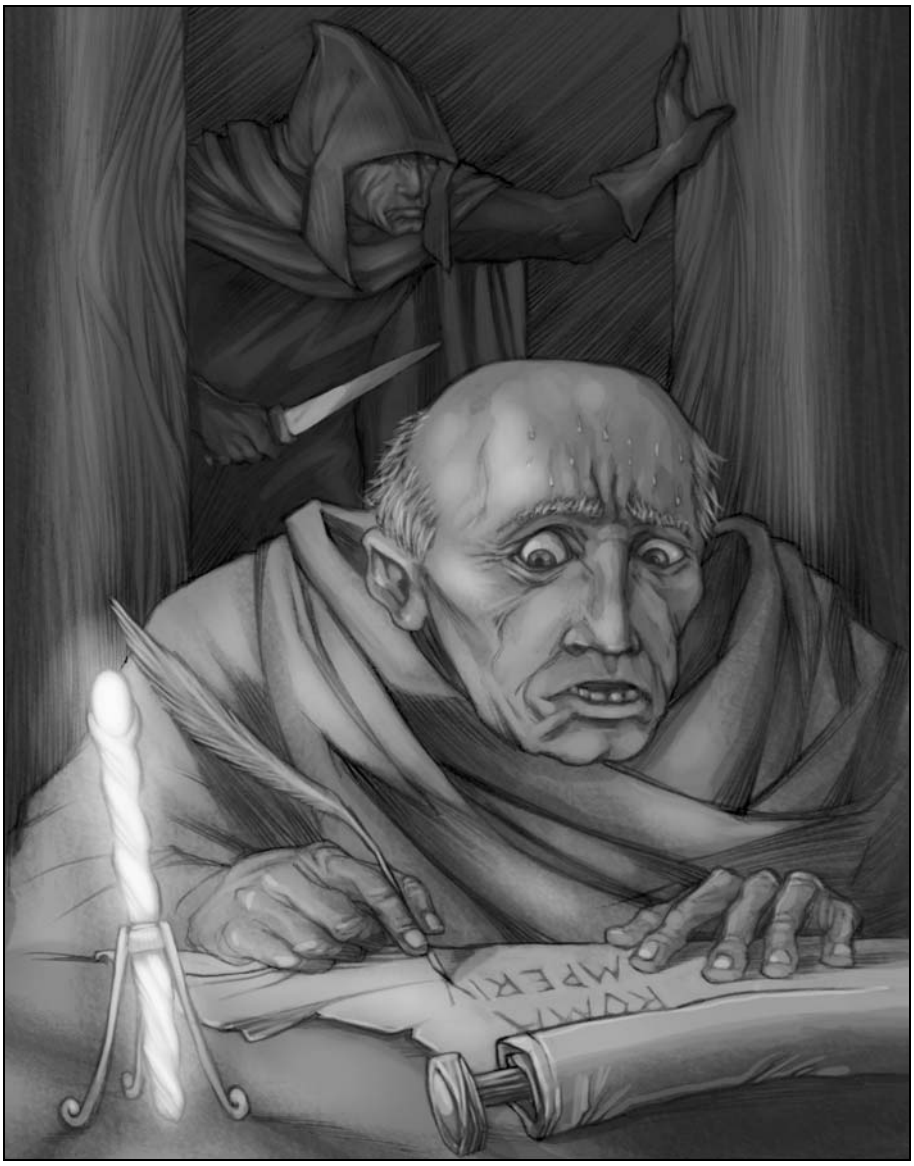
The following mixes actual history with alternate history of this setting. The Romans measure their calendar from the



founding of Rome in 753 B.C. The current year is 1461 A.U.C. or 708 A.D.

Government

The Empire has changed considerably since Constantine's first use of magic at the Milvius Bridge. So decisive was that battle that none dared oppose him and he became the most powerful ruler in Roman history. He needed more druids, but the Celtic tribes were reluctant to aid the Romans thoroughly. The druids led a number of revolts, but at this point the Celts were reluctant to participate, their own division being their worst enemy. The Romans dealt with these revolts brutally. The newly reformed Praetorian Guard used insidious methods to extract information from what the Romans viewed as a perverse and barbaric cult. But the revolts did bring change, reforming the Roman view of the world. The druids had access to extensive rites and used them against the Romans. This showed the Romans, once again, that it was better to have the barbarians on their side rather than battling them. Also, it showed that these barbarians had a good grasp of how the world actually worked. Still, even Roma's closest Celtic allies would not share their knowledge of magic.



To this end Constantine set up the Scholae Magorum to study and apply magic to the expansion of Rome. This came to haunt his descendants as an organization since it fell under the power of the Senate on Constantine's death. The path that the Romans follow to magic is different from the Celts; it is more structured and although some aspects did not fit their view of the world, their myths, or their faiths, it did enable them to meet the challenge of an increasingly magical world.

Political Intrigue in Roma

Roma is rife with politics. It lessens to some extent in the provinces but does not disappear. There is always a patrician attempting to increase their vast fortune, advance their agenda or increase their fame. The Imperial purple is not the only target in the Empire but it is the most obvious. Many posts in dioeceses serve to increase wealth especially in the east. Successfully dealing with the western dioeceses will often bring political allies or fame. It is not without its wealth but the eastern dioeceses far outshine the west.

There are schemes at all levels and the highest are often invisible to the novice. Experience brings a clarity but one must possess power and leverage over others in order to play in the upper tiers of Roma's politics. These can be acquired through political service in offices like the Augury or as the Pontifex Maximus, head of the state religion. Serving in the Senate also exposes one to opportunity as well as danger but there can be no gain without risk.

Finally, it is very important to realize that power often equates to knowledge, and not just any knowledge. To know that a Senator's wife is having an affair is only beneficial if it is not common knowledge. Likewise, knowing that a tribune sold weapons is of no concern, but if he sold them to the Alkasatians that is power.

Allies of a like mind can be useful, and having a powerful oratory can convince others to join the cause, but there is no end to the depth of the complexity of intrigue within politics. Wealth and information are two good bases but an army can also be a powerful tool.

Remember, there is always someone higher up manipulating those below them. Even the Emperor answers to someone. These people may change, rise and fall but someone will be there to profit from all situations.

Political Parties

Although there are political parties representing any view that can be expressed, there are two primary parties that usually control the Senate; the Populares (People's Party) and the Optimates (Senatorial Party). The Populares stand for the extension of rights to provincials (a goal mostly realized), cancellation of debt and the distribution of land. The Optimates favor the status quo, opposing the changes that the Populares champion. The battle is not one of ideology but more one of new power versus old power. Over the centuries the Populares has gained popularity with the poor by championing the extension of citizenship to conquered peoples, thus gaining their votes and creating a pool of clients to draw from. The patrons could command their clients to vote as the patron wished. The patron, in exchange, often ensured prosperity for their clients.

Muliebris is a newly formed women's party which has its base amongst the Comitia Magi. The leader of the Muliebris is a patrician magus named Musa Roscius. She has the ear of Gaia Silvanus and the party has made strides forward due to this connection. The Muliebris demands nothing less than for women of the Empire to be treated equally with men. The advances in magic and technology have made this possible (see "Women of the Roman Empire" on page 49 for more information). The Optimates vehemently oppose this party and their ideals on the grounds of tradition and the matronly role of women. They see the Muliebris as an indicator of the decay of the Roman traditional family and morals. The Populares see a possible ally here but are reluctant to back the Muliebris entirely until they are more established. Currently the Muliebris has a single Senator to represent them in the Senate, Helvius Severus. He is a man, but from a powerful family.

The Pereginates are a small group of Senators that favor increased trade and contact with foreign countries. They are not very popular since they include traditional enemies in the list of sovereigns they feel should be contacted. Alkasas is the biggest objection most people have to these Senator's plans since the plebeians consider them the most terrifying menace to Romans. Nonetheless the Peregrinates have gained popularity as pioneers in commerce and economics for the Empire and have generated legislation that has reaped prosperous results. The head of the party is Decimus Tadius Sabinus.

Opportunities

The Empire has over 400,000 officials, with more added every year. They are often involved in the accounting, resource management, tax collection and general administration of the Empire. This bureaucracy can often slow down or halt efforts of even the most powerful of citizens unless they know how to manipulate the system. In some cases this involves bribes but in others one need only know the best person to talk to or how to talk to them. This knowledge can open the doors to vast treasures.

The Empire runs on contracts made with its citizens to supply it with everything from blankets for the legions to silk for the Emperor. The Censores are the ones who grant these contracts and they hold a great deal of power over the mercators of the Empire. The Censores, in turn, are influenced by the Senate which elects the Censores every five years. Obviously, the opportunities are boundless but they are balanced by the influence one is able to bring to bear on the people involved. Within the Empire, lesser contracts are sometimes handled by the Aediles, who have taken on more responsibilities as the Empire has grown. They usually still need the approval of the Censores but he Censores never entrust large or important contracts to the Aediles and thus the Aediles' decisions are almost always approved.



Threats to the Empire

The Roman Empire has a number of enemies and they are not all barbarians at the gate. Many of the most potent threats

to the stability of the Empire comes from its own officials, internal rebellions, and power plays by individuals. All of these make the rise of mythical creatures over the past several centuries almost seem mundane. To be sure the Alkasatians, Chinese and Norse all pose threats that must be dealt with but they with hold military action for a number of reasons.

The Alkasatians do not have the numbers to attack the Empire directly, and beyond that, have a splintered structure that makes raising a unified army difficult. Families tend to resist pooling their soldiers with others out of distrust. The Jade Emperor has strong advantages in the area of military technology but lacks a strongly disciplined army like that of the Romans. The numbers favor him but they are mostly made up of peasant militia. The Jade Emperor prefers to bide his time, waiting for one of the inevitable Roman internal upheavals. An earlier attempt at wresting land from the Romans was partially successful, when the Roman border was pushed west and territory lost in Scythia Magna.

The Norse represent a strange threat. They do not represent a serious military force and have little interest in conquering the Roman lands. But they are interested in raiding and this imposes a man draining defense on the northern seas and coasts. However, this is minor compared to the Skandian trade threat. The Skandians are excellent traders and have repeatedly beaten Roman mercators in trade routes and contracts. They are not above attacking a Roman train in order to save themselves time or to acquire goods for free. All these factors threaten the economic stability of the Empire.

Magical beasts have become more and more common and are now getting organized. There was a period when singular powerful monsters could terrorize the Romans but this is now very uncommon, occurring in only the most distant provinces. On the rise are migrations like the Dwarves from Europa to Arabia. The change in climate seem to affect these creatures adversely, turning them into man eaters. Giants have been coming south out of Skandia into Germania Magna and Britannia. This has caused a range of problems not the least of which is the raids on farms and the destruction of herds.



People of the Empire

The following people are some of the movers and shakers of the modern Empire. They often may direct the fates of millions of people or, on a more personal level, the life of an individual. Some offices are fleeting, like that of a Consul who only serves for one year, while others have become life long appointments, like that of Emperor or a Senator. Consuls tend to have short but dynamic careers, dealing with immediate threats and situations. Senators tend to guard their

careers closely since they may be removed for improper behavior and thus lose a very powerful position in the Empire. Emperors, although it seldom happens, may also be removed. This is unlikely since the threat of a military coup is ever present. Finally, powerful individuals outside the government may hold a great deal of power through wealth and influence. The rising mercator class is a prime example of these types of influential people.

Emperor Licinius Vitellius Tiderius

Tiderius is an Emperor who makes many Senators in Roma nervous. He is just what the people of the Empire need in their desperate struggle to control the rogue magi who look on themselves as outside the law and better than the Empire. Tiderius was able to defeat these magi but at a great expense to the Empire in terms of manpower and wealth. He rules over a Senate that has reason to fear him as they often oppose his rule. He, and his family, have shown that they have the power and ability to rule the Empire and rule it well.

Tiderius, coming from an eminently practical Stoic patrician family in Thracia, is the son of a consular general and the daughter of a wealthy mercator. He grew up in Roma and Phillippopolis learning the ways of the magi. He is a powerful practitioner of Natura Maga and Ars Candida and a graduate of the Schola Magi at Salonae. He met the future governor of Illyricum, Lucius Tibertinus, there and they became great friends. Although they campaigned together the friendship did not last, as they have conflicting views on a number of issues.

Gaia Silvanus

Tiderius' wife is Gaia Silvanus, daughter of a famous general. She is a strong willed woman and handles Tiderius' affairs in Roma when he is away with a diplomacy seldom matched by men twice her age. She is considered outgoing and an affront to traditional values by the more conservative Romans. She has made a strong enemy in the orator and Senator Munatius Sabinus. He has accused her of all manner of immoral actions ranging from infidelity to practicing magic on the unwilling. Strangely, Munatius backs down when it comes to a trial. Gaia is also a strong supporter of the women's movement, the Muliebris, and Musa Roscius its leader. This alliance is viewed as a serious threat for the traditional views of the Roman culture.

Munatius Sabinus

An orator of renowned skill and logic, Munatius Sabinus comes from an ancient and respected family of Roma. He is noted for his conservative views and abstinence from magic of all types. He is often seen on the Rostrum (a speaking platform in the Forum) bemoaning the moral state of the Empire. His ringing voice recalls images of the golden age of the Republic before magic and the corrupting influence of the Gallic druids. He is especially opposed to the Emperor Tiderius and his wife.

Munatius is a prominent member, if not the leader, of the Optimates. This has put him in direct opposition to he Muliebris, Senator Helvius Severus and Musa Roscius. He often attempts to discredit Musa and trap her in debates about the merits of the traditional Roman matron.

Camurius Venator

A Senator from a very conservative family, Camurius is a soft spoken man. He opposes the new reforms for the laws concerning women in the strongest way. Although often an ally of Munatius, he does not always agree with Munatius' methods. Camurius, although on the surface calm and logical, prefers to take action. He feels that the Emperor's views are dangerous but Gaia Silvanus' are an affront to all the Roma stands for. He bides his time and feels that Gaia should be dealt with in a more direct and permanent way than with a speech.

Caius Decrius Novanus

The son of Juliana Sertorius and the magus Decrius Novanus, Caius has become the next Magus Magnus, head of the Comitia Magi. He is an ally of Tiderius and has escaped several "accidents" because he travels nowhere without his bodyguards. He is a practitioner of Sanguis Magus and Ars Venefica, having graduated from the Schola of Roma. He is wary of, and somewhat inexperienced in, the politics of Roma. He has observed his mother's dealings in politics and realizes the stakes involved in dealing with the Senate. Still, observation does not make up for actual experience.

Aulus Silvanus Reginus

A distant relative of the Emperor, Silvanus is an elderly Senator that leads the opposition to the conservative factions. He supports the use of magic and feels that the old ways are best left to the past. He is a powerful man; in addition to his Senatorial seat he owns vast estates in Africa and the near East. Aulus believes that at times the Senate lags behind the needs of Roma. Gaia Silvanus is his grand niece.

Laetonius Encratis

Laetonius is a wealthy merchant from the dioecesis of Hispania. He barely qualifies as Roman due to a great deal of intermarrying with natives but he goes to great lengths to hide his impure heredity. He is involved in a number of local fabricae artificis (Artificer Workshops) in and around Roma as well as mines in Hispania. Laetonius has no loyalties but does work closely with the Imperial administration aiding in the financial planning of the Empire. Many of his theories and practices are being put into place, revolutionizing the way the Empire is run, including the very concepts of budgeting and the Empire as a business within the economy.

Helvius Severus

This Senator comes from a patrician family who can trace its lineage back to the Republic. He is an elderly man in his late fifties and has attained a position with in the Senate as a powerful orator. He has four daughters and has seen them struggle against the bonds placed on them by the traditions of the Empire. He has been heard to say,

"What makes us Roman bind our women while barbarians see their women as equals. Can we stand by while this inequity continues?"

He is considered the only Senator who is a member of the newly formed Muliebris party. He holds vast estates in Germania Magna.

Musa Roscius

Musa is the daughter of the wealthy patrician Roscius Drusus, known for his mines in Hispania and Scythia Magna. She was trained in the Schola Magi at Constancia and has moved up the ranks of the Comitia Magi to be one of the top members. Although the Comitia Magi has considerable power, she has still gained powerful enemies for her involvement in the Muliebris, the women's party of the Senate. She has been able to orchestrate the recent addition of women to the Legions, if only in their own, all female units. She also has been fundamental in the ongoing fight of the Populares to extend education of the young all through the Empire. This has garnered much good will amongst the members of the Populares.

Decimus Tadius Sabinus

Senator Tadius represents the Peregrinates, the foreign party, in the Senate. He has some small amount of support but is not the most popular of the Senators. This is not entirely due to his party affiliation, but more attributable to his plebeian ancestry. He is the son of a tenant farmer outside of Roma. He has worked his way up the Tribunate and gained a seat in the Senate due to his revolutionary financial advice to Emperor Tiderius. He has powerful allies and is well liked as a man to do business with, but few will be seen in public with him. He often represents a new class that is slowly emerging in the Empire, a class of self made wealth rather than inherited wealth. He has aged well and looks much younger than his 48 years.

Social Assimilation

When Julius Caesar crossed the Rhine in this history, he did not turn back. Instead he went on to pacify the larger part of Germania. He realized that this act would mean nothing if he did not bring Germania into the Roman Republic culturally. To do this he pushed forward the colonizations via colonia, Roman fortified settlements peopled by Legionnaires and their families.

When he returned to Rome he was able to convince the Senate to extend citizenship to all those who proved loyal to the Republic. Shortly after his successful extension of rights to the conquered, the Senate's fear for what Caesar's popularity would mean grabbed them and they assassinated him.

This did not stop his view on social assimilation. Octavian, later called Augustus, took up the approach and institutionalized it with a formally trained cadre of Censores. These Censores had the primary duty of spreading that which is good and right about Roma to the conquered. It took decades to realize a streamlined and effective program, but it occurred at the right time for Roma.

This has affected the people of Roma as much as those conquered. Romans have adopted foreign cultures more easily than in the past and more whole heartedly. Aspects of the conquered infiltrate Roma which in turn makes the Romans more sympathetic to the conquered. This has opened the doors of the Roman Senate to the idea of a benevolent and fatherly role for government.

Comitia Magi

The Comitia Magi is a body of retired magistrates and magi who are elected to propose laws concerning magic in the Empire. It is also concerned with ensuring that proposed candidates from all walks of life are given the chance to attend the Scholae Magorum, or magic schools. In practice they often do the will of the Senate and few plebs gain the rank of magus. This has a little to do with prejudice and more to do with the level of exposure that the plebs have to people who could recognize the potential for magical talent.

The Comitia Magi is also responsible for appointing the Quaestor Magi, who are responsible for recruiting citizens into the Legio Magorum and the Scholae Magorum. Although they are supposed to draw from all ranks of Romans, in practice they favor the patricians. This is not to paint a bleak picture though, as a plebeian who exhibits talent will be inducted into a Schola Magi. The shortage of talented families is chronic within the Empire. This is a point that the Emperor always makes to the Senate in terms of the Legions' need for such individuals. The much more common route, if the family can afford it, is to school their children privately then send them into the very lucrative Artificers Guild. This is no guarantee that the magus will not be drafted into the Legions but it is likely that the citizen will be allowed their pursuits since the Empire also needs magic equipment.

Senatorial Rule

The Senate has regained a great deal of power in the Roman Empire. They now control the Comitia Magi via the Schola system of schools, appointing the teachers in those schools and admitting new members to the Comitia Magi. In

addition, after the death of Constantine the Senate was able to firmly establish its control over the Imperial Treasury and, more importantly, the military payroll. This was a coup pulled off by the Senator Amulius Piscius, who had served for many years in Constantine's armies and had seen the trouble that Imperial power brought. The popularity of Constantine's sons (Constans and Constantius II) was in question and the young emperors, dealing with threats in the east by the Parthian Empire, had to bow to the power of Piscius.

After these changes to the constitution were enacted, the Senate lost some ground due to the untimely death of Piscius. Constans soon died during their struggle for the west and his brother, Constantius II, took power there. The Senate did not approve and put his cousin Julian in power, cementing the Senate's ability to appoint. Although Constantine II attempted civil war, his soldiers saw that the Senate acted in the best interests of the Empire. They killed Constantine II and affirmed Julian as Emperor. This martial practice became more and more rare as the military came under the effective control of the Senate. The Emperor was still in command of military actions but the Senate held the purse strings and approved any extraordinary purchases.

The Senate used these powers to lay claim to sections of new lands conquered and to take an active interest in their development. This supplied the Imperial coffers with wealth and gave individual Senators access to the best of the newly conquered lands.

Inevitably this led to reforms in the structure of the Senate during Julian's rule. He saw the logical extension of the senate to the the dioeceses allowing the patricians of conquered people a say in the affairs of the Empire. Senatus Provincialis were founded in the same model as the Roman Senate. These provincial senates had less power but were allowed to send one of their number to the Roman Senate as a representative. They did not have any military power and had to work with their Roman governor in civil matters, but it made rule of the dioeceses much more stable, allowing those that would normally lead revolts to be part of their government. This, with other social and political reforms, were called the Julian Reforms and breathed new life into the Empire. Julian was looked upon as a great reformer for his insights into the workings of the Imperial machine and the thoughts of the citizens.

Through these changes the Roman Empire came closer than it has been for centuries to being a Republic again. This is the fate of the Empire, to swing towards and away from the Republic it once was.

Roman Time Line

Year	Event
694-704	During Julius Caesar's rule of Gaul as Proconsul, he invades Germania and pacifies the territory to the Elbe River. He writes his Histories of Germania, where he outlines his program of Social Assimilation. Caesar realizes that the Republic cannot defeat all the barbarians on their frontier and suggests a process of Romanization.
711	Julius Caesar, having extended citizenship to all Italians and set the precedent of equal rights to the conquered, is assassinated by the Senate on March 15.
726	Augustus rises from the civil wars to rule supreme. He continues with Caesar's plan of inclusion of conquered peoples who prove their loyalty to the Senate and the Empire.
762-770	The Bohemian Plan is executed without flaw; Germania and much of Eastern Europa are included in the Empire. The Germans attempt several revolts but are quelled through a process of inclusion in the Empire and judicious use of Legionary power.
786	A little known rabbi is arrested and sentenced to crucifixion. His followers attempt to rescue him against his orders and all are slain in the attempt.
853	Druids become a secret organization serving their people from the shadows. It will be over 200 years before they are able to seize the moment, aid Constantine in his struggle and regain their past glory. During this time some of their tradition is lost and they are greatly reduced in numbers. Most survive at the edge of the Empire.
1039	Diocletian splits the Empire into East and West. He takes the East for himself and restructures the administration of the Empire into three major prefectures. He restricts the Praetorian Guard to Rome.
1040	The druid Torin secretly moves amongst the Galli gathering support of the chiefs. Torin lays the foundation, with the help of the Aedui, for a united Galli people. He initially believes he is doing so to throw off Roman rule but will discover later that his people no longer have the will or strength to oppose the Empire.

Year	Event
1065	Constantine defeats Maxentius at the Milvian Bridge with the assistance of Celtic druidic magic. A new era dawns and the Romans begin a rush to learn all they can of the formal use of magic.
1068	The founding of the first Schola Magi at Ravenna.
1069	The druids of the Arduei Celts refuse to share their rituals with the Romans. Despite the best efforts of the reactivated Praetorian Guard the Romans do not learn the secrets of the Druids and must develop their own forms of magic.
1071	The Comitia Magi is founded adding to the power of the Senate and the newly formed class of magus. Since any can cast magic, a sudden mobility in class allows the poor to climb the social ladder. This is compounded by the limited percentage of the population that is able to cast magic, making even plebeians valuable.
1076-77	The first of the Druidic Revolts is led by Toreng (son of Torin), an Arduei Druid who was fostered by the Romans. Although the Revolt is put down quickly, Toreng avoids capture and continues to plague the governor of Gallia for two decades.
1088	The first permanent Teleportation Gate is opened between Roma and Ravenna, increasing trade and encourage the flow of commerce.
1089-94	For a short time the Druids are able to break Britannia away from the Romans but the revolt is not taken to heart. When Julian meets with the Druids in the summer of 1094 it is to discuss the Druids' sanctity, rights of Celts and other tribes under the influence of the Druids. In the end a pivotal Citizens Rights decree is drafted and approved by the Senate. Despite the best efforts of trouble makers the Druids lead no further revolts.
1090	Constantine dies and the Senate elects Julian, his nephew, as Emperor in favor of Constantine's sons who have shown no aptitude in magic. There is a brief attempt at a coup by the brothers, led by Constantine II, but is unsuccessful in the face of Julian's control of the Comitia Magi.
1090-1148	Julian rules for one of the longest periods in imperial history. and becomes known as Julius Aurelian for the golden times he ushers in. During his rule temples are dedicated, Scholae Magorum are constructed and a peace is made with many of the barbarian tribes that have been conquered.
1152-1160	The first Sarmatian Campaign is fought with only limited success. In a series of battles the Legions have their first encounter with the Terragena.
1171-78	Aelius Marus, a general of intimidating skill, engages in the second Sarmatian Campaign and subdues the region with brutal ferocity. He then presses into Scythia with the intent to bring all of Scythia and the barbarian hinterland under Roman law. Only a Senatorial command stops Aelius from crossing into Alkasas and laying waste to it.
1200-11	Led by the pragmatic and ever practical Gaius Mercatius Silvanus, the 11 year Persian Campaign subdued the as yet resistant Persian Empire. In part, this is accomplished through the vastly superior communications that the Roman Legions have at their disposal and the use of magic to reinforce the Roman phalanx. The Roman advantage is compounded by the internal fight for control of the Persian crown by two brothers. Peroz I committed suicide before he could surrender.
1244-48	A dispute over the possession of colonies on the coast of the Pontus Euxinus prompts the first Alkasatian War. The battle results in a serious defeat for the Romans and the loss of several important ports. Outlying colonies in Scythia Magna are left to fend for themselves.
1254-60	The second Alkasatian War results in the recapture of lost territory and the relief of those colonies severed in the first war. Alkasas is forced to accept terms proffered by the Emperor.

Year	Event
1344	The Saeculum Magorum begins with the Collegium Magi of Bonna, Gallia. The magi of this Collegium declare the province of Germania Inferior their own and independent of the Empire. Dealing with the threat of rebellion in the Oriens prefecture leaves the Empire open to this unexpected dissension. Several other provinces are likewise co-opted by different magi and over the next 30 years the Empire splinters.
1374	Emperor Marcus Julius Scapula establishes a treaty with the majority of rogue magi where they promise to cease their expansion and aid the Legions in containing the other rogues. In doing so a nominal peace is maintained over the next 52 years with the Empire losing ground slowly. Julius is looked on as a worse enemy than the magi for his policy.
1404-11	Although historians call it the third Alkasatian War, plebeians think of it as the second occurrence of war between the two governments. This war is a series of back and forth skirmishes across the borders. No great campaigns are launched until the final year of the war where the Dux (General) Lucius Nestorius Bassus leads his armies onto Alkasas soil and brutally destroys several cities. The Alkasatian king yields and severe penalties are inflicted by the Romans. The Senate does not reduce the Alkasatians to a subject state and to this day some suspect that key Senators had interests in a free Alkasas. The Pactum Septemtrionalis is signed at this time agreeing to borders set mostly by the Romans.
1426	The peace established with the Pactum Scapula is broken as the rogue magi suddenly push hard into Roman territory. Life in the lands controlled by the magi gets worse as war takes its toll. A dark period follows for the Empire.
1442-3	The Persian nobility, sensing an opportunity with the Emperor distracted in the west, stages a revolt. It is brutally short and unpopular. Led primarily by nobility of the east it is met squarely by Mercatius Silvanus and defeated outside of the city of Assur.
1446	Emperor Licinius Vitellius Tiderius takes the title of Augustus from his father Aurelius Pontius.
1447	The campaign to end the Saeculum Magorum is launched with the full backing of the Senate.
1324-1448	The Saeculum Magorum, or Time of the Mage, is declared. It is a period of time when mages begin to gain such power and social changes occur that they are able to set up their own small kingdoms within the Empire. These Provincia Magi are very different from one another but all are founded on the power of individuals or small groups. Some are as near paradise as could be wrought on earth while others are dread domains. Some magi wish to make a better world while others only wish to rule it. The Emperor Tidirius finally puts straight the rogue magi and brings the Empire back from the brink of destruction. In 1448, the decisive Battle of Alexandria results in the defeat of the last major magi.
1461	This is the current A.U.C. Although magic floats in the air and aids in the life of the people, many factors make this still an Empire of antiquity. Problems are more often solved through war than diplomacy. Slaves toil in labor for their masters dreaming of the day they will be free. Citizens of the Empire guard against the next despot or tyrant who will tie their hands and try their freedoms. Into this world men must make their way.

The Prefectures, Dioecesis and Provinces

The borders of the prefectures have been reset and adjusted by a number of Emperors looking to perfect the layout. Present day prefectures are larger than even those originally laid out by Diocletian. This is possible through a number of magical devices that the Empire uses for communication and information gathering. The prefectures also have a much higher level of autonomy in terms of determining their own civil administration. Military commanders are still chosen by the Emperor but the local patricians elect the Praetor in charge of their prefecture.

A prefecture is ruled by a Praetorian Prefect who is usually a former Consul. The candidates are chosen by the Emperor and approved by the Senate. If the Senate does not approve a candidate the Emperor will need to find a new one. Dioecesis are ruled either by a Proconsul or a Propraetor. Proconsuls rule Senatorial provinces that are directly controlled by the senate and much of the proceeds of these dioeceses go directly into the public coffers. Imperial dioecesis, those thought to be at risk of invasion or uprisings,

are ruled by a Propraetor. Propraetors are usually drawn from the military or retired praetors of Roma. Propraetors, appointed directly by the Emperor, are usually faithful to the Emperor, whereas Proconsuls tend to be resistant to Imperial dictates. Imperial dioecesis and provinces tend to use much of their proceeds to support the heightened number of troops they need to defend their region.

Finally, governor are assigned to rule provinces. These are usually from the Equestrian class but are more commonly appointed from the patricians in the modern Empire. These governors are called Procurators and are usually assigned to the least important of provinces. More important, and profitable, provinces will usually have a Equestrian assigned to it.

Arabia

Arabia is a land of both free roaming people and advanced cities. The Praetorians work hard to ensure that large organized kingdoms do not form and that the Arabians do not organize any resistance to the Empire's loose rule. Most Arabians are too concerned with local bandit lords or the production of exotic goods for sale in the Roman market to be terribly concerned with who claims the lands. Roman rule of the region is barely acknowledged and Arabia has often acted as a border land where lawlessness is tolerated as long as it does not interrupt business.

The prefecture is ruled by the Prefect Titius Verus, a seasoned Dux from the campaigns against the magi. He has spent years fighting minor uprisings throughout the Arabian Peninsula. The Romans have a tenuous hold on the city-states of the Arabs and no control of the nomads at all. This does not cause much frustration since goods still flow in and out of the region. Verus has had considerable success keeping the Via Novae open and traffic flowing. Taxation is out of the question with the nomads but some tribute is collected from the cities.

Although claims of control go back to 859 A.U.C, Arabia has suffered little in the way of romanization and the people, rather than rebelling, have mostly ignored the Romans. Roman colonia have had little success and Legions have met with problems dealing with the desert. Coastal colonia have fared better and the western coasts of Arabia have held several successful Roman colonia founded in the past 200 years. In the end, Verus has had little success in extending the boundaries of his prefecture beyond Arabia Patrae.

Romans and Arabs from this prefecture often fall into the merchant trade due to the high demand for perfumes and oils throughout the Empire. Some will become merchant guards or sages but this is a region where wealth is respected as a point of personal and familial honor. Raiding is not unheard of and often a sudden sweeping warlord will gather a small army of warriors, sweep down on the Roman settlements, and make off with women, gold, and worked goods. This is not so much an uprising as a form of banditry - quicker way to wealth than the merchant train.

Europa

The dioeceses in Europa make up some of the most ancient lands ruled by the Romans. They are not particularly wealthy in terms of goods produced, but some of the Empire's best fighting forces come from Europa to defend the Empire's borders and interests. A great deal of prestige can be gained by becoming a Praetor of a prefecture in Europa. This also applies to the military commander, although to a lesser degree. Either post is looked on as an effective way of advancing a political career with little danger. This has been used as a path of many less-than-stellar individuals to the imperial purple.

The Prefecture of Europa is ruled by one of the greatest rivals of the Emperor Tiderius, Caesar Petillius Noricus. He has ruled since Tiderius became Emperor and his involvement with the rogue magi during the Saeculum Magorum has raised suspicions about him. He is a magus himself and makes no qualms about his belief that the world is better for being ruled by the Romans. He is of an ancient and well respected family and has a great deal of sway in the Senate and with the other Patrician families of Roma. He has connections throughout the Empire at all levels. He is a dangerous enemy and a devastating ally.

Italia

The people of Italia have been under the collective rule of the Romans for so long that they now identify themselves with the Roman culture. They are considered the most civilized and advanced dioecesis of the Empire. The only other dioecesis that compares is that of Asia Minor.

Italia is under the direct rule of the Emperor and his agent, the Praetorian Prefect. The dioecesis receives the best of the Empire as do its citizens. Grain from Aegyptus, gems from Arabia and Sarmatian wood products all flow to Italia. In exchange she gives the best instruction in magic and arms and produces legions and magical devices. Some would also say that Italia produces bureaucracy.

Italia's capital is Ravenna, which makes it the effective capital of the Empire. Roma is still the traditional center of the Senate but the home of the Emperor has been moved to Ravenna. The Praetor, Antinious Gracchus, is a cousin of the Emperor and has been very unpopular with the citizens of Italia. He has increased taxes and confiscated lands owned by the plebs, to the benefit of himself and other wealthy patrons. He is capable of escaping retribution of the Senate because of his relationship to the Emperor. The Emperor has warned him of his excesses and many believe this indulgence will not continue.

Illyricum

Illyricum is ruled by the aged Praetorian Lucius Tibertinus who has pushed the limits of Senatorial patience. Specifically, he has done much for the citizens of the dioeceses, especially Illyricum, in terms of rights and privileges. In his younger years, Tibertinus was a close friend of the Emperor but they have since had a falling out over the issue of plebeian rights. Tibertinus has an extensive family and several of his sons serve in the legions. His daughter, Lucia Tibertinia, is serving in one of the first women's Auxiliary Legions. This has cost him his position in Roma and Ravenna, as the conservatives there find the idea of a female legionnaire repulsive. Lucia is currently serving as a Tribune in command of cavalry.

Illyricum itself exports grain, cattle and horses in addition to its copper. Most of its final products funnel through the capital of Salonae. Salonae is a conglomeration of Greek and Roman cities that holds one of the largest Schola Magi outside of the dioecesis of Italia. Nestled on the Mediterraneum Mare it is an important port for Illyricum.

The people of Illyricum are fiercely independent to the point of drawing the attention of the Emperor. In this prefecture, the plebs and the patricians both share a freedom to speak in public and represent themselves in the Prefectural Senate. This has caused Legions to be assigned in case of rebellion but in twenty years there has been less trouble in these dioeceses then in any other prefecture in the Empire.



Sicilia

The prefecture of Sicilia also includes the islands of Sardinia and Corsica. A primary supplier of grain, Sicilia is practically a direct property of the Emperor. Far more than this, Sicilia is of imminent tactical importance to the Italian peninsula and the Mediterraneum Mare. The governor, Oppius Nipius, is a shrewd and wealthy man. He has dealt with the now famous infestation of sea serpents and sirens brutally and effectively. Dispatching naval vessels and Legionary maniples, he has hunted down and destroyed nearly all the monsters over the past decade. Still, the strongest and most cunning elude his nets, and worse yet, cost him heavily in men and ships.

The land itself is warm and inviting, drawing many to settle in the islands. Sardinia is known as a remote, simple yet fertile province island rich in wool, grain and olives. It also has its share of iron and silver mines. Mostly, it is one of the primary sources of salt and grain for Europa. Corsica, the smaller isle to the north, is sparsely populated except for the many abandoned mines. Mineral expeditions are sent to the island in order to tap its reserves of copper, iron and silver. There are several native Celtic tribes that are settled on the west side of Sardinia which are believed to be the source of piracy and raids on the Roman villages and shipping.

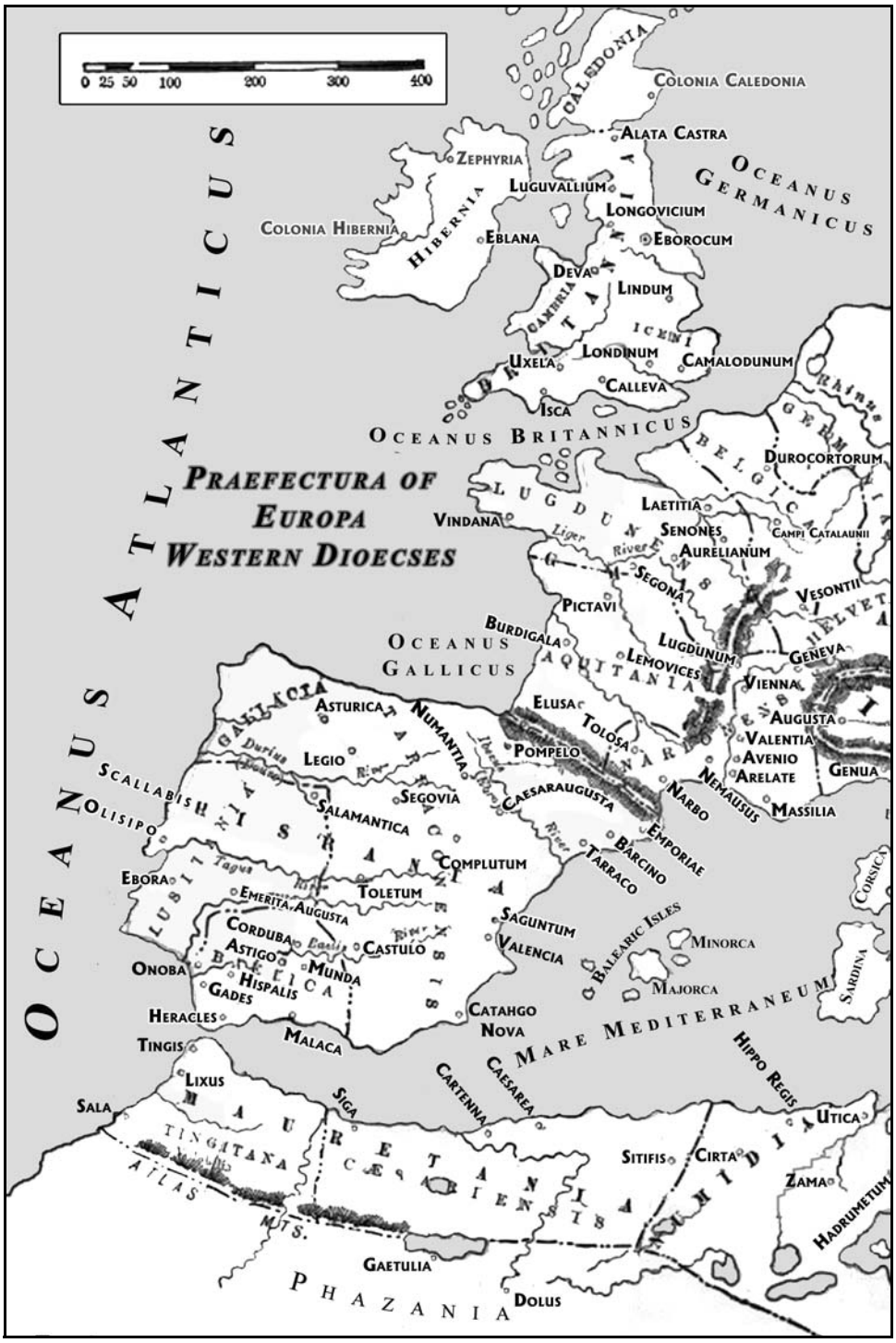
Gallia

Gallia is the center of the Celtic people of western Europa. It has been given a certain level of autonomy by having its own Senate made of Celtic nobility. The governor for Gallia is Orgetorix, a native king of the Aedui. He was a hostage of the imperial court while growing up where he and Emperor

Tiderius met as boys. Orgetorix is a torn man as the druids call for rebellion while he councils patience. Gallia was torn apart during the Saeculum Magorum as many rogue mages founded their domains in the well settled dioecesis. The druids fought them while the Empire reeled, and Orgetorix struggles to deal with the aftermath. The Saeculum Magorum is not quite over in Gallia and never will be while Roman magi and Celtic druids live there.

Gallia has developed an extensive paper industry that has brought a new type of craftsman to the dioecesis.

Gallia, although physically one of the most developed dioeceses, is socially fragmented. In addition to the division between the magi and the druids, having hundreds of tribes makes it difficult to be a united people.



Hispania

Hispania is one of the wealthiest dioecesis in the Western Empire. This dioecesis supplies great deals of grain, silver, gold, tin, lead and iron for the Empire. The governor, Propraetor Iulianes Barrius, is proconsul for the dioecesis of Hispania, commander of its legions and formerly a Legatus in Emperor Tiderious' armies. He served as Consul just before coming to Hispania. He has held the post of governor for three years and has had to deal with several revolts. The tribes of the region suffered heavily under the Roman rogue magi, in the form of taxes, forced labor and people taken for experimentation. It has left a bitter taste for Roman rule in their mouths, especially for the three major tribes of Hispania.

The native tribes of Hispania are called the Iberians, for whom the peninsula is named. The strongest tribe of the Iberians are the Turdetani, who live in the central sections of the Iberian peninsula. In past times they resisted the Romans uniformly, but within the last 150 years many of the tribes have found profit and prosperity in cooperation with the Romans. The Turdetani have held to the old ways and raised rebels and bandits in the country near Carthago Nova in the central-southern provinces.

The non-native tribes, or Celtiberians, live in the west near the Pyrenees Mountains. They descend from pre-Roman Celtic settlers who came out of the east and onto the Iberian peninsula in the fifth century B.C. They now hold many of

the Roman administrative posts and some actually have ruling authority. They are often at odds with the Romans and are recruited to fight native uprisings in Hispania. In the current administration, the Celtiberians most powerful tribe is the Arevaci with the Belli constantly challenging them. They follow many of the old Celtic ways but have begun to embrace the Roman culture much more thoroughly than other Celtic tribes of Europa.

The tribes who live on the eastern and northern coasts of the Iberian peninsula are the Lusitani. They have the closest thing to independent rule from Rome as a people can hope. Their leader, Eregenax, has kept them at peace despite rebel factions within the Lusitani lands. It has become more difficult to keep these dissenters quiet, though, since Rome is viewed as weak due to her long struggle in the east and the Saeculum Magorum.

Overall, Hispania is settling into the new ruler but it is still a dioecesis riddled with deceit, dissension and rebels.

Germania Magna

In the twelfth century the various provinces north of the Danubius and east of the Rhenus were combined into a single dioecesis. The ruling imperial Propraetor, Quintus Novius, is no friend of the Emperor. Novius is an avid Mithrist and a firm believer in Rome and her natural superiority. He believes that any one Roman is worth ten of any other race. He has passed laws in the prefect to that effect, limiting German magi and merchants, hoping to foment rebellion and manufacture an excuse to destroy the Germans.

Germania Magna is a prefecture of relatively small villages in comparison to many other areas of the Empire. The capital of Constancia is located on the Elbe river. It was founded on the site of Colancorum and has grown to a city of over 20,000 inhabitants. This is the exception, though, for the population of the small villages seldom rises above 2,000 people. The vast majority of Germania, although romanized, has yet to be civilized.

Many Germans live much in the way of their forefathers but now have a greater access to medicines, trade and opportunity for peaceful pursuits. Few follow the last, preferring raiding weaker tribes for goods, wealth and position. The Romans do not approve and often attempt to keep the stronger tribes fighting for the legions in the north against the Alkasations and Skandians and in the east against the Goths and Hunnic tribes. Still, the opportunity is there to make a fortune in amber, leather, and cattle.

There are two major tribes in Germania Magna. The Cherusci tribe is the most troublesome; they involve themselves in a squabble only to increase the amount of trouble it might cause the Romans. The Ubii are considered strong allies of the Romans, though, and provide Germannic cavalry as auxiliaries in the Legions. Germania Magna is a land split with loyal friends and hated enemies. The effect of the Roman opportunities in trade, magic and science means little to many Germans but it is beginning to gain influence.

Some of the greatest threats to the peace in Germania come from the north. Giants migrate in the winter from the Skandian Kingdoms and ravage the German cattle herds. The Giants move quickly and in erratic patterns, making it difficult for regular Legions to deal with them. It often falls to small irregular units to hunt then down or divert them into an ambush. In addition, strange creatures have been found wandering Germania in the last twenty five years. These are believed to be the Horrors that the Skandians fear so much. It is a dark day indeed if these creatures have wandered south. Finally, there are creatures called Kobold or dwarves that have spread at an alarming rate. The Kobold are short, dark skinned creatures and are master craftsmen. They live in large families either under hills or in travelling bands. They trade magical and mundane items for raw materials, food and anything else they need. They are thieves of formidable skill. They have a fondness for the meat of human children, and if a band of dwarves come into an area, parents are wise to watch their youngsters.

Dacia

Dacia is a peaceful and highly romanized dioecesis. It is a land of mountains and fields, home to the Carpathian Mountains. Dacia is ruled by the Proconsul Daius Martius, a learned sage and physician. He has ruled for almost five full terms, 25 years, and although some in the Senate would have him removed he is so effective that there is little motivation for change. Martius seems pleased with his rule and has few ambitions other than to live out his few remaining years in the dioecesis he has come to love.

Dacia exports many goods including gold, silver, iron, timber, wool, fruits and wine but is most noted for its horses. Sought after throughout the world, Dacian mounts are considered the best.

Martius is an accomplished magus and has brought the Schola to Ulpia Traiana, the provincial capital. During his administration, Martius has also brought the arts and literature to the distant dioecesis. He has done his best to end the gladiatorial games with moderate success. Chariot racing is quite popular and considered a cultural treasure to the Dacians.

Thracia

The capital of Thracia is the centrally located Phillippopolis. From here Propraetor Marcus Umbrius does the will of the Emperor. He is an ambitious man who does not care much for the Thracians, the dioecesis nor his duties beyond how they may impress the Senate and the Emperor. It is rumored that he has been building an army to threaten the Empire and

possibly take the Imperium. The Praetorians are keeping their eye on him.

Thracia is bounded by the Danubius river in the north and the Aegean Sea on the south. Its ports on the Pontus Euxinus (Black Sea) make it a primary trade dioecesis with Scythia Magna and the northern Silk Road. By far though, the items in greatest demand are the Thracian gladiators and soldiers. Thracia has long been an important source of soldiers for the Empire. Thracia is considered highly civilized even by those living in Roma.

Thracian trade goods deal with slaves, grain, fish and horses. Thracian horses are considered comparable to their northern brethren in Dacia.

Macedonia

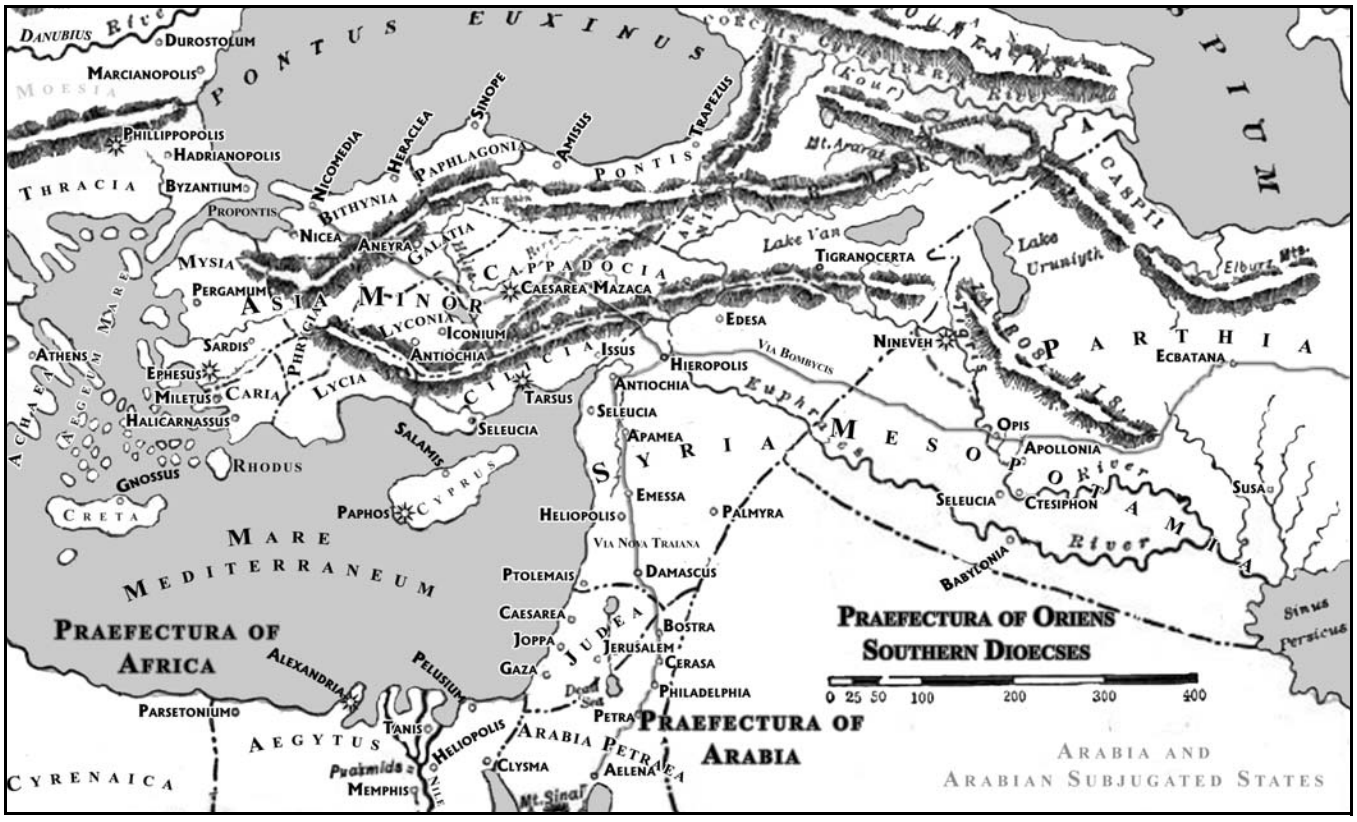
Macedonia's capitol of Thessalonica in the northeast of the dioecesis is the center of three Roman roads. The Propraetorian Aulus Epidius comes from a wealthy merchant family with strong ties to Achaea and the Greek city-states. He has done much in the five years he has held office to improve the lives of all people in his domain. He has gone to lengths to ensure prosperity of merchants, land owners and the common man. He is resistant to the latest movement for woman to be recognized citizens but not violently so. In a long history of tyrants, Epidius is a benevolent ruler.

Macedonia has a history unlike that of the rest of the Greeks. They were ruled by a king for centuries before the Romans conquered them. The southern Greeks often viewed them as barbarians rather than brothers since they refused to accept the concepts of the polis or democratic rule. In the end, several wars with Romans eventually wore them down to the point where they could no longer resist. The Macedonians still retain a strong national identity.

Macedonian life style improved greatly under Roman rule. Their economy is based on agriculture and livestock, supplemented by the flax, hemp, copper and iron native to the region. Although it will never compare to the mineral wealth of Hispania, it is a powerful resource for Macedonia in trading with the east. This is where the even more powerful asset of their ports comes into play. They are a major shipping point for most of the east travelling to the west. The Imperial Navy has several fortresses along the Macedonian coasts in order to control pirates in the Mare Aegaeum and the Mare Ionium.

Achaea

The homeland of the Greeks, Achaea is the center of Hellenistic culture. The effects of this culture have been felt throughout the known world. The capital of Achaea is in the northwest of the peninsula, a city called Patrae. In the sixth century of the city, its citizens led the Achaean resistance to Roman rule. Due in part to their leadership role the Romans set this as their capital for the dioecesis. Currently, the dioecesis is governed by the Proconsul Sertorius Venator who has little in the ways of military experience. He is more dedicated to the administration of the formidable amounts of commerce that occurs across the peninsula. He is noted as



being a reasonable man who has little time for magic. This is to his disadvantage as Achaea is a center for learning of all types but especially the art of the magi.

Achaea is a very complex place for a number of reasons. First is an ancient rivalry between the city-states that is constantly in danger of boiling over. Each city-state is largely autonomous as long as it continues to support the Empire and the Proconsul. This has led to conflicts between the cities. Under the rule of the Empire, the cities seldom engage in open warfare but prefer cloak and dagger attacks. Agents attempt to influence the economy of rival cities to destroy their economy or assassinate leading citizens in order to destabilize their governments. Second, the commerce that takes place on the peninsula produces some of the most expensive luxury goods and a fierce competition in the market place. Often the battle for raw resources are quite fierce, and agents are commonly employed to fetch rare and exotic components. Finally, there is the drive to gain imperial favor. A difficult thing sine the Emperors change their favorites based on whimsical criteria. The difference between having imperial favor and not is often the difference between wealth and destitution.

Britannia

Britannia is a relatively poor dioecesis and its relative worth is often brought into question. This led to the long abandonment of Britannia during the Saeculum Magorum. Rule of the islands has been difficult, however, life for the commoners has been pleasant. The common plebeians in the dioecesis of Britannia are a mix of natives and Romans. They have learned to live apart from the Empire and make due on their own resources. This is not to say the Empire ignores them but that Britannia benefits from their remoteness.

Britannia is a dioecesis of the prefectura of Europa with its capital at Londinium. It has ten provincae under the control of the pro-praetor and various Equestrian governor.

From Britannia many items flow to the Empire. It is known as the source for western Draconi, Dragons, and for the strong hold of the druids. Neither of these gains Britannia favored status in Rome. However, all is not bleak and the Empire also receives large amounts of tin, yew, iron, lead, silver, gold, ships, and sailors of a quality of those of Achaea. Rare craft goods of extraordinary quality also are produced in Britannia.



The Prefecture of Britannia, Praefectus Aulus Arrenius Viator, has held his post for eight years and is quite comfortable carrying out the Emperor's will. He has no higher ambition than to run an efficient Prefecture. However, Hibernicus Marcus Valerius, Dux and supreme military commander of Britannia is a bitter rival of Emperor Tiderius. Valerius has desired nothing as much as freeing Britannia from Rome. His desire to be the one to lead the new kingdom is no secret. Valerius is currently overseeing the war in Hibernia and has made great progress in parts. To the north, the Hibernian druids stand in his way but as yet have been unable to unseat them.

In Eburacum, a great Scholae Magi has been erected and in its halls the Venetor Draconis, Dragon Hunters, have made their home. Dedicated to the elimination of the Draco from Britannia these brave hunters rank amongst the best in the Empire. They will usually work in groups but often do the preliminary hunt alone, bringing in locals or legionaries for the final kill.

Britannia was, and in many ways still is, the secret hiding place of the druids. They are split into four major groups, the Bretani, Caledonii, Dumonii and Morna (Hibernian). No one is sure of the location of their secret retreats but it is believed that the Ebudae Insulae harbor their greatest sanctuary. The Romans have learned that the druids are excellent at keeping secrets and misdirecting their attacks. The druids tend to the people, providing for their spiritual connection to the gods and maintaining the temples that honor the gods. To some, this means the Romans are free to do as they like but to others it means that they must always be fighting to free Britannia. The druids are divided in this, some serving the Romans when it aids the people or the gods, others disavowing any association with such cowardly dogs. The Romans have learned to rely on the druids' cooperation sparingly.

Over all, Britannia is a mix of independence and Roman civilization. It has grown with the Empire but still is viewed as the edge of the empire to this day.

Britannia Prima

The longest civilized provinca in Britannia, this land has always been the gateway of invaders and traders. It now acts as the center of Roman civilization in the isles and from it come the decrees and communications from the Imperator as well as the Prefect.

Calleva Atrebatum is one of the central cities in Prima, known for its incredible fabricae and craftsmen. It is ruled by Darius Atrebatus, a Roman related to the tribal king. Atrebatum is often held up as a prime example of Roman civilization improving the lives of the Bretani. The capital of the provinca, though, is Corinium on the northern edge of with Flavia Caesariensis. This small town grown large was originally a fort town but now the legionaries have been moved west to defend against Hibernian pirates. Wool trade has made this town an abode of the rich and seat of power through the provinca.

Prima is a very peaceful land but it is not without its threats. The most common is Man. Mercators, thieves and con men all thrive here and are eager to separate the unwary from their silver. Mixed in with the usual threats of Roman life are a large number of travellers from Skandia and Hibernia. Many are merely peaceful travellers but some are more sinister: raiders looking for profit, pirates looking for the next merchant ship's departure or for the unwary citizen as their next oarsman.

A great deal of Britannia's exports flow through Prima and many are improved or used in the creation of finished goods. Some of the best shipyards function in this provinca. In addition, wool products from Prima are considered some of the best and most ample. Lead and silver mining are also prevalent here and Prima has the largest mines in Britannia. Generally, a large portion of Britannia's mineral wealth may be found here.

Britannia Secunda

Secunda is famous for its coal and iron. It is also a troublesome provinca torn by Hibernian raids from the west and mischievous to downright dangerous faerie folk throughout. Secunda is governed by the accomplished Equestrian Galus Flavius Noricus. A veteran of the Legions and a successful Tribune he is experienced in command, both of the political and military. He has been faced with an additional challenge as dragons have begun to multiply in his lands. His military resources are overtaxed keeping the raiders at bay and he often must look to outsiders to deal with the problem.

The common villa looks very different due to the increased dangers in Secunda. It is more fortified and often has some form of wall or moat around the settlement. This has also led to the civitas of Secunda gaining a reputation as being a guarded people. To some extent this is true, but once welcomed in, a traveller will be treated as part of the community. Winning their trust can be difficult but not impossible. Some will require tests to ensure that a stranger is not a member of the fae or a pirate. This can range from simple grasping of a cold iron ingot to the use of a magic stone called a Touch Stone. If a person who touches it and speaks their name is planning deceit, then the stone will turn black. Although the Touchstones are effective they are not foolproof and some argue they allow the most dangerous to pass, those insane or in league with the fae.

Flavia Caesariensis

The largest of the Britannia provincae, Flavia Caesariensis also holds its share of wealth. The provinca produces copper, coal, iron, lead silver and vast amounts of timber.

Vibius Statilius Galba is the pro-consul for this highly Romanized land. He has gotten rich off the backs of the Bretani and many resent him for it. Although he maintains a residence in Lindum, the capital, he is more often in Roma or Londinium. His aediles and tribunes manage the day-to-day affairs of the provincae. Chief amongst them is a eunuch named Pius. His views are more sympathetic but no less compromising on quotas. As long as production is maintained, the plebeians are allowed their freedoms.

Although some rebellions have troubled Flavia Caesariensis in the past, it is a peaceful land dotted with villas and native villages alike today. Threats travellers must be aware of include giants and dragons. There are signs marking their territory and efforts are constantly under way to control them. The giants are often capable of reasonable co-existence but the dragons, in their many forms, are not so compromising. This leads to dragon hunters and the Legions dealing with the beasts violently where they find them. Many ruins are scattered across this land as well as caves and woodlands perfect for a dragon or a brood to hide in. They come out to hunt, preferring the farms but not overlooking the roads.

Despite the presence of Dragons and Giants, the provinca is still relatively safe compared to its northern neighbors. Londinium has grown and become a major port for imports and exports as well as the capital of the dioecesis.

Maxima Caesariensis

Lying on the northern edge of what is considered safe and civilized Britannia, this provinca is a stronghold of Roman and native cooperation. Rebellion is not common here and the natives welcome the Roman legions and dragon hunters. Before their arrival, the natives were terrorized by the dragons and could do little more than stake out the weakest in hopes that the beast would want for little else. The dragons would sometimes look for metals, pottery or other fire proof material for their nests. When this happened, many would die for the sin of being in the wrong place at the wrong time.

The modern Maxima Caesariensis is much improved but still suffers from the growing dragon problem. This is one of the reasons the Ordonis Draco or the Order of the Dragon has made its headquarters in Eburacum, the capital. Alongside the Ordonis Draco is the Scholae Britannicus, a learned university that trains young minds of Roman as well as Bretani descent in higher learning. This school has become the repository for the information that the Venatorum Draconum gather on the beasts and fae of the insulae.

The governor of Maxima Caesariensis, Lucius Matius Severus is a descendent of Septimus Severus, the emperor who made such great war on the Picts to the north. He rules with a compassion rarely seen from Roman proconsul. His path has been productive and he has chosen to emphasize the benefits of Roman rule. To counter him, Draxim, a rebel leader, has tried his best to make those benefits go away. He has even gone as far as to actively breed dragons and loose them on the population. The breeding of dragons is an art best left to experts but many believe Draxim and his men to be mad fanatics bent on the expulsion of the Romans. Others feel it is more a matter of a man who is desperate to taste freedom for himself and his people. Regardless of his motivations, Lucius wants his head on a spike and is willing to pay well for the ones who make it so.

The primary exports of Maxima Caesariensis are iron and coal although wood, wool and lead all contribute. In addition, this provinca is the only source for the rare Flourspar mineral used by some artifex. They have not fully explored its properties but it is greatly sought after nonetheless.



Caledonia

The Romans' attempts to secure Caledonia have had limited success. Agricola's devastating victory in 830 AUC at Mons Graupius all but destroyed the Caledonian Confederation, and established the border at Hadrian's Wall.

In 897 AUC the Antonine Wall was completed north of Hadrian's Wall and marked a northern limit of legionary protection. Over the next century, Roman settlers filled the dangerous area between the walls and extended many of the trade benefits with the natives in the area. Trade flowed to the north and assimilation began.

The next major invasion was the campaign of Emperor Severus in 961-64 AUC. This was one of the largest operations ever seen in Britannia. Success was limited yet laid a foundation north of the Antonine Wall with a series of forts.

Finally, in 1141 AUC Emperor Julius Aurelius used diplomacy and force to secure Caledonia for the Romans. By using the Picts (specifically the Caledonii) tribes against each other he was able to weaken their fighting force while strengthening the Romans. In return the Caledonii and a few other tribes were granted the client state of Pictavia.

Governors were then assigned and the provincae of Intervallia, Vespasiana and Antoninia were formed. The slow change from central forts to modern towns were the result of Romanization taking hold.

In modern day the three Caledonian provincae face general unrest. The Picts all resent the Hibernian war and taxes have been brutal in these lands. Bandits wander at will and the fae aid the natives in any way they can to fight the Romans. The fae, especially plentiful and dangerous in Caledonia, run unchecked and aid in any form of unrest or chaos. Things are not helped by the Roman treasure seekers bent on finding the treasures legend has attributed to the fairies folk.

Hibernia

Hibernia's history is long and violent. It is from this insula that Dragons came or so the legends have said. The druids of Hibernia, separate from the Bretani druids, believe the Romans brought dragons with them but there is no support for this belief. The insula is split by war, both between the natives and the Romans but also amongst the natives themselves. The kings, druids and ovates battle to collect these bickering kingdoms to present a united front but the praetorian sow discontent and mistrust, building on old feuds. The Dana, gods of the Hibernians, fight alongside and live amongst the tribes, helping and balancing the power struggle between the Romans and Hibernians.



The romans in Hibernia are descended from the Auxiliaries left behind a hundred years ago to maintain the forts. They follow a blend of native and Roman rules. The return of the legions, specifically the *Legio II Augusta* and *Legio IV Victrix* has been generally well received by the descendants, not so much by the pure natives. The legions press forward under the command of the propraetores sent to rule over the three provinca. All is not limited to war though, as the Auxiliaries made many trade alliances and interchanges of all sorts are common. There is much opportunity for those willing to grab it.

Oriens

The Oriens prefectures are the wealthiest in the Empire in terms of finished goods produced. From this prefecture Romans receive perfumes, precious metals and stones, wood, and glass. Much of the goods are funneled through Achaea and Macedonia though some merchants risk the pirates of the Mediterraneum Mare. This Prefecture stretches from the northern ice of the Alkasatian borders to the east against the Jade Empire and south into the deserts of Arabia. Although much of this prefecture is claimed by the Romans

it is in fact lawless wilderness. This is exceptionally true of the dioecesis of Scythia Magna.

In the east the Persian Empire has been thoroughly romanized and accepts the rule of Rome completely, if grudgingly. The Persians still view themselves as a distinct people and the presence of six legions does not change that. The independent kingdoms of India have proved more trouble to conquer than to merely trade with. The Empire does not consider them a threat and it would be more expensive to conquer them than to allow them self rule while keeping an open trade dialogue. The Indians are considered barbarians despite having a rather advanced culture and society.

This prefecture is ruled by the Caesar Antinius Rufio, a veteran of the Emperor Tiderius' campaigns against the rogue magi. He is solid if a bit unimaginative, doing as he is told with little eye for expansion. Rufio handles military situations quite aptly but is left non-plussed when confronted by civil complaints.

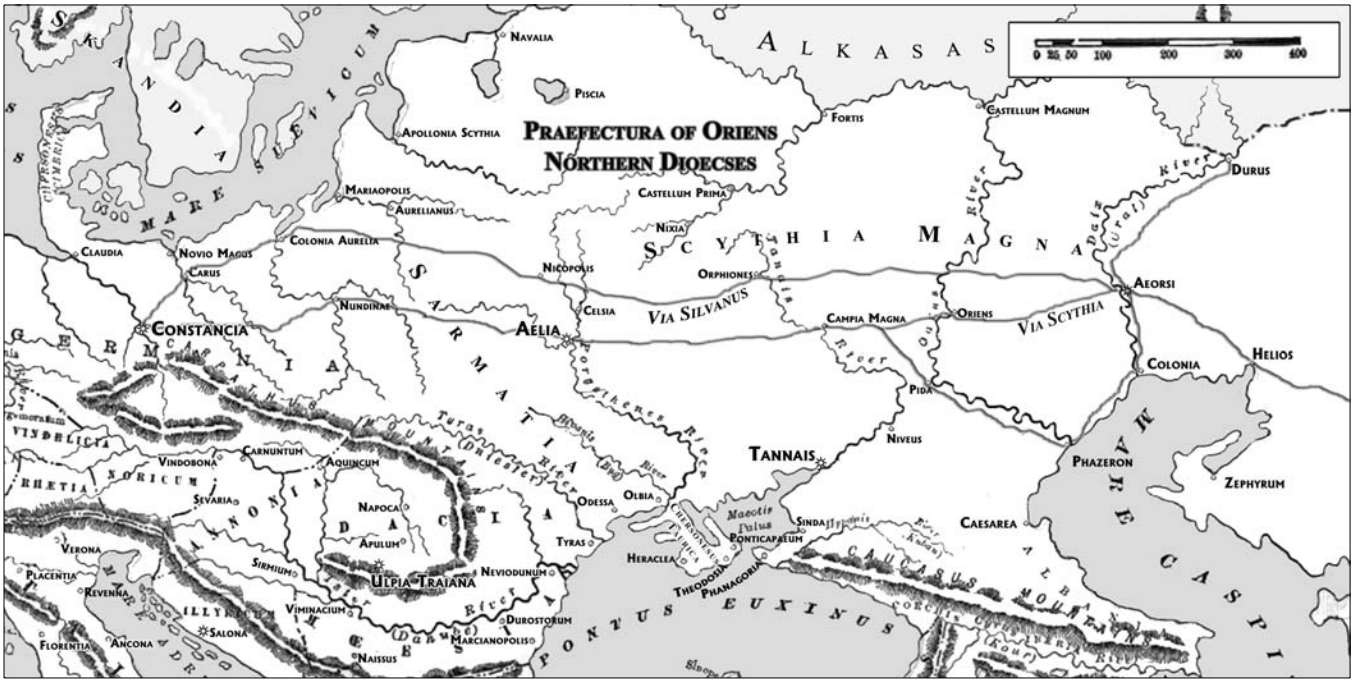
Asia Minor

This dioecesis is highly pacified and ruled by the Proconsul Didius Fronto, a native of the region who was born to the wealthy and influential Fronto family. The Fronto control much of the linen trade in and out of the dioecesis. Didius is considered a ruthless man who will do anything to ensure his family's fortunes. He is not well liked by the Emperor Tiderius but has strong supporters in the Senate.

Asia Minor exports wool, linen, wine and copper but its real wealth comes from being the center of the Oriens Prefecture and the gateway to the west. Although the dioecesis of Parthia garners the lion's share of traffic, much of the northern Silk Road flows through the gates of the capital, Ephesus.

The people of Asia Minor have been heavily influenced by Hellenistic culture. They have much of their philosophy, poetry and art from the Greeks and although the Romans have influenced this they have changed the culture of Asia Minor to only a small degree.

The economy and standing of Asia Minor and her citizens in the Empire have risen since the time when the king of Pergamum bequeathed his kingdom to Rome. The Romans consider this dioecesis thoroughly civilized and in truth, it rivals Achaea. The Scholae Magorum of Asia Minor are considered some of the finest. Many of the most advanced thoughts of the middle east come from or are developed in this dioecesis.



Cylicia

Cylicia is a dioecesis riddled with pirate hide outs. In the sixth century of the city the Roman Republic conquered the Cylician coast line on Asia Minor in order to decrease the rampant piracy of the area. For centuries following only minor piratical activities continued, but now piracy is once again on the rise. The Proconsul Livius Scapula, an elderly man in his seventies, is poorly equipped to deal with the problem. He also has a difficult time dealing with several natural disasters including earthquakes and droughts.

Cylicia has a strong manufacturing base where all manner of ship construction, linen and metal refining takes place in its capital of Tarsus. Tarsus is a heavily fortified city and has been used as a major naval base for centuries. The western

half of Cylicia is the problem. Undeveloped and sparsely settled, the rough country is a perfect hiding place for pirates. Although Pompeii led a naval force that swept the Mediterraneum clean of piratical influence they have slowly returned. Cylicia is beginning to suffer for it, although not as severely as in the past.

Cylicia's main exports are grain, tropical fruits, pottery and linen. A great deal of cotton is also produced but this is either consumed internally for the linen industry or shipped north to the dioecesis of Asia Minor for their linen trade. Cylicians must deal with wealthy Romans from Asia Minor owning vast plantations in their dioecesis. There is little that they can do but work for the wages set by the plantations. This is one of the reasons pirates are easily able to recruit young men with the promise of wealth from Cylicia.

Lycia

Lycia is a direct holdover from the Hellenistic period in that it is actually made up of a number of independent city-states that have formed the Lycian League. Technically administered by the Proconsul Fronto of Asia Minor, in truth they administer themselves. Lycians are lead by a council the oversees economic, religious and political concerns. The current leader is Diotus of Patara. He has been elected to his position for over twenty years and has been effective in keeping the Fronto family out of Lycia.

Although Lycia was the last country in Asia Minor to fall to the Romans it is now thoroughly incorporated into the Empire, though the citizens have rejected many of the Roman cultural aspects. A traveller will not find slavery here and, in fact, any slave entering Lycia is automatically freed. This handicaps Lycia in some ways but has caused the citizens to develop advancements to work around the lack of cheap labor. Shortly after being conquered by the Romans a slave trade sprang up but did not last. This is a point of great shame to the Lycians in an otherwise proud history of self determination. In addition, they do not engage in gladiatorial contests, although they are very fond of chariot racing.

The primary exports of Lycia funnel through its many ports but are best displayed in the markets of her capital, Attaleia. The capital was established here when, in 1198 A.U.C, the Imperial Navy established a naval base in the city. The primary products of Lycia are fish, figs, salt and resin. Much of its resin is shipped to its neighbor Cylicia, for ship construction.

The people if Lycia bury their dead in the cliffs overlooking the sea. The Lycians are very close to the sea and do their best to ensure the safety of their fishing grounds. To this end they make regular sacrifices to the nereids that live in the area. In exchange they always have full nets and any who threaten the fishermen do not live long on the sea.

Cyprus

The island of Cyprus is closely linked to Cylicia on the mainland both economically and by family. The Proconsul Nemonius Scapula is the brother of the Proconsul of Cylicia. This has made a strong connection between the two provinces. Nemonius, almost fifteen years the younger, is rather old but still brings a great deal of prosperity to the citizens of Cyprus.

The capital, Paphos, regulates much of its exports including large quantities of olive oil, wine and copper. These ships brave pirate infested waters in order to reach the ports where they can sell their wares.

The people of Cyprus were originally influenced by Greek culture. They have dealt with a variety of rulers through the ages and even the Romans occasionally reclassify the dioecesis to fall under Cylician rule. It has at times been ruled by Aegyptus and also overrun by barbarians. Today, it is the gateway of the Mediterraneum sea traffic from the east to the west. Treasures from the Jade Empire and Arabia flow thorough Paphos and many a merchant is made rich by the trade.

Cyprus has a large Jewish population as they expand out from Judaea. Other cults are present but the Jewish people dominate many facets of Cyprus life, culture and politics. At times this has caused friction, as it does now, when a non-Jewish proconsul is appointed to rule the dioecesis. For the most part, elders of the cult practice tolerance with Nemonius, since he does likewise with the Jews, but younger members of the community are inclined towards more radical measures. They have taken to poisoning military wells, food and animals. Other attacks include various forms of sabotage and property destruction. Nemonius has tried reasoning with the elders and they have agreed but seem unable to control their youths. Nemonius, as much as he dreads it, may be forced into far more drastic measures.

Syria

Syria has followed a strange path to the modern Empire. Over the centuries it has been held by the Aegyptians, Persians, Greeks, Arabs and finally the Romans. During this time it has changed its boundaries but always retained its identity. It serves as a vital bridge between the desert cultures of Arabia and the west. It has also retained a great deal of autonomy and is ruled by the king Fahad bin Abdul al-Harad. Fahad is finding it difficult to resist the pressure that Fronto of Asia Minor is putting on him to abdicate. Fronto has his sights set on ruling the very wealthy kingdom. To this end Fronto plans to marry Fahad's daughter Thara but so far has made little progress.

Fahad has other problems, including controlling an immigration of dwarves from the north. They are robbing his cities and kidnapping women and children. This is set

against the incredible metal crafting that they bring to the region. The dwarves of northern Europa are renown for their skill with metals and metal crafting. Chief amongst the tribes are the Soot clan, a murderous bunch of dwarves who use every trick they know to gain what they want. This usually revolves around humans and metals for their crafting. Worse yet, they are cannibals. King Fahad wants to gain control of the dwarven tribes in order to harness their skills but stop their heinous acts.

Syria's primary exports revolve around their metal production and the finest weapons in the Empire come from Damascus. Equal in value, quantity and demand are the glass products of Syria. In Antiochia, the capital, harbors are filled with myrrh, incense, jars of glass and metal implements. Despite its troubles, this dioecesis has realized many of the benefits of the Empire.

Cappadocia

The capital of Cappadocia is the ancient city of Caesarea Mazaca, and ancient is the best way to describe Cappadocia. It was the center of the Hittite nearly 2500 years ago. During the Roman civil wars in sixth century of the city, Cappadocia switched sides often, using political alliance to their best advantage. They sided against their neighbor to the north, Pontus, when the Romans came. They joined the Empire without a fight and have been a part of it ever since. Their governor, Propraetor Mercatius Silvanus, is a seasoned general of campaigns in the east and north against the Amazons and the Parthian Revolts. He has taken Cappadocia and made improvements to its defense, roads and general public safety. He has driven the dwarves south and intimidated Fronto, Proconsul of Asia Minor, into keeping his distance. Silvanus is respected in the Senate and by other governors as very competent if somewhat gruff.

Cappadocia is at the heart of the Mithrist cult. They have numerous temples throughout Oriens but the highest concentration is in Cappadocia. Silvanus is a member and this gives the cult a huge advantage. Its primary leader in the dioecesis is the Tribune Erodotus Cammus, a wealthy patrician who owns vast estates of cotton and papyrus factories. Erodotus has moved against Fronto and those he believes threatens Roma, the Empire, Cappadocia and the Prefecture. His loyalties are sometimes in doubt but he is popular amongst his fellow Cappadocian patricians.

Parthia

Parthia is under the direct control of the Emperor through his agent, the Propraetor Epirius Vitalis. Vitalis is experienced in dealing with revolts and is a past member of the Praetorians. He has his own detachment of secret police at his disposal. Still, the Persians plot rebellion at every turn. In addition, he suspects that the nobles are inviting the Alkasatians to become involved. The nobles are definitely employing Alkasatian black magic in their secret fight against the Romans. The conflict has not elevated to open warfare but casualties amongst the Roman nobility and the Parthian sympathizers have been high. Vitalis has begun far more intensive measures utilizing magic to extract the truth. Although his methods have been questioned by the Emperor when Vitalis governed other dioeceses, it appears he has been given a free hand in Parthia.

The capital of Parthia is Nineveh, and it is through here that many of the goods coming from India pass. Glass and silk from the Jade Empire and spices from India can be purchased in Nineveh's markets. Many other wonders of the east can be seen there including rare animals, performers and foods. Parthia's control of the Silk Road has garnered her vast wealth, but her grip has begun to weaken. Merchants are looking to the sea routes more and more. Routes from the Red Sea east to India and the Jade Empire have proven profitable. The Red Sea-Nile Canal has been reestablished from its former days during the Aegyptian Pharaohs. Still, due to poor sailing conditions merchants prefer to unload part way up the Red Sea and caravan their goods across the desert for transport down the Nile.

Parthian culture has rejected many of the Hellenistic elements, preferring to pick and choose amongst the various cultures they encounter to supplement their own unique ways. Buddhism has gained a hold in Parthia and monks now roam the eastern dioecesis. Influences from Arabia have brought a number of Arabic settlers to the region. Parthia is exceedingly metropolitan.

Mesopotamia

Mesopotamia is the site of the ancient Sumerian civilization and home to modern civilization in the west. The Romans expanded the traditional boundaries of the ancient country but kept its grandest jewel, Babylonia, as the capital of the dioecesis. Babylonia, with its Hanging Gardens, plush estates and mild climate, is considered one of the premiere areas in the empire to retire. The Propraetor Petronius Verus comes from a long line of military men. The Verus family has ruled in Mesopotamia for two centuries. Today Petronius faces a threat unlike any his forefathers faced. The Tigris and Euphrates, arteries of trade and travel, are now overrun with serpents and a race of amphibian lizard pygmies called the Hominis Rani. The Hominis Rani are spreading as well through the coastal waters to other dioeceses and outside the Empire. Proconsul Verus has his hands full hunting down nests and attempting to stop the spread.

Mesopotamia is rich in agriculture. Flax and grain for linen and food are its primary exports although it also exports a number of fruits and livestock. It has little in the way of lumber or mineral wealth, just precious stones harvested from the hills. It possesses some gold and copper, but not much more than is used inside the dioecesis.

The political situation is also strained between Verus and Vitalis of Parthia. Vitalis has accused Verus of harboring Parthian rebels in his dioecesis and even providing arms and training to them. As of yet Vitalis has no proof but for the Verus family connections to the Parthian noble house of Daxes on his maternal side. Petronius rejects these accusations as absurd and counters with his own demands for further support from Parthia against the Hominis Rani. Neither is likely to see the other's side of things any time soon.

Sarmatia

Sarmatia is ruled by the young energetic Propraetor Marius Silvanus. He is a highly educated man with little in the way of practical experience, although he has had extensive training from the best tutors in the Empire. He is a large proponent of trade with the east and has implemented many improvements to the eastern road heading through Scythia. He has governed this dioecesis for only three years but they have been three years of prosperity for a dioecesis known for rebellions and high expenses.

Sarmatia is peopled by several groups, including the Iazyges in the south, the Sarmatians in the north and the Roxlani in the west. These tribes are grouped together as the Sarmatians and have settled into an agricultural lifestyle far different from their earlier nomad days. Women from Sarmatia are noted for the freedoms they still hold, leftovers from the nomadic days of the tribes. The legend is that the tribes are descendants of the Scythians and the Amazons. There is no way to prove or disprove this but it would explain their ferocity in battle and the independence of their women.

The main products of Sarmatia come from its rich forests and skilled craftsmen. The wood of Sarmatia is prized throughout the Empire for its rich color, which is often used in furniture. Although the dioecesis is considered primitive and uncultured, its finished wood products are valued far and wide. Wooden figures, furniture, and wagons support a thriving industry.

Sarmatia has to deal with Alkasatian invasions and still bears the brunt of border skirmishes. The northern reaches of Sarmatia are a mix of wealth and danger. The Skandian traders deal with these skilled carpenters for repairs to their ships. The Terragena warriors make for dangerous passage to or from the east. Still, this is the most common route to get many of the eastern goods through to Skandia.

Scythia Magna

In the A.U.C. 1178, Scythia Magna was founded as a dioecesis within the Empire. It is, and continues to be, an extremely poor dioecesis made up of many dioecesis, some not even populated. In truth, Scythia Magna is primarily a wilderness of cities ruling only what land they can protect from nomadic barbarians. This leads to skirmishes with individual tribes. The Hunnic tribes are highly fragmented and the Praetorians work hard to ensure that they remain so. The Alkasatians endeavor in the opposite direction, attempting to form leagues and confederations in order to present a more formidable foe to the Empire. In the midst of this is the Propraetor Larsius Masavo, an ambitious profiteer who drains the colonies of Scythia Magna of any money they might produce. He has little interest in military matters and seldom ventures from the capital, Tanais, on the Pontus Euxinus. Protection of the citizens falls to his son Legatus Claudius Plautius Mazavo. Claudius is so unlike his father as to cast doubt on his parentage. Many call Claudius a general of the kind seen only in ancient times. He does much with very little and wins battle after battle. On the rare occasions when he does lose, it is with as little loss of life and resources as possible. He has built the legions of Scythia into a mobile fighting force, capitalizing on heavy cavalry and mobility. His disgust for his father is only tempered by the legitimacy of Larsius' appointment. His own men have called for him to dispose of his father but he will not hear of it as long as his father legally holds the trust of the Senate and Emperor. Some believe that Claudius will never see his father for the glutton he is while others think worse of Claudius and believe he is in league with the Propraetor.

The threats to the Scythian dioecesis are numerous. The most obvious, the barbarian tribes, can be held at bay or even put to good use with bribes of food and wealth or the threat of the Legions. This can be a double-edged sword, as the Alkasatians instigate trouble and use tribesmen to infiltrate Roman ranks. The Alkasatians themselves are the second threat to the safety of the dioecesis. Although the Alkasatians are not currently at war, they still skirmish and raid across the borders. Of late they have taken to bringing in north men to do their raiding for them. The north men are usually better armed and trained than the tribesmen native to Scythia and far more experienced in fighting Romans. Finally, the dwarves and trolls have been slowly migrating east in greater numbers from Sarmatia, Germania and Skandia. The dwarves have been a mixed blessing, just as in other Roman dioeceses; although these tribes do not have a taste for human flesh, they will kidnap children and woman to become dwarves. The dwarves have been useful in mining one of Scythia's greatest resources, uranium.

The primary exports for Scythia Magna are grain, honey and hemp. These are usually carried to Tanais by river boat and shipped across the Empire via the Pontus Euxinus. The material in highest demand is the metal uranium. It is deadly to humans who handle it for extended periods unless encased in lead. It is an incredibly powerful magical element that artificers can mold into almost any type of item bearing a number of different attributes.

Politically, Scythia Magna is the target of many avaricious men. It controls the northern Silk Road but can only use it with limited success, due to the arduous and dangerous path through mountains and barbarian held lands. Scythia is seen as a backwards and backwater dioecesis holding little in the way of culture. It is an oddity with ruins of ancient Alkasatian colonies and fortresses, a place of mystery and danger.

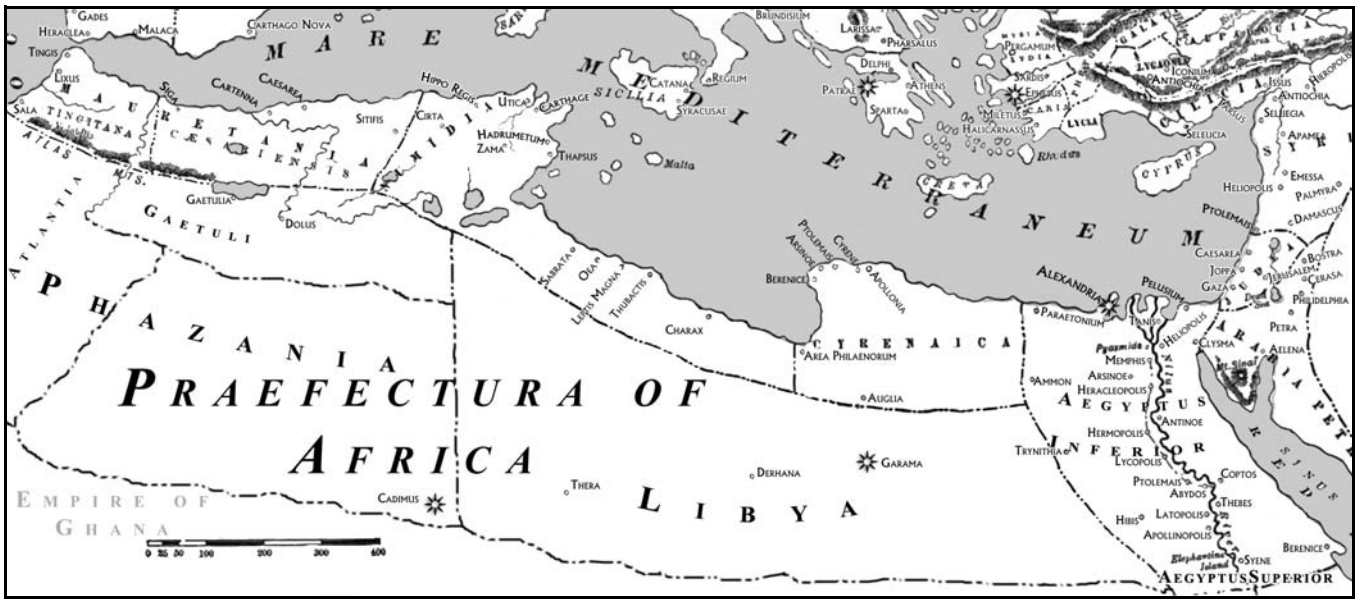
Africa

Africa is a strange mix of known and unknown. The Emperor Antinious Africanus, known for his desire to explore and his love of geography, sent explorers beyond the bounds of the Empire in the year 1342. His commands were to find new lands, peoples and resources. Africa was the most successful of these ventures since until then the Sahara desert was thought to stretch to the ends of that continent. The explorers found what they considered primitive peoples, new foods, new sources of wealth and vast expanses of lands. The expansion into southern Africa began only half heartedly. Trouble in Scythia Magna plagued the efforts to expand southward as more resources were needed to deal with the Jade Empire and Alkasas. Still, two Prefectures and many forts were established where mineral wealth was detected. Today, tensions grow as native tribes strike out against the Roman invaders with shamanistic magic and the bravery of their warriors. There are currently eight Limitanei (border legions) guarding the borders of Scythia Magna and another three Comitatenses (mobile legions) set to patrol the dioecesis.

The current Prefect of Africa is Volucius Epis, an Achaean by birth, but he has spent much of his life in Africa and the surrounding lands as an explorer and a hunter when not pursuing his career in politics. He is a fit man who is determined to deal with the problems of the land he loves while not endangering his political aspirations or his connections to Roma. Epis has control over Aegyptus Inferior (where he resides), Cyrenaica, Numidia and Mauritania. To the south, the Prefecture Africa Austrialis is commanded by Decrius Aelius Metellus who controls Aegyptus Superior (including Nubia), Phazanica and Libya. Metellus is a man with more supporters in Roma than in his own prefecture. The prefecture is actually a collection of forts and eight legions. The Romans are fighting a losing battle here in terms of controlling the populace, but vast amounts of wealth come out of the mines of Phazanica and Libya, so the point is seldom pushed. Metellus is in over his head though, as far as the military aspects of the Prefecture go. He relies heavily on the knowledge and experience of Epis to the north. He rules the dioeceses of his prefecture from Thebes in Aegyptus Superior and seldom ventures to any other province. He also spends a great deal of time in Roma while his second in command, Dux Anicius Lucullus, commands the safety of the caravans. Lucullus implements a number of highly questioned policies and laws in order to tighten his hold on the dioeceses and the tribes that fight Roman rule. Many of these, like the bounty on any Bantu tribesmen's head, are frowned upon by Epis as extreme and unnecessary. Much of the tension with the Bantu tribes revolves around the ruthless capture of slaves and years of pitting one tribe against the other. These were not policies of Roma but more the aspirations of greedy men. Metellus and Epis must reap the bitter harvest of their predecessors.

Mauritania

Mauritania retains a dual status of a native Berber king and a Roman Proconsul. The king, Fihrad, helps administer to the native Berber tribes settled within the borders of the dioecesis. In addition, he is charged with religious duties and oversight of the agricultural trade. He shares judicial responsibility with the Roman Proconsul Liticius Maximus.



Maximus controls all gold and slave trade as well as the surprisingly lucrative bead trade. In addition, the small amounts of ivory that come through Mauritania are managed by his staff. Maximus also holds the responsibilities of trying any Roman citizens, collecting and paying the taxes for the dioecesis and maintaining order within the dioecesis. The legion assigned to the dioecesis for internal order is commanded by the Legatus Aeresius Libo. Libo is a barely competent policeman and a worse general. His consistent bungling of defenses against the Berber tribes and their raids on grain depots has been a constant embarrassment to Maximus. The only reason he has not been replaced is that he is nephew to the powerful Senator Olcinius Libo.

Mauritania has been expanded several times to the south until it has all but engulfed the kingdom of Ghana. Although the kingdom of Ghana was founded by the Berbers, as it grew the Soninke, a people who live on the borders of the Sahara, gained control. They founded the capital, Kunbi Saleh, on the edge of the Sahara and have built their power on their trade in salt, gold and slaves. It is a delicate balance of power maintaining their independence from Rome. A great deal of statesmenship plays into this. They occasionally aid in controlling the Berber tribes. Currently there is a growing stress between Maximus and King Taduru over the trade of salt to the Berbers and other passive support of the tribes.

On the western coast of Mauritania there sit the ancient ruins of what appear to be Greek colonies. The largest of these ruins, Theaopolis, must have once been a city of great splendor and size, housing close to 40,000 people. Yet, there is no record amongst the Greeks or the Roman historians of these settlements. A number of giant beetles make their nests here, making exploration dangerous. Some believe this might be the ancient civilization of Atlantis, while others believe it is only the gateway.

Mauritania is a heavily irrigated country allowing for the production of vast amounts of grain for the Empire. Much of this is farmed on vast estates held by the Senate, the Emperor and individual Senators. The Senate grows grain for public distribution and feeding the legions. While the Emperor uses a portion of the production of his estates for the same purpose, the majority feeds his personal wealth. Personal estates of the Senators pay taxes but the rest is used for personal wealth.

The dioecesis is looked on as something of a culturally primitive state. This is mostly the perception of Italians and does not hold any truth. Before the Romans, the Greeks and Phoenicians greatly enriched the area. With the arrival of the Romans, theaters, architecture, universities and colosseums began to spread. Now, almost 600 years later, the dioecesis is thoroughly civilized.

Numidia

Numidia is ruled by a Proconsul and is the seat of a Senatus Africanus made up of Roman and native patricians and plebeians. They have gone a long way toward including the native tribes in the governmental process. The Proconsul, Caelius Fronto, comes from a family of Roman settlers who colonized Numidia over three hundred years ago. He is more African than Roman and it often shows in his approach to matters. He has worked hard to maintain the southern forts and keep order amongst non-romanized barbarian tribes. In the end, the enemy is not so much the infrequent raiders as nature herself. A growing number of animals of extraordinary size have been sighted within the borders of Numidia. It is believed that they must be migrating from the African interior, possibly coming up the Nile. The worst of them are the giant desert scorpions. They are the size of wolves and hunt in packs. Fronto has his hands full dealing with such a menace. He has taken to hiring specialists, hunters who know the land and are able to root out the nests.

Numidia's exports flow through Roma's ancient enemy, Carthage. Carthage, like the phoenix rising from its ashes, has regained some of its former glory by becoming the capital of Numidia and primary shipping port for the region's goods. Numidia's primary export is grain for Roma. It has gained the name "Granary of Rome" by supplying over two-thirds of Roma's grain needs. A close second in terms of cash crops is olive oil and olives. Following up and making a significant contribution are other food stuffs like figs, dates, grapes and beans. Gold, slaves and exotic animals also make formidable contributions to the provincial coffers. Fronto, taking a negative and turning it to a positive, has made a practice of capturing giant scorpions, ants and snakes and sending them to the colosseums in Italia.

Numidia is currently in a time of rising stress and difficulties. The Berbers are taking advantage of the encroaching giant animals and raising revolt wherever they can. This is more difficult to instigate than raiding since most of the plebeians have a good life. In all the Empire the crops are never so sure and consistent as in Numidia. Everyone is well fed and dangers, although present, are usually avoidable.

Cyrenaica

Cyrenaica was another kingdom bequeathed to the Roman Republic in the A.U.C. 657. It has been a possession of the Romans for nearly 800 years. This dioecesis has had its share of problems under Roman Rule, including being the center of a Jewish revolt in 858 A.U.C. that then spread back to Judaea. In addition, over the years the Romans have had to deal with barbarian tribes that plagued communication over land routes between the provinces. The current situation has improved, and barbarians are something that Libya, Cyrenaica's southern neighbor, deals with much more

frequently. Currently, a far more serious problem is the religious diversity and the social stress that it brings to the dioecesis. Cyrenaica is one of those places along the Mediterraneum that suffers from a good location. Many immigrants from disparate cultures have formed an economically and scientifically rewarding atmosphere. However the price has been the religious tolerance that the Romans value.

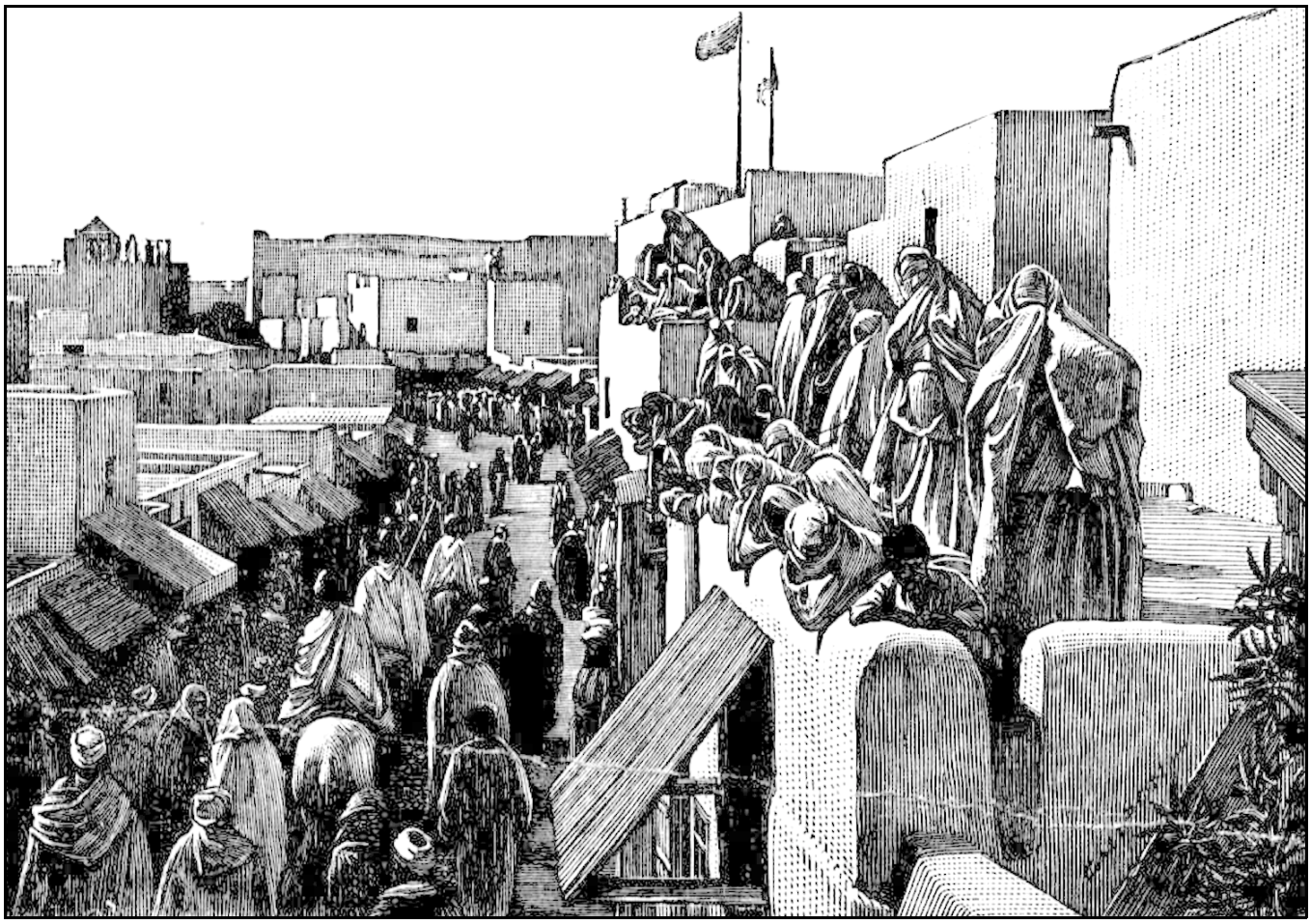
The Proconsul Marcus Gracchus deals with acts of religious violence in a swift and decisive manner that sends the clear message that he will not idly stand by while the dioecesis tears itself apart. To add to this, Cyrenaica must deal with the same influx of giant animals that other dioeceses of Africa do. The most destructive, at this point, are giant boars. They are attracted to the magical crops the Roman magi and artificers require. Dealing with them is a dangerous job, as they are many times stronger than a natural boar and much more aggressive. Special teams of hunters are hired by individuals looking to protect their lands and crops.

The primary exports of Cyrenaica, as with any of the African dioeceses, are grains and vegetables. The cash crop of the region, though, is the production of magical and medicinal herbs. Timber is a distant third. The medicines produced by Cyrenaica are used throughout the world and are some of the best antibacterial, sedative and curative agents that one can obtain. Many houses of healing and factories for the manufacture of medicines are located in the capital of Cyrene.

Aegyptus

Aegyptus is a dioecesis with a very special and different status. The Romans view the Aegyptians with an almost mystical appreciation. They see them as progenitors of a great deal of the perception that Romans have of the universe. Even though the Greeks are much more easily identified with the roots of Roman culture, it is acknowledged that the highly influential Cult of Isis originated in Aegyptus. In addition to this cultural appreciation, a vast amount of grain that helps feed the Empire comes from the Nile. Other very profitable trade goods come from the African dioecesis like linen, dates, olives, and cotton.

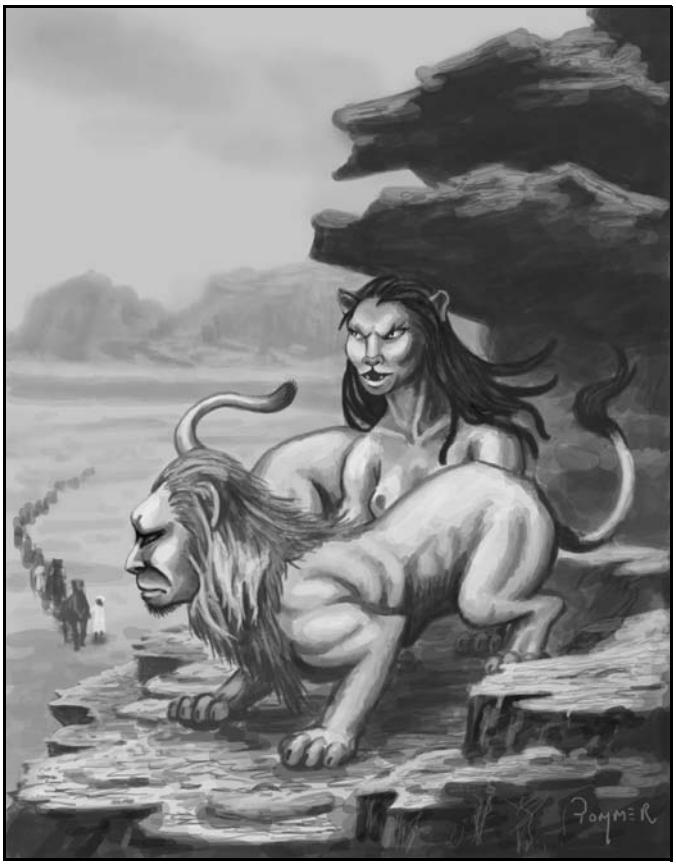
The capital of Aegyptus Inferior is Alexandria; with its seaport and location on the Mediterraneum it is ideal for trade and growth. Thebes, the capital of Aegyptus Superior, is the cultural and spiritual center for many native Aegyptian allowing for an effective central administration of the surrounding lands and peoples. Aegyptus itself is considered



well settled and does not pose a threat to the security of the Empire. It has embraced the Empire as the Empire has embraced Aegyptus, with understanding and a strong commitment to one another. The advances that flow from the temples and universities of this dioecesis rival those of Italia, Achaea or the most learned magi of Asia Minor. Aegyptus is a place people find mysterious and ancient despite the age of the Empire.

There has been an interesting social development in Aegyptus. Thirty years ago, the Oracle of Amon-Re at Siwa declared that a wealthy patrician of Aegyptian ancestry was, through lineage, the rightful pharaoh of Aegyptus. This concerned the Romans but the Prefect Licius Epis, Volucius' grandfather, thought it best to allow this concession to the Aegyptian people. Many believe it was a bad idea to allow the Aegyptians such a powerful figurehead back again, and that it would merely rouse rebels to the cause of an independent Aegyptus. Curiously, it has had the opposite effect, pushing the Aegyptians and the Pharaoh Ptolemy XVI to supporting the Romans and even extending influence out into neighboring countries. For thirty years it has kept peace and strengthened the dioecesis.

In the south, near Berenice other rumors have sprung up. These seem to have popular support and many of the priests of the old gods find themselves vindicated. The people are claiming to have seen Isis, Osiris and other gods moving amongst the people. The Roman authorities have yet to confirm this rumor and discount it as superstitions of the rural farmers. There are members of the more radical cults that believe this to be the beginning of a new era. A time of independence is believed to be coming for Aegyptus and combined with the prophecy of the Oracle at Siwa, some Romans fear it could be so.



Libya

Libya, as it has been redefined, covers a diverse range of climate and productivity. In the southern extremes it passes through the depths of the Sahara and into the savannah. In the north, vast irrigation projects have made the land arable and productive for grain. Sweeping orchards of olive trees cover the estates of northern Libya, supplying factories located along the northern border with raw product to produce vast amounts of olive oil. The south is another matter. Hunters make their home in the southern lands, hunting all manner of giant creatures for the colosseum. Along with the hunters are the slave traders. They sometimes hunt together but most often the slavers will work alone to buy or kidnap the Berber people and sell them into slavery.

The Propraetor Porcius Galba is a man of excesses. He is enormous in size and is said to be carried about in a sedan carried by ten slaves. He keeps his legions in the north and provides guards to caravans only when he is forced by the state or, more likely, bribed. The three legions in Libya are kept close to the estates in the north to repel frequent raids by Berbers and to protect against the increase in giant scorpions coming from the east and south.

Libya is, at best, rustic and remote compared to other dioeceses of Africa. Despite the north being somewhat prosperous, it is a poor dioecesis and something of a drain on the Imperial coffers. The Senate has discussed abandoning it since its formation over a century ago, but the very machinery of the Empire which allows it to expand makes it difficult to abandon a territory. This kind of talk is something that the Romans living in Libya have come to accept and make light of. They do not take Roman rule as seriously as many others for the simple reason that they do not feel the bite of the Roman whip as powerfully. This provides a level of freedom beyond the examining eye of the Emperor.

Phazanica

Phazanica is administered by the Propraetor Linitus Epis, brother to Propraetor Volucius Epis. Linitus has had his work cut out for him since his appointment four years ago. Phazanica is a land of baking summers and freezing winters. Its primary purpose is as a military guard against the Empire of Ghana to the southwest and as a series of forts guarding the trans-saharan trade routes. Salt, gold and slaves all flow through Phazanica while grain pours into her for the six legions stationed there. The capital, Cadmius, supports

barely six thousand citizens and most of those are there to support the Legions, provincial government or merchants as they pass through. This is an extremely rough and unfriendly place in the Empire. It is easy to go to sleep in an inn and wake up in slave chains. Law is applied in the most strict and violent terms as a way to ensure order. There is no doubt that this is a military dioecesis run by a military commander.

Some prospecting has yielded limited finds of gold, copper and iron in the western areas of the dioecesis. Prospectors are rare but determined. Small native villages can be used for resupply but worked metal and any luxuries of civilization are limited. Some of the villages have shaman who can attempt healing, but usually Romans are reluctant to submit to the superstitions of barbarians.

Imperial Life

Imperial life covers a number of aspects, from magic to law to the common citizens' daily burdens. In this section those points will be addressed. It is important to remember that the world of Roma Imperious is similar to the Rome of Earth history, but advances and different pressures have resulted in some changes.

Magic

Magic has grown since the rule of Constantine and has become one of the criteria of the Emperor. It is not stated in the Constitution as such but is a practical requirement.

The use of magic is not limited to the Imperial throne or the legions but is used in almost all forms of the Roman citizen's life. The guilds and merchants use it to affect the weather and to aid in transporting goods. The fabricae, the public factories, use it to increase the efficiency of their workers. Finally, there are entirely new industries and markets that have been created by the advent of magic. In general, the largest is that of the Artificers. These are skilled craftsmen that produce the magical tools and equipment of the Empire. They are most skilled in teleportation and scrying.



Teleportation and Gates

One of the greatest problems facing the Roman Empire as it expanded was that of communication across long distances. The second, similar issue was that of transportation. In 1070 A.U.C, Constantine tasked the magi of the Empire with the duty of finding a solution to these problems. Initially they produced a variation on a Chinese vitality potion to enable the Legions to run for days. This was good and made for formidable security but more was needed. The next solution offered up was the creation of Gates and the use of Motus Celer, or teleport disks. The Gates are used only in the movement of large numbers of troops or for the Emperor to move between Prefectures. There are rumors that the Praetorians use the Imperial Gates, but no one can be sure, not even the Emperor. The Imperial Gates are used infrequently since the chance of spirits (see "Spirits" on page 182) or demons (see "Dwarf" on page 149) is unacceptably high. Despite this risk every Prefecture is equipped with an Imperial Gate in their capital. Each Imperial Gate costs approximately 800,000 Denarii in goods and spells to create.

To counter the risk of summoning spirits, the Roman magi developed the Teleport Disks. These can transport a small number of people (up to 10) but usually only Senatorial or Imperial messengers are allowed to use them. It costs ten spirit points to use one to travel to another. Since teleportation does not work over large bodies of water, a single trip may take several steps. This sometimes means the messenger must travel in stages, pass the message off, or replenish his reserves from a spirit point bottle. Traveling between the farthest points in the Empire requires no more than seven steps. Messengers are often chosen for the number of spell points they possess, allowing them to use many disks in a row. In addition, as their exposure to the disks grows, they build up a larger reserve of points. It is against the law to harm a messenger on pain of death. Teleportation disks can be found in most military forts and administrative centers of cities. They cost about 10,000 Denarii to construct.

Many of these forms of travel are restricted from use by merchants. Beyond this, most merchants do not find it profitable vs. the risks of using such magics. Teleportaion is not efficient enough, and Gates carry too large a liability, since anyone who opens a gate is responsible for anything that comes out.

Communication

The latest development is the use of Visio (see "Scrying Crystal (Crystallus Visio)" on page 321) to communicate between cities and military units. They are making their way into civilian hands but as yet are not commonly used. The cost is prohibitive and has far outstripped demand. The primary lack is the large unflawed crystal that is required to make long range Visio. Still, the government has seen that Visio are installed in all major cities and military outposts. Word travels fast in the modern Empire.

The Visio are rarely left unattended but they are still being perfected. They have some difficulty over large bodies of water and spells can easily defeat their scrying ability.

Technology

One of Roma's greatest powers does not lie in her study of magic but in that of technology. Advances in many different fields come together to make the Empire a stronger and safer place. Some forms of technology are detrimental to the plebeian while others seem ahead of their time. The following are some of the areas of advancement.

Agriculture

Agriculture has advanced to meet the needs of an expanding Empire. The introduction of furrow planting, the plow and the import of the wheelbarrow from the Jade Empire has made vast improvement in harvest yields. The use of irrigation and fertilizer has built on the new advances to allow yields that easily meet the Empires needs. Combined with magical forms of preservation, there is little hunger anywhere in the Empire.

Architecture

The Insulae are the six story apartment buildings that make up low to mid income housing in most Roman cities. These buildings have been improved to a great extent from their earlier ancestors in the beginning of the Empire. The Insulae of today are made of stronger concrete reinforced with iron bars. In other areas buildings and building materials have improved via better construction planning, architectural design, and higher quality controls on building materials.

Civil Engineering

A number of advances, including the import of gun powder from the Jade Empire, have made for serious advances in road construction, tunnelling and bridge construction. Romans have a long history of exceptional engineering including bridges over the Danubius, Rhenus and Elbe rivers. In addition the Romans have built complex systems of aqueducts to transport water from distant mountains to their cities. They have the plumbing capable of continual flow indoor toilets and separate supplies of fresh water. The major cities have extensive sewer systems and waste disposal plans that have allowed extensive urban growth. Irrigation projects in northern Africa allow those dioeceses to have abundant grain harvests. A reliable, well planned road system supports merchants and travelers from inside the Empire as well as outside. Tunnels through mountains and hills make for level travel, even for the heaviest laden wagons.

Financial

Although it was slow in coming, the concepts of an Imperial budget for the Empire have become standard practice. Along with budgeting, the concepts of a financial infrastructure has been slow to develop. Only recently have merchants been toying with the concepts of bank notes, money storage and insurance. These are not common and one of the greatest problems facing the Empire is the establishment of laws dealing with these institutions. In many cases, the biggest problem the wealthy have is the safe storage of coin.

Glass Production

Although the Romans cannot claim glass working as their own invention, they have taken it to a new level in terms of mass production. Roman glassblowing technology has been around for close to 800 years and they have developed such efficient techniques that glass vessels, items and even pane glass for windows are common in the markets.

Industrialization

The development of full blown production techniques took time to develop, but the last 400 years have seen steady advances. Those processes that do not require specialized training now employ a new social level of factory worker. To be certain, slaves are still used commonly, but more and more freed men are used in these positions. Motivated by high salaries, the factory workers have become skilled in what they do. Several areas especially suited to mass production techniques are those of pottery, clothing and dinnerware.

This is not to paint the picture of a modern production plant as the distribution network and financial infrastructure are not there to support it. However, the Artificer's fabricae (factory) is more like a workshop, while pottery fabricae located near raw materials apply division of labor and simple production methods to ensure a healthy yearly output.

Metallurgy

Roman metallurgy is not the most advanced, but what they have mastered is the pragmatic use of the science to solve their own unique problems. Mining technology has come hand in hand with the use of metallurgy. Mining is still largely the domain of slaves but some advances have been made in the pumping of water from mines as well as air circulation, filter masks for the mining of asbestos and the general engineering and construction of tunnels.

All of this is applied to the construction of steel swords, fine jewelry and intricate machinery. Metal working is done in factories as well as small shops depending on what item is being constructed. Goblets are mass produced in casts while swords are mostly still shaped in traditional single forge operations.

Navigation

Rome has made impressive advances in the use of lighthouses for navigation, as well as incorporating the magnetic compass from the Chinese. These two advances have made all the difference in stabilizing shipping and extending the range of the Empire's ships. The primary example of lighthouse construction is the Pharos of Alexandria standing just under 300 feet high.

Ships have also improved in the Empire allowing for better tacking in the the wind. This shows itself especially in the trip to Roma and from Alexandria. A trip that had ships either beating into the wind or forced out out of their way to sail across the prevalent NW winds could take up to 70 days. That is 10 times the return trip to Alexandria. Now, with rigging learned from the Arabs and developed by Greek sailors the trip has been reduced to just under 21 days.

Paper

Paper production was introduced to the Empire 220 years ago by a Chinese immigrant named Yeu Lei. It is now widely used and has become a mainstay of prosperity as an export for the western dioeceses of the Empire. It has changed a number of Roman views on record keeping, scrolls, books and education. Paper is most commonly manufactured from plant fibers or linen fibers.



Guilds (Collegia)

The Guilds of the Empire number in the hundreds. They cover all manner of professions including but not limited to iron smithing, carpentry, pottery, armor smithing, prostitution, medicine, hunting and many other crafts. The functions of a guild are to protect pricing, their members from persecution, represent them to the Senate, provide a means for members of the same craft to socialize, maintain their craft, to provide for a member's family after death, bury members and perform funeral rites. Maintaining the crafts standards is a mandate of the Emperor Tiderius. Guilds had become little more than extortionists of labor and the craft

that brought it to the front of Emperor Tiderius' attention was that of sculpture. He felt that the state of the craft had sunk to a low level and when he asked a sculptor the reason for this, he simply replied "The Guilds". From that day forward sweeping reform to the Guild system has put it on a new footing.

The Guilds must also compete with skilled slaves. This is dealt with by buying the slave and putting them to work for the Guild. Alternatively, a hold over from the old days, the Guild may contract an assassin to kill the slave. This still happens but it is all very secret. The Guild will usually free a slave once purchased and supply them with food and shelter for any time between 15 and 60 days depending on the craft. Some Guilds expect immediate performance from new members and expect 15% of a guild member's earnings in exchange for the benefits the Guild supplies. The Guild expects its 15% of the yearly income of the member, whether earned at the craft or in some other venture. If a person earns 1000 Denarii in a month cutting stone and another 1000 at dice then the Guild will expect 300 Denarii. A member may try to hide the money from the Guild but with that comes the risk of being banned from the craft in that city, and sometimes the entire Empire, depending on the size and connections of the Guild.

A guild member may stay at another member's house or at the Guild Hall for up to 30 days for free, but it is considered bad form to stay longer. A more common amount of time is 10 - 15 days. A guild member would be able to have friends stay also, but then it considered wise to leave as soon as possible. A travelling guild member may have to pay a nominal sales fee to the resident guild, but only if their own guild is not present. If someone does not belong to a guild then they will be encouraged to join or do their business, pay 20% of the transaction, then leave. Many travelling tinkers make a living this way. The collegium also maintain a small temple for their patron god or goddess. These temples are often used to worship together or as a means to perform the burial rites of members. In addition, a crematorium is usually maintained on the premises.

Guilds have grown in power and this mainly derives from their members. The craftsmen of the collegium are typically highly placed patricians, but this is an arena where plebeians can truly mix with the upper class. At the very least the guild is a means to political power and increased wealth. The social aspects of the collegia should not be underestimated. It provides a social group of like minded individuals who are able to use their collective power to attempt to control their businesses. It is not all business though, a guild also provides a place for people to make friends and allies. Often, in larger cities, there may be several collegia of the same craft. Doing favors for members and working the social angle can often be highly rewarding.

It should be noted that collegium of a different type exist. These collegia tenuiorum are more like clubs or civic organizations, primarily existing to ensure the burial of their members. As with the guilds, they perform rite of burial and have a patron god to whom they maintain a temple. They also collect dues, usually in the form of voluntary donations. If the members do not support the collegium tenuiorum then it will disband. These organizations typically form around a common interest, community or political party. Truly they can come from any background.

The Collegium Magi (see "The Realms" on page 228) deal mostly with individual Realms and do not mix much. These collegia are usually meant to serve those magi who have not been formally trained in the one of the Scholae. The Scholae Magorum more often serve this role within the Empire under normal circumstances but some individuals prefer the collegia. The scholae will sell spirit points to alumni at a similar rate to that of the collegia, about 1 denarii per point to alumni and 1 aureus to non-alumni. These organizations function much as the trade collegia in that they expect dues, provide burial services and provide political protection with in reasonable limits.

The final form is that of the Collegium Illicitum. Often referred to as merely the illicita, they are collegia that are not recognized by the Empire. That is not to say that they are illegal just not official in nature. Some are as innocent as social clubs while others engage in operations that are frowned upon by the Praetorians. Those that engage in illegal activities (protection rackets, sale of magic to foreign governments, etc.) are outlawed by their actions. The Illicitum Egregium is housed on a barge, a floating palace of indulgence docked near the Emporium in Roma. It is looked down upon by the more conservative and elderly patricians, but the young elite visit regularly to engage in any form of pleasure they can imagine. This illicitum has been shut down by the Censores at least thirty times in the last 100 years but it has always been reopened. Members of the Illicitum Egregium are often performers of one type or another and pay a fee based on what they earn while performing on the Navis Nefasta, the illicitum's ship on the Tiber. The ship is used as a floating palace of depravity and entertainment. Everything can be found here, from the most chaste of plays to the most carnal acts. The ship itself is enormous, over 500 feet long and 50 feet high. Admission is free to members and 20 denarii to others. Services and food cost extra. Members are expected to pay 1/4 of what they earn in Roma and 1/10 of what they earn abroad annually. The leader of the Illicitum Egregium is the famous playwright Henna the Sarmatian. She is a wealthy woman who has had to publish her works under a pseudonym of Hennus. Even at that, her best works never leave the Navis Nefasta. Although holding no direct political power she does hold sway in the Populares.



Languages

There are many different languages spoken within the Roman Empire and outside of it. The most universal trade language is Latin. A close second is Greek, especially in the east. Knowing Greek and Latin will allow a person to be understood anywhere in the Empire and in a number of places outside. That said, a distinct advantage goes to the individual who can speak the native language. Not all people ruled by the Romans will speak Latin or Greek; many ignore it and speak only the local dialect. This is especially common among the Arabs, peoples of the African Prefecture and the Parthians.

Laws

The Laws of the Roman Empire are not that far from what a person in the modern world might encounter, but the legal system often goes through a series of excessive corruption. Money moves the scales of justice and enough can set a person free. However, the average plebeian has a better chance at justice than in times of the past. Magical means are used to detect the truth of a witness' statement and if exposed, even a patrician will pay for their crimes.

The basis of Roman law is in the Twelve Tablets, which are made of bronze and sit in the Forum in Roma. These laws were gathered from sacred and secular sources, from priests and the common tradition, and laid down by a ten man task force during the days of the Republic around 303 A.U.C. These laws are meant to apply to everyone regardless of rank in the Roman world; however, in practice the poor are often punished far more severely than the wealthy. The punishment for such crimes as counterfeiting, bearing false witness, possessing weapons with the intent of criminal action, possession of poison and adultery is death. In addition, casting a spell on another without their permission, as well as the administration of medicine that results in the death of the patient, may result in the death penalty, but are more likely to result in public flogging. Possession of a golem without paying fees and permission of the local magistrate is not allowed, but usually only punished with fines. The possession of any form of living dead without express permission of a Senator of Roma is forbidden and is treated harshly with public flogging or even execution. Execution is usually performed by burying alive, burning or being thrown from a cliff. The only alternative is a run in the arena. The magistrate can punish a criminal by sentencing

them to the arena for a number of bouts. The arena is not an option for a slave unless special considerations are involved. The best a slave can hope for is to be flogged to death or banished to the mines for a slower but just as certain death. Lesser crimes usually demand an equal punishment for the crime committed; i.e. if a criminal maimed someone they would be maimed in the same manner.

In the early days of the Empire justice was more imbalanced. Today, the Empire is a place where one can expect a fair trial. The defendant is expected to represent themselves and a Roman lawyer is allowed only to offer strategic advice and to make a speech on the behalf of the defendant at the end of the trial. The lawyers are not allowed to be paid; they are involved in a trial in order to advance their career by increasing their reputation as an orator. A jury is made up of men and women (women were not allowed until recently, and are still restricted in some provinces) usually numbering between 30-70 people. A simple majority is all that is needed to determine guilt. A Praetor or Magistratus usually presides over the trial but extremely important cases may find their way before the Emperor. The Praetor and Magistratus are elected by a popular vote. The Accusatores, or prosecutors, are paid a reward for guilty verdicts and fined for lying if they lose a suit.

Civil suits are common since it is a simple thing to accuse a person, and the monetary rewards can be high. If the suit is lost, the accuser may end up paying a fine for bringing a false case before the court.

Prisons are not common and are only used to hold the accused until trial. Once acquitted of the crime they are set free. If condemned, the sentence is carried out immediately involving execution, banishment, fines, hard labor in service to the state, the arena, enslavement, or physical punishment.

Police

The Vigiles are the city police of the Roman Empire. They are commanded by a Praefectus Vigilum. At times the Praefectus Vigilum will command the Vigiles of several neighboring cities. The Vigiles are responsible for maintaining order, enforcing the law and fighting fires. They were originally only used in Roma but have been employed throughout the Empire. They will, at times, be equipped with magic implements to aid them against more powerful criminal elements.

Criminal Elements

The most common form of criminal activity in the cities of the Empire are the petty criminal or small unorganized gang. These individuals take advantage of unlit streets or a sleeping guard to ransack a house. When they are caught punishment is often swift and final. Young patricians are another hazard of the urban areas of Roma and other cities. If encountered, they may take pleasure in beating or robbing an innocent passerby. If they are caught they are not punished nearly so thoroughly, but are usually made to pay a fine to the person attacked.

The more serious, growing danger to the Empire is the Facinus. The Facinus is a brotherhood of criminals that is slowly spreading throughout the Empire. They often operate out of temples to Mercury or warehouses. They are not as organized as some would believe but they do run protection rackets, extortion, information, smuggling, assassination and counterfeiting as single operations throughout the Empire, especially in Europa and Arabia. A member of this organization can expect aid from the collegia (guild) of a city in the form of information, a safe place to stay and financial support if on a mission for the Facinus. These collegia Facina never present themselves as such, preferring to portray themselves as a legitimate organization. A member of the Facinus has a tattoo hidden on their body, often amongst other tattoos, of three dots arranged in a triangle. No one knows this is their mark and it is only used to identify them in the most dire of situations.

The most difficult thing for a member to do is often to locate the collegia in a city. Communication between the collegia of different towns is limited and rather poor. It is sometimes a case that a member may be given a password, sometimes out of date, to give to a prospective Facinus member of another city. Once accepted the member may need to pay for services and information depending on the nature of the job and items requested.

The Praetorian Guard is only partially aware of the Facinus and they believe it to be much smaller than it actually is. When captured, the members of the brotherhood usually do not know enough to do any real damage to the organization and if they do they never survive questioning.

Slavery

Slavery in the Empire has changed radically since the time of the Republic. At the end of the Republic, one in every three people under Roman rule was a slave. Over the first three centuries of the Empire the number dropped to one in six, but even this is high compared to other countries. Currently, the Empire is at an all time low and has only 1 in 10 people in slavery. This is mostly due to the lack of replacement slaves and the introduction of magic to the scene.

Magic has leveled the social playing field, allowing people mobility that had not existed before. A slave who has the ability to cast spells makes a poor slave. Also, labor saving spells have decreased the need for mass labor and increased the need and expense of training. Citizens now take it upon themselves to learn the skills required in industry. This has decreased the expenses for the factory owners and increased their profits.

None the less, slavery is still present and there are many ways to become a slave in the Empire. War is the most common means to become a slave. To be captured in battle with the Romans means a hard life ahead of a person. People may also be born into slavery, sold into slavery by parents, taken after defaulting on debts, or by order of a court. Once enslaved a person is branded or tattooed. This is usually magical in nature, allowing a slave's tracks to be followed day or night.

Some citizens may choose to become slaves, mostly in the case of gladiators, for an agreed term in order to gain fame. After their term, typically two or four years, they are free to pursue a career in the arena for large cash gains or outside the arena. This practice is frowned on by the upper class but it can often be a way out of poverty or a viable alternative for a patrician down on his luck.

Slaves in the Empire have very few rights and typically only live 20-25 years in slavery. It is a hard life and they are seldom freed. In fact, Romans prefer slaves who have been bred for many generations as slaves since they learn Latin and are never exposed to a different type of life.

There are many different types of slaves, and they have different ranks and privileges. It may be difficult to imagine but some slaves in the Empire enjoy a better life than some citizens. When the ratios come to favor the slave's way of life to that of most citizens, then revolution occurs. This has not happened yet due to skilled politicians and an increasing standard of living. The slave revolts, however, reflect the conditions of the slaves. When that level drops so low that death is preferable, revolt is inevitable. Some of the slave classes are as follows:

Title	Occupation
agaso	groom
atriensis	steward
auceps	fowler
auri custos	jewelry attendant
bubulcus	plough man
calator	footman
cantrix	singer
cellarius	storekeeper
cistellatrix	wardrobe keeper
coquus	cook
cursor	messenger
factor	poultry and game fattener
genus ferratile	chain gang
holitor	market gardener
ianitrix	doorkeeper
messor	reaper
nuntius renuntius	messengers
nutrix	nurse
obstetrix	obstetrician
opilio	head shepherd
paedogogus	children's chaperon
pastores	shepherds
pedisequa	attendant
salutigeruli pueri	pages
sator	planter
tonstrix	hairdresser
unctor	masseur
vestiplica	clothing folder

Of all the slaves, the gladiators enjoy both the best and worst that Roma can provide. A gladiator may be recruited from criminals, captured soldiers or citizens who choose to join for a period of time. Those citizens who voluntarily take the Gladiator's Oath are from then on considered suspect and will never regain the same respect that a free citizen has. Gladiators are trained in schools called Ludus and one of the most famous and largest is the Ludus Magnus in the city of Roma. It is attached to the Colosseum via a series of underground tunnels. Gladiators travel in troupes called Familia from town to town perform for the crowds. Their trainers, called Lanistae, are also their managers, and often arrange the fights to minimize death. Death of a gladiator can be expensive and is not nearly as common today as it was in the past. Magical healing costs money, but it costs more to buy and train a new gladiator. Magical healing after bouts has greatly reduced the death in the arena but many suppose that people thirst for the illusion more than the actual thing. Purists rebuke the lanista who arranges for faked deaths as somehow cheating the crowd of its entertainment. Either way, the mobs enjoy the games.

There are other benefits, such as fame, the attention of wealthy patricians' wives and daughters, as well as ample food and health care compared to the common man. A gladiator can expect to compete in 5-10 bouts in a year, with 10 bouts being an extraordinary amount.

Women of the Roman Empire

Over the centuries the influences of the Germans, Celts and Norse have had a profound affect on the way the Romans view their women. Traditionally a very conservative people, a wife was the property of the husband. She could be punished in any way, including killing her or selling her into slavery. Everything she inherited or was given was her husbands, including her dowry if she had any. This position has improved considerably to the point where men and women are considered equal within the marriage. The old traditions are not forgotten though, and the man still traditionally makes the decisions for the family, but it is no

longer law. Also, the woman is now protected from death and slavery and although physical abuse is allowed, the woman may leave.

All this would mean little if the woman could not support herself. Many women still move in with extended family, and while the Roman family is still quite important, it is considered quite shameful for a wife to leave her husband. One of the differences from ancient times is that both parties are often shamed by such an event. This leads to more compromises.



In the eyes of the Roman Government in times past, women were citizens but could not carry their own name. This was the same treatment as slaves and is a strong indicator of the view of women in early Roman society. In many cases they were not thought to be capable of bearing the full responsibilities of citizenship. In addition, they could not hold office or fill any civil functions. Women were also not allowed to begin the court process without male representation, bear witness or take charge of another person (i.e. her own children). Civil laws have changed considerably in the past 100 years. It has been a period of upheaval where the magi have been both the greatest defence and the most terrible threat to Roma. A magus named Juliana Sertorius once forced the Senate to grant civil rights to women in exchange for the protection of the Comitia Magi. This garnered her powerful enemies but once Tiderius ascended to the Imperial Mantle, she was able to convince him that this was best for the Empire and the people. She died shortly after his ascension but Tiderius has kept his word and blocked any attempts to repeal the laws in the Senate. How long this will last is hard to say.

Employment for women in the modern Empire is common, but they usually receive as little as half of what a man would earn for the same position. This has far reaching effects but it has also spurred the economy of the Romans considerably. One of the biggest forces for change is the Comitia Magi, which allows people of all social classes and genders into their Scholae due to the difficulty of finding people able to cast spells. Druidic magic does not have this restriction, and Artificery seems to be able to be taught to any willing and capable mind. Artificers are just in such demand that any with the capability are not refused.

Another point that should be mentioned is that, in the course of the centuries, men were often absent from patrician families as they went to fight (and die) in wars. This left the woman more in the position to run families for protracted periods. In addition, should the men die then the woman inherited sometimes sizable fortunes. These fortunes were used to expand the political clout of individual women and, to a lesser extent, the role of women in the political landscape. This has not led to women in politics though, as it is viewed as obscene although not illegal. One concession has been to allow formation of all female cohorts within the Legions. This has met with resistance and most women are still resistant to the idea of fighting in war, viewing it as men's work. Still, there have been four cohorts commissioned, close to 2000 women. This has made many conservatives in the Empire nervous and some have tried to

end this movement as quickly as possible. They have met with little success but continue their efforts.

Finally, along with social evolution changing the way women are viewed within the society of the Romans, technology and magic have also contributed to a point where enough free time can be attained for education and effective division of labor. Women need no longer be tied to the farm while their men labor in cities. One of the biggest restraints falls into the category of education. This is not only the plight of the woman but also the plebeian in general. The education of the young can be expensive, and many times it is the male children who are chosen over the female. This is not an impossible barrier, but it is yet another hurdle to pass.

The women of the Roman Empire have advantages over women of other areas of the world. They have access to education, are recognized as citizens, and have recognized rights. All these advances aside, the majority of women in the Roman Empire still must rely on men to provide for them. It is the brave and rare individual that is able to rise above all the social conditioning, physical threats, legal restrictions, and numerous prejudices to live her own life.

Entertainment

Entertainment is very important to the Romans. Both wealthy and poor, free or slave look forward to games and circuses. Some of these take the form of gladiatorial combat pitting man against man, woman against woman, and man against beast. Many forms of gladiatorial combat take place, including re-enactments of famous battles. The more spectacular the battle, the better the games are thought of.

Gladiators are split into different types that specialize in certain forms of the games. Some gladiator types are:

Name	Description
Bestiarii	gladiators who fight against wild animals .
Catervarii	gladiators who fight only in groups against groups
Dimacheri	gladiators who fight with two swords.
Myrmillo	heavily armed gladiators who wear leather elbow and wrist bands (manicae) leather greaves (ocrea) on at least one leg and one arm. They wear visored helmets (galea) decorated with fish and use a plain short sword.
Retiarius	lightly armored gladiators wearing a loin cloth (subligaculum) and a metal shoulder piece (galerus) on the left arm, armed with only a net, a long trident and a dagger.
Samnite	gladiators armed with a gladius and protected by a visored helmet (galea) and oblong shield (scutum).
Thracians	lightly armed gladiators who wear leather leg greaves (ocrea). They carry a shield and scimitar (sica).

Far more popular but not nearly as bloody are the chariot races. This is where a team races a specially designed chariot with four horses pulling. Each team has their own supporters who follow the teams around as they travel the circuit. The races last seven laps and consist commonly of four teams although as many as twelve can be accommodated at larger tracks like the Circus Maximus. Colors are assigned to better designate the teams from one another. The chariots race around a center divider called a spina where the laps are recorded. Chariot racing is considered the sport of the plebeian and is not given much attention by the patrician class. In fact it is often looked upon as a mob mentality form of entertainment by the upper class. Drivers are slaves or freed men looking to make a dangerous living. A racing chariot is a light vehicle, and if it overturns the racer can be trampled by the other horses or dragged behind his own horses to his death.

Theaters and plays are also common as a form of entertainment. Traditionally, a tragedy is shown followed by a comedy, in the hope of ending on a high note. In addition to acting, it is common to have musical accompaniment or possibly even a small concert in the middle between the two pieces.

Most events are free but the wealthy get to sit in the front in the best seats. The poor must sit behind them, and slaves sit at the very back. Money at such events comes from services provided by slaves, food or drink vendors.

Public baths are another free source of entertainment and relaxation. Some bath houses charge a minimal fee in order to keep slaves and the poor out. A bath house is much more than just a recreation area for the Romans; it often serves the purpose of meeting hall or as an informal place to do business. Some bath houses provide private services such as private baths, massages and bath attendants. All these are provided at a price of course. In addition, there are exercise areas called palaestra where men go to wrestle, play bocci, dice games or board games. The palaestra serves as a general public meeting place.

The baths have different amenities as well, from theaters to food stalls, including wandering vendors. Libraries and museums are also available and if needed physicians are often on site.

The pools of the baths are heated to different levels from steam rooms to cold plunges. The heated areas are kept warm by a system called a hypocaust, which use basement fires and heating ducts running through the floor to heat the

pools and water. The heat transfers through the floors to the extent that the patrons must wear wooden sandals to avoid burning their feet. The fires are tended by the slaves of the bath house.

Myths

Myths abound in the Empire. Not all of them originate in Roma, but they are usually reinforced from there. This is to say that a myth or legend may come from the provinces but the Romans are quick to adapt what they like the sound of. Assuming it fits the general outlook of the Romans it can be adopted as a quaint folklore or as fact, the degree is often a factor of the state of social unrest or the trends of the day.

Atlantis

The myths of Atlantis come partly from Achaea and partly from Roman cultures. The Land of Atlantis is said to lie to the west on the farthest edge of the west wind, the Zephyr. Some versions of this story tell of a time when the Atlanteans colonized Greece, while others paint it a different way, saying Atlantis was founded by Greeks who went into the west. In either case, Atlantis is said to be a land of marvels and treasures filled with technological and magical advances beyond anything found in the Empire.

As the myth goes, Atlantis was a series of three islands going out into the Atlantic Ocean. Poseidon held dominion here and took a woman, Cleito, who bore Poseidon 10 sons who went on to rule Atlantis. The civilization was far beyond those of others in the world, and they travelled sharing their knowledge. But the day came when they no longer were content to share knowledge and wished to conquer all the world. When they came to Greece the Athenians fought valiantly but were defeated. As the Atlanteans sailed home the sky turned red and the world was wracked with all manner of destruction from earthquakes to tidal waves. In the end Atlantis was destroyed.

Delphi

Delphi is the oldest shrine in Greece and is located on the top of Mount Parnassus. Apollo is still the patron god of the shrine and the Oracle is believed to be able to foretell the future. This is accomplished through a magical python which lives under a rock. It whispers the future to the priestess and she is able to tell others of events that will come to be. Mount Parnassus is considered the center or navel of the earth by some and a truly magical place in and of itself.

The Great Flood

Jupiter, seeing that Man was wicked, decided to wipe the world clean of them. The other gods all wept for all the destruction it would cause and the loss of their worshippers. Jupiter reassured them that he would repopulate the world with more worthy creatures. He initially thought to use his thunderbolts, but remembered the warnings of the Fates that the universe would end in flames. Considering this, he tasked Neptune with flooding the world except for Mount Parnassus. Earthquake and rain covered the earth until only the small mountain top was left and all creatures were destroyed except for Deucalion and his wife Pyrrha.

When Jupiter observed them on the mountain, he allowed them to live due to their piety. The couple consulted an oracle who told them that to repopulate the earth they need only cast the bones of their great mother. Pyrrha did not wish to dishonor the spirit of her mother by disturbing her bones. Deucalion calmed her fears by telling her the Oracles are righteous and could never advise guilty action. They thought on this and decided that the bones of the Great Mother Earth were stones. They threw stones over their shoulders; the ones Deucalion threw became men and the ones Pyrrha threw became women. Animals were repopulated by the accord of the Earth herself.

Shambhala

In the dioeceses of Oriens, many a Silk Road merchant will tell of a distant secret land that is populated by perfect and near-perfect creatures who guide mankind towards perfection themselves. The guardians of Shambhala are the Yeti and possess super-human strength and agility. Those who seek Shambhala often never return; some say it is because they have found the land, others that those who sought Shambhala have perished.

Shambhala is thought to lie in the Jade Empire somewhere in the province of Tibet. It is described as resembling a lotus flower in that it has eight regions each surrounded by a ring of mountains. In the center of the inner-most ring lies the capital Kalapa, which is composed of gold and numerous precious gems. The capital is surrounded by mountains made of ice which shine like crystal. The technology of Shambhala borders on magic, with the ability to teleport, view objects and people over great distances and use powerful psychic abilities.

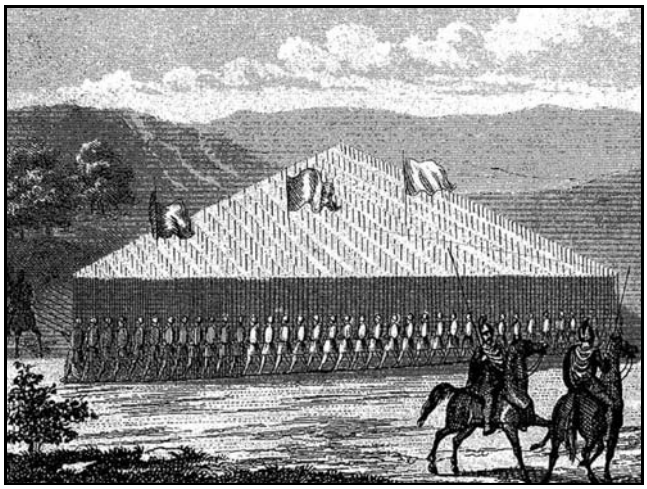
Most believe there will be 32 kings who will rule. In the distant future when the last of the kings come to power, the barbarians outside of Shambhala will unite under one evil king and prepare terrible weapons to destroy Shambhala. At this point the mists will part to reveal the kingdom of Shambhala and Rudra Cakrin, the last king, will lead an army and destroy the evil king.

Holy men of Tibet believe Shambhala to lie somewhere between the Gobi Desert and the Himalayas, but the mists which hide it can only be penetrated by someone who has trained for years to focus his mind. These holy men train all their lives before attempting to find Shambhala and are seldom successful.

Fortune hunters from the world over have searched for this land, and their efforts seldom reward them with more than a cold death. One retired Roman centurion, Iulius Macer, went in search of Shambhala. After being thought lost for eight years he returned to a border fort near the Caspian. He was dying of exposure and little could be done for him, but he was able to tell his story of how he had followed a Tibetan holy man into the mountains and seen the Kingdom. He was unable to describe the route he took in more detail before he died. Nonetheless, his story has prompted treasure hunters from all over the Empire and fired the imagination of the playwrights.

Military Organization

The Empire's Legions have been reorganized under Diocletian, Marcus Aurelius and finally under the current Emperor Tidirius. Every reorganization had two primary purposes: to increase reaction times to crisis from within and outside the Empire and to decrease the power of the individual military leader. The end result has been impressive allowing the Emperor to react with as small or large a force as needed in a very short period of time.



Officers

Officers perform different functions within the Legions but all are necessary to carry out the will of the Senate and the Emperor.

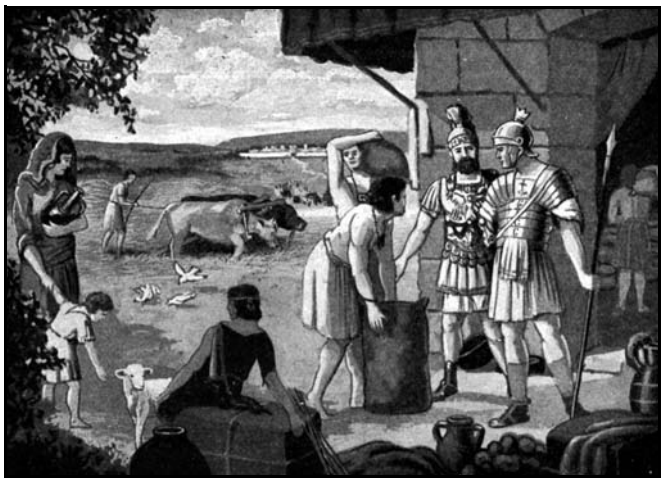
Rank	Command
General (Dux)	There is usually only one general assigned to a campaign, chosen from Consuls or ex-Consuls. As in the time of the Republic, the Senate assigns the Imperium, or the right to command an army. The Emperor has a great deal of influence over the candidates, and the Senate often heeds his suggestions. In desperate times the Emperor may take command of the army himself. Generals are always men whom the Emperor trusts and the Senate watches, for they have the opportunity to gain the loyalty of their army and possibly turn it against the Empire.
Commander (Legatus Legionis)	The legates command a legion and are men of Senatorial rank looking to advance their political career to govern a dioecesis or prefecture.
Tribune (Tribuni Laticlavius)	Second in command to the Legatus and one of six tribunes. He is usually an inexperienced patrician of Senatorial rank appointed by the Senate. This is often a position held before appointment to command a dioecesis.
Camp Prefect (Praefectus Castorum)	The camp prefect is third in command to the Legatus; usually the most experienced veteran of the Legion.
Staff Tribune (Tribuni Anguticlavii)	Five staff tribunes serve as the administrative support during a battle. They aid the Legatus and are usually career officers as opposed to the Tribuni Laticlavii.
First Centurion (Primus Pilus)	The most experienced Centurion commands the centurions and the First Cohort in battle.

Enlisted

These are soldiers who are not appointed their command but join the legions and are promoted for service, actions and experience.

Rank	Command
Centurion	Centurions are career soldiers who are responsible for 80 men (a centuria), their discipline and their command in battle. The centurion is identified by his leg greaves and a transverse crest running ear to ear on his helmet. The centurion is the heart of the legion and capable of garnering great respect or fear.
Standard Bearer (Aquilifer)	This is the standard bearer for the legion and also the paymaster. The aquilifer is also a type of morale officer, responsible for the legion's Aquila or Eagle (standard) and rallies the legion when in battle. The aquilifer is only slightly below the rank of a centurion.
Optio	The optio is second in command to the centurion in a centuria.
Guard Commander (Tesserarius)	Third in command to the centurion in a centuria, the guard commander commands the sentries in a camp.
Paymaster (Signifer)	The signifer handles the pay, savings and the standard of a centuria. There are 60 of them in a legion and they aid in rallying the troops and communicating orders.
Trumpeter (Cornicen)	These are the horn blowers of the legions; they work with the signifer to draw attention to the commands being routed through the chain of command. They also signal basic commands with the help of signifer.
Specialists (Immunes)	These are specialists, like surgeons, engineers and craftsmen who are exempted from camp labor and combat.
Soldier (Milites)	This is the rank of the common foot soldier in the Roman legions. They are sometimes referred to as mules since they commonly carry over sixty pounds of equipment.
Recruit (Tirones)	Tirones are raw recruits often requiring up to six months of training before becoming milites.

Units



A legion is divided into units designated for control and purpose. The smallest unit is the contubernium, which consists of eight men and is used much as a modern platoon. It is detailed to perform camp tasks and deal with small threats. Ten contubernia are then grouped to from an eighty man force called a century, commanded by a centurion. Two centuries are grouped to form a maniple. Maniples consist of 160 men and work as companies do in the modern military, performing strategic operations. Six centuries are grouped to form a cohort, which is used for offensive operations or as a means for scouting in force. A legion is made up of ten cohorts and 120 or more auxiliary cavalrymen.

Infantry Units

Units	Group	Men
1 Contubernium	-	8 Men
10 Contubernia	1 Century	80 Men
2 Centuries	1 Maniple	160 Men
6 Centuries	1 Cohort	480 Men
10 Cohorts + 120 Horsemen	1 Legion	5240 Men *
*1 Legion = 9 normal cohorts (9 x 480 Men) + 1 "First Cohort" of 5 centuries (but each century at the strength of a maniple, so 5 x 160 Men) + 120 Horsemen = 5240 Men		

The cavalrymen are used as dispatch riders and unit scouts. They are assigned to cohorts, not as a squadron of their own, within an infantry Legion. Combined with the support personnel for the legion, the number of the people in a legion at full strength is 6000. Some cavalry legions are maintained to work with infantry legions or as quick strike forces of their own. These usually number 1000 men and are called Alae Milliariae. Cavalry vary widely in their function and have evolved considerably since early Imperial times. They now range from the lightly armored swift Lancearii, used for harassment and scouting, to the heavily armored Cataphractii, used in open combat against mounted

opponents or infantry. The Sagittarii are the Roman mounted archers usually drawn from the dioecesis of Parthia. The Sagittarii make up the largest part of the Roman cavalry due to their mobility and ability to make sweeping archery attacks on enemy lines, retreating before a counter attack can be made.

Cavalry Command

Rank	Command
Praefectus Alae	Cavalry commander; often foreign
Decurion	Commands a single turmae
Duplicarius	Second in command to the decurion
Sesquiplicarius	Third in command to the decurion
Eques	Cavalryman

Cavalry Units

Units	Group	Men
1 Turmae	-	32 Men
16 Turmae	1 Alae	512 Men
32 Turmae	1 Alae Milliariae	1000 Men
32 Turmae	1 Equite Legionis	1000 Men*
12 Turmae	1 Cohors Quingenaria	120 Infantry + 384 Cavalry
24 Turmae	1 Cohors Milliaria Requitata	240 Infantry + 768 Cavalry
*Usually a cavalry attachment to standard infantry Legion		

Imperial Navy

The Imperial Navy has undergone many changes since the days of the Republic. The primary roles of the Navy in the modern Empire are those of escorts for trade vessels or explorers of new lands. Though the Romans are not great sailors, many of the people they conquer are, and they serve the Roman Navy as shipbuilders and sailors. The Navy is also used as a means of transport for the Legions. The modern Roman naval vessels have improved from the ancient trireme, borrowing from Arabic rigging and Nordic construction methods, combining them with Greek sailors and shipyards. Today's ships are much more seaworthy, carry more men and supplies, and are much more functional craft.

The Roman Navy is organized into fleets named for the port at which they are based. The Ravenna Fleet, for instance, is based in Ravenna. The number of ships in a fleet varies, but it is usually between 150 and 200. In times of need a fleet may be inflated to as many as 500 ships. They are, in peace time duty, often split into groups to protect merchant vessels, hunt pirates and explore. There are currently six fleets in regular operation. The Classis Venetum (stationed in Aquileia), Ravenna (Ravenna), Britannia (Eborocum), Germanicum (Novio Magus), Arabia (Aelia), and Pontum (Tyras).

Naval Command

Rank	Command
Praefectus Classium	Fleet commanders; recruited from the Equitis class.
Navarch	Squadron commander (10 ships).
Trierarch	Ship's captain.
Beneficarius	Ship's administration, executive officer.
Centurion	Commander of the infantry detachment on board ship; he has his full staff on board

Comitatenses and Limitanei

These are two types of legions, each with slightly different elements. The limitanei are legions stationed in the forts and at the edge of Imperial control. They are laid out much as has already been discussed, based on heavy infantry. The comitatenses are reserve legions built to travel to any part of the Empire in two weeks. This is accomplished through vitality magic as well as a larger combat squadron of cavalry. A full three cohorts of cavalry are added and used as an advance vanguard, scouting and clearing the enemy terrain. The infantry use a powerful brew called Alipedis, or winged feet. A mouthful of this potion allows the imbiber to run for four hours without tiring.

Civil Duties of the Legions

The legions perform a number of civil duties, including policing the provinces where they are stationed for bandits, beasts, and rebellion. They sometimes work in force but often a single contubernium is sent with local specialists to deal with a problem. If more force is needed reinforcements may always be sent. These duties may range from uncovering the source of a rebellion to eliminating a band of satyr bandits from a local wood.

Occasionally, a legion may also be called upon to deal with an upstart military commander. This is sometimes done with open warfare, but is most commonly accomplished with subterfuge to minimize disruption to the Empire. The Praetorian Guard recruits from the legions for single missions and for more permanent positions. If a group of legionaries distinguish themselves they may be asked to serve in the Praetorians, although this is rare. It is more likely that they will be used by the Praetorians to accomplish their goals.

Cultures in the Empire

There are many cultures in the bounds of the Empire, and although the Censores of Roma would not admit it, these



cultures have had a profound effect on the Roman culture. The Greeks have provided the Romans with a strong sense of culture and respect for science and learning. The Celtic peoples have influenced the Romans by steering them towards the study of magic. More profound though, is the Celtic view of equality of the sexes which has evolved through the ages. The Germans have brought a ferocity back to the Romans that has allowed them to meet the ever growing range and power of their enemies. The Persians have supplied a deeper respect for law and a knowledge of mathematics. All of these elements have been embraced to differing levels throughout the Empire, changing it, and in many ways making it stronger.

Although these cultures had a great deal of influence on the Romans, with the exception of the Persians most lived in villages of under 2000 people. The average Roman city contains 10,000-15,000 inhabitants. This has the effect of the Roman city slowly dominating any of its closer neighbors. Still, the effect of the native population is often felt, even in the larger Roman cities.

Human sacrifice is illegal throughout the Empire. This is partly due to the Roman view that it is a barbaric act. They cannot envision voluntary sacrifice of one's own life. But those peoples who practiced human sacrifice seldom took the unwilling, and it was not viewed as an end, especially by the Celts, but as an ascension or purification for the next life or even elevation to stand by their god. Regardless of how sacrifice is viewed by the natives, the Romans are very serious about this ban.

Notes on Celts

The Greeks called the invaders from the north the Keltoi, and the Romans have called them Celti; more specifically, they are the Galli from Gallia, Picti from Caledonia and Hibernia, Scotti of northern Caledonia, the Caledonii for whom the province of Caledonia is named, the Britons and a number of other peoples and tribes. Grouping them here as the Celti is meant to simplify and reflect the modern Roman view of the Celts as one people. Within even the Galli are many local tribes and clans who have their own identity and often their own gods, cultures and traditions.

The Celts do not differentiate a person's ability to rule based on gender, although tradition often sees the men ruling a tribe. In fact, they are rather democratic in choosing their kings. If a king fails them or dies they pick another. Sometimes this is a blood relative of the last king, but this is no more than coincidence; the Celts do not recognize a right of blood. If the tribe believes that the king has failed them he will be replaced.

The Celtic social hierarchy involves three classes: druids, kings, and bards. The druids are arguably the highest ranked but have a distinct set of duties. These often include keeping the knowledge and traditions of their tribe alive, judging civil law, acting as diplomats, and keeping the trust between the gods and the people. This can, at times, lead to a desire to control all aspects of the tribe. Druids have tried to take control of the executive power of the king but without the support of the people are seldom able to keep it. For the most part, the majority of druids are happy to fulfill their role in the tribe.

Druids form organizations with a single Saer at the top of all Celtic druids. There is a division between the druids of the Galli and the Britannic druids. The Britannic druids are individuals tending to their own rituals, knowledge and traditions. They tend to work together but are not as tightly organized as the Gallic druids. The druid serves as a person of science, a judge, a priest and a keeper of magic. Druids may be male or female and no prejudice is exhibited to women willing to take on the intensive training. Druidic training may take as long as 20 years and begins at a very young age. The Gallic druids strictly forbid the writing down of any information. The Britannic druids have slowly broken from this tradition and have kept secret books documenting their rites, contracts, laws and secrets. These books are kept very secret and few are shown them until initiated into the sect. All Gallic druids learn through word of mouth and memorization. Druids also perform human sacrifices, although these have been outlawed within the Empire. The sacrifice is practiced by some tribes in order to gain the favor of the gods or as a means to avert death. For instance, in order to protect the king before a battle, the druids would sacrifice a person to take the place of the king in death. The king will not die in the battle, although he may not win the fight.

The kings or chiefs are the military leaders and organize the tribe in times of war. At times, the Celts will dominate neighbors, either through war or politics, and a single tribe will gain power and the king will need to extend their power to control even more people. The Celts are not well suited to this type of endeavor, which is why there have been few Celtic nations. The king deals with foreign nations and pleads the case of the Celts to a conqueror. Since the arrival of the Romans, many kings have felt their power weaken. However, the Celts are reluctant to war with the Romans since the Julian Reforms. With these reforms the Galli and the Brittannic peoples have a greater say in their destiny and have generally flourished.

The bard is the lowest of the three in social rank but is perhaps the most revered, as they are the historians and recorders of deeds for the Celts. Bards hold a special place amongst all the barbarian peoples of Europa. If a great lord wishes his deeds to be remembered by his people he will see to it that a bard receives his patronage; the bard will then sing the story of the king's deeds at his funeral (and hopefully beyond). The bards have evolved over the centuries and now seem to be growing into the role of spiritual leaders. Unlike their ancestors they write the deeds of great men down and tell of fables from other lands, learning them though books and scrolls.

The Celts believe strongly in reincarnation. That is to say they believe upon their death that their soul will pass to a nearby human (Britannic druids believed animals also). This meant they tend to be reckless in war. They would at times battle nude and charge en mass at the enemy. They would paint themselves in fierce designs of blue woad plant to become a formidable foe in combat. These beliefs are still held in the modern Empire but have evolved into a more complex moral code. The code is one of faith to family and the gods.

The gods that the Celts worship tend to resemble the Greek gods with local names or patron gods of a tribe. There are hundreds of gods throughout the Celtic culture, although a single tribe may only observe 20-30. The Cult of Isis plays a big influence here in that many of the goddesses are earth mother types.

The Celts are also renowned horsemen and are used as auxiliaries for the legions. The Celts at one time took the heads of their fallen enemies for display when they returned home but legionary commanders have broken this practice. The Celts now take trophies from the fallen, more than looting this is a treasured piece of the enemy's equipment.

The Celts are highly civilized on some levels and barbaric on others but the Romans consider them an important part of the Empire.

Gods of the Celts

The gods that the Celts worship vary from tribe to tribe, but some have, after centuries as part of the Empire, become common and accepted. It should be noted that these gods and goddesses are but a few of those worshipped. Different tribes lend more or less emphasis to different gods. The gods and goddesses presented here are the ones most commonly worshipped throughout western Europa. There are many smaller local gods but these are the ones of greatest influence on the continent. Britannia has some of their own gods but many of these are also worshipped there.

Arduinna

A goddess of the forest and the hunt she is most commonly associated with Diana or Artemis. In addition, she is connected to child birth and justice. She is depicted riding a boar and is considered the guardian of wild boars.

In the Empire, the worship of Arduinna is mostly restrained to Gallia. She has enjoyed some popularity but her worship has not grown and spread as much as other deities of the Celts.

She demands a fee for slaying animals of the forest and is usually appeased by sacrifices of sections of the beast hunted. She is associated with the moon.

Brigindo

Brigindo (her name means Exalted One) is a Celtic goddess of healing, fertility and crafts; she is the patroness of smiths. Brigindo is comparable to the Roman Minerva. She is thought to be the bringer of spring and is well loved and revered by the Celts. As trade and prosperity came to the Celts the worship of Brigindo increased. She has suffered recently in the Time of the Mages as warriors were needed and threats to safety increased, but she is still widely worshipped. Another blow to her worship has been a spreading distrust of craftsmen amongst the Celts as they viewed the magus as a form of Roman craftsman.

Brigindo is worshipped by many of the new druids and it is thought only by her mercy has their profession been preserved through the Roman persecutions. She is in this way often thought of as a patron goddess of the druid.

Brigindo has her festival on February first and it is called the Imbolc. She is considered one of the highest goddesses but does not have the Roman people behind her so she has been limited in spreading across the Empire. Despite this she is still popular amongst the Celts and, although her name may vary, she is still observed in all the western dioeceses.

Ceridwen

Ceridwen was probably originally a corn goddess, she features in the stories of Taliesin's childhood. In the story of Taliesin, the founder of the Bard craft among the Celts, he

was born as one of Ceridwen's ugly sons. She set him to stirring a potion of Inspiration and Knowledge meant for his brother. He tasted it and gained all the benefits and when discovered was pursued by his mother and brother, all of them changing shapes many times. In the end, Ceridwen took the form of a hen and ate her son in the form of a kernel of corn. It only went to impregnate her and she gave birth to a rejuvenated Taliesin. She then threw him into a river where a fisherman saved him allowing him to found the Bards.

She is a goddess of dark prophetic powers and guards the underworld. She is comparable to the Greek Hecate and the muses. She also guards the Cauldron of the Underworld purported to contain the powers of divine knowledge and inspiration. Her symbol is the sow and she is revered as one of the mother goddesses of the Gallic Celts.

Cernunnos

A horned god resembling a man with antlers or ram's horns, he is often most strongly associated with fertility and wealth, and especially associated with horned animals like the bull, stag, and a ram-headed serpent. Cernunnos is served by all druids but is especially revered in Gallia and Germania. He is associated with the powers of virility, fertility, animals, physical love, nature, woodlands, reincarnation, crossroads, wealth, commerce, and warriors. His powers are wide reaching and his influence strong. He is often associated with the Greek god Pan or the Roman god Dis Pater of the underworld.

Cernunnos is finding more and more followers with the Time of the Mage and the existence of the Manes Atrox (see "Manes Atrox" on page 168). He has found some appeal in the eastern provinces of late but this is often viewed as bored patricians looking for excuses of their behavior. Some of the more radical druids have turned to Cernunnos as a god who they feel can aid them in driving out the Romans and bringing the old ways back. This is looked on as wishful thinking at best by the other Celts.

He is also the god of the underworld and death, watching over the death, rebirth and reincarnation cycle. Cernunnos himself is born at the winter solstice and dies at the summer solstice only to be reborn again the next year.

Epona

Epona is the goddess of horses and cattle but is also associated with fertility. As the Celtic influence on the Romans grew they adopted her into their pantheon and today she is firmly entrenched along Diana and Poseidon.

Epona is one of those goddesses that has made a big impression on the Roman people. Not a popular goddess with the Celts originally, it took adoption by the Romans to spread her influence throughout the Empire and, ironically, through out the Celtic people. She is second only to Lugus in her popularity and observance amongst the Celts.

Although her worship is centered in Gallia, specifically Alesia, she is a favorite of the Roman Eques, or cavalry. Her worship has spread throughout the Celtic culture and into Oriens and Greece. She is most often represented by a white mare and when pictured is often riding the mare with a foal following behind. Her festival is held on December 18.

Lugus

Lugus (called Lugh or Lamfhada in certain Celtic tribes) is a hero god, meaning that he performed heroic deeds for the Celts. He is a god of craftsmanship, war and the sun. Lugus has spread throughout the continental clans and currently is the most widely recognized deity by all the Celtic people. He is most commonly identified with Mercury but has, in the past three hundred years, been associated with Sol Invictus. This has made the spread of the Imperial cult through the Celtic tribes quite thorough.

Lugus's influence has also grown as the Fomorians (the Manes Atrox, see "Manes Atrox" on page 168) have become more common. From their first appearance, the Celtic peoples have looked to Lugus for help and protection from these deadly creatures.

As the leader of the Celtic gods, Lugus defeated the Fomorians at the Second Battle of Magh. He slew his grandfather, Balor, in this battle. His skill with the spear and sling is without match. His sacred symbol is that of a spear and he is often associated with ravens or a white stag.

Continental Celts are fond of setting up shrines to Lugus. His worship is now an integral part of the Roman Imperial faith. His festival, a harvest festival called the Lugusnassadh, is held on August 1.

Taranis

Taranis is the god of thunder and master of the sky. He is associated with Jupiter but is not the head of the Celtic pantheons. His fame has not risen with the other deities of the Celts but he has spread throughout western Europa. Teranis' symbol is that of the wheel, perhaps representing thunder or the sky.

Teutates

Teutates has gained great popularity amongst the mercator middle class as a god of war, wealth and fertility. Although in ancient times Teutates was given human sacrifice it is now only done rarely and in secret. Far more common and accepted is a baptism in water to mimic the drowning in the old ways. Worshippers show their faith by submerging themselves in a sacred lake which the druids locate. There are many such lakes throughout the territories the Celts inhabit.

Teutates is most often associated with Mars by the Romans, but fills a different role in the Celtic culture. He is still a strong war god but is now a god of trade as well. He takes a strong point of view where mercators are able to protect themselves and still perform trade. It also allows for the warrior class to enter trade and still retain their warrior ways.

Teutates is spreading into the Roman society. His appeal is just as seductive to the retired legionnaires and mercatores of the Empire as to the Celtic mercatores. No temple has been dedicated in Rome yet but there is talk of it.

Teutates is sometimes compared to Cernunnos but the two have travelled different paths. Cernunnos is a much darker god in many ways dealing with death and war. Teutates is viewed as war and wealth, fortune and opportunity.

Notes on Germans

The Germans have not taken well to the rule of the Romans. They resemble the Celts in many ways but are even more warlike. The Germans were much more disposed to raiding than the Celts and this decreased only slightly when they were conquered by the Romans. The Empire decided to use one group of barbarians to solve their problem with another. They set the German tribes to conquering the Goths to the east and south east of them. This has worked well and now many of the Goths serve the western Germanic tribes. The western Germans, Franks and Anglo-Saxons along with a number of other tribes have been enriched through owning lands to the east.

The current state of Germania is a strange mix of prosperity and simmering rebellion. Many of the villages of pre-Roman control are growing into true cities and the Celtic influence in agriculture, crafts and laws have steered the raider society onto the path of agrarian peace. Still, some tribes to the east do not see the wealth that the lords of the western tribes enjoy. From the Goths come many of the dissenters who would see a free Germania. Agents of Alkasas also have their hand in the pot, stirring up trouble. If Germania could be made to revolt or even ally itself with Alkasas, the Romans would have a serious problem to the north instead of a mere annoyance.

Commerce

The Germans trade extensively in the goods of their country, mostly amber, wood, cattle and wheat. Some of the finest leather goods come from Germania Magna, including magical annealed armors. In addition, beautiful works of jewelry are crafted by the Germans.

Although warriors are still valued a small number of the German people have taken to crafting. Like their close cousins of Skandia, war craft can bring great glory but crafting can bring a comfortable life. The vast majority of Germans are still farmers and herdsman like their ancestors and this is the basis of the German economy.

For the most part the Germans import finished goods like glass, paper, pottery and slaves. The Schola Magi at Constancia accounts for much of the consumable imports but as the villages grow they increase their share of import goods.

Lifestyle

The common Germans are spread throughout the dioecesis of Germania Magna, Gallia and Sarmatia. They speak a common language, share the same gods, and hold the same traditions. Primary to this is the belief in an immortal soul and their raiding traditions. This is not to say they love war, but their society values spoils more than an agrarian life style. This is the way of the past but since the Germans have been added to the Roman Empire they have strayed from their raiding traditions. Those traditions have not disappeared though and show themselves in the Germans love of competition and sport. Germania Magna and Sarmatia have some of the largest numbers of arenas and chariot courses in the Empire. Many a team of chariot racers comes out of Germania.

For the most part, the Germans' greatest contribution to the Empire is themselves. That is, the fire and drive of the German people swell the Legions and more importantly, add a fire to the Romans to expand, grow and face challenges. Much of the liveliness of the Germannic "Barbarians" added to the administrative and organizational skills of the Romans to spur much of the military and trade advances of the ninth through twelfth centuries.

Commonly, the German people value this competitiveness and it translates into superior warriors, merchants and craftsmen. At and beyond the Roman borders one will often find Germans leading the way into new and unexplored country.

German Religion

The German gods closely resemble those of the Skandians to the north. The Germans, although observing Sol Invictus as the Imperial Cult, take their gods very seriously. Their belief in an immortal soul and a heaven are quite firmly rooted in their ancestry and traditions. They were a warrior people and their gods reflect this. They have taken many of their beliefs with them into the present, often giving them a surety in battle which can only be matched by the Celts.

The Germanic gods are broken into two different groups. The Aesir are sky gods whose chiefs are Wuotan and Donar. The Vanir are the earth gods and chief amongst them are Freyja and and Frey.

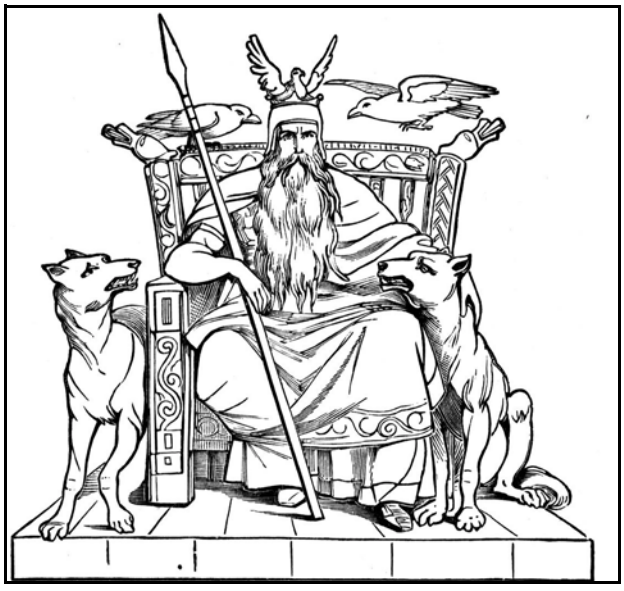
The creation myth of the Germanic people begins with a void, Ginnungagap. After time two realms came into being, Muspelheim, made of fire and embers in the south, and Niflheim, a frozen realm to the north. Ginnungagap was situated between the two and for a long period all was mild, then Muspelheim and Niflheim collided and chaos erupted. Out of this chaos life was created in the form of the great giant Ymir, first of the Frost giants.

From the melting ice came Audumbla, the cow. She fed Ymir from her teats while sustaining herself on the ice. After three nights of licking the ice another being came forward called Buri who had a son named Bor who was father to the gods Wuotan, Vili and Ve.

Vili, Ve, and Wuotan despised Ymir and slaughtered him, using his various body parts to create different aspects of the world including Ymir's skull for the sky. From maggots on Ymir's corpse came the Dwarves who were tasked with holding up the sky. The three sons of Bor snatched up the embers of Muspelheim and made the sun, moon and stars.

They also created a place for the rock and frost giants called Jotunheim. To protect men, they used the eyebrows of Ymir to create a wall around an area of the earth called Midgard. Wuotan, from an ash and an elm, created the first man and woman. They are named Ashr and Embla.

Outside the creation myth exists the World Tree or Yggdrasill. Its branches stretch to the heavens while the roots extend to the underworld. At the foot of the tree is the fountain of Mimir (Mimir actually being a giant who guarded the fountain) which contains all the wisdom of the world. Near it lives the Norns or Fates. They are very important to the German people since fate applies to all people including the gods. Heimdall sits in its branches and warns of the attack of giants.



There are nine realms in the mythos of the Germans: three higher realms, three middle realms, and three lower realms. The higher realms are populated with immortals. Asgard is the realm of the Aesir, where the hall of Valhalla rests. This is where Wuotan takes fallen warriors of exceptional prowess to await the apocalyptic battle with the giants (known as Ragnarok). The second realm is the home of the Vanir, where the hall of Folkvangar rests. This is where Freya brings the fallen warriors that Wuotan does not choose. Finally, there is Alfheim, the realm of eternal light where the light elves live. Here resides the hall Gimle, where the blessed will reside after the end of Ragnarok, when all else is destroyed.

The three middle realms are known as Midgard, Svartalfheim, and Jotunheim. Humans live on Midgard, and are protected from the other realms by a great wall made from Ymir's eyebrow. Midgard is also connected to Asgard by the Bifrost Bridge, a three colored connection guarded by Heimdall and impassable by giants. Svartalfheim is populated with Dwarves and dark elves, while Jotunheim is the land of the rock and frost giants.

The three lower realms are known as Niflheim, Helheim, and Muspelheim. Niflheim is a frozen realm reserved for those who died as murderers, oath-breakers, and criminals. Helheim, ruled by Loki's daughter Hel, is for the other non-warrior dead, such as those who died of old age or disease. Muspelheim is the land of fire, where ettins and fire giants live.

Notes on Greeks

A great deal has been gained by the Empire from the Greeks. Considered one of the most pacified and civilized areas of the Empire, rivaling even Italia, Greece is a source of much envy for the Romans. Much of Roman thinking on philosophy and in fact their own culture was influence by the Greeks.

The Greeks of current day follow life philosophies, like Neo-Platonism, rather than worshipping gods. Although the old ways are still observed, it is more out of a sense of tradition than one of faith. The Greeks are embracing the way of study and science more and more. This has led to what many moralists believe is a decadent trend of experimentation. These scientist perform all manner of experiments without regard to nature or the sanctity of life. The Empire is most concerned; since they utilize magic in these scientific efforts, there is some conjecture that the Greek scientists are rogue magi of a different name. In fact, damaging any protests, most scientists have a formal training as a magus.

The scientists have produced some good, though, advancing medicine, agriculture and navigation. This effort is centered in the city of Thebes. The University there is new but has been growing. Founded in 1438 by Platon of Corinth, the

University has embraced the ideas of study and empirical evidence. They have built the rather impressive Talon, a brass mechanism using the basics of steam power combined with magic. Talon is used to keep the roads around the college free of bandits.

Notes on Parthians

The inclusion of the Parthian Empire into the Roman Empire has had a profound effect on both cultures. The Romans have benefitted from the horsemen of the Persians as well as their wealth of resources. The inclusion of the term Magi, originally meaning wise man, to mean a person capable of casting magic came from the Persians. The Persians have seen improvements in their understanding of magic and administration of government.

The Persians, once pacified, fit remarkably well into the Empire. They turned their efforts towards the expansion of learning, both scientific and magical. The Parthian Empire had been made up of a loose collection of kingdoms who had been united by a nomadic tribe called the Parni. Their empire was decentralized, which made it very difficult to truly conquer. The campaigns in the earlier part of the Roman Empire by Trajan and Septimus Severus were successful but not effective. In 977 A.U.C. the Parthian Empire was regained by the Persian Shah Ardashir I but by 1211 A.U.C. the Romans had the resources to ensure victory over Peroz I.

The Persians have some of the finest horse archers in the Empire and have been employed to great advantage in Scythia against barbarians and Alkasatians. The location of the Persians on the Silk Road and in the position to control the frankincense routes give them great wealth. Their decentralization made it difficult to deliver the finishing blow. This was one of the primary reasons that the Persian Campaign took so long.

Roman Names

Roman names take three parts for free men. The first part is the Praenomen, then the Nomen, and finally the Cognomen. The Nomen is the most important as it denotes family. The Praenomen is often abbreviated with the first letter. The Cognomen is used within the family to differentiate between branches of a family.

Roman Praenomen

Very few Praenomen are available since they are not commonly used by themselves.

Roman Praenomen			
Aulus	Amulius	Appius	Camillus
Decimus	Drusus	Gaius	Galus
Gallus	Gnaeus	Herius	Kaeso
Lucius	Manius	Marcus	Numerius
Oppius	Postumus	Publius	Quintus
Secundus	Servius	Sextus	Spurius
Tertius	Tiberius	Titus	Vibius

Roman Nomen

Roman Nomen				
Abudius	Adaucius	Aelius	Aemilius	Aeresius
Afranius	Albius	Ammonius	Antonius	Apuleius
Arrenius	Anicius	Antonius	Artorius	Audacilius
Aufidius	Aurelius	Babudius	Caecilius	Caelius
Caesennius	Caesidius	Calidius	Calpurnius	Cammidius
Cammius	Camurius	Carausius	Cassius	Censorius
Claudius	Clodius	Cornelius	Curtius	Decrius
Desticius	Didius	Domitius	Duccius	Ecimius
Eprius	Exomnius	Fabius	Fannius	Favonius
Flavius	Gargilius	Grattius	Helvidius	Helvius
Honorius	Hortensius	Hosidius	Ingenuius	Julius
Juventius	Larcius	Liburnius	Licinius	Ligustinius
Livius	Lollius	Lousius	Lucretius	Maenius
Manlius	Mannius	Marius	Menius	Mercatius
Messorius	Minicius	Mommius	Mummius	Mucius
Munatius	Mussius	Mustius	Nectovelius	Nemonius
Neratius	Nestorius	Octavius	Olcinius	Ostorius
Paternius	Peltrasius	Petillius	Petronius	Plautius
Platorius	Poenius	Pompeius	Pomponius	Pontius
Porcius	Postumius	Praesentius	Pupius	Quinctilius
Roscius	Rustius	Rutilius	Saturius	Sallustius
Saufeius	Scribonius	Sempronius	Septimius	Sertorius
Sittius	Socellius	Spurius	Statilius	Statorius
Suetonius	Sulpicius	Tabellius	Tadius	Terentius
Tertinius	Thoranius	Titius	Trebellius	Tuccius
Ulpius	Valerius	Varius	Velius	Veranius
Vesnius	Vettius	Vibius	Virius	Vitellius
Volteius	Volusius			

Roman Cognomen

Roman Cognomen				
Aelianus	Agricola	Agrippa	Albanus	Albinus
Aprilis	Arcanus	Avitus	Balbus	Bassus
Bellicianus	Betto	Caelianus	Capito	Castus
Cattianus	Celer	Cerialis	Civilis	Clemens
Coranus	Corvinus	Crescens	Crispus	Dexter
Dida	Donatus	Drusus	Erasinus	Facilis
Faustus	Felicissimus	Felix	Festus	Fidus
Firmus	Flavinus	Fortunatus	Frontinus	Fronto
Fuscus	Gaianus	Galba	Gallienus	Gallus
Gemellus	Genialis	Geta	Gracchus	Homullus
Honoratus	Ingenuus	Justus	Longinus	Lucullus
Lupus	Macer	Macrinus	Macro	Magnus
Mansuetus	Marcellus	Maritimus	Martialis	Martius
Masala	Masavo	Maternus	Maurus	Maximus
Melito	Messalinus	Mettellus	Modianus	Montanus
Natalis	Nepos	Nerva	Noricus	Paetus
Panthera	Paulinus	Pertinax	Petra	Picens
Pius	Probus	Proclus	Pudens	Pulcher
Quadratus	Quietus	Romanus	Rufinus	Rufus
Rusticus	Sabinus	Saenus	Saturninus	Savius
Scapula	Scipio	Secundus	Seianus	Severus
Silanus	Silvanus	Solon	Speratus	Strabo
Suavis	Super	Surinus	Thurinus	Valens
Venator	Verus	Viator	Victor	Vindex
Virilis	Vitalis			

Women's Names

Women's names often take the female form of their father's Nomen. Sisters carry the ordinal of Prima (First) or Secunda (Second) on through the numerals. Thus the second daughter of Agrippa is Agrippina Secunda. An exception occurs if there are only two daughters in which case they are distinguished by Major and Minor, thus making the daughters of Agrippa, Agrippina Major and Agrippina Minor.

Female Roman Names				
Alypia	Ancharia	Annia	Antistia	Antonia
Aquilia	Arria	Atia	Bruttia	Caesonia
Claudia	Clodia	Cornelia	Crispina	Didia
Domitia	Domitilla	Drusilla	Dryantilla	Euphemia
Eutropia	Fadia	Fannia	Fausta	Faustina
Flavia	Galla	Gnaea	Helvia	Herennia
Honoria	Hostia	Julia	Junia	Justina
Lepida	Licinia	Livia	Livilla	Magia
Marcella	Marcia	Marciana	Mariniara	Matidia
Messalina	Minervina	Mucia	Orbiana	Papianilla
Papiria	Paulina	Placidia	Plautilla	Plotina
Pompeia	Popillia	Poppaea	Porcia	Prisca
Sabina	Salonina	Matidia	Sempronia	Servilia
Severa	Severina	Statilia	Titiana	Tranquillina
Tullia	Urgulania	Urgunalla	Valeria	Vistilia

Foreign Names

Most foreign names are singular in nature carrying no family name. Greek, Aegyptian and many of the inhabitants of Europa as well as barbarian tribes follow this practice. Some cultures do carry a name forward from the mother or father. The Skandians generally take the name of their father and add son to it in order to indicate lineage. The people of the Jade Empire have family names that stretch far into antiquity. Many are related to clan affiliation.

Cults

The Empire is filled with cults that are collections of practices and rites designed to placate the gods. These gods need to be placated in order for good fortune to shine on the people of the area. Different cults deal with different gods but do not limit the gods they worship. For instance, the Cult of Isis has both Isis and Serapis as its primary gods, but if a member of the cult has a sick child they sacrifice to Apollo for healing. Gods are divine powers that must be appeased in order for good fortune to come from their areas of power.

Most of the cults in the Empire practice mysteries. Mysteries are the practice of keeping secret the rites and rituals of the religion from all except initiates of the faith. Information is doled out in reflection of levels attained to full membership with full disclosure of the mysteries once the initiate has passed the final tests to become a full member.

A person's cult can dramatically affect their happiness in the Empire. To be part of the wrong cult can suddenly put a person in the midst of violence, prejudice or under the power of a governor. Although tolerance is much higher in the Empire than in other governing bodies, prejudice is still a component of human nature. The Mithrists are mistrusted

due to the secrecy of their rites, the fact that their temples are underground and the violent nature of their rituals. The more generalized and popularized form of the Mithrists is Sol Invictus, which is practiced throughout the Empire as the defacto state religion. Mithrists see Sol Invictus as a popularized and weakened version, while the members of the Sol Invictus cult look on the Mithrists as elitist. The Jewish cult is often the target of official sanctions due to their resistance to the state religion. This is mitigated by their very low conversion rates. In most cases, one must be born into the Jewish cult to become a member. The Stoics are not persecuted but are looked upon as snobbish, and belief in their system can cause alienation of the common man. The Stoics carry their own prejudices towards the Mithrists, viewing them as a dangerous element bent on the destruction of logic and binding men to a path outside their nature. Finally, the Cult of Isis is probably the most widely accepted and worshipped cult in the Empire due to its innate tolerances and acceptance of other faiths. It is definitely the most widely accepted amongst plebeians and slaves. The vision of Isis as the welcoming earth mother and keeper of eternal life is a universal message.

Priests

Priests have become quite competitive. They know that the larger the cult and the closer to the Emperor they are the more power they possess. The favor of the Emperor means that temples will be built and dedicated to the cult. The larger numbers they can present the more influence in the Senate. Having influence in the Senate means laws in their favor, being recognized by the Senate also means freedom from taxes and positions within the government for members of the cult.

Some cults do not wish this, preferring to wait in the shadows, perform their rituals and bide their time. Others do not wish anything so ominous but do not feel driven to worldly matters merely wishing to find members worthy of admission to the mysteries.

Most priests are barred from political service. Vestal Virgins and the College of the Augurs require their members to perform their religious duties and ban them from public office. The Pontifex Maximus of the state cult is a notable exception to that rule, being an elected official in charge of the state religion. However priests in general must perform the state festivals, sacrifices and religious services to keep the gods happy and the state a revered entity.

Cult of Isis

The Cult of Isis includes the worship of Isis as a mother figure and Osiris, or Serapis as his reborn form is explained within the Greco-roman belief structure. As Serapis, the bull, he is identified with Jupiter, Apollo and even Dionysis. Many other gods are also included in the worship, but Isis and Serapis are the primary deities of this faith.



The Cult has spread throughout the Empire due to a number of tolerant and inclusive beliefs within the pantheon allowing different cultures to adapt the cult to their own beliefs and purposes. Temples and altars to Isis can be found from Britannia to Scythia and all through Africa. Within the Empire the Cult of Isis, and by extension her priests, are a powerful force to be reckoned with.

The initiation into the Cult of Isis includes learning the mysteries of Isis. The first step and most basic instruction in the mysteries merely requires the initiation of the applicant. Members can choose to learn more mysteries and eventually become priests, or they can bask in the hope of rebirth and everlasting life that is practiced by the cult. The priests are the most dedicated to these mysteries but take time to guide applicants as a duty to their goddess.

Serapis, the mate of Isis, is a different matter. His mysteries deal with death and the judgement of the dead. Not as popular as Isis, Serapis still holds sway and power over the dead and by extension, the living. His priests are even more secretive but instead of seeking ways to live for ever they hunt a method of ruling in death. This takes them to dark places where they must use their faith as a guide in order to uncover the truth. Death is not a forgiving master.

Isis is found within the Roman temples as Terra-Mater or earth-mother. Her priests and priestesses are dedicated to guiding the faithful to the redemption of the Earth-Mother but not to the exclusion of the worship of other gods. She is gentle and beneficent to the common people but to enemies of Roma she can bring horrible powers to bear. Her worshippers believe that her power extends to the fertility of women, the spirit of the wilds and gardens and fields.

Rumors of Isis as a living god, living amongst the Romans, have begun to surface. Some believe her to be a closely guarded secret of the highest priests. Her husband is thought to live in his temple in Abydos but no proof has been found

to support these beliefs. Most Romans discount it as the wishful thinking of her worshippers.

Local cults, as well as the state observations, are rolled into this cult allowing for the worship of other gods alongside the worship of Isis and Serapis. The popularity of the Cult of Isis is paramount within the Empire and the Pontifex Maximus of the Cult has a great deal of influence with the Emperor and the Senate.

Cult of Cybele

The cult of Cybele, often called Magna Mater (Great Mother) by the Romans, is closely associated with Mithraism. The priesthood consists of women and self-castrated men (called gallae), although males are not restricted from worship. The cult is involved in sacred prostitution, fertility rituals and the worship of Cybele as a mother goddess. Her influence is far reaching in the Empire and she has a much more formidable following than Mithras. Her origins lie in the east as a Phrygian fertility goddess. She is currently worshipped as a goddess with the concerns of women, protection from enemies, healing, guardianship of the dead and prophecy. She is often associated with Demeter and Rhea.

Cybele came to Roma during the Punic Wars with Carthage. In the darkest hours, the Senate consulted the Oracle of Delphi and the Sibylline books and determined that the statue of Cybele would need to be recovered from Pergamum and moved to Roma in order to ensure victory. It was done and when the temple was consecrated a great festival was given to honor the new goddess. Much to the shock of the Senate, the cultists performed the ritual of castration; in response the Senate issued immediate bans on the participation of Romans in the cult. Despite this banning, eventually the Senate reversed itself and allowed the participation of Romans as eunuch priests. This was not popular and many of the priests remain Phrygian to this day. However, many Romans form supportive brotherhoods and many Roman women are very active in the cult.

The cult of Cybele practices the Taurobolium as the Mithrists do. This is baptism in the blood of a sacrificial bull. This ceremony is performed by initiates as they enter the worship of the Mother Goddess. The Taurobolium is meant to purify the initiate; the initiate then drinks a consecrated cup of milk, which signifies the acceptance of the mother. The first games of the new year, the Megalesia, are held in honor of the Magna Mater. The priests of Cybele celebrate with dancing and frenetic ecstasies culminating in the self-castration of new male initiates.

The traditional instruments of the priests and priestesses are the cymbal and the tambourine. The eunuch priests are often depicted as effeminate and powerless but they have become a force to be reckoned with in Roma. The priestesses direct the eunuchs to do the will of Cybele which, at times, calls upon them to kill. Over the centuries this has led to the gallae being confined to the temple more often than not. They have limited rights to move about the city but this has not kept them from performing their duties.

The priestesses of Cybele are looked on with respect. They tend to their goddess and their followers but as with any who would live and thrive in the Empire they have developed a sense for politics. Despite waning and waxing of their power over the centuries the cult of Cybele has only gained power in the East. Asia Minor, Pergamum, is the center of this faith, and they view the Cult of Isis as rivals. This puts them on difficult footing at times due to the popularity of that cult. Although widespread, the cult of Cybele does not compare to the wide acceptance of the Cult of Isis.

Sol Invictus

Lucius Domitius Aurelianus (Aurelian) ruled from 1023-1028 A.U.C. and is responsible for this cult coming to the fore of Roman consciousness. It is a representation of the god Sol who drives the chariot of the Sun across the sky. The cult of Sol Invictus has risen in position in the Empire as the more public face of Mithraism. This is due to many reasons, not the least of which is the inclusion of women into the cult, egalitarian acceptance, and backing of the Emperors. Sol Invictus takes its place alongside the State Religion and enables it by making the Emperor a solar deity. The aura of Sol radiates around the Emperor when he attends public function and the message of light triumphing over darkness is easily spun into the Empire triumphing over the barbarians.

Many of the morals and values of Mithraism are the same as those of the Sol Invictus. The rites and rituals are similar but the congregation is often much larger. The popularity of the Sol Invictus is hard to gauge as all must give observance to the state religion. It does not compare to the many forms of the Cult of Isis but definitely ranks amongst the most popular with its softer version of the Mithrist's message. One of the biggest alterations from the original Mithrist beliefs is the inclusion of women and children. Most individuals who are part of the Sol Invictus cult never advance beyond the lower ranks. Those that do must be approved by the Censores in order to be admitted to the priesthood, which is still restricted to men.

Another addition to the Sol Invictus is the inclusion of the Roman pantheon of gods. These gods are only a shadowy reflection of their old power and are mostly lost in the message of Sol Invictus' triumph over darkness.

Mithraism

This cult once bordered on illegal due to its severe methods, practices and observances, but it has gained legitimacy over

the centuries. Their members are male and often soldiers. This religion came from the eastern dioeceses of Syria and Parthia, having its roots in the Zoroastrian faith. Their temples are almost all underground and often hidden. They seldom include more than 100 worshippers in a congregation. The general public views it as a religion of soldiers and a secretive cult which has led to difficulties over the centuries. The appeal that has kept the religion alive is that it is open to all social levels, although it has attracted wealthy and powerful patricians. It is a very demanding faith but one that has developed a strong moral code that its members can follow. Although the ignorant masses view it as something of an evil cult, the members view themselves as a brotherhood of warriors for light and good.

Initiations are brutal, typically leaving scars and occasionally resulting in death, but this does not stop people from dedicating themselves to Mithras, the god of mediation between light and dark. The god of light, Ahura-Mazda and the god of darkness, Ahriman, are both observed in the temples of Mithras. Of late, outsiders have become concerned that the will of Ahriman has been observed far more than that of Mithras. Mithras is counted as a warrior for Ahura-mazda by his followers.

The Mithrite cult is split into seven levels of initiation. The lower three are collectively known as Servitors.

- Raven (Corax)
- Male Bride (Nymphus)
- Soldier (Miles)

The higher four are known as Participants

- Lion (Leo)
- Persian (Peres)
- Sun Runner (Heliodromus)
- Father (Pater)

Once initiated, a cult member is expected to perform the rites of the cult and direct its activities. All members of the cult are called the sacrati, or consecrated ones.

Mithrites have a communal ceremony to commemorate the farewell dinner of Mithras and the Sun. This ceremony includes consecrated wine and bread. In addition, the Mithrists practice what is called the Taurobolium. In this rite a bull is sacrificed over a pit that contains the initiate and the blood of the bull rains down on him. Mithraic baptism represents the renewal of the soul and the erasure of any moral defects. They believe in a celestial heaven, which Mithras controls, and a terrible hell. In addition, they believe in a final apocalypse where the dead will rise and destroy darkness, allowing light to triumph.

The merits that Mithras values in his worshippers are self-control, renunciation, resistance to sensuality and brotherhood in facing evil. Sundays are held sacred by the Mithrists and they will not work on that day. They celebrate



December 25th as the birthday of Mithras, since this is the Winter Solstice in the Julian calendar.

The cult of Mithras has close ties to the cult of Cybele. Many of the wives of the worshippers of Mithras become members of Cybele, the mother goddess. In addition, the members have been attracting a number of practitioners of the Sanguis Magus. A strong alliance has sprung up in the last 75 years between the Collegium Rubra and the Cult of Mithras. It has proven quite beneficial in expanding the Cults presences amongst the politicians of Roma and allowed the Collegium to search for candidates amongst the members of the cult.

Hetam-munun

This cult is forbidden throughout the Roman Empire. This is due to the nature of the cult and the source, Alkasas. The Pontifex Maximus has declared it a corrupt cult and the goddess decadent. In truth, the cult attracts a number of the Empire's disaffected and amongst those are the thieves and professional criminals (pirates, bandits and the like). Within the last ten years, certain members of the patrician class have been discretely looking into the cult and it is even rumored that some have joined. The Censores have tried to control its growth but the Hetami, the priests and priestesses of the cult, are rumored to have the ultimate enticement, the ability to bring back the dead.

The cult's high priest, Ristos, is rumored to have returned from the dead no less than seven times. This has incredible appeal to the people of Roma. However, a number of other practices of the cult disturb them. The priests castrate themselves in dedication to their goddess. This is done in a ritual once the initiate has performed his first sacrifice (usually a small sacrifice of a sheep). The other practice is a yearly human sacrifice. Unlike many other faiths in Europa with the same practice, the Hetami sacrifice the unwilling, often prisoners or slaves.

Despite the best efforts of the Censores and the Praetorian Guard, the cult of Hetam-munun has spread into Europa. Some rumors say that there is a secret temple in Roma itself. The temples of the Hetami are often in old ruins or buildings thought abandoned, but members may meet in public and carry on a conversation by use of the Hemaru. The Hemaru is a secret language of double talk, gestures and even body language that can be used to communicate with another cult member without any outsiders being the wiser. There is also a written form of the Hemaru that is an extremely difficult code to break. The written form is seldom taught to any but the priests and priestesses.

The Hetami do learn to channel the "Will of the Goddess" in order to perform spell effects called miracles (see "Priest (Sacerdos)" on page 107 for more information). They use these powers in order to gain sway over powerful people within the Roman government.

The cult is centered around what they believe is an impending battle, the Imanos-aret, which will determine the fate of the world. More than that, it will allow the victor to remake the world however they wish it to be. If Imanos-aret is won by a god of rivers, the world will be flooded. This is a simplification but it expresses the point. The Hetami are dedicated to Hetam-munun for many reasons but chief amongst them is that she promises a paradise when she wins. Outsiders doubt this, citing the methods of her priests, but her worshippers are enrapt with her.

Another strong point that has drawn many to her is that she lives on this plane, with her worshippers in her temple in Alkasas. Through these means she has been able to influence the events in Alkasas very closely. In addition, many of the other gods of her pantheon also live amongst their worshippers. They do not often take part in the squabbles of their worshippers but they have been known to instigate wars, assassinations, quests and all manner of actions.

Worshippers of Hetam-munun may make a pilgrimage to her temple in Hetaranum, the capital of Alkasas. This can lead to trouble if the pilgrim is a citizen of the Roman Empire. This often casts suspicion on the legitimate mercator (merchant) causing tensions and even more secrecy.

Members of this cult are almost always involved in subterfuge of some sort. It is likely they will vie for the Hetami's attention in order to be reborn through the goddesses' power. The rebirth takes the form of randomly throwing the soul into the nearest body. For this honor cult members gather information, extort people and even kill. There is no moral set connected to the cult, just the ever driving need to marshal as large an army, as many resources, and as much wealth as can be acquired for the final battle.

Judaism

Judaism is an ancient religion that existed long before the Empire or even the Republic. The Jews in the eastern prefectures have not taken well to Roman rule, and a great number of revolts have had to be quelled with intense brutality. In recent centuries, the Jews have settled into Roman rule more easily. These people, settled throughout the Empire, have paid for the revolts led in the regions of the eastern Mediterraneum. They are not well trusted by the government but non-jews pay them little notice as they are often (outside of Judaea) quiet, law abiding people.

The rebel elements have taken to infiltration and guerilla style warfare. They wish to free the Jews from the state religion and to carve out a state for themselves. This radical element believes themselves to be working the will of God and use ancient spells to enhance the power of their numbers. Referred to as the Zealots, their numbers have shrunk over the years, and now only a handful of the most

dedicated carry on the fight. The Zealots fight a losing battle since they have come to alienate even their own people, threatening them to gain their cooperation. The Zealots are so blinded by their cause that they do not see that they rule their people with a far more cruel hand than any Roman.

For the average Jewish citizen of Rome, life carries no particular privilege, but it does include them in a community that stretches from one side of the Empire to the other. Jewish communities outside Judaea actually out number the Judaens ten to one.

Stoicism

Stoics believe that the all objects of the universe have elements of others in them. A rock may have some small part of a spirit but is primarily made up of material, while a spirit is primarily made up of psychic energy but still has some material in it. The Stoics also believe in one supreme being, the One, made up of an intelligence behind Nature. This intelligence manifests itself in the more traditional gods. Thus, Apollo is just a manifestation of part of the One. The Stoics apply this view by attempting to be true to Nature. They believe that emotion and logic must be separated and that by applying logic to the true nature of a person or object, you find inner truth. Only evil can come from attempting to go against the nature of a thing. For instance, attempting to build a house out of grain will not result in shelter. No matter how much someone wants it to be otherwise the most logical of choices is to eat the grain to give you the strength to build the house from wood. Denying the nature of a thing does not make it so. If the true nature of a man is to steal then he will steal. If the true nature of a man is to be generous then he will be generous. Finding one's own nature and being true to it will bring the stoic happiness.

Stoics by their nature believe in fate. The difference is that they believe how you deal with the preordained action is up to the individual. For example, a man may be destined to fall into a river. However, he is free to choose whether to float with the current or struggle to swim against it. This important point makes all the difference, since it leads to an underlying ethic of compassion and tolerance. Some of the troubles Stoics face in the Empire stem from their disapproval of slavery and compassion. The Stoics of the modern Empire teach acceptance of the fate that the One has ordained, whether in wealth or poverty, health or sickness, it is all a test. A popular quote amongst the stoics is that "God only tests the ones he loves best" meaning that the more severe the test the more the love of the One god. Stoics also believe that all people have a spark of the divine in them, a small flame that is part of the One divine fire. When a person dies, the spark lives on for a while as a separate entity before eventually joining the divine fire.

It is important to remember that the Stoics also accept all gods and cults, believing them just reflections of the One. The worship of the old gods, if it helps one towards the truth, is a good thing.

Within the Empire Stoics are well trusted for their dedication to logic and emotion. Their pursuit of truth is a function that they believe will bring them happiness. During the ninth century of the city, Stoicism was at an all time low but with a



strong imperial advocate in the Emperor Marcus Aurelius Stoicism began to gain strength. When the Comitia Magi was founded the stoics applied their logic and aided in the formation and maintenance of the Scholae Magorum. Since this time Stoicism has grown but not dominated the cults of Rome. Some people view Stoics as snobbish and deal with them as necessary but only Mithrists hold any true hatred of Stoics. The Mithrist prejudice comes from the persecutions by the eleventh century emperor Daius Pliades, a renown Stoic. He founded many schools of Stoicism throughout the Empire and furthered Stoic thinking with several books titled simply "On Nature". He also passed an edict which forbade the practice of Mithrists rites. This edict was repealed by his successor but not before hundreds of temples were destroyed and leading Mithrists put to death. This started a feud that has lasted to the current day.

Neo-Platonism

Neo-Platonism was born out of the early Greek schools of Plato. The Neo-Platonists believe that the soul is immortal, emanating from a single spiritual source. The soul passively contemplates the Intellect (sometimes called Nature) and reacts to it by evolving and transforming. To do otherwise, to force the soul down a path not of its Nature is considered evil. This resembles Stoicism but is on a much more personalized level. It also applies to the cosmos in general, as the cosmos contemplates Nature and the world around it to evolve into new forms. Forms or patterns are emergent in the growth of the world and many of the Neo-Platonists claim to be able to read them and predict the future through the empirical study of the patterns and forms. For this reason, many Augurs in the Empire are of this cult.

The Neo-Platonism cult has had a powerful affect on the Judaic cult and on the philosophic schools of the Empire and being more of a philosophy than a religion has influenced the religions of the time with its concepts.

Neo-Platonists are considered a group of intellects but have a strong following in the patrician and mercator classes.

Household Spirits

The household spirits, the lares, are ancestral spirits that watch over a family. The father of the family is responsible for their care and the care of the Lararium where small figures representing the spirits are kept. They are worshipped by the family on special days and sacrifices of wine and food are made to them. This practice has spread to many of the areas of the Empire where it was not already observed in native forms.

State Religion

The worship of ancestors was already practiced in the Roman home in the form of the Lares when Julius Caesar was deified by the Senate on his death. This set the precedent for future Emperors to be deified on death, and later, during life. This led to the worship of the Emperors as part of the state religion.

Emperor worship gave the Empire a way to culturally bind a culturally diverse nation together. In practice, the Emperor has included Sol Invictus into the state religion and has made it a binding power. The message of Sol Invictus of the triumph of light over darkness has been modified so that the Emperor and Roma are the light and all outside of the Empire are the darkness. This allows the Emperor to deify himself and unify the people against a common and easily identifiable enemy, the barbarians.

The State Religion is officially much like the reverence to ancestors only directed to the past Emperors. In practice, it has become the cult of Sol Invictus. The Emperors are now viewed as the incarnations of Sol Invictus and the gods as aspects of the Emperor. This has at times given the Emperor an uncomfortable amount of power. However, it is all kept in line through the Pontifex Maximus, the head, or father, of the state religion.

The Pontifex Maximus is head of the cult and the Rex Sacrorum (king of rites) is second. Although in ceremonies the Rex Sacrorum might out rank the Pontifex Maximus it is primarily a ceremonial position. Pontifices (priests) oversee the rites, record events and assure the calendar is kept in order. The Flamines are priests dedicated to the old gods and ensure that their rites are performed, recording their events separately and dealing with any signs of anger from a god. The power of all these offices, with the exception of the Pontifex Maximus, has declined considerably in the past four centuries. The Pontifex Maximus is still a powerful position from which one can launch a political career.

The Vestal Virgins are another holdover from a long past era. There are six serving at any one time but there are also six novices and six retired Vestal Virgins. The retired teach the novices and each group serves for ten years. They serve the goddess Vesta, and maintain the Eternal Flame, bake salt cakes for religious festivals through the year and maintain the temple to Vesta. If they allow the Eternal Flame to go out they are whipped. If they break their vow of chastity they are walled up in an cave alive. If they perform their duties, though, they do receive the best of everything and live in a life of luxury. If a convicted criminal sees a Vestal Virgin he is set free. This tradition is ancient and has never been repealed.

The Gods

The influence of the Greeks throughout much of the western world is well documented. With their philosophy came variations on the Greek pantheon. Many local gods were translated to their Greek equivalent. Many of the Roman gods suffered a similar fate, thus the similarities between the

Roman and Greek pantheons. In current times, the gods are thought of as somewhat old fashioned. In times of desperation the gods are still sacrificed to, and in good times the temples are used as a social club for worshippers. However, philosophies and cults have taken the place of god worship in most citizens' hearts. The temples are now built and dedicated in order to aggrandize the state or an individual that built it, rather than to appease the gods.

The common people look on the gods with a bit more conviction. They believe that displeasing Neptune results in earthquakes, and angering Jupiter brings storms to ruin the crops. The prudent plebeian observes the proper sacrifices to their patron deity and all the gods. This is also seen in the Sol Invictus cult with its purposeful inclusion of the gods into its worship. The gods play a subordinate role in this case but are also worshipped aside from Sol Invictus.

As in the past, the father of a family administers the religious observations, ensuring that the gods are properly observed and that his children do not grow up ignorant of the proper rites. In addition to this, the family may belong to a cult which usually does not interfere with the worship of the gods.

Roman Character Ideas

Roman characters are often engaged in gaining fame or wealth, sometimes through exploration or working for the legions. In addition they may be employed by the active economy in some function; i.e. gathering resources, dealing with threats or building their place in the Empire. Possible Roman characters include:

- Legionarius - born in Dacia you look for fortune in the Legion.
- Roman Mercator - Working for a wealthy patrician selling wares in foreign lands often involves political intrigue.
- Gallic Artificer - Raw materials and capital for your own workshop both require beginning capital.
- Parthian Explorer - There are many patricians and the Emperor himself who want lands discovered and new resources claimed.
- Britannic Druid - Serve your people well as they need leaders and protection in these dark times.
- Germanic Warrior - The Legions are not the only protection people need, local warriors must often deal with threats with only their comrades.
- Itallic Magus- Navigate the political threats and gain the wealth needed for a seat in the Comitia Magi.
- Athenian Thief- Everyone has to eat but you like to eat in style. You are always looking for a deal or scam to make a few extra denarii.
- African Shaman - Your spirit guide told you to head north and find companions. If these Romans are companions, you are not sure you would ever need enemies.

These are just some of the examples and many more can be made to fit a campaign that the GM creates.

Roman Campaign Ideas

Roman campaigns may be epic or more mundane in nature. The more common involve political intrigue or missions of the legions. Some examples include:

- Race to Fame - The Emperor wants the tail feathers of a phoenix and will pay the first patrician to get them 100,000 denarii. A patrician hires the group to make this happen. Are other teams trying to stop them? Is there a condition that it must be a specific phoenix? Who is truly behind this? A Senator? His wife?
- Bandits - Bandits infest the roads to Scythia Magna from Sarmatia. Your group (maniple) is sent to deal with the problem. Are they simple bandits or rogue satyr? Or are they agents of Alkasas with a much more powerful backing? If satyr are involved are the nymphs behind it?
- Intrigue in the Provinces - A provincial Senator of Hispania has been killed by having all the blood in his veins drained. The party is a special group of investigators sent by the Senate to investigate. Are the druids involved? Why would the Roman Senate send such an inexperienced set of investigators? Is it some previously unknown monstrum (monster)? Could it be one of the magi?
- Village at the Edge of the Empire - Roma is far off even with all the magic of the age. Coloni (colonies) must often deal with their own problems with little or no help from the Legions. Barbarians attack, natives attack and wild beasts attack, and there is not always time to call the Legion. All this time you must be building the colonia (colony) with the other members of the community.
- Explore Africa - Not much is known of Africa and its strange animals. The Emperor wants the legion to explore the far south and return with any news. Are there ancient cities? Do undiscovered civilizations exist? What monsters await the explorers? What of the natives? What new magics await?
- Serve the Guild - The Artificer's Guilds have strange needs. They pay well and on time so you do not ask too many questions. They wish you to retrieve the claws of a roc. Is the roc guarding something? An egg? Ancient mine? Ruined city or fort? Could the claws be stolen instead of facing the fearsome beast? Who would have them?

Chapter III
Kingdoms And Empires

Chapter III: Kingdoms and Empires

The world is filled with kingdoms and empires not under the sway of the Romans. Some are allies, while others have either not drawn the Empire's attention or are deemed not worth conquering. It is important to realize that certain territories are not developed and therefore actually cost more to romanize than to campaign against and conquer.

Commerce, cultural exchange and migrations occur between these countries and the Empire. In some cases, people are fleeing oppression but far more commonly they are pursuing opportunity. Different countries offer different aspects, resources and environments that can be exploited if one is knowledgeable.

Kushan Empire

The remains of an ancient collection of tribes and kingdoms, the Kushan Empire has been forced to retreat into the Indian sub-continent. This has happened over the last five hundred years. The Kushan Empire now encompasses little more than the court at Perushaputra on the Indus river. In Taxila, south of the capital, it is said the finest spices can be bought, yet surviving the bandits to return to Roman territory is difficult. Caravan guards in this region are paid well and bodyguards better. Trade is the lifeblood of what power still remains in the Kushan Empire. The silk road is still heavily travelled and with it comes the wealth of many nations. Poor administration and a weak central government has left a patchwork of laws and treatment of travellers.

Areas north of the Kushan Empire, once called Bactria, are littered with ruins and are little more than a nomads' land peopled with barbarians. Begram, located along the Hindu Kush, guards the approach to the Khyber Pass and uses its position to extort travellers and merchants. The king of Begram, Tehir Geshka, is feared for his utter lack of morality. His only master is money and he serves it well. When the gold runs dry so does Tehir's loyalty. The Kushanshah (king of the Kushans) Ardashir IV has been holding on to the remains of the Empire for fifty three years. He is desperately seeking magic to extend his life or strengthen his kingdom but has had little success.

Many of the rogue magi that survived Tiderius' purge fled to the Kushan Empire and set up their own kingdoms. Some have even offered to help Ardashir IV in exchange for legitimacy. This has helped the Empire in many ways but weakened the already flimsy central government further.

Kingdom of Abyssinia

This kingdom was founded in the time of Alexander the Great, and has survived to modern days because of its trade relations with other countries. It relies heavily on the growth of magic in its dealings and maintains relations with the Arabic countries despite being conquered by the Romans. The Kingdom of Abyssinia is also called Axumite and is thought to have its roots in the ancient Arabic Empire of Saba. The influence of Saba is shown in the practice of matrilineal inheritance and rule. Women often, but not always, rule the Abyssinians and hierarchal lines are traced through the maternal line.

Askum is the capital and a renown center of learning. Romans travel to study with the masters of the universities of Askum, Adulis and Matara. Adulis is an influential and enormous port city on the eastern Horn of Africa. These cities are highly cosmopolitan, boasting temples to many gods, and even buddhist temples.

Alkasas

The kingdom of Alkasas was the stuff of legends until the Norse traders came upon them. Alkasas quickly struck up a friendship with the north men that exists to the current day. Over the centuries the Alkasatians have had a stabilizing effect on the Norse, and in exchange they have supplied Alkasas with prisoners and slaves from their raids on the Roman Empire.

In the eleventh century things changed. The Alkasatians turned to dark magic. Old spells lost their appeal and a growing darkness permeated the land. The time of Constantine's sons brought some of the first outright conflicts between the Empire and Alkasas. Open warfare flared twice, once in 1244-60 and again in 1404-11; neither conflict resolved anything. There were countless raids and skirmishes, but few individuals prospered from them. The current diplomatic situation is tense as both sides have accused the other of violating the Pactum Septemtrionalis of 1411.

Alkasas is a land of evil magi located in the Baltic states on the northern edge of the empire. Its king, Alaris II, is a

renown magus and skilled diplomate. His daughter, Alexis, is equally skilled, with beauty to complement her clever mind. Alaris II is not so blessed, and is renowned for his homely appearance.

Alkasas is a land that, for the better part of the Republic and the early Empire, was thought to be a land of myth. It was used to scare children and its name was a potent curse word for bad luck. It still carries a potency in the hearts of Romans. Legions stationed on the northern frontier dioeceses of Germania, Sarmatia and Scythia have a healthy respect bordering on fear for this dark land.

Part of this fear is the Alkasatians' practice of sacrificing prisoners and slaves to their goddess. This practice is thought of as barbaric but conversely the Romans view the Alkasatians as civilized in other matters. Another source of their respect for these northern people is the fearsome Terragena warriors of Alkasas. These monsters are said to be grown like millet in the fields from the blood of slaves. These creatures may turn the tide of the next conflict between Roma and Alkasas.

Climate of Alkasas

Located far to the north Alkasas is cold and has severe winters. It does not have a large amount of arable land but uses magic that allows it to produce vast amounts of grain to feed its population. Alkasas also has few good roads, as much of the terrain is muddy, loose soil.

Culture of Alkasas

The kingdom is organized into four duchies ruled through intermediaries of the king. Their rulers are hereditary but may be either female or male. The roots of the Alkasatian society are unknown, but they seem to have been influenced by the Jade Empire and the Greeks. Their legends speak of a disaster that befell their ancestors, forcing them to flee their homes with nothing but what they could carry. They wandered for many generations until they arrived in present day Alkasas where Hetam-munun aided them in building the first city, Hetaranum. It remains the capital of Alkasas to this day.

The common Alkasatian values many things, but they are primarily concerned with wealth and their gods. Husband to Hetam-munun and chief of these is Seratos, who has been compared to Pluto, Roman god of wealth and the underworld. Seratos demands a large amount of sacrifice from his people and the priests of his temple have considerable power in Alkasas. In theory, the king is more powerful than the priests, but they often devolve to a struggle of wealth, magic and military power. Intrigue is the nature of the conflict between the temple and the palace.



This drive for wealth is the source of the wars and raids that the Alkasas carry out against the Roman Empire. They have even raided as far as the Jade Empire. These raiders, called comitatas by the Romans, prefer the prefecture of Oriens or the closer Scythia Magna. The former is wealthier, but the latter is closer.

The worship of Hetam-munun is wide spread and temples to her can be found in the Roman Empire and Skandia, although local gods there usually overshadow her. Hetam-munun and Seratos make for a strange mix of morals and codes. Although Hetam-munun is revered and sacrificed to, it is the worship of Seratos that is preferred. He is thought to bring prosperity and wealth where Hetam-munun is thought of as a terrible mother-goddess who punishes those who fail her.

The cities of Alkasas are well heated and clean water is supplied by magic from a central pool called an ostionis (meaning "from water"). As well, sewage is rendered to fertilizers and topsoil by facilities called ehestas (meaning "of the earth"). In all these things it is clear that the Alkasations are more advanced in science and magic than the Romans. The Alkasatians protect this knowledge carefully and the Romans are always seeking to capture it. The knowledge of Alkasatian sages is strongest in biology and the ways of life. They pride observation of the living in order to see the manner in which things affect it. As a result, Alkasatian medicines are highly prized throughout the world.

The greatest issue the Alkasatians deal with is the division within their society. They have a strong class separation that makes inheritance of title and lands important. Duels over possessions of a family are common if more than one person has claim. As one looks up the hierarchy to nobles the problem worsens. Nobles may fight small wars despite commands of the king in order to gain more land, wealth or vassals. Although all Alkasatians are "free" the practice of indenture is used heavily. Commoners are often tied to the lands and profession of their parents whether they possess the skills or not. Strange as it may seem, many of these peasants escape to the Roman Empire or Skandia in order to avoid what amounts to slavery. This means a harder life for the individual under harsher conditions but many deem freedom from the Alkasatian land system worth it.

Marriage in Alkasas is usually a matter of political or financial alliance. Many spouses divorce only to be remarried, often that very night, to new allies. All divorce takes place at night since it is thought that Uta-mem, goddess of the health, hearth and marriage is blind at night and cannot see the breaking of vows. This is not to say that family is not valued in Alkasas, quite to the contrary, inheritance goes through the eldest child, never to outsiders. If the eldest wishes to share the inheritance it is entirely their choice. A dying person may give their possessions to another but anything not explicitly given in the presence of witnesses automatically falls to the eldest child. Any wives, past or present, must be supported from this wealth.

Hetam-munun

Hetam-munun is the goddess of the Alkasatians. They accredit all their advances in magic and civilization to her. She is a goddess of magic, death, fertility and oaths/curses. She demands a yearly human sacrifice during her festival on December 25. During this ten day celebration the sacrifice at the beginning of the festival signifies death followed by the rebirth of the new year. At other times, she may be sacrificed to in order to gain her favor.

Her worshippers believe in a rebirth into this world in another body. This is typically a relative so a person's ancestors are very important to them.

Hetam-munun has a special group of priests dedicated to her called the Hetami, more commonly called the Black Wizards. They are so called due to the black mark in the shape of a tear they brand into their foreheads upon initiation into the priesthood. The male Hetami also castrate themselves to show their contempt for life and dedication to their goddess. Priestesses of Hetam-munun are all virginal, and severe punishment is allotted to any who deflower them, as well as the priestesses themselves. The black brand is applied to their thigh as a warning. The Hetami travel far and wide in the service of the goddess. She commands them to perform missions that increase the power of Alkasas and her cult.

The cult believes that an apocalypse is imminent and the time for marshalling forces and resources has come. They battle the Atrox and see them as the agents of the end. The final outcome is not set and the victor in the final wars will determine the fate of the world. If the victors wish a world if plenty then that is what will be, but if the victor wishes a world of pain and desolation then that is what all will live in, victors and vanquished alike.

The Alkasatian Gods

The pantheon of gods is centered around an apocalypse belief. They believe that the end of the world will come in a mighty battle. In this battle, called the Imanos-aret (World Fire), there will be many sides. The war will last for 100 years and at the end, whoever is victorious will determine the fate of the world. Hetam-munun wants to ensure that she has that honor.

As with the Norse, the Alkasatian gods live amongst their worshippers, usually in their temples. They move about without being seen but appear at their festivals and to individual worshippers or priests in order to direct them. They appear in many different forms, at times inspiring love

and at others inducing fear. Hetam-munun is fond of appearing as a beautiful dark haired women and seducing men. Afterwards she becomes a black skinned white haired crone and kills the unfortunate mate. Seratos is fond of the form of a man in the prime of his health, and Ustos prefers to be a youthful boy or a powerful stallion. Anastos-mara will appear as an effeminate boy-man or as a two headed man/woman with four arms. Uta-mem almost always appears as a raven or as an elderly mother figure. The following is a short list of the major gods of the Alkasas pantheon.

God	Description
Seratos	Seratos is the guide of the dead to the next life, just as his wife is the personification of death. He is the god of the Underworld (Orithisis), prophecy, and travel or paths. He is worshipped to a small extent in Skandia. Seratos celebrates a three day festival at the summer solstice. Seratos will only accept willing human sacrifice from amongst his worshippers.
Hetam-munun	Wife to Seratos, she is goddess of death, magic, fertility and oaths/curses. Her name is often invoked in business deals and as a binding oath. She is the official patron goddess of the Alkasas. Her temple is the largest building in the capital, Hetaranum, named for the goddess. She has the feared Hetami or Black Wizards as her priests.
Uta-mem	Goddess of hearth, marriage and healing, she is sister to Hetam-munun. She has small temples in almost every Alkasas town and many people have small shrines in their houses. Her temples function as hospitals for the infirmed and her priests and priestesses as physicians. Her festival is five days of solemn observance during the Spring Equinox. She does not accept human sacrifice.
Ustos	A solar god, Ustos represents war and luck, and is the hunter of the gods. Ustos is said to be able to hunt anything that flies through the air, runs across the land or swims in the seas. He is thought to drive the moon before him as he rides the sun across the sky. His priests only accept the bravest of people as sacrifice. Sins against this god include cowardice and deception. His followers often come into conflict with the Hetami. The Usti, literally "of the Sun", are dedicated to facing the final battle with consummate skill.
Anastos-mara	A god/goddess representing both sexes. It is often portrayed as an effeminate man although was, in ancient times, portrayed as a masculine woman. It is the god/goddess of merchants, change and protection. Anastos-mara is commonly worshipped among the merchant class of Alkasas.

Priests of the Alkasatians

The priests of the Alkasatian gods receive the power to cast magic much like the druids of the Celts (see "Druid" on page 101). The representative powers of the priests/priestess are shown in the table of Alkasatian Gods. They take the power they wield very seriously and try to use it only for the will of their god or goddess. Should they displease their god, they may have their magic stripped from them, permanently for serious offences, or temporarily for minor ones.

The Kingdoms of Skandia

The kingdoms of Skandia are ruled by a ferociously independent people. They have hereditary kings but are not shy about deposing them. The concept of a king, for these people, is that of a capable leader who brings prosperity to his followers. If a king fails in this, the most basic of requirements, it is likely that he will be removed by someone far more competent. This is sometimes violently done, while other times the king will quietly step down.

Alongside the kingdoms are the far more common chiefdoms. These chiefs seldom rule more than a single village, although ambitious men are able to extend their rule to several. The Skandian world is currently in a state of flux as centralized government is formed in response to pressures from the Roman Empire and the kingdom of Alkasas. Svealand and Finnland are the largest and most powerful of these new kingdoms but are far from stable. West and East Götar are little more than extended chiefdoms. Götland is the jewel of the Baltic sea and carries on extensive trade all through the north and south to Arabia. The merchants of Götland have a stable monarchy stretching back three hundred years. With the arrival of all these new monarchs, combined with the impenetrable wall of the Empire to the south and the prodding Alkasatians to the east, it is little wonder that the Skandians have expanded to the west.

Skandian Time Line	
A.U.C.	Event
1058-74	Jutland and Frisia are subdued after a long resistance. Many of the tribes flee north, many settling in Götland.

Skandian Time Line	
A.U.C.	Event
1104	Alkasatians contact and begin organizing the Finns into a strong central government.
1131	Faeroes settled.
1152	Iceland settled.
1153	Traders from Götland establish formalized relations with Arabian silver merchants. Arabic silver begins flowing to the north in exchange for amber.
1190	The Battle of Köln decisively ends the Norse presence in the Roman Empire.
1331	Greenland discovered by Olaf Cnut, a trader sailing to Iceland when his ship is blown off course.
1344	Greenland settled.
1390	Ommerike is sighted. Little is done with the news until wood is found in an area named Markland.
1392-95	Under pressure from Alkasas, Kuningas (King) Järnefelt Selänne, attacks the Roman cities in Sarmatia. The war ends poorly for Finnland with the death of the Kuningas.
1402	Trade with Ommerike natives proves profitable, providing a much needed source of timber for Greenland. A trader, Bjorne Cnutson, names the area Helluland (slab-land) in the north, Markland (Woodland) south of that, and Vinland (Wine-land) in the southernmost sections.
1429	Finnish ships are sighted sinking Roman trade ships in the Germanicum Mare.
1435	A Finnish ship is captured while attempting to capture a Roman trade ship. The crew is crucified. None of the Skandian countries are pleased. This is the beginning of a building tension between Skandian countries and the Empire instigated by the Alkasatians.
1441	Vinland is settled with the founding of Torsfjörd by Björne Cnutson.

The Faeroes, a small group of islands to the north of Britannia, were some of the first settlements. They were settled quickly by nobles who parceled out land to their followers, leaving little for any free man. From this point, though, other explorers could press farther westward. Soon, a concerted effort to find new lands and escape the spreading monarchies of Europa took hold of the Norse. Iceland was discovered and settled by Ingolf Haggersoen. With him came his family and large numbers of Irish and Celtic slaves. The village he settled was named Reykjavik and now serves as the capital. Norse from all over Skandia and Northern Europa followed and the population of Iceland soared. The drive to explore and found new lands had driven the Northmen to the western extremes when they discovered the land of Ommerike.

Lifestyle Of Skandians



Although spread across several kingdoms, the Skandians share a common lifestyle. They are a seafaring, raiding people who live in small villages and raise what crops the short summer allows. More often their food comes from herds of domesticated animals and fishing. A village rarely exceeds 2000 people and is more likely in the neighborhood of 300-600. The lack of arable land plays into the development of the raider culture and northern Europa is a favorite target. Young Norse form groups called comitatas under a chief they trust then go raiding to the south. The comitatas and chief who are most successful and become the most enriched gain the respect and loyalty of those they lived amongst. Eventually the chief is acknowledged as a king, thus nobility is achieved. The Romans are constantly dealing with Skandian raids, sometimes paying the raiders to take a year off, sometimes facing them with the sharp end of the gladius.

This is not to say that all the Skandians think of is raiding. Raiding is only a means to increase their wealth and their standing in society. The tendency has been moving towards trading as a less risky alternative to armed conflict. It still takes many of the skills that the raiders have but with less risk to the venture. The Skandians use their advanced navigation, boat construction, and sailing skills to trade across vast distances. It requires bravery to face the seas and fend off bandits. Their prowess in small armed conflicts helps them deal with bandits and, at times, governments who would seize their goods.

Finally, there are those areas of Skandia not ruled by a king or any law but that of the tribe. Troldheim is one such place

where kings fear to tread due to the powerful Trolds who live there. The Alogi and Laplander tribes of the region lived in this area long before the Trolds rose in power. They have lived with the Trolds for nearly 250 years. It has been a difficult time since the Trolds will occasionally hunt and eat humans. The tribes live off the migratory reindeer herds and are nomadic, following their prey. This gives them an advantage as they learn which territories to avoid.

The Northmen are a socially conservative people that do not adapt the ways of other societies easily to their own. The Norse of Greenland interact with the Inuit people and yet have adapted few of the Inuit's survival techniques for the arctic. They still farm cereal grains in sheltered furrows despite poor yields and often complete crop failure. This may yet prove their undoing.



Commerce In Skandia

The methods of trade for the Skandian countries usually revolve around barter. Although they do use coinage from other countries, they have little of their own. The Finnish are the only country of the Norse that have their own coinage which is a crude piece with a barely legible male king figure on one side and the Hammer of Thor on the other. The Finns have benefitted from the attention and sages of the Alkasatians. This has not extended to commerce except in the field of charms for ships. The Alkasatians have allowed the Finns to excel in making vessels with charms detecting the direction of land, north, and a home stone which can be left behind to aid the navigator. Barter and the use of "broken booty" is common in the rest of Skandia. Broken booty is the practice of taking silver or gold implements won on raids and breaking it into smaller pieces according to the price of an item a person wished to by. Broken booty is far from standardized coinage.

The greatest aids that the Northmen have in their trading expeditions is their longboats. These ships have a low draft allowing for transport up shallow rivers and are light enough to allow easy portage. Inside their own countries the vast majority of trading goes on at local markets. The kaupang, or "market-places" are deserted for months on end until the fall, when the market fills with locals and foreigners looking to trade. The permanent buildings of the kaupang are usually craftsmen's workshops, there to provide service for market patrons.

Laws In Skandia

"A slave takes revenge at once, a fool never takes revenge" - Norse saying

The Skandian countries do not have an egalitarian legal system. It favors the wealthy, the nobles and the king. That said, most crimes apply across class. It is in the venue of punishment that severity differs. The free man can expect the same protections as the noble but if a crime is leveled against the noble the penalty will be far less than the free man's. Also, punishment for a crime is the responsibility of the accuser. A free man is often dependant on the noble to enforce a court's ruling. A fine will never be collected by someone who does not have the power to force the guilty to pay. Much of Skandian law reflects the strength of the individual and self reliance.

The Norse have annual meetings, called Things, that all free men are required to attend. Women may attend as well, and everyone can vote except exiles and slaves. The Lovsigemann, or "law-reader-man," is responsible for opening the Thing with a recitation of the laws which he has memorized. This ensures that all know the laws and that they do not change except as proscribed by the Thing. The Thing is also responsible for electing the King and hearing trials. Courts are held with a judge and as many jurors as may be gathered, sometimes involving the entire Thing if an important enough issue.

Magic In Skandia

Magic is not considered manly or honorable by the Norse. Although it is practiced by Odin, mortals often look on magic as the tool of Loki and a thing of mischief. Spells may be taught and used by men but they will not be as respected or as trusted as warriors. If a warrior were to use a spell in battle they would make sure it was not noticed. For instance, Invulnerability might be used but not a Sphere of Flame. Magic items are different and having such an item does not diminish the honor of the possessor. In fact, the opposite is true, and such items, used valiantly, may bring considerable

glory. Use of spells in combat, especially for a point of honor or revenge, will lose any possible glory associated with victory, while the use of a magic weapon or item is considered the providence of the gods and part of the estimation of a man's strength.

Women play a very different role in the Skandian countries. They are traditionally the purveyors of prophecy and spells. Some realms, like Ars Venefica and the creation of undead, are considered taboo and are seldom practiced openly. Women often study healing spells or Natura Maga for control of the weather, making them very useful on expeditions.

Religion In Skandia

The Norse people are served by a class of priest-chiefs called the godar. With the appearance of the gods amongst the Skandians, the godar have become their direct servants and warriors. The godar are granted power by the god to whom they pledge and function as druids. For example, a godi dedicated to Thor is able to perform feats in the areas of Strength, Thunder/Lightning and Fertility. The godar have taken a split and perform in two distinct functional groups amongst the Norse. The first group serves the gods, while the second is a more secular group which serves in the traditional chieftain roles. Distinctions are not often made between the two but the division of duties exists nonetheless. The godar preside over Things, meetings of the people to decide matters concerning them, and have many of the secular responsibilities of any member of the community. The difference comes when the godi is called by the gods to do their will. He or she will leave to serve their god, brooking no delay. The godi and the chief/king are often one and the same.

Their moral system is not connected to the gods but is a function of an independent honor system tied to the reputation of their extended family. Religion tends to resemble the Germanic deities of the Norse's ancestors.

Odin is a crafty god who, along with his brothers, created man. He taught them of poetry, runes and magic. He is the god most worshipped by the nobles and thus has gained a slightly elevated rank. The common man, especially farmers, worship Thor or Thunar. He is the god of thunder, rain, wind and farms, amongst other things. Contrasted to Odin, Thor is strong, simple, honest and stupid. Although he has moments of insight, he is generally seen as getting by on his strength. He is considered a defender of the just and a punisher of the wicked. Freyr and his sister Freya are gods of fertility, wealth and prosperity and are invoked most often at weddings. They are worshipped by all but especially by merchants.

The gods are observed to aid a person in an endeavor, or as a means to stave off bad fortune, but seldom due to religious fervor. The gods are seen as a force of nature like a storm but one that can be appeased. The Norse take their gods very seriously, though, and feel it is necessary to protect the honor of their patron. This does not lead to religious wars but many a single combat can be fought over such a matter. If a god should fail a person, however, they may switch to another. This does not mean that they do not worship the old god merely they think the new one might better serve their purpose. All gods are revered but a person will usually identify with and sacrifice to one god.

The Norse afterlife is one that is not too different from the living. Warriors who die in battle are taken up by the Valkyries and live either with Odin as his personal army for Ragnarok or with Freya. The non-warrior has a rather bland existence to look forward to as a soul either tied to the grave or living in Hel without honor or reward. Those who were wicked or oath-breakers were reserved to a special area of Hel to be tormented in a river of daggers and swords until Ragnarok. Some people believe in reincarnation, but this tradition has fallen to the wayside and few still observe it. The practice of cremation is used to release the soul and speed it on its way to Hel. Otherwise, the soul will be bound to the body until it is eaten by worms.

The Gods Amongst the Norse

The Skandian gods live amongst them and have been documented by Roman historians. Thor is noted as carousing with the common person but Odin, Freya, Freyr and Tir have all been observed at different times. The Norse do not question this, accepting the gods at face value. The Romans are less convinced and suspect they are spirits or some other supernatural force, rather than divine creatures.

The gods may appear and fight on the side of the Skandians against the foreigners but are noticeably absent when facing other Skandians. The gods also fight the Atrox whenever they get the chance. In this manner the Norse have come to believe that the gods wish them to battle foreigners or the Atrox. Other Norse have taken this to mean that the battles between the Norse are so important that they are left alone to settle these affairs. Despite this division neither side has any doubt as to the existence of the gods.

Freya has been exceptionally helpful in Vinland. She has blessed the crops and helped the relationship with the natives. In several cases she has saved the settlement of Torsfjörd from starvation and twice in battle. For whatever reason she is fond of the Vinlanders and wishes them to succeed.

The gods occasionally charge mortals with tasks. These often take the form of exploring new lands or slaying a monster. Occasionally it will require travel and the investigation of ancient ruins or the capture of live sacrifices to the god, but it will always test the bravery of a warrior.

Gods in Skandia

This is a list of the known gods currently amongst the Skandians. Many lesser gods help these, although humans are most commonly called upon to fill these roles. The gods grant powers to their priests, godar (a single godi), as detailed elsewhere (see "Priest (Sacerdos)" on page 107).

God	Description
Odin	Leader of the gods; represents Magic, Wisdom, and Prophecy.
Thor	Ruler of the sky, friend to the common man, god of Thunder, Fertility and Strength.
Freya	Sister to Frey, she is the goddess of Fertility, Death and Beauty.
Freyr	Brother to Freya and god of Peace, Wealth and Oaths.
Tyr	The One Handed, Tyr is the god of Bravery, War, Law.
Loki	Trickster God, he has power in Illusion, Chaos, and Lies.
Frigga	Wife of Odin she is a goddess of Healing,, Protection, and Craftsmen

The table here outlines the Norse gods, their powers and the place in the pantheon.

Slavery

Slavery is a complex institution amongst the Norse. The "Trell," or common slave, holds no protection under the law. They are treated much like animals and may own nothing except for a knife. If a slave has a child it is the property of their master. They receive the poorest of the food and do much of the hardest labor. Slaves are usually taken in battle or in raids on other communities. A Northman may choose to become a slave or be forced into slavery by debt or failure to pay his taxes. Slaves may be freed as a reward for long and faithful service or for deeds of bravery. An owner can kill his slaves without reprisal. If a free man kills another man's slave then he is only responsible for the price of the slave, usually comparable to a cow. Slavery amongst the Norse is a trying and cruel existence, often ended brutally.

A loysing, or bondsman, is a freed slave who still owes his previous master or is dependant on him for food, shelter or protection. They are bound by a debt which they pay back over time. Leiding, or tenant farmers, work land for the owner of that land, and in exchange give the owner part of the harvest. Although technically free and under the protection of the law, the leiding institution has developed into a means to keep free farmers tied to the land. This method is almost a form of medieval feudalism crossed with a form of institutional slavery. If the leiding attempts to fight back the land owner takes them to court. Whether the leiding wins or not they are evicted and find most other land owners reluctant to take them on. This prompts many leiding to try their luck immigrating to the west.

Technology In Skandia

The technology of the Norse is somewhat atrophied in certain areas. They are renowned artisans with precious metals and weapons, excellent shipwrights and sailors but lack strong mathematics, science and engineering skills. Their writing, the Runes, is taught mostly to the nobles and is cumbersome since they lack a reliable medium to record their own history. They have an oral tradition much like the Celts to the south, resulting in a reluctance to keep written records. The technology of the Norse mostly flows from Alkasas or Roma.

Shipbuilding

Chief amongst the skills of the Norse craftsmen is the art of ship building. The ships that are constructed often have magic built into their hulls that allows them to find their way home. However, it is far more common for the Northmen to merely use the generation of knowledge, passed from father to son, to construct several types of long ship. The largest currently used by traders is the knórr, which can carry up to 25 tons of cargo. The knórr relies mostly on its sails and only has a crew of 15-20 men. Oars are used only for specialized tasks such as docking or keeping the bow into the wind in a storm. A properly maintained knórr will last 25-30 years. A knórr is about 50 feet long, 12 feet wide and had a draft of up to 5 feet when empty. In Roman monetary terms, a knórr may cost upwards of 200,000 denarii to construct.

A second type of ship is the drakkar, an 80 foot long warship that carries up to 400 warriors into battle. The drakkar requires between thirty and sixty rowers and can reach a top speed of 12 knots under sail and five knots while oaring. These ships are too narrow to use as cargo ships and all goods captured in a raid are stored under the loose floor planks. Construction of a drakkar is a major undertaking starting at 350,000 denarii.

Different sized ships, specialized for fishing or short trips, are also constructed but the primary two, the knórr and the drakkar, are used as the primary models. The cost of a ship only increases with the addition of magic to the hull. Some nobles, the only ones who can afford such endeavors, will add these abilities to ensure their safe return from sea voyages and battle.

Navigational Aids

Although the Norse do not use the compass of the south they do have a number of other aids at their disposal. The Northman prefer to hug the coast and navigate by landmark, but to accomplish their incredible feats of exploration and trade the Norse have developed the following instruments.

The bearing circle is the first of these tools and probably the oldest. It allows the determination of location based on the position of the sun at sunrise and sunset. This determines the latitude and the bearing is set by the shadow of a pin in the bearing circle. Another tool is the sunstone, a piece of cordierite stone which reflects the position of the sun as long as the least bit of blue sky is visible. A sunboard is a means of measuring the height of the sun at noon. If the sun's angle is too big, the ship is too far south; if the angle is too small, the ship has strayed too far to the north.

The Northmen also keep very precise records on the position of the sun and stars during all times of the year. These records are well kept secrets and are only released to chiefs with the most solemn of oaths not to share the information with outsiders.

Jewelry

The Skandians are noted for their almost magical way with precious metals. The most notable items come from the Vestfold in northwest Skandia. It is rumored that the craftsmen of the area learn their trade from Trolds and Dwarves in exchange for human flesh. There may be truth in these rumors and travellers should beware. On occasion a native is trained as an artificer. The results are truly wondrous pieces of magical jewelry. Even without the magic, these craftsmen are truly skilled.

Weapons

The Norse have developed a method of folding iron that results in a superior hardened steel. Norse weapons cost almost double that of normal Roman weapons and retain their edge longer, rendering a + 1 to hit and + 2 to damage. This is not a magical effect but one reflecting the quality of these weapons. Smiths in East Götar are most renowned for these weapons and often export them for raw materials and other goods not available in their native land.

Armor is a different story. With the exception of that taken from Romans, the native northern armors are usually restrained to leathers and the like. Pieces of metal are sometimes attached to give the protection of ringed or studded leather but metallic armors are not a craft that the Norse have developed.

Women In Skandia

Women in the Skandia countries have a different role from men. They are not inferior but are expected to take an active role in the management of household and have an equal say with the husband in affairs of the family. It is often the wife who urges the husband to avenge family honor so that the family does not lose rank within the community. When a woman marries, she has a say in who her husband will be and receives a dowry from her family and bride-price from the husband. Both of these remain her property. In divorce,



the family's goods are divided equally between husband and wife.

Unlike their Germanic cousins to the south, the Norse women do not commonly become shield maidens (skjoldmo) although it is not forbidden to them. If they do become shield maidens, it is through necessity or a true calling to war. Women are typically trained in combat but mostly for the defense of the home village or farmstead. The women of the Northmen are, by far, the most self reliant members of the society. If the husband dies it is not surprising for the woman to take up the business of the family, whether it be farming or black smithing.

Women also have a special place in the culture because it is acceptable for them to cast magic. The Norse do not have any formal education for magic and most often the women need to find a spell caster to learn their spells. This is usually a mother teaching her daughter but at times, when a knowledgeable family member is not available, the family will send one of the women of the family in search of a spell caster. This results in travel to the Roman Empire, especially Germania with its more liberal views of women. The Norse and the Romans call these women Cybeles after the earth goddess cult (the Cult of Isis in the south). A Cybele is sometimes a fully trained magus but it is more likely that she will cast only a few spells. Most of the time the Skandian women learn healing spells or spells from the Natura Maga realm. Ars Venefica is considered the realm of Loki and a very dishonorable group of spells. Also, few will learn any of the Tenebrae Magae realm of spells and never any spells to animate undead.

Finnland

Finnland is the first of the tribes of Skandia to rise above the chieftain level of organization to form a kingdom. The Alkasatians aided them some 300 years ago in organizing themselves and founding cities. This has given the Finns a great advantage over their cousins to the west. Pisamalahti was the first city built and has grown to over 12,000. This is not large by Imperial standards but it is the biggest of the Skandian cities. Turku is the next largest at 10,000 and boasts some of the most impressive defensive works north of the Empire. The Finns have retained much of their way of life despite the concerted efforts of the Alkasatians.

The Finns are ruled by Saku Männikkö, whose family has ruled for nearly 100 years. Männikkö has an almost insane hatred of the Svear of Svealand, and every time he hears of a Finnish ship sunk, it is said that he flies into such a rage that he convulses. Still, he has ruled them well and brought profit and rewards to his nobles. This is what has kept him and his family in power. They all have a ruthless ability to find the path to riches, whether through trading or raiding. Männikkö has not looked over the prospect of exploration but has focused on the barbarian tribes to the south and east.

Finnland does not have as many problems with the Trold as the Svear but deal with a far more terrifying threat, the Manes Atrox (see "Manes Atrox" on page 168). The Atrox have plagued the Finns for over three centuries but within the last thirty years they have begun more aggressively attacking the Finnish settlements. Entire farms are found devoid of life, including livestock and wild animals. It is thought that they may be breeding warped forms of humans from those they capture to serve as slaves. Männikkö has



taken to hiring mercenaries to help find the Atrox and defeat them, but in truth the efforts have been in vain. The solution is not easily at hand and many believe the Atrox are a curse fomented by Loki.

On more mundane fronts the Kuningas (King) must deal with the growing threat of the Hunnic barbarians who block his trade routes to the east. The hordes attack any passing through their lands and pressure from the Roman frontiers has pushed them farther and farther north. On this front the Alkasatians have provided aid with their Terragena warriors. Some hope still remains to establish normal trade routes to the Jade Empire and the Pontus Euxinus.

The common Finn looks on the rest of the world as something of a group of sheep and they are the wolves. A far greater percentage of Finns raid then in other Skandian countries despite having some of the most arable land. Much of this has come about due to the influence of the Alkasatians on the economy. The Alkasatian goods require coinage to purchase; their merchants will not deal in barter or broken booty. The easiest sources of coin are the Romans or Götland merchants. Something of a consumer culture has sprung up in Finnland and it is considered decadent by many conservative members of the society. Nonetheless the young Finns are pulled into raiding by the thought of wealth and ease of life.

Svealand

Svealand is populated by the Svear, a clan of Norse who through trade and raiding have risen to be one of the most powerful of the Skandian kingdoms. They oppose the Finns but are no friends of the Romans either. The Alkasatians have made several attempts to assassinate the Rutger Adelsvärd but none have succeeded. Adelsvärd has responded with increased raids on Finnland and Alkasas. Svealand's fleets control much of the Baltic Sea and Finnish trade has suffered for this.

Svealand borders Troldheim and must deal with raids from tribes of Trold when winters are hard. For the past 200 years the Trold attacks have been growing in frequency. To escape this and seek lands that they can call their own, the Svear have taken to colonization and exploration to the west. The Finns and other Skandian countries as well as simple clans of Norse have followed behind lending strength to these settlements. The Svear, however, have always led the way.

Trondheim is the capital of Svealand and boasts a population of 10,000. It is a fortified town with a large harbor. Any given day may see ships from Iceland, Greenland, Britannia and more docked and loading trade goods. It is not a particularly beautiful city by Imperial standards but it is strong and handles the market needs of the Vestfold along with those of Svealand. Many of the settlements in the west funnel their goods through Trondheim.

To the north-west along the shore is an area called the Vestfold. It is under the indirect control of Svealand and pays tribute to them. The Vestfold is the largest of several small kingdoms and chiefdoms of the area. Its leader, Rolf Hammarsskjöld, is crafty in the extreme and has been able to gather much of the tribute from other smaller kingdoms and chiefs. Rolf has been compared to a caged wolf and Rutger knows this. Soon he will need to deal with Rolf or Rolf will deal with Svealand.

West Götar

West Götar is a poor country run by the Konung Ragnar Harstad. He is a massive man who is an expert at the sea and capable in war. Belying his manner of a gruff barbarian, he is an excellent strategist and has been educated by the best generals in Roma. With this knowledge he has returned to the small Skandian country and used the knowledge to become one of the best raiders in West Götar's history. He was only voted Konung by the Thing seven years ago but it has been a good seven years for the warriors. Harstad has formed strong alliances with Svealand and has proven eager to match his small fleet against that of the Finns. The West Götar fleet, although small, has brought home a large amount of Finnish trade goods.

The common people of West Götar face a great deal of hunger. Their arable land has been lost over the last 100 years to the encroachment of East Götar and Svealand. This has pushed these once proud farmers into less productive areas of the country. Combined with this is the recent appearance of rock spirits who demand a toll for using the land. This toll comes in the form of precious metals or a human body to inhabit. Those possessed are kept with the family as shameful secrets but allowed to live and work amongst them. It is rumored that an entire family was once taken in this manner, all except for the chief. He lived with the shame for three years before killing them all and then himself.

The capital of West Götar is Borre, an ancient market place that has grown to 6000 people. What trade occurs with foreigners comes through Borre and feeds the meager economy. The greatest threat to West Götar is not the rock spirits but the loss of its forests to Svealand or East Götar, limiting its ability to repair its ships. Konung Harstad works hard to make sure this does not come to pass.

East Götar

East Götar is ruled by Melker Lagerskiöld, the son of a famous and successful sword smith. Through years of toil he has risen above his childhood loss of his left foot. He has ruled East Götar for twelve years and has always pushed for trading over raiding. Many thought him crazy but he has made East Götar into the crafting super power of the Skandian kingdoms.

This country is known for the incredible workmanship of their weapons in terms of temper, sharpness and balance. In game terms this mean a +1 to hit and +2 to damage. These weapons are not magical but of incredible quality and cost about double what a standard weapon would cost. This speciality only extends to metal weapons such as swords, hammers, axes and spears.

East Götar has arable land on its eastern coast near its capital Gamla Uppsala. Here the king maintains a massive palace where he entertains and houses all foreign dignitaries. The Konunghûs is home to several embassies and visiting nobles as well as prominent traders and magi. There is also the Gudhûs, a massive temple of incredible wealth and splendor dedicated to the gods.

This country also suffers the Trold from Troldheim and the rock spirits of their western neighbors. The primary difference is that they have the resources to deal with these threats firmly. The Trold prey on the Svear since they prefer not to face the bright swords of East Götar, and the rock spirits often face the magi hired from the Empire or Alkasatians. This does not mean all is well. The East Götar are very dependant on the Götland traders for their supply of iron, precious metals and some food for their industry and growing population. All these different challenges come squarely down on Konung Lagerskiöld's head.

Götland

Götland is the trading hub of the Baltic Sea. It is an island which has been involved in the trade of silver, Roman and Norse wools and linen, and many other trade goods. They do not discriminate and even Arab merchants are seen in their markets. Västergarn is the capital with a population of 11,000, making it the second largest city in Skandia. Their trading fleet is immense and easily outnumbers the war fleets of other countries. However, their Konge (King) Arend Biorn is dedicated to seeing Götland a kingdom of peace. Over 350 years ago his family, along with many others, fled the Roman invasion of Frisia and Jutland. The sudden influx of people led to several decades of struggle in the small island kingdom, but resulted in a Norse renaissance of trade and cultural exchange. This was quite a feat, especially considering the conservative nature of the Norse culture. They do not easily adopt outsiders' ideas. The Götlanders, however, did and they experienced a long period of prosperity.

Those times have waned and the current day has the Götland traders fighting fiercely to defend their trade routes against other barbarians in the east and the Finns, who wish nothing more than to control the eastern corridor used to reach the Arabs and the Jade Empire. Internally, the Götlanders have become complacent and prefer to stay at home rather than raid or explore. The nobles are the most affected by this cultural evolution, but as others in the Skandian kingdoms take advantage of it, more and more of the Götlander knórr fall to their cousins.

No one can say when the current practice of hiring people to conduct trading came about, but it is now common to employ foreigners or other Skandians to bring goods to market, run craft shops, and even collect fees for their goods. It is even becoming common to allow trusted slaves to perform these duties and award them with privileges like marriage and elevated levels of security and household authority. In many ways, the other Norse are saying the Götlanders are becoming more Roman than the Romans.

The common Götlanders have become even more disillusioned as their status sinks closer to that of a slave's. They are taxed by the nobles into providing labor for their craft shops, and if a craftsman of extraordinary skill is sighted then it is a scramble to see which noble will entrap him first. Even considering this condition, the common farmer has many resources to call upon and a far better life on average than any other farmer in terms of market goods, cost of living and availability of the necessities of life.

Iceland

Iceland was founded by a farmer, Greger Olafsohn from Svealand and his extended family in 1152 A.U.C. He founded Reykjavik and began the most democratic of all the countries of Skandia. The Icelanders do not have a king but a council of Things called the al-Thing. At the al-Thing the direction and plan of the various districts and Iceland are planned out. The position of Lawspeaker has become something of a minister who ensures the wishes of the al-Thing are carried out over the year. Only chieftains of the Things are allowed to vote in the council of the al-Thing even though anyone, man, woman or even child may speak. As with the mainland, slaves do not have the protection or rights of the law.

Iceland is very timber poor, putting it at a disadvantage in dealing with the mainland kingdoms. More and more the power of Svealand and Finnland is felt. Even Götland has tried to influence the fate of the Icelanders. Their salvation has come in the secret routes to Vinland and Markland in the west. All goods from that distant land must come through Iceland. This has turned the island country into something of a depot for trade goods, both coming and going. The prime trade good for merchants from Ommerike are the oak and maple of the that land. In exchange they receive wool, linen, tools and weapons as well as ship repairs. Although off to a shaky start Iceland is making a good show of itself.

Not so much as a threat as a thing to be aware of are the large number of spirits and faeries (see "Spirits" on page 182 and "Fairies" on page 154). For the most part these creatures live at peace with the settlers and the settlers have appropriate respect for them. There are times when the Fairies ask

humans to perform a task that they themselves cannot. It is considered good manners to grant their wishes. They tend to reward mortals with magical trinkets, potions or other items.

The population of Iceland is approximately 25,000 almost entirely in individual farms. Reykjavik has a permanent population of 3500 but this grows in the fall and spring market days. Many settlers pass through Iceland on their way westward, usually to Ommerike.

Greenland

Greenland was sighted first by Olaf Cnut, a trader blown off course by a storm on his way to Iceland. In 1344, he discovered the westward side of the forbidding land which is free of ice, allowing for grazing animals and some farming. He named it Greenland in the hopes of attracting settlers from Iceland. It worked on a limited scale; the population of the icy continent never climbs above 6000. Even now it is little more than a way station on the way to the more inviting Ommerike.

The Cnut family still rules the small communities, if rule is what it can be called. The farms look to the Cnuts as leaders for defense but little more. The native Inuit look on the Norse as something of an oddity and possibly a bit more than a little crazy. The idea of farming has amazed them and when they attempt to teach the newcomers methods of survival in the icy lands, the Norse scoff and turn away. The Norse do carry on a healthy trade with the Inuit; some are rumored to have intermarried with them, and, at times, fought battles with them over resources and territory. Today, the Inuit and Norse live in an uneasy peace each keeping to their own.

Greenland does not have much in terms of export or trade. They produce some amount of wool, leather and grain, but they suffer from the same lack of hard wood that Iceland does. One step worse, they do not even have the birch of their Icelandic neighbors. This is why the discovery of Markland (a part of Ommerike to the west) is so important to their continued existence. Trade now flows in from Ommerike with raw materials for manufacture into useful tools and equipment. Primarily wood makes the biggest difference to Greenland right now but some supplies of iron and arable land have also been found.

Ommerike

Discovered almost sixty years ago, Ommerike was to lie empty except for foraging parties for forty years. Twenty years ago, Halldor Egilson assembled a large party of more than 45 knórr, close to 4000 people, and left the Vestfold and Svealand. The voyage across the sea was harrowing but amazing in that they only lost eight ships and arrived with most of their people, livestock and goods intact. Halldor founded Torsfjörd and has since befriended many of the native tribes, called Skraelings by the Norse. Halldor has impressed them with his spell casting abilities to heal. He is a practitioner of the Medicina Maga, much to the distrust of the people back in his homeland. The settlers who have come with him all admire and respect him as a great healer and a powerful leader.

The politics of the region around the settlement in Vinland have been touchy. The settlers have fairly good relations with the Beothuck. This tribe is fascinated with the color red and adorn themselves with the red ochre of the region, as well as trading it to the Norse. A strong, if initially shaky, relationship has developed. The Mi'kmaq from farther west have been less inviting, along with the Iroquois to the south. The Inuit are also to the north and this is a mixed blessing. They tend to deal with the Norse carefully and on a time by time exchange. No direct threat comes from the Inuit but the Mi'kmaq are a different story. Three major battles have occurred between the Norse and their Skraeling allies and the Mi'kmaq. The Norse have had to fall back twice but the last battle left the Mi'kmaq in the worse shape. Currently both sides are waiting to see what develops. Neither side wishes to waste lives.

The settlement has grown to almost 20,000 inhabitants spread wide. To claim all these people as inhabitants of Torsfjörd would be misleading. The settlement holds no more than 2,000 people and a heavy fortification of wood. The farms are set up on hills with small earthen defensive walls. Halldor and the community welcome any who wish to join their settlement whether they are Norse or not. The only requirement is that the person be willing to work hard and contribute. There have been rumors of Roman deserters ending up here, welcome for their knowledge of war.

Vinland exports a large amount of grapes, timber, some iron and, recently, wine. By far, this country is the most loosely ruled of the Skandian countries. They still hold the Thing here but mostly it is to ratify Halldor as Konung and give him the powers to organize the defense of the Vinland. This is still very much a new settlement, and in some ways, is growing faster than it should. It has almost reached the point where defense is an issue and there is always a shortage of tools and skilled people. Still, even the Skraelings admit that the Norse are here to stay.

Skandian Character Ideas

Skandian characters can be found in almost any location due to their love of exploration, need for raiding and frequent expansion via settlements. Possible Skandian characters include:

- Norse Raider - A young West Götar man looking for wealth and adventure.
- Götlander Trader - Either an actual Götland native or his agent.

- East Götar Weapon Smith - Looking for raw materials for his father's master work.
- Svealand Explorer - A young man or woman looking for new lands for the King.
- Vestfold Jeweler - A young man or woman looking for rare metals and gems for his brother to work in their shop in the Vestfold.
- Finnish Warrior - A warrior for the Finnish crown sent to scout the Sarmatian border. He is posing as a Roman mercenary.
- Icelandic Magus- Looking for the Faeries of the island in order to learn their magic.
- Greenlander Sailor- A young woman looking to prove herself in the world of men. She hopes to own her own ship some day.
- Vinlander Venator - A hunter learning from the Skraelings and exploring their lands while avoiding the spirits they worship.

These are just some of the examples and many more can be made to fit a campaign that the GM creates.

Skandian Campaign Ideas

Skandian campaigns may be epic or more of a mundane nature. The more common is sword and sorcery akin to viking sagas. Some examples include:

- Slay the Beast - A beastly Atrox has risen and the party must track it down. It has made its lair near a mountain but has it taken one of the farmers? The entire village? What evil magic has it woven and what form has it taken?
- Hunt the Oath-Breaker - The konung has been betrayed and the oath-breaker must be brought to justice. The hunt is on and the party are the ones chosen to deal with the wicked person. Did he really do it? Did he have a good reason? Is the Konung or another noble just framing him?
- Serve the Romans - It is profitable to serve the Romans and the party is assembled from several backgrounds. The need is for a brave heart to find the hidden Amazon temple near the Pontus Euxinus before they are able to summon an Atrox to do their bidding. How are they performing the ritual? Where did they find it? What do they need? Is the party too late and must now deal with the Atrox on the loose?
- Intrigue in Götland - The Jarl is old and weak. His most trusted servants, the party, must ensure his final wishes are fulfilled. He wishes to be buried in the lands of his ancestors in northern Europa but the Romans will never allow them to pass. Add to this his son wants quick closure in order to claim the family's wealth quickly. Does the Jarl's son sabotage the effort? Is there more to his will rewarding the party if they return successfully?
- Explore Vinland - Vinland is full of unknowns and Halldor needs to know more. He assembles a party of the most able men and women and sends them to the south and west to map the lands and make allies if they can. Little do they know that they will encounter a flock of Harpies who have stowed away on the Norse ships from Europa. They are harassing a Skraeling tribe who are potential allies. Is there a darker force behind these creatures? Have they already multiplied? Does their queen have secret powers?
- The Gods Call - Odin has a mission for a godi and he must assemble a party to retrieve a magic ring stolen from him by an evil spirit. They must not use the ring and in fact must destroy it in the fires of a sacred wood in Vinland.

The Jade Empire

The Jade Empire is a land that lies east of the Roman Empire. Part of it is called China after the Ch'in Dynasty, one of the first dynasties that westerners encountered. The Jade Empire is a source of exotic goods, peoples, philosophies and great wealth. The Roman Empire is at odds with the Jade Empire over the dominance of the Asian Continent and India. Additionally, the Romans want the secret of immortality possessed by the eastern Emperor and are willing to fight for it. China also contests a number of claims of the Roman Empire in Scythia even though the Chinese have no plan of expanding to the west. Couple this with the firm belief that anything not Chinese is inferior and tensions are high.

The Chinese rulers have commanded the loyalty of the people for centuries via the Mandate of Heaven. This Mandate was given to the king or emperor by heaven and as long as he did not rule unwisely he would retain it. The Mandate legitimizes the overthrow of a kingdom or empire by people outside the noble families. A peasant can become an emperor, and did so in the case of the Jade Emperor, simply by leading a revolt. If the heavens are no longer pleased by the current ruler the Mandate will be given to another, legitimizing their rule. This most often exhibits itself in the form of natural disaster or successful revolts. Thus great effort is spent ensuring that events do not escalate into full blown disasters. Earthquakes, drought, famine and floods all can be a sign of disfavor, but more important is how the ruler deals with it.

The Jade Emperor does not interfere in the revolts of kingdoms under his domains for the precise reason that it may be the Mandate of Heaven. He allows the peasants to replace their rulers which serves to eliminate the incompetent rulers in his dominion. He is careful though to ensure that the revolt does not spread. It is a dangerous game that he plays, involving many small teams of operatives working throughout the Empire to keep him informed and act in his interest.

One mechanism the Jade Empire uses to ensure their control is an extensive monopoly on several key industries. The most tightly controlled are iron, salt, alchemy and liquor. In a broader sense, a monopoly system is employed with grain called the "ever normal granary" system where the government purchases surpluses in areas of abundance and sells them in areas and times of shortage. This helps to reduce the speculation on grain and normalize the economy. The other monopolies are of a more ruthless nature, though not overly burdensome to the common man.

The popular view of government in the Jade Empire has been influenced by a number of events and philosophies. The most prominent are the Confucian and the Legalist views. The Confucians state that government has an obligation to rule wisely and for the good of the people. Legalists are devoted only to what must be done in order for the state to prosper. It is a rational, logical and utterly amoral philosophy. The Confucian philosophers and the Legalist administrators often meet to discuss these roles at the command of the Emperor. The result is usually one of compromise where social programs are grudgingly employed and strict laws reaffirmed.

The Legalists have added an element that provides a great deal of stability to the government. Directly responsible for the administrative excellence of the current government, the Legalists employ placement exams to determine if a candidate is eligible for a post within the administration. They also operate several universities in order to educate people (in most cases only nobles) in math, science and legal administration. Legalists are extreme in many cases, gaining a poor reputation in the Ch'in Dynasty as excessive and unyielding, but the modern Legalist is more of a well intentioned civil servant. These managers and administrators often have only the best of intentions, but sometimes go astray.

History

The history of the Chinese can best be delineated by the dynasties that ruled China during that period. The dates are all given in the year from the founding of Roma. The history of China is better documented in some cases than the Roman Empire. History and links to the past, and thus their ancestors, are more highly valued by the Chinese than by the Romans. Some of the Chinese histories are tightly controlled and highly influenced by the rulers of those times.

The Jade Empire of modern days is dedicated to the proper recording of historical events. To this end the Imperial Library at Louyang has been founded for the collection of records, recording of history as it happens and the collection of artifacts. They employ a number of teams that travel the world collecting items of historical relevance. In most cases the team does not necessarily understand the significance of the item, but the Imperial Library is well funded and notoriously an excellent employer.



Universities are also a source of extensive libraries and are pioneering many new ideas in the fields of archeology and anthropology. The primary champion of these studies, Su Wei-Lan, is also their inventor. Su Wei-Lan prefers to employ others to do the field work in areas of the world that are dangerous. His students and he are often in danger when in the field since few understand what they do. At this point his work involves exploration of ruins, recovery of artifacts from other societies and examinations of primitive people as they live in their natural environment. It is important to note that the state tightly controls any such activity within the borders of the Jade Empire. Much of Su Wei-Lan's work is in the south amongst the islands of the South Seas. He is currently a professor with the University of Tsang-Wu.

Time Line for the Jade Empire

Year	Event
1747-1452 Before A.U.C.	Sanhuangwudi is a period of ancient history believed to be a part of myth. It contained the Three God-kings and the Five Sage Kings who have come to represent morality. This period is venerated by Taoists but few believe these kings truly existed.
1452-1053 Before A.U.C.	The Xia Dynasty was considered a slavery society. It had seventeen kings who were overthrown in the end by Tang, the leader of the northern Shang tribe. The last ruler of the Xia, Xia Jie, was considered corrupt.
847-293 Before A.U.C.	The Shang Dynasty followed the Xia and ruled much of northern China. It is believed that the first experimentation with magic started here but no one is sure. Historical records of this period are sparse and often contradictory. It was a time of war with neighboring tribes from the steppes. The Shang Dynasty was overthrown by the Zhou people with the aid of a popular revolt. It is believed that each side was supported by their own group of gods.
369 Before A.U.C.- 497 A.U.C.	The Zhou Dynasty was the first to claim the Mandate of Heaven in order to legitimize their rule. The Zhou slowly extended their influence north of the Yangzte River from the foundations near the city of Chang-an. As the Zhou Dynasty developed the centralization of the government became more thorough and effective. The most distinct example of this is the increased standardization of the agrarian taxation laws. Local governments came more and more under the rule of the central governments and familial ties to a feudal style local government began to fade. During this Dynasty a shift in power and the movement of the capital eastward to Louyang causes historians to divide this dynasty into the earlier Eastern Zhou and later Western Zhou splitting at around founding of Roma, 0 A.U.C. During this Dynasty Confucius and Lao Tzu lived, teaching about the Confucian school of thought and Taoism respectively.
350-532 A.U.C.	The Warring States period is generally thought to be part of the Zhou Dynasty but in fact overlaps the next Dynasty, the Ch'in Dynasty. This period is marked by extensive warfare and the eventual break up of the Zhou kingdom into seven states Qi, Chu, Yan, Han, Zhao, Wei and Ch'in. The kingdom of Qin eventually rose to overthrow the rest. During this period the Hundred Schools of Thought rose out of chaos. The movement is named for the many philosophies and advances which took place in this period. Confucianism, Legalism, Taoism, Mohism and many other movements found their roots in the Warring States period.
532-547 A.U.C.	The Ch'in Dynasty, although lasting less than twenty years, had an incredible effect on the structure of China to come. The Ch'in Dynasty was the first to claim the title of Emperor and unite all the kingdoms that would become the core of the Jade Empire. Other contributions include a dedication to Legalism and a bureaucracy that replaced the Zhou feudalism. The Ch'in were the most aggressive of the Warring States and it was through their armies that the Ch'in Empire was founded. During their rule they also began the construction of the Great Wall, a series of forts at the northern extremes of Ch'in territory. These were quickly overrun by the advances of the early Han Dynasties. In addition to the Great Wall, numerous canals, roads, bridges and tombs were built during this period. Despite its short life the Ch'in Dynasty had formidable accomplishments and established the model of Imperial rule.

Year	Event
551-620 A.U.C.	The Han Dynasty started in division. Hsiang Yü was a prominent military commander of the Ch'in Dynasty. He chose to revolt against his masters in response to extreme land reforms which would have left him and other land owners with less power. His rival Liu Pang, originally part of Hsiang's retinue, was a common peasant. However, Liu had extraordinary powers of persuasion, where Hsiang alienated and offended his closest supporters with brutality and cruelty. It was not long before these two turned on each other within the new regime. Although Hsiang was the superior militarist compared to Liu, Hsiang had little in the way of support left. In the end, Hsiang committed suicide. Liu Pang went on to extend the Han domains in the west laying the foundations needed to secure the Silk Road against barbarians. A great prosperity settled in as the government began to relax the Ch'in legalist extremes against merchants.
620 A.U.C.	Li Sao-Chün, an alchemist thought to have visited the immortal island of P'eng-lai, returns in secret with the method of immortality. He delivers it to his patron, the Emperor Wu Ti. Wu Ti, who had been a dynamic ruler to begin with, now begins to take a longer view. Li Sao-Chün is horribly crippled in an assassination attempt meant for Wu Ti. To reward him, Wu Ti makes Li the court alchemist and gives him lands and wealth. Wu Ti takes the mantle of the Jade Emperor, head of the gods of Taoism.
620-1461 A.U.C.	The Jade Dynasty is begun by Wu Ti and maintained by him for over 800 years. At first some doubt of the veracity of his claim may have been voiced but his rule has been marked by his unchanging youth and great prosperity.
937 A.U.C.	The Yellow Turban Revolt nearly ends the rule of Wu Ti.
947 A.U.C.	The Yellow Turban Revolt is suppressed.
965 A.U.C.	The Five Pecks of Rice sect is founded and leads to revolution attempts for the next 500 years. Despite the Emperor's best efforts the sect is never destroyed. The modern version includes criminal elements.
994 A.U.C.	The Five Years War is launched and General Fong Chung conquers the northern barbarian tribes along the eastern coast. Brutal tactics are used for those who do not submit.
1012 A.U.C.	Exploration parties are sent to Peng-lai over the next fifty years but no settlements are established due to constant uprisings in the barbarian territories to the north.
1104 A.U.C.	The disastrous Himalayan Campaign begins; it is utterly destroyed by a combination of weather and resistant Tibetan tribes.
1121 A.U.C.	The Southern Expansion brings much of south-east Asia under the control of the Jade Empire.
1128-32 A.U.C.	The Seaside Revolt erupts in Viet Nam, led by an individual known only as Lao, a suspected Taoist Monk of mysterious origin. As the revolt is suppressed Lao is not accounted for.
1344 A.U.C.	The colony of Tsang-hai is founded and the province of Peng-Lai on the northern continent organized.
1388 A.U.C.	A formal embassy is established with the Romans in their capital; it is given the authority to speak for the Jade Emperor.
1401 A.U.C.	A formal embassy is established with the Alkasatians.
1441 A.U.C.	Formal relations are established with the Norse of Svealand.
1442 A.U.C.	The Jade Empire secretly sends aid to the Persian rebels in the Roman Empire.
1452 A.U.C.	The Salt Miners Revolt erupts for a single year and is only suppressed by granting concessions to the miners in order for returned production.
1461 A.U.C.	The Jade Emperor rules from a troubled throne as the colonies of Peng-Lai grow in strength and the peasants clamor for less taxes, protection from new horrors that wander the land and the Emperor's own court plots against him.

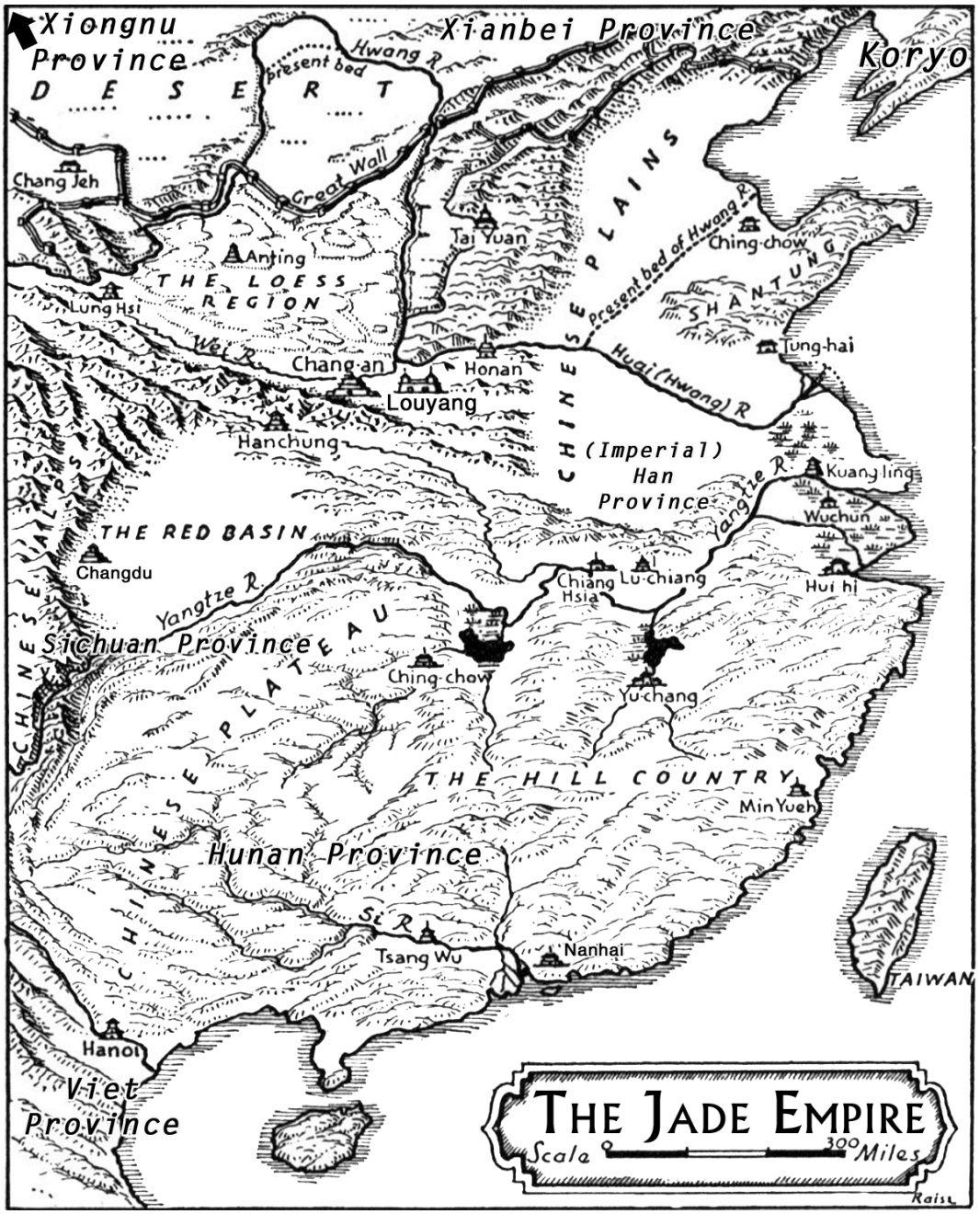
Lifestyle of the Jade Empire

The lifestyle of the people of the Jade Empire is split into four basic groups. The first, and by far the hardest, is the peasant who makes up about 80% of the nation's 85 million habitants. These are generally poor, uneducated land owners who are just able to pay their taxes to the government. The second is a middle class made up of merchants and

craftsmen. These people live in moderate comfort in cities and small villages. Teachers and government administrators are also part of this class. The third, and smallest, are the wealthy land owning families. These families may eventually rise to the noble class and in common practice there is little difference between the land owners and the nobles. Finally, there are the nobles who are a group holding titles passed down from father to son. Many of these titles came from Zhou Dynasty appointments but others have been assigned by the Emperor for extraordinary duty.

One of the biggest differences for peasants between the western cultures and the Jade Empire is that they own their own land. This can be difficult since high taxation and levies may force a peasant to seek the protection of a great family. The Wei family is one of the most powerful of these families in the northern province. A peasant will sell their land to the family and in exchange be exempted from tax only to become a tenant farmer. This is something that peasants try avoid at all costs. More common is to donate their land to the local temple, either Taoist or Buddhist, and become a tenant framer for that temple. In this case the temple takes all of the harvest, supply its needs and redistribute it to the tenants. This practice has caused the Emperor more than a little consternation since temples do not pay taxes, and over his rule the temples have occasionally been closed and all the members and tenants returned to lay life and the tax pool.

A peasant's life is physically demanding, with the only reward enough plain food to eat. They do have a means out of this life. They may join the military, which will help their family with the tax burden. An entire year's taxes and any levies can be paid by supplying one soldier to the military. A typical service in the army can last anywhere from one year to a life time. In the case of lifetime enrollments, the soldiers live in self supporting colonies on the edge of the Empire. They raise their own crops, weave their own clothing and are even supplied with wives. In this way the government supplies itself with a self propagating army. It has had mixed results but has so far maintained the borders.



Another way for a peasant to find a better life is to join a Hang (guild) as an apprentice. This is practically a form of slavery in that a person agrees to obey a master craftsman in exchange for learning the craft. An apprentice usually serves for up to 10 years depending on their family connections, the amount of wealth that can be paid by the apprentice when they sign up and how well they perform their duties. The Hang monitors the apprentices in order to ensure that they are not mistreated. An apprentice's best chance to be accepted by a master is through nepotism; it is not otherwise impossible but it does become more difficult.

A peasant may also join a monastery or temple as a priest. This can be just as demanding as being a peasant but, depending on the individual's dedication, can be an escape from a brutal life. Many peasants join monasteries and profess deep found religious beliefs in an attempt to dodge work and responsibility. The Emperor is aware of this and the Ministry of the Interior monitors enrollment in monasteries and temples, purging them through aptitude tests to determine the dedicated from the fakes. These tests determine literacy, which few peasants have.

The wealthy and the nobles of China live a different life from that of the peasants. As in any society, the powerful receive better food, lodging and more privileges. A definite prejudice exists against those who acquire wealth purely for wealth's sake. There is nothing wrong with earning enough money to provide for a family, or in charging a fair wage for work done. However, hoarding or coveting money is culturally unacceptable. There are cases, fairly common, of the wealthy giving all their lands and money to a temple or monastery as a form of absolution. Merchants are especially reviled by this attitude, as they are seen as the ultimate expression of the pursuit of wealth for its own sake. After all, a carpenter charges a fee and produces a product, but a merchant charges a fee for merely acting as a go-between for the carpenter. Merchants are often taxed, fined or arrested on a somewhat unfair basis. Of course, some merchants have earned this harassment, engaging in a number of unscrupulous practices from price fixing to smuggling to goods speculation.

Whether wealthy or poor, noble or common, family and the ancestral village are very important to the Chinese of the Jade Empire. If they die while away from their ancestral village, where their relatives cannot intern and care for their body, then their spirit will never rest until their remains are returned. This is a direct hold over from and continuation of clan allegiances. Headmen of a village have the legal powers of a magistrate and the Imperial government respects this. Bringing dishonor to oneself has far reaching effects on the family and village who share in the shame. At times, if the law is broken in a particularly dishonorable way (disrespecting elders, killing and robing a noble, piracy) then punishment will be shared by the family and village. This falls under the belief that the family, relations and neighbors of the guilty should have prevented the behavior before the law was broken. This may lead to a village taking the law into its own hands.

Inns and taverns are common even in the smallest of villages, but travellers far more commonly stay with the local lord or family, depending on the rank of the guest. Travel is permitted outside a province only on special order. Travel permits are simple to get and relatively cheap (about ten copper Wu-Zhu.

Commerce in the Jade Empire

Commerce in the Jade Empire prospers in spite of, not because of, the administration. Due to a combination of the Legalist and Confucian influences on the government, the acquisition of wealth is frowned on and merchants are seen as engaged solely in the acquisition of wealth. Normally, if funneled to the family or the government, such unacceptable behavior can be tolerated. To Legalists, the mercantile efforts divert wealth that should be going to government coffers into private hands. Both groups generally disapprove of merchants as a class but the Emperor and his court see it very differently.

The Jade Emperor sees the future of the Empire firmly in the hands of the merchant class. He has seen, with ancient eyes, the effect that the merchants can have. For the most part, the exchange is a good thing but it must also be carefully watched, and for this reason he will only weigh in on mercantile matters when the administrators go too far for his tastes. He has encouraged the formation of guilds in order to help represent the merchants' side of the matter.

These guilds, called Hang, exist not only for merchants but also artisans of all types. The Hang are responsible for electing a headman who represents them to the government. There is a foreign merchant Hang that reports to the national merchant's Hang. The Hang also help protect their members as best they can. The merchants Hang, silk weavers Hang and alchemists Hang are the three most powerful in all of the Jade Empire. The Hang are also responsible for paying imperial taxes which they collect from their members.

Early in his rule Wu Ti was very hard on the merchant class, almost taxing them out of existence. He has learned some level of restraint and found that, after his campaigns in the north against the Hsiung-nu, a healthy merchant class that can continue to contribute over the years is far more effective than a quick fix of cash. Today, merchants are expected to pay sales tax and various transport taxes as items

move through the Empire. Transport fees may be summed up in one payment at the border if proper permits are arranged.

Tax	Rate
Sales	20%
Transport - Paid at province borders.	3%
Port - paid at ports or when leaving the Empire	5%
Land - paid on all food producing land	2% of harvest
Inheritance - paid on goods garnered from familial inheritance or ventures outside normal mercantile activity.	15%

Land owners pay taxes in grain and woven goods. Sales taxes are paid by the merchant to the merchants Hang. The local magistrate collects any land or inheritance taxes owed by the county he administers, and port taxes are collected by magistrates of that city or port. It is interesting to note that inheritance taxes are also assessed on any goods "found" unclaimed in the wilderness. In addition, any government official can levy a special tax at any time, must to the distress of wealthy merchants and successful adventurers. Imperial levies are not all that uncommon and may account for up to a third of a farmer's harvest.



Foreigners in general, but especially foreign merchants, are not allowed to wander the country. Most foreigners must either be escorted by an official of the Empire, be granted ambassadorial status, or do business at port cities from special compounds set aside for them. Foreigners in the Jade Empire are watched very closely since they are automatically assumed to be barbarians with little respect for the law.

Monopolies are carefully maintained over several key items produced or mined within the Jade Empire. These monopolies are maintained by ministries of the government although the distribution is usually in the hands of merchants. The primary industries under the control of the government are shipyards, armories, weapon smiths and military equipment. These industries are not only controlled but are often maintained in state run work shops. Some artisans are allowed to run their own shops in these fields but are not allowed to acquire great wealth from their labors. The primary resources controlled by the government monopolies are salt, iron, tea and liquor. These are handled somewhat differently; they are licensed to individuals who become the only lawful manufacturers and distributors of the goods. One of the wealthiest of these entrepreneurs, much to the chagrin of Confucians, is Huan K'uang who controls much of the salt trade in the Empire. He has amassed not only an effective distribution net but also a manufacturing method using salt lakes, wells and sea water that pays peasants for their contributions. The other industries are split among several wealthy merchants but none have risen to the level of Huan. The final, most wide spread, monopoly is the production, distribution and storage of grain.

The ever-normal granary system is a method of buying grain in areas of surplus and shipping it to areas of shortage (or storing it against bad harvests) and selling it in times and places of need. This ensures the market maintains a level price for grain and stops private speculators from profiting on shortages. However, it does mean that the government makes a formidable profit. It is not as bad as the gouging that the peasants took from merchants before the system was in place, and it pleases the Legalists that much of the profit goes directly into the coffers of the government. The government also uses the surplus for true emergencies, setting it at a fixed price to ease the burden on the peasants.

Money comes in two forms in the Jade Empire. The far most common form uses coins called "cash". They are usually made of copper, bronze, silver or gold. Cash is the standard payment for labor or service and the most common means to purchase goods. Occasionally, cash will not be used and a person might be paid in bolts of silk or grain, but this is no longer a common practice. The second form is paper money. This is usually drawn on the treasury of a noble and takes many forms. The most trusted is the Imperial note, but paper money is slow to catch on with the general public. It is more common as a means of transferring large sums of cash, as notes of credit or as a promissory note.

Laws of the Jade Empire

Laws of the empire are egalitarian but punishments are not. The laws apply across the classes, from noble to peasant, but punishment for a peasant can include extreme levels of physical pain often including execution. Nobles and the wealthy are usually punished with fines or banishment. The government views laws merely as a way to make the populace behave as they wish and present the punishments if their citizens do not follow their mandates. There are no provisions limiting the power of the government, nor any independent church or judiciary branch to check their powers.

The legal code is interpreted and enforced by the county magistrates who serve as judge, jury and executioner. Difficult cases are pushed up to higher officials in the Ministry of Justice and possibly all the way to the Emperor. Serious penalties, usually involving the death penalty, are often reviewed by the Ministry before punishment is enforced. Still, the magistrate has broad powers that may be executed without any interference from above. Magistrates

also have other duties including the collection of taxes; they are directly responsible for the total amount for the county.

When a magistrate hears a case he needs to consider the relationship of the parties, the circumstances of the crime and the motivations of the parties. This is due to the extensive influence of the Confucians on the legal system. To the Confucians, law should be about what is proper within the confines of society, or "Li". For instance, a father who killed his son for theft would be applauded, but a son would be put to death for striking his father. Much of this is subjective, loosely following twelve areas of codes that include over 600 articles. These groups include:

Codes of Law	
Terms and Principles	Prohibitions concerning security of the Imperial Palace
Administrative Regulations	Family and Marriage
State stables and treasuries	Coercive treatment of others
Violence and theft	Conflicts and contentions
Deceptions and frauds	Miscellaneous statutes
Arrests and escapes	Trial and imprisonment

Jails are a foreign concept, and imprisonment is only used while awaiting trial, though that might be waved if the accused is thought to be trustworthy. Punishment is carried out immediately upon determination of guilt. The most severe punishments (ranked highest to lowest) are death by strangulation or bisection, banishment from home to a distance of up to 1000 miles, hard labor for up to three years, beating with heavy bamboo rods for up to 100 blows and a light beating of up to 50 blows. In all cases, the wealthy or those with status may end up with either banishment or have their punishment commuted to a fine.

Yü-shih T'ai

This segment of the government is literally translated as Tribunal of Censors. This group of civil servants, and any administrator may transfer into the Yü-shih T'ai, is responsible for ensuring that officials within the government do not break the law or betray the Emperor. They also protect the interests of the state. These agents report directly to the Emperor and although they may be reprimanded they are seldom outright punished.

In recent times, the Yü-shih T'ai have extended their operations to include espionage against other countries. They have not had very much success but continue their efforts nonetheless. The current censor in chief is a woman named Liu Jun and she is known for her zeal in protecting the state. Jun has not hesitated to deal with people in the most merciless and cruel manner, bringing the full power of the Yü-shih T'ai down on those who do not work for the state.

Religion and Thought in the Jade Empire

Religions in the Jade Empire are very diverse. The government does not enforce a state religion but it does watch all religions closely. If a religion becomes too popular, too wealthy or attracts too many of the poor, then the government may enforce a ban or decrease the number of monks who may be attached to a single temple. In extreme cases, a temple may be closed, all the monks returned to the general populous and the temple's land and wealth confiscated. This does not happen often.

Even temples of the same faith may have different and distinct rules, rituals and world views. Many temples forswear any activity with the secular world in favor of the seclusion of a monastery. Some attempt to become involved in fomenting rebellion. These temples tread on dangerous ground. The Jade Emperor is known to be brutally strict with temples involved in politicking. In theory, the temples are retreats for priests and monks to make their life away from the world so they may focus on a higher power. This does not always come easily.

Temples receive large grants of wealth and land from nobles and the wealthy that enrich them and give them a vested interest in a number of the monopolies that the government maintains. The practice that most attracts the attention of the Chinese bureaucracy is that of peasant farmers who donate their land to a local temple or monastery in order to receive protection from taxes or unjust nobles. Since the temples do not pay taxes this turns the peasant into a tenant who works the farmland and tithes to the temple. This often turns out to be far less than what local nobles and the government take for taxes. This is an ongoing issue for the Jade Empire as it results in more and more people taken out of the tax base.

Many temples' involvement in a rebellion has to do with the government's strong leanings towards Taoism. Strangely enough, Taoists are the most common faith from which the rebellions come. The Yellow Turban rebellion of 937 A.U.C. was based in secret Taoist societies of Taiping but was fueled by the heavy taxation placed on peasants to build fortifications along the Silk Road. The taxes alone would not have warranted rebellion but then famine struck and the peasantry began to doubt that the Emperor retained the Mandate of Heaven. Despite this, Wu Ti was able to suppress the revolt, although he was forced to commit his personal guard to the effort, was nearly assassinated twice and was gravely wounded once.

Taoism (Daoism)

Taoism was founded by a contemporary of K'ung fu-tzu (Confucius) and in fact has always been compatible with Confucism. Lao Tzu, a philosopher of the third century of the A.U.C., worked as an Imperial Archivist. Confucius

often consulted Lao Tzu on the daily rites of a proper gentleman. It is contested whether Lao Tzu or his disciples wrote the definitive work on Taoism, called the Tao Te Ching, but the book is still used to the present day. After a long life Lao Tzu left China and disappeared into the West, where it is believed that he made his way to India and converted the Buddha to Taoism. This is unlikely to be true but many devoted Taoists believe it to be so. In addition to this, it is believed that Lao Tzu found the secret to immortality through Taoism and continues to wander the world dispensing wisdom and guidance as needed.

Taoist beliefs may be summarized into five basic points. Central to all of these is the Way, and indeed one of the translations of Tao is Way. The concept of the Way embraces the workings of the universe and describes an individual's path through that universe. The Way is the beginning and the end of all things, and the Way created what is called the One. The One is a life force that surrounds and permeates all things. The One, in turn, led to the five points. Those are:

- The Way led to the One, which in turn led to the Two (Yin and Yang) and in turn created the world. The Way is natural and reflects the circle of life and death with eternal renewal.
- One cannot force Nature to behave as one wishes. It is important to observe the ways of nature and act in harmony with it, not try to force things to be as one wishes.
- Clear one's thoughts so that one may listen to the Way and the nature of the One. When this is accomplished, one's Way becomes clear, allowing easy interaction with the universe. Controlling desire leads to contentment since indulging one's desires, even if satiated, leads to deeper desires. The true Taoist is content with life as it is and does not even desire the lack of desiring.
- One realizes that one is a part of the universe and interacts with it, constantly changing and evolving. Everything is interdependent. To this end one becomes aware of life as a series of moments and one's place within these moments as they relate to everything. Joy can flow from this knowledge.
- Yin and Yang are two sides of one piece of paper. One cannot exist without the other. Light and Dark, Male and Female, Action and Inaction are just some of the aspects of Yin and Yang. Neither side is more important than the other nor is there a right or wrong side, but instead there exists a true duality, a balance.
- Wu Wei is the concept of inaction. It does not mean "do nothing" but is best expressed as performing an action in a manner that is in accordance with the Way. For instance, a man may fall in a river and begin thrashing and fighting the current. A proper taoist would flow with the current, doing little but allowing the river and the natural pattern to carry one along. Trusting to one's human nature and not to what one thinks is right will lead to right action.

The above are the philosophical tenets to Taoism but over the centuries they have mixed with a number of local religions. This has rendered a religious aspect to Taoism that includes congregational worship in temples, the worship of several gods, ancestor worship, the pursuit of immortality and the study of magic. The Jade Empire owes much of its superiority in magic and science to Taoists who devoted themselves to alchemy. Potions are second only to silk in volumes exported from China and is one of the largest industries in the country. Much of this work is done in Taoist temples. The pursuit of immortality, although known by the Jade Emperor and a few select others, is still a major pursuit of many Taoists who all seem to have their own theory on the means to reach this enlightened state. The most popular theory to date is one of excessive sex (or abstinence) combined with exercises and potions.

Influence of Taoism

Over the ages the Taoist "priests" have really been more mystics or alchemists. They have added a great deal to magic and are directly responsible for the use of magic within the Jade Empire. Strangely enough, they have also added considerably to science. From the Taoist alchemists came such inventions as gunpowder, paper and many of the medicinal compounds used in the Jade Empire today. The cultural message of the Taoist has also affected Chinese life, providing deep respect for nature and the natural ways of doing things. It is very much the Chinese way to observe an aspect of nature then determine a method to work with it.

The political philosophy of the Taoists is somewhat mixed. It would have to be said that they have a strong sentiment against government in general. Many Taoists still go into the hills to become hermits, rejecting the ways of mankind in favor of the Way. Those that have stayed amongst mankind have become more and more involved in the government, hoping to sway its practices towards the Way. Today they have even endorsed the Emperor as the godly being, the Jade Emperor, master of their pantheon of gods. Many Taoists of the temples and monasteries feel that association with one claiming to be the Jade Emperor is improper but they have little power to change the state.

The source of the power of the Taoists lies in their control of much of the magic in China. They are very close mouthed about their spells. The unscrupulous use this power to attain tax exempt status for the Taoist temples while attacking temples of other faiths. These fallen monks are dangerous since they have gained many of the powers of the Taoist monk but use the Way to rationalize doing whatever they please. Corruption is not rampant as the Taoists prefer to deal with such problems internally but the devious nature of the fallen monks is insidious.

Confucianism



Kung Chiu was born in the third century of Rome. He would later be known as K'ung fu-tzu (Confucius to Western ears). He lived in the province of Lu, in the district of Shangtung, northeast of China proper. He was born to a low ranking aristocratic family and had to work in many professions that were considered below a noble born man. He eventually became the first professional teacher by taking on paying students and disciples. He taught these pupils his views on government and life. Many of them went on to high positions in government. His middle life was spent wandering northern China in search of some feudal lord who would put his theories into practice, but he found no one who was interested. By the end of his life he considered himself a failure, despite being well respected.

Many of the ideas that K'ung fu-tzu espoused in his lifetime were gathered and recorded by his students. He did not render any great treatise himself but was a prolific teacher. A pair of champions later cemented and clarified K'ung fu-tzu's philosophy. The first was Meng-tzu or Mencius. An aristocrat and base self-aggrandizer, Mencius was nonetheless a strong proponent of K'ung fu-tzu's philosophies on benevolent government and went so far as to say that if a benevolent ruler were to arise that all of China would flock to him. He also championed the egalitarian Confucian idea that every person has the potential to become a sage. He also believed that every person had the seeds of good already in them and it was not a case of teaching a person to be good but merely bringing it out of them. Like K'ung fu-Tzu he recognized no external measure of right and wrong, believing that "Those who follow their great qualities are great men while those who follow their petty qualities are petty men." He proposed that every man must be the judge of what is right in his circumstance. His largest argument for government was that it creates an environment that foster this innate goodness of man.

Hsün-tzu was a far more practical and systematic philosopher who lived during the Warring States period. He wrote a treatise of 32 chapters on the conflict of man, the concepts of self development, kingly governance and how one properly conducted their rule. He supported many of the welfare programs that Mencius had defined and went farther in organizing and documenting these programs.

Out of all this came the modern view of Confucian philosophy. Confucian ethics are founded on three basic concepts.

- Li - K'ung fu-tzu redefined Li from an earlier concept to mean all actions committed by a person for selfish reasons towards an ideal society. Proper and right conduct could come from Li, from human action.
- Yi - This is an aspect of Li, but with the reciprocal meaning. It is when a right Li is performed and returned to the one who performed the original Li. An example of Yi would be mourning ones mother and father for three years since they cared for you for the first three years of your life.
- Jen - This concept flows from Yi in that it is the interconnected aspect of Yi. Where Yi is a singular action, Jen is the concept of a state of being. It is best expressed in the idea that one should treat their subordinates as they would hope their superiors treated them.

To complement the ideas above there are five basic relationships and virtues.

Five Key Relationships	Appropriate Virtues
father-son	filial piety
ruler-subject	loyalty
brother-brother	brotherliness
husband-wife	love and obedience
friend-friend	faithfulness

It is important to remember that these relationships work both ways. The responsibility for being a faithful loving son lies not only on the son, but on the father as well.

Influence of Confucianism

Confucian thought has mixed and evolved with local religions. In fact, Confucius is now deified in many local shrines and pantheons as a god. He brought a sense of morality to the Chinese people and he espoused the concepts of virtue from within and self-improvement. Just as profound as his cultural influence is that of his effects on the beliefs that govern the ruling of people. In the Lun yü, the Analects of K'ung fu-tzu, he states:

"If the people be led by laws, and uniformity sought to be given them by punishments, they will try to avoid the punishment, but have no sense of shame. If they be led by virtue, and uniformity sought to be given them by the rules of propriety, they will have the sense of shame, and moreover will become good."

Here he states one of the fundamental concepts that form the practices of the modern state; if the people are presented

with laws and punishments, they will abide by the letter of the law to avoid punishment. If they can break the law and get away with it then they will. However, if the government can back their laws with morality, rites and tradition then the people will feel compelled to obey the law out of a sense of duty. Any law to the contrary is wrong and any action by the subject to the contrary is wrong. Right rulership begets right action by those ruled.

Legalism

Legalism is far from a religion and much more of a philosophy. If Confucian philosophy is considered a code of what one should do to be proper then Legalism is a code of what one must do. Legalism does not engage in the benevolent musing of the Confucian or the escapist wanderings of the Taoist, but is strictly focused on what must be done to make the state prosper. It is rational, cynical and totally amoral. It teaches totalitarianism and service to the state. The Ch'in Dynasty embraced Legalism so greatly that it brought about its downfall.

In many ways the excessive Legalism of the Ch'in opened the door for Confucianism and Taoism to play a bigger part in the Chinese state. The Han Dynasty was the benefactor of this Ch'in downfall. However, it must be acknowledged that during the Ch'in Dynasty the state was able to accomplish great feats, like the beginning of the Great Wall, canals and roads all due to the Legalist administration and their methods of taxation and conscription. It was from the Legalists that Chinese administration and state craft evolved.

Buddhism

Buddhism has its origins in India within the Kushan Empire. It is based on the teachings of Siddhartha Gautama, a prince of the Punjab. He lived in the first century of Roma and took to refining the concepts that the religious thinkers of the time were developing. The priests of the time embraced the idea of people passing through endless reincarnations (samsara) shaped by their good and bad deeds (karma). Gautama proclaimed that a person was a part of the endless cycle of suffering and rebirth because a person wished it. There are feelings and desires that keep one bound to the illusion of life. To break free all one needs is to give up these desires and worldly bonds.

One day Gautama was resting under a tree when enlightenment struck. He then became the Buddha, or Enlightened One. He knew he would not be reborn again. He then preached his message for the rest of his long life. During this time he organized his followers into monastic communities constituting of churches called sangha. He taught them the discipline of reaching enlightenment which is called dharma. The goal is to reach a state of paradise called paranirvana which is described as a realization beyond the understanding of man. This is a spiritual state that puts the illusory world behind the enlightened person.

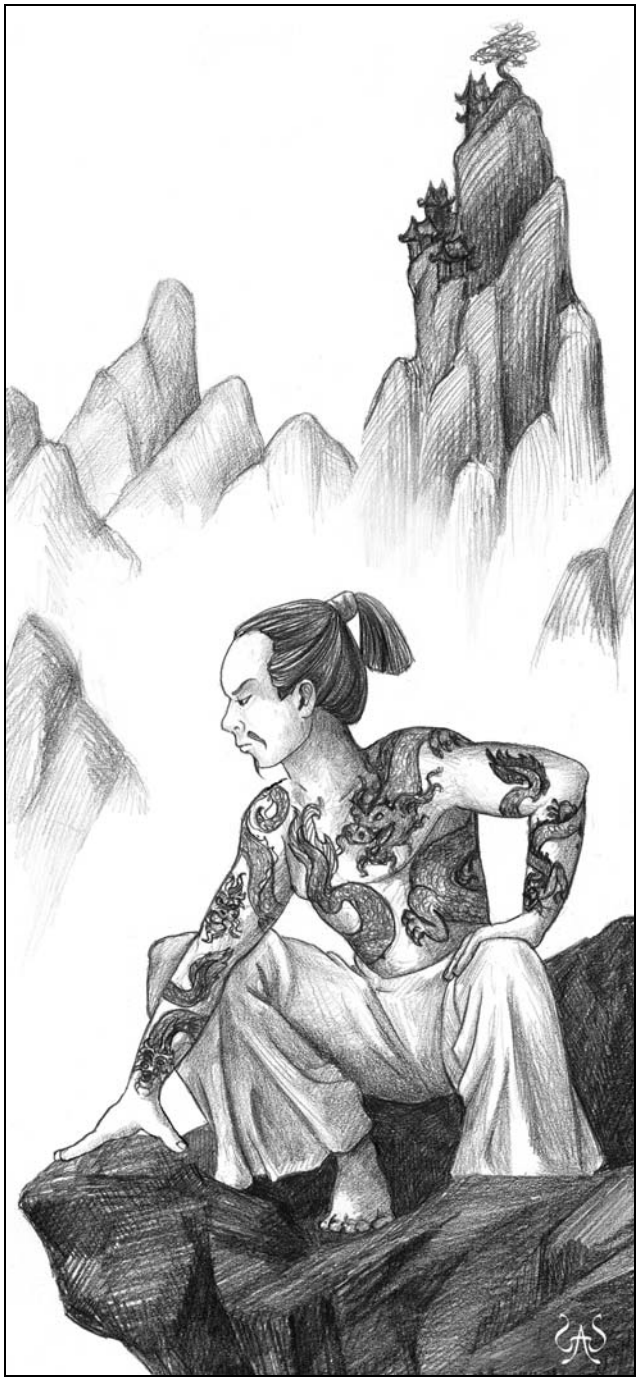
There are two versions of Buddhism: Theravada and Mahayana. Theravada, Doctrine of the Elders, is practiced mostly in India and southern Asia. Its basic concepts say that to reach enlightenment one must forsake the world and become a monk. Those few who can must focus on the dharma and transcending the desires and temptations of this world. Those who cannot must live as much by the means of the monks and support them with gifts of food and wealth. In this way the monks do not need to be distracted.

The Mahayana, or "Great Vehicle," spread north and into China around 800 A.U.C. It differs from Theravada in many ways. It venerates the Buddha as a god not unlike the Jewish God. Upon reaching paranirvana a person would join with the Buddha. Some people who reached enlightenment could attain a saint like status by becoming bodhisattvas when they died. In this spirit form they remain amongst men, guiding them towards enlightenment. To have the aid of a bodhisattva is to be elevated above the reincarnation cycle to paradise for a while. This is a sort of way station on the path to enlightenment where travellers may rest. Bodhisattvas preside over these paradises. There are still monks practitioners in Mahayana but it is called the Great Vehicle because any may attain enlightenment not just monks.

Two sects have gained the most popularity in the Jade Empire. These are the Ching-t'u (Pure Land) and the Ch'an (meditation). The Ching-t'u is a populist, dedicational form of Buddhism that preaches salvation through faith. The Pure Land is a Western Paradise presided over by the bodhisattva Amitabha, attended by the Goddess of Mercy Kuan-yin. Members of the sect seek to be admitted to the paradise upon death. They worship in congregations and perform good works, but what is most important is their faith in Amitabha and in his desire to help them. They believe that through meditation the sincere belief in Amitabha can be cultivated so that a single sincere utterance of his name will assure their entry in to the Western Paradise upon death. Most members of this sect utter Amitabha's name many times in a day in the hopes that it will be the sincere utterance required.

The Ch'an sect was developed a little over 80 years ago by a monk named Hui-neng. Ch'an Buddhism is a fusion of the traditional Buddhist conception of enlightenment and the Taoist philosophy. Ch'an monks do not withdraw from the world but prefer to work amongst men for their living. Unlike most other sects, the Ch'an do not beg for their livelihood. They prefer simple workman's tasks to scholastic endeavors and are often skilled artisans. They do not believe meditation leads to enlightenment but that meditation is enlightenment. They believe that meditation is a means to intuitively perceive reality without being a part of it.

Their passion for the irrational and intuitive often leads to the masters questioning students with paradoxes (Kung-an) such as "What is the sound of one hand clapping?"



Enlightenment to the student of Ch'an is simple and unself-conscious awareness of the instant, living in the moment. Enlightenment will come in a sudden flash with no warning and may be triggered by any manner of thing such as contemplating a picture, feeling the rain on your skin or hearing the song of a bird. For this reason the monk must be prepared at any instant for enlightenment to come. To accomplish this one must never dread the coming event or anticipate it. They must be totally receptive to whatever may happen and respond to it spontaneously. Ch'an stresses direct contact with reality without distracting intellectualization - to be in the moment without thinking about the moment. The Ch'an devotee strives for nothing including paranirvana because he is certain that he will not be reborn without knowing it.

A secret society known as the White Lotus Society has lately become a source of peasant revolts. They preach the coming of Maitreya, a bodhisattva who has not yet come to the world, but it is foretold that when he comes he will make a paradise of the earth. The White Lotus Society uses claims of Maitreya's appearance as a tool to rally vast numbers of peasant support.

Buddhism is not without its detractors in the Jade Empire. Much of the Buddha's negative view of his life is at direct odds with the optimism of the Taoist and Confucian life oriented beliefs. The Taoists are probably the most strongly opposed to the Buddhists and persecutions have arisen against Buddhists at the hands of Taoists in powerful positions with in the state. The Taoists are not pleased with the Buddhist monastic use of magic, seeing it as direct competition. Taoists have gone as far as to insist that Lao-tzu, upon leaving China, travelled to India and either magically transformed one of his disciples into the Buddha, converted the Buddha to Taoism or became the Buddha himself. This is an unending irritant to the Buddhists of the Jade Empire.

A point of contention that the Chinese people have with the Buddhists is the issue of celibacy. Being so strongly familial, the Chinese people do not approve of the vows of celibacy that Buddhist monks take, seeing it as weakening the family. In addition, some xenophobic issues are brought against Buddhism with claims that it can not hold any truth since it is not Chinese.

The state also has its issues with Buddhism because many people are taken out of useful society when they join monasteries. The temples and monasteries of the Jade Empire are tax exempt but several times in his rule the Jade Emperor has reduced the number of monks, both of Buddhist and Taoist origin, in order to maintain a productive work force. Peasant and noble alike often donate their lands to the temples and monasteries in order to evade taxes or cleanse themselves in death. In this way, more and more land and people have flowed out of the tax base and into the monasteries.

The Clan of the Dragon

Baoshi is an ancient dragon from an alternate universe that was destroyed in a war between the Dragons and an unnamed enemy. Baoshi fled to Earth and was aided by a primitive steppes clan, part of the Hsiung-nu. This extended family hoped to gain power by currying the favor of a celestial being and in some ways gained their wish. Baoshi

formed them into a secret society for the purpose of preparing mankind for the arrival of his enemy. Baoshi is quite certain that he will be pursued by these creatures. To that end the Dragon Clan was founded.

The oriental monks of the Dragon Clan perform mysterious and somewhat non-sensical missions for Baoshi. It is all part of his plan but the monks are seldom let in on the effects of their often far-reaching actions. The monks outwardly appear to maintain and run a Taoist monastery, and only a very few individuals know of their true purpose.

Wu Ti, the Jade Emperor, is one of these people, or so many believe. He does not approve of the Dragon Clan's actions and has seen some of their effects through his own eyes. Wu Ti has set the Yü-shih T'ai to watching them and their actions.

Not all the monks stay at the monastery and in fact, quite a few wander the land setting right wrongs and preaching the way of Taoism. These monks act as agents of change for Baoshi while dispensing their spiritual duties.

In these many ways Baoshi is trying to effect social change. Some say it is for his own aggrandizement others say for the betterment of mankind. These opinions are kept only by those with the greatest of power since most do not even know of Baoshi's existence. The monastery of the Clan of the Dragon is well known, though, and generally well accepted by the common people. It is located in the Loess Region near Lung Hsi.

Magic in the Jade Empire

As stated before the magic of the Jade Empire is primarily under the control of the Taoist temples and monasteries, which report to the Ministry of the Interior. Some magic is produced privately or in Buddhist monasteries. The laws governing magic either come directly from the Emperor or from the Ministry of the Interior. The enforcement of these laws usually falls under magistrates and their staff. Most laws about magic are merely extensions of existing laws such as coercion, violence and theft using magic.

Most magical items in the Jade Empire are either scrolls, potions or (rarely) weapons. These weapons are often rumored to have come from gods but are usually the construction of some ancient artificer. Scrolls are merely glyphs that are recorded on paper and then burnt in order to activate them. Fire is the key component in the use of scrolls. Finally, the most prolific magic item are potions, including salves and ointments. These potions must be imbibed or applied to the person they are to affect. The majority of potions have healing powers. These items are usually produced in monasteries and government workshops, either by artificers called alchemists or mages who have learned to cast western style magic.

Magic is looked on as a facet of nature. There is little to offend in using the natural energies that flow through the world to ease a burden or heal a wound. Damaging or controlling magic is considered evil and an arrestable offense. Magical beasts are domesticated when they are found and can be tamed. It would be considered foul in the extreme to alter any creature's form with magic, as has been done so often in the Roman Empire.

Technology of the Jade Empire

The Jade Empire is advanced beyond its western neighbors in several ways and behind them in others. Although the sailors of the Jade Empire use magnetic compasses they are not as advanced in ship construction as the Arabs or arguably even the Romans. Their chemistry is more advanced than the Romans but only in the area of compounds. The Romans have mastered the art of chemically plating their coins. It could be said that the Romans have the edge on engineering and the Chinese the edge on science.

Although firearms are in limited use they are still considered unreliable, and kill far more users of the weapons than those they are aimed at.

The area where the Chinese truly excel is in food production. They have developed magic to store their vast harvests indefinitely. What makes this valuable is their agricultural developments which enable the production of food at this level. Crop rotation, terrace and paddy farming, combined with advances in harnesses, allow the year round production of food crops in many areas of the Jade Empire.

The vast agriculture has gone a long way to supporting the population. The Jade Empire currently supports 85 million inhabitants. Louyang, its largest city, boasts over one million inhabitants. Advances in civil engineering and political administration facilitate this sort of living.

Women of the Jade Empire

Aristocratic women in the Jade Empire enjoy many of the same rights as men. They may own property, conduct business and fight as warriors. The life of the peasant female is less pleasant. To the peasant a girl child is often viewed as a liability since a dowry will be required in order to gain a favorable marriage. This leads to selling their daughters into prostitution, concubinage or servitude. In some extreme cases the practice of infanticide is condoned. Despite this, the woman is usually in charge of the household and manages many of its affairs. It is a strange cross between a subordinate role and the ability to manipulate society to their rules. Peasant women are allowed great latitude if performing tasks for their family. For example, they are not allowed to become merchants but if the family needs to sell their grain crop in market and the man of the house is away, it is perfectly acceptable for the woman to broker the deal.

Chinese practicality overrides cultural inhibitions in this case.

The big exception to the rule concerns magic. Spell casting is a very desirable trait and female magi are capable of raising their social rank, bypassing many of the normal social rules. Only one other profession has this capability - that of the warrior. Through battle, women can often find respect and some level of wealth. Peasant women are denied military service, but those who have the inclination may become mercenaries for merchants, warlords, or even body guards for nobles. Skill is often more important in the Jade Empire than gender.

Jade Empire Character Ideas

Jade Empire characters tend to be somewhat standoffish about other races and cultures. They may travel but often have thoughts of returning home. Possible Chinese characters include:

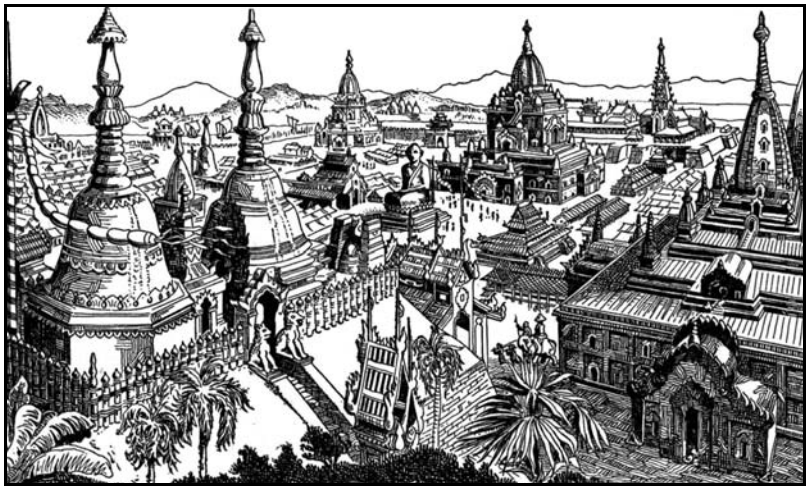
- Hsiung-nu Raider - Young and looking for fortune you leave the steppe looking for fame and wealth.
- Silk Mercator - You are always looking for new markets and customers as well as products to sell in your homeland, although this path is often laced with danger.
- Taoist Alchemist - Elements do not always find their way to the monastery. You happen to be the one who must travel to find what is needed.
- Peng-lai Explorer - The lands to the east hold many mysteries and you are a scout in the army.
- Hunan Shih Warrior - You are the child of a noble and serve the Emperor to the honor of your family. You do as the Emperor commands.
- Silk Road Bandit - Preying on merchants on the Silk Road is dangerous but the rewards are great. At times though, the wise man walks away. Your skills may be used anywhere in the Jade Empire.
- Ch'an Monk - Traveling the lands experiencing life can be difficult and dangerous. Bringing the wicked to justice is even more so.
- Nanhai Assassin - Your family has always trained for this profession and you have no compulsions about performing this commission.
- Taoist Priest - A simple priest, you make your way through the Empire trying to show people the Way.

These are just some of the examples and many more can be made to fit a campaign that the GM creates.

Jade Empire Campaign Ideas

Campaigns in the Jade Empire often revolve around the government since they have a monopoly on resources. Other themes are those of spiritual journey, defeating lurking evil, and protecting the common people from abuse. Some examples include:

- Stop the Mad Monk - A monk has gone mad and spread his madness to others. He must be stopped but the Empire is dealing with problems in the north. A party must be sent to deal with him. Is the monk truly mad or has he succumbed to his own evil? Are his followers under his spell or his willing minions? Is there another force, like the White Lotus Society, behind him?
- Intrigue at Court - A minister at Tung-hai is suspected of embezzling funds from the salt profits. Before the group can arrive he is murdered. Who is behind it? Could it be organized crime? His wife? The chief administrator covering his tracks? An assassin sent by the barbarians of the north?
- A Demon is Loose - A Kuei has possessed someone at court in Louyang. It has slain one of the courtiers. Can the group find the devil before it strikes again? What does it want? Who sent it?
- The Clan of the Dragon - The barbarians of the north are about to complete an alliance. The Yü-shih T'ai have information that says someone is going to try to disrupt the treaty. Will it be the Dragon Clan monks themselves? Will they employ agents? How will they strike?
- Artifact - An artifact which is supposed to bring the downfall of the Emperor is reported to be in the hands of a radical Taoist group hidden in the Tibetan Mountains. Find them. Destroy the artifact.



The Wind

It was a sunny day and centurion Aelius would have enjoyed the weather if not for the dying soldier in his arms.

"Fear not, Marius, the pain will be gone soon," he told the young legionnaire. He was not lying, with a wound this bad there was little he could do. It was times like this that he wished he had studied the Medicina Maga, the healing magic, at the scholae. But his was the way of the warrior, the Sanguis Magus, blood magic. Marius was only one of the soldiers under his command today and the medicus was amongst the slain. The battle had been a victory, if it could be called that, against a rebellious tribe in the southern part of Hispania.

Marius, so young, fought to hold on to this life, but Aelius had seen it too many times. Pluto wanted this boy for his own. Around Aelius stood his Tesserarius, Caius Livius, and the Saturius brothers, Marcus and Servius. Throughout this accursed valley, the dead lay waiting for the crows.

"Centurion," Marcus must be frightened to call Aelius by his rank, "we must be away from this valley before night. You remember what the seer said…by light of the moon, in the valley at the edge of the world, you and yours will meet their end. What powerful spirit must inhabit this valley to have caused all this death…" Marcus and Servius looked around nervously.

Aelius looked up at the two brothers. They were covered in dirt, wounds and the blood of the slain, looking like warriors of the underworld. Still, Aelius knew their superstitious views on the world. Aelius knew that seers were little more than tricksters, deceivers looking to feed on the fear of men. He refused to take stock in the words of a seer, especially one who was of the tribe they had just defeated. He did believe in spirits though, and that they rarely brooked the intrusion of mortals. He had seen the spirit lights as his men fought. This valley may not be cursed, but something lived here that favored neither side.

"I will not leave Marius while he draws breath, as I would not leave you," Aelius looked up giving the brothers a stern look. "Attend to any other wounded that you can find."

Livius barked, "You heard the command. Move!" Caius Livius was a good man, Aelius thought, I will promote him to Optio, my second, if we live through this valley. As Aelius knew to well, winning a battle and surviving the war were not the same thing. As the others walked, checking the dead, dispatching the wounded of the enemy, it became clear that few Romans had survived. The main battle, or what was left of it, had drifted up the valley to the west. The commander of the cohort must be continuing the push against a dwindling enemy force. He had left his wounded



behind. Aelius knew there would be few left alive by the time he returned.

Marius shuddered suddenly and Aelius looked away from the distant forces. “Centurion…I feel a warmth…in my chest.” Aelius looked to the wound, covered with a blood soaked bandage, and saw that it was gone. Marius then sprang up and darted a short distance away. “Come, Aelius, play with us!”

A cold feeling in the pit of his stomach told Aelius that he no longer looked on the soldier he once commanded. A spirit had taken him in his weakened state and now used Marius' voice to taunt Aelius. “Spirit, we wish no argument with you or your kind. I ask that you leave this boy and let me and my men go in peace.” Aelius knew there was little hope of the spirit listening to him but he could not abandon his soldier without an effort.

Laughing, the spirit beckoned to Aelius, "Even now the Lusitani main force camps on the other side of the valley. Perhaps I will go and visit them, telling them of their brothers and their battle here." The spirit danced off through the dead as though it danced through a patch of lilies.

Aelius whistled for the others who came at a run. “What of Marius,” asked Livius?

“He has been taken by a spirit and now goes to warn the Lusitani. We must follow and stop him.” The Saturius brothers blanched at the though of facing a spirit, making silent prayers to Jupiter. Caius Livius looked grim but unshaken. He would follow Aelius to the underworld and back.

On foot, the four men pursued the fleeing spirit. A grim scene was portrayed as they covered the ground of the battlefield. The spirit crossed the width of the valley, moving slightly in the direction of the battle, so the four came upon the freshly wounded. Here they found the remains of their artillery, the positions overrun in a shifting of the line. Many of the soldiers were women. Aelius, still shocked at this new change to the legions, found the sight of the dead disturbing. He was a veteran of nearly fifteen years and four long campaigns, but this sight was not one he was steeled against.

Amongst the fires and smoke of the artillery camp, they lost sight of the spirit. Lurching forward in a desperate attempt to pick up the trail the four heard the cries of a legionnaire, trapped under his horse. Torn between pursuit and aiding the living, Aelius moved to the dead horse. On the other side he saw the eques, or cavalryman, lying half under the horse.

“Together,” Livius commanded. The four soldiers rolled the horse off the eques.

“Are you well,” asked Aelius.

"Well enough, centurion. My thanks for your help."

“Follow if you can, otherwise warn the Tribune that Lusitani forces lie over the ridge.” Aelius and his men rushed towards the ridge as they saw Marius running up the valley. Without a word the eques followed. As they climbed the wall of the valley, the forest became thicker. Livius kept an eye to the ground and followed the tracks of the fleeing spirit.

Gaining higher ground they were able to see the battle. It was all but over. Only a handful of legionnaires were left standing and about thirty cavalry. It had been hard fought. Aelius did not let them stop to observe but called for them to press on. They were nearly at the top as they heard a mighty roar behind them. Flooding into the valley were a huge force of barbarians. Their numbers were immense. They flooded down onto the small force of Romans like the waves of a sea bent on the destruction of the land. Aelius took a step forward only to hold himself back. He knew there was nothing to do and raged at his naiveté. The spirit had drawn them away.

“You could have done nothing, Roman.” Walking from the edge of the valley came Marius or at least the body of Marius.

“Do you come to gloat, Spirit! To see more Roman blood spilt!” Livius spat at its feet, angry enough to run through the creature that stood before him.

“No, I wish for no one to die this day, but that is beyond my power. There was one, though, who I could save and she is here. Thuria, my daughter, you stand safe again. I cannot always interfere like this for you. Take heed.” At his words the eques removed her helmet to reveal long black hair bound in a tight braid.

“I have never acknowledged you as my father nor do I ask your aid now,” Thuria said in low tones. She looked into Marius' eyes with venom few can muster but all fear. As her words faded, a blank look came over Marius' face and a powerful wind rose from the west carrying the stink of battle.

“Centurion, what has happened,” Marius asked.

“Few can say and no one may know. It is no small thing that you are with us, Marius, be sure to praise the gods for your luck”, said Servius. Turning to his brother he laughed slapping him on the shoulder. “A golden solidus for you my brother! Shall we bet on our journey?”

“Of course, Servius, I do not have your full years wages…yet!”

"Come," said Aelius, "we have a long journey ahead of us and few friends to welcome us." The small troop rose up and walked out of the valley, the sun at their backs and the wind pushing them forward, seeming to be an omen of things yet to come.

Chapter IV : New Roles & Heroic Paths

Chapter IV: New Roles & Heroic Paths

This chapter presents a new heroic role, the martial artist, that was originally presented in the *True20 Companion.* This chapter also provides a variety of heroic paths for each role for use with the Roma Imperious setting.

Adepts in Roma Imperious

Adepts in Roma Imperious do not use the supernatural powers found in the core book. Rather each adept casts either the Spell Magic of the Realms or free form Clerical Magic (See "Chapter VII: Magic" on page 135).

Amazing Will Save (Core Ability)

In Roma Imperious, the adept core ability allows them to roll two dice when rolling Will saves, and use the better of the two rolls. If you spend Conviction to re-roll a save, roll only *one* die and compare it to the better of your original two rolls.

New Role: Martial Artist

The martial artist is a specialized sort of warrior focusing on unarmed combat, becoming a kind of *living weapon.* The role's unarmed Combat bonus equals that of a warrior, although skill with weapons lags behind somewhat. The martial artist also has access to Chi magic, a narrow set of supernatural powers involving the focusing of ones chi energy to perform amazing feats and enhance the martial artist's body and unarmed abilities. For more on Chi magic see "Chapter VII: Magic" on page 135.

Abilities

Martial artists must strike a balance between their mental and physical abilities. In particular, martial artists rely on good Dexterity and Wisdom scores.

Amazing Reflex Save (Core Ability)

The martial artist can roll two dice whenever making a Reflex save, and may use the better of the two rolls. If you spend Conviction to re-roll a save, roll only *one* die, and compare it to the better of your original two rolls.

Skills

Chose 4 + Intelligence score starting skills (minimum of 1). Martial Artists gain 4 + Int skill ranks per additional level (minimum of 1). Important skills for martial artists include Acrobatics, Concentrate, Jump, Notice, and Stealth.

Feats

Choose 4 starting feats from the General and Expert categories. A martial artist can also choose a Chi power in place of a feat.

Chi

Instead of spirit points, martial artists power their magic with Chi points. A martial artist begins with Chi points equal to twice their Wisdom score plus 10. Unlike spirit points, Chi points cannot be drained by external sources such as spells cast by others or magic items.

The Martial Artist Table

Level	Combat	Combat (unarmed)	Fort Save	Ref Save	Will Save	Rep.
1	+0	+1	+1	+1	+1	+1
2	+1	+2	+1	+1	+1	+1
3	+2	+3	+2	+2	+2	+1
4	+3	+4	+2	+2	+2	+2
5	+3	+5	+3	+3	+3	+2
6	+4	+6	+3	+3	+3	+2
7	+5	+7	+3	+3	+3	+2
8	+6	+8	+4	+4	+4	+3
9	+6	+9	+4	+4	+4	+3
10	+7	+10	+5	+5	+5	+3
11	+8	+11	+5	+5	+5	+3
12	+9	+12	+6	+6	+6	+4
13	+9	+13	+6	+6	+6	+4
14	+10	+14	+6	+6	+6	+4
15	+11	+15	+7	+7	+7	+4
16	+12	+16	+7	+7	+7	+5
17	+12	+17	+8	+8	+8	+5
18	+13	+18	+8	+8	+8	+5
19	+14	+19	+9	+9	+9	+5
20	+15	+20	+9	+9	+9	+6

Heroic Paths

This section presents a suggested list of heroic paths within the Roma setting. You can use these paths to help you create your hero, or as examples when creating your own heroic

paths. New paths need only have their Role and starting skills defined.

Adept Paths

This group contains the professions dedicated to the supernatural pursuits.

Artificer (Artifex)

The artificer is called by many different names throughout the world. Arabs and the Chinese have alchemists while the Norse merely refer to them as skilled craftsmen. They create magical items and tools including weapons, potions, scrolls and a number of different items used by the public as well as military organizations. In the Roman Empire apprentices supervised by masters are used in mass to create weapons and armor for the Legions. In the Jade Empire there is a mix of monasteries that specialize in specific scrolls and potions, the state run shops which churn out inferior items (occasionally ending up misfiring when used) and individual practitioners of the art of the alchemist.



Artificers take a specific skill and develop it to an art. The first step to creating a magical item is an extreme success in their art. They must then use components (see "Magical Elements" on page 221) with the properties that they desire in the finished item. The purity of these elements must be verified with an appraisal skill check in the appropriate specialization (i.e. gem appraisal for gems, mineral appraisal for uranium, etc.). Combining these and the artificer's specialized training allows the practitioner to imbue certain abilities in the items. Due to the nature of the artificer's magic, they cannot cast any of the Realms.

An artificer's life is good in the Roman Empire and his profession is in high demand. They do not discriminate between men or women as long as the person is able to do the work. This means that an artificer specializing in metals needs to be able to work the bellows and the anvil, which can raise doubts from men of the profession until a woman can prove herself.

Artificers start their careers with the local guild in whatever city they live in. Here they become an apprentice and work for six to eight years under a master. They may attend the last two years at a schola if they show extraordinary talent. During this period they may be asked to "fetch" components, which includes dangerous guard duty. After this period, if they survive, they become artificers. In this collegium they may accept and broker their own commissions although most receive their first clients through the Artificers Guild. Often it is a case that the artificer must either except indenture to the guild or raise large amounts of funds in order to build their own shop. The price for renting the proper equipment is also kept artificially high by the guild in order to force the new artificers to deal with them. Some artificers look to raise money through other means by hiring out their skills (non-artificer) to the highest bidder. Sometimes this means hiring on as a mercenary or a cook or a healer but seldom do non-artificers have the equipment needed to employ themselves as an artificer.

Assuming all goes well, an artificer will eventually set up his work shop and hopefully begin to build fame. They may grow old and remain at the same level within the guild of artificer but if they catch the eye of their peers then they may be made a master of the Artificers Guild. This means they have the ability to call on artificers in the guild to work for them in larger industrial work, take contracts with the government, and have access to the guild portals.

The Artificers Guild maintains a number of specialized devices for their own personal use. Chief amongst these is a series of gates in each guild house in every city in the Empire. This is one of their most closely kept secrets and not even the Emperor knows of them (although he does suspect).

Key Ability: Wisdom

Starting Skills: Craft (alchemy), Craft (blacksmithing), Knowledge (supernatural), Knowledge (weapon lore)

Starting Feats: Clerical Magic, Imbue Item, Light Armor Training, Skill Focus (Craft [blacksmithing])

Doctor (Medicus)

The medicus of the empire is like a field medic. They travel with a cohort and tend to the soldiers who are wounded or sick. In the broader sense, the medicus is a physician when the term is applied outside the legions.

The most renown medici come from Greece and the physicians of the Jade Empire city of Chengdu. They train for years in order to learn as much of the human body as possible. Their dedication is sometimes backed with magic (by taking adept levels) in order to speed healing or cure otherwise incurable ailments.

Key Ability: Intelligence

Starting Skills: Craft (alchemy), Knowledge (herbalism), Knowledge (life sciences), Medicine

Starting Feats: Bone Setting, Eidetic Memory, Skill Focus (Medicine), Spell Training

Druid

Druids are the custodians and guardians of the Celtic faith, society and magic. Their philosophies embrace justice, traditions and ministering to the spiritual welfare of their people. Druids are a VERY secretive organization and brook no transgressions against their secrets. They learn all their people's history, laws, religion and science from word of mouth memorization. Of the tribes, the Aedui and the Carnutes are the primary druidic force.

The druid's power comes from the Celtic gods, the druid's tribe and their sacred grove or spring. Every grove or spring has the images of the local gods carved into the trees or the stone of the area. If the sacred grove or spring is destroyed the druid loses all spell casting capability. A new sacred site may be founded but it will take generations.

The primary differentiation between druids come from the druid's tribe and therefore their gods. Different tribes grant different powers to the druid.

The accompanying table of representative powers describes some of the powers each tribe may have, but not ALL. If your Narrator allows a power to be cast from a certain tribe then you may do so. HOWEVER, these should be discussed before or after the game session and NOT DURING THE SESSION!

Druidic Sacred Groves

The sacred groves of the druids have been given the same status as temples and thus enjoy a certain tolerance under religious laws of the Empire. These sites are not always groves of trees and may be streams, springs, rock outcroppings and other natural features. These sites tie the druids to Nature, the gods and the tribe. The Groves are often the sites of important political treaties, sanctification of alliances and sacrifices. Many believe that they are points of powerful magic and their effect cannot be doubted.

The groves function as points for exceptional power and ease the difficulty of the druid when channeling druidic magic within its bounds. The groves are ranked by the power check and Will save bonuses they confer from +1 to +10.

A Saer, or leader of druids, may perform special healing in their grove that cannot be performed elsewhere. Many of the groves are still quite secret and defended by powerful magic.

Tribes

This list is not meant to be exhaustive in the least. The tribes listed here come from all over western Europa and Britannia. Creation of your own tribes and their druidic abilities should be discusses with the Narrator.

Also, Narrators should not be afraid to stop a spell if it would work against the tribe's interest (even if the player makes the rolls since the gods would not allow the tribe to be harmed in a permanent way) and should also feel free to add additional penalties if the Narrator feels it is appropriate. The following table of representative powers for each tribe has been supplied AS A GUIDELINE ONLY.

Tribe	Representative Powers
Carnutes	Insanity, Healing, Fear
Aedui	Persuasion, Fire, Endurance
Veneti	Invisibility, Water, Storm
Sequani	Nature, Spirits, Telekinesis
Dumnonii	Sea, Truth, Combat
Morna	Fairies, Illusion, Scrying

Tribe Descriptions

Carnutes: The Carnutes are the highest concentration of druidic power. The Grand Saer is chosen from the Carnutes druids and they represent one of the greatest threats to the Empire. The Carnute tribe is located south west of Lutetia (Paris).

Aedui: Located in eastern Gallia, this tribe has had its share of success and defeat. It currently is one of the most powerful and somewhat more friendly with the Romans than some Celts are comfortable with.

Veneti: The Veneti have one of the largest Celtic fleets. They are an ocean going people and prefer the sea to battle. This tribe is located in the northwestern Gallia.

Sequani: The Sequani have ruled over their territory in eastern Gallia since before the Romans came and the druids of the tribe have always held powerful sway. They are bitter enemies of the Romans and resent their presence and rule. The Sequani people are somewhat more resigned to the

whole affair and have benefited from Roman rule and trade. This often puts the druids at odds with their own people.

Dumnonii: A Celtic tribe of the south-western most peninsula of the isle of Britannia, the Dumnonii rule what is considered one of the most independent of all the Celtic kingdoms. The king Bledric rules with the aid of the druids and maintains a good if somewhat cool relationship with the Romans.

Morna: The Morna are a Celtic tribe of the far western province of Hibernia. These people seldom feel the rule of the Romans except in taxes once per year. A Roman governor resides over Britannia but that is far away. The druids of this tribe are far more concerned with the welfare of their people, maintaining peace between their clan and the many different fairies that inhabit the land, and learning about the world. These druids often wanderer far outside their lands in attempts to learn as much as possible to return to their people.

Key Ability: Wisdom

Starting Skills: Knowledge (herbalism), Knowledge (theology and philosophy), Medicine, Survival

Starting Feats: Clerical Magic, Eidetic Memory, Light Armor Training, Weapon Training

Mage (Magus)

Magi are scholars who have devoted themselves to the practice of magic. The magi have spent so much time in learning and training with magic that they may choose a set of spells from two realms. They must pick two different realms and all their spells after that are chosen from only those realms. Magi are the only ones who may choose from two realms, all other classes may only choose one realm. The ability to cast spells is somewhat rare but the ability to cast two is even more difficult to detect and develop. This makes the magi a very valued member of the Roman social structure. The ability to cast more than two of the realms has never been found. Magi are some of the most respected, and often feared, people in the world because of the powers which they are able to control. Despite this ability to cast two Realms, a magus only has one spirit point pool like other casters, although they may draw from both their realms sources. They may also power their spells for both realms from the one pool. **See** "Spell Magic" on page 141.

A magus gets three areas of knowledge that they have devoted the most study to, with a 60% (2 skill levels) chance of knowing something within two minor fields of study and 80% (5 skill levels) in a major area. Some (but by no means all) areas are: history, science, arcane lore (ancient magics), races (specify the race such as Chinese), alchemy, undead creatures, specific creatures of mythology (Satyr, Nymphs, Trolls), demonology, elementals, spell casting realms (specify the realm), or other planes. The more specific the area of knowledge the greater details of the field will be known, i.e. having a Giants field would allow the scholar more knowledge of Giants than a scholar with a Creatures of the Northern Lands field.

The Roman magi are a formidable political force and are usually far more radical than the average Roman in their moral outlook. They do not care whether students are male or female, free or slave, foreign or Roman, only that they are faithful to their schola. The scholae are the schools that the magus studies at and eventually graduates from. There are eight major scholae and many small scholae. Although each schola is known for a certain specialization they are capable of teaching all realms.

The magi may rise to hold some of the most powerful positions in the Empire. All the Emperors since Julian's rule have been magi and this trend does not look to be changing. One point which has been unpopular amongst the public has been the changes and position many women have gained via becoming a magus. Popular opinion is still reluctant to accept this role for women but the magi have been the center of this movement due to their need for people able to cast the realms. All candidates must be considered and in exchange the graduates are expected to support their alma mater both politically, financially and, if necessary, with their lives. Financial obligations vary on success but usually amount to 10% of the magus' yearly earnings. **For more information on Collegia and Scholae see** "Guilds (Collegia)" on page 45.

Location	Description
Roma	Specializes in the realm of Sanguis Magus. Known for training artificers and Ars Candida practitioners.
Constancia	This schola, located in Germania, is known for its admittance of women into its halls. This has caused quite a stir and even the Censores have taken notice. They specialize in combat, Sanguis Magus and Aeromnomancy.
Ravenna	Specializes in the healing arts and the realm of Medicina Maga.
Syracusa	Noted for their expertise in the study of undead and the teaching of the Tenebrae Magae realm. This schola is closely watched by the Praetorians.
Salonae	This schola is known for their study of herbology, medicines and their proficiency with Natura Maga. Due to their strong beliefs of independence, graduates of this schola may find some prejudice of their alma mater.

Location	Description
Tarsus	The Schola Tarsus is known for its use of Aerarius Magicus. Many artificers follow this less flexible but far more reliable method of artifact creation. This schola also specializes in the advancement of various crafts like carpentry and metal working.
Alexandria	This schola specializes in the Natura Maga and the study, care and training of animals. Many beasts that cannot otherwise be identified are brought here for study.
Athens	The Schola Athens specializes in Ars Candida and the pursuit of arcane lore. Many ancient artifacts and beasts of mythology are brought here for study when found. This is one of the most prestigious schola in the Empire.
Capua	Ars Venefica is a powerful tool of the Praetorians and they all but own this schola. It is a favorite schola amongst Italian Roman wealthy due to the prestige. Still, it is a little known fact that the Praetorians often recruit here.

A magus is not just expected to donate money. They may be called upon to perform tasks, go on missions and politically support their schola. It is a responsibility that the graduate takes very seriously as well.

Key Ability: Intelligence

Starting Skills: Concentration, Craft (alchemy), Knowledge (supernatural), Notice

Starting Feats: Magi Training, Spell Training (3)

Priest (Sacerdos)

Priests appear in many cultures from the priests of Greek temples to the Taoists of China to the brahman of the Indian states, but all of them deal with their gods and the worshippers. Many of the priests of the Roman Empire perform a function as a working temple guardian. They also deal with performing rituals for the state and the public. Only the Pontifex Maximus is allowed a political career due to the demands of the priestly duties.

In most cases across all cultures the priests' primary responsibility is not so much to ensure the people obey the dictates of the gods (although that is one aspect) but to ensure the gods are always sated. If the gods become angered then they will cause disasters, ill fortune or famines. At other times it is the duty of the priest to interpret the will of the gods. This usually involves an augur or some sort of sacrifice followed by the proper interpretation of the sacrifice.

Outside the Empire there are actual gods that live amongst their people. This is most evident in the north with the Norse and the Alkasatians. There are rumors of Egyptian gods but little proof as yet. These priests receive power to cast magic from their gods. **See "Gods in Skandia" on page 77 and "The Alkasatian Gods" on page 72.**

The following is a brief table of the gods, their culture and their representative powers.

God Descriptions

Alkasatian Gods

Seratos: He is the god of the Underworld (Orithisis), prophecy, and travel or paths.

Hetam-munun: Goddess of death, magic, fertility and oaths/curses.

Uta-mem: Goddess of hearth, marriage and healing. Ustos A solar god, Ustos represents war, luck and is the hunter of the gods.

Anastos-mara: It is the god/goddess of merchants, change and protection.



Skandian Gods

Odin: Leader of the gods; represents Magic, Wisdom, and Prophecy.

Thor: Ruler of the sky, friend to the common man, god of Thunder, Fertility and Strength.

Freya: Sister to Freyr, she is the goddess of Fertility, Death and Beauty.

Freyr: Brother to Freya and god of Peace, Wealth and Oaths.

Tyr: The One Handed, Tyr is the god of Bravery, War, Law.

Loki: Trickster God, he has power in Illusion, Chaos, and Lies.

Frigga: Wife of Odin she is a goddess of Healing, Protection, and Craftsmen

Roman priests receive no powers from their gods and rely on spell casting of the realms for their magic. Priests of Alkasas and Skandia who channel the powers of their gods cannot cast spells but are said to be performing the will of their god. It is important for the Narrator and the player to remember that if it goes against the interests of the gods then the miracle will most likely not work.

Key Ability: Wisdom

Starting Skills: Concentrate, Knowledge (theology and philosophy), Perform (Acting), Perform (Oratory)

Starting Feats: Initiate, Light Armor Training, Clerical Training, Weapon Training

Shaman

Shamans can be found all over the world but survive mostly amongst primitive people. Shamans use the Spirit Realm as a place to recruit spirits of different abilities. These spirits take the form of animals, sometimes mythical and sometimes not. When shamans perform a spirit walk, they project their spirits into the Spirit Realm and attempt to capture or convince a spirit animal to help them in the real world. This is not always successful and depends on the shaman's will or charisma depending on the methods employed. If the shaman forces the spirit to help, that spirit will take every opportunity to escape or twist the commands of the shaman. Some cultures believe that the spirits must be tamed to do the will of the shaman. Others believe that the spirits are evil and should only be called upon in dire situations. In many cultures there are good and evil spirits. The evil spirits bring disease and madness while the good spirits bring healing and wisdom.

A shaman typically has one spirit animal as a guide. On occasion they may take on more, but it becomes difficult to manage them all, and the shaman may lose control of these spirits. This means that the spirits may take control of the shaman's body, causing him to growl and snarl like the animal the spirit represents. The more spirits linked to the shaman the more likely this is to happen. For every spirit linked to the shaman there is a 10% chance that in a high pressure situation one of them will take control. This possession will last for 1d20/5 hours (round up) and leave the shaman exhausted.

Spirit animals come in many varieties, and players are encouraged to create their own. Here are a few examples.

Spirits

Spirits are creatures which inhabit the Spirit Realm or realms which are adjacent to the Spirit Realm. These realms exist in parallel with the real world, only slightly out of sync with it. Spirits are native to this world and beyond human comprehension, even on a spirit walk. The human mind interprets these creatures as animals with attributes. Some of these spirits are interpreted as mundane animals while others are interpreted as mythical beasts or elements. Shadows or shades are also types of spirits from the neighboring realm of shadows.

When a shaman goes on a spirit walk their soul leaves their body and their consciousness shifts to the Spirit Realm. They are still able to perceive the real world but as through a mist. When they meet a spirit they may attempt to convince them to become their guide. Attachment to a shaman is beneficial to both parties since the shaman receives spell powers while the spirit gains a medium to perceive the real world of which they are most curious. This curiosity does not always last since the real world is filtered through the shaman's perspective. Not all spirits will leave, but many grow bored and eventually stop answering the shaman's call. When this happens the shaman must spirit walk again to find another willing spirit.

Animal	Representative Powers
Owl	Wisdom, Precognition, Stealth
Wolf	Endurance, Speed, Strength
Lion	Strength, Fear, Control of People
Snake	Agility, Speed, Poison
Dragon	Intelligence, Protection, Fire
Phoenix	Healing, Fire, Rebirth/Regeneration
Raven	Wisdom, Scrying, Disease
Jackal	Strength, Endurance, Insanity

Due to the focus and methods used by shamans, they are unable to cast any realms. If they abandon their shamanistic spirit guides and lose all ability to channel effects from the spirits, they may take up spell casting.

Key Ability: Wisdom

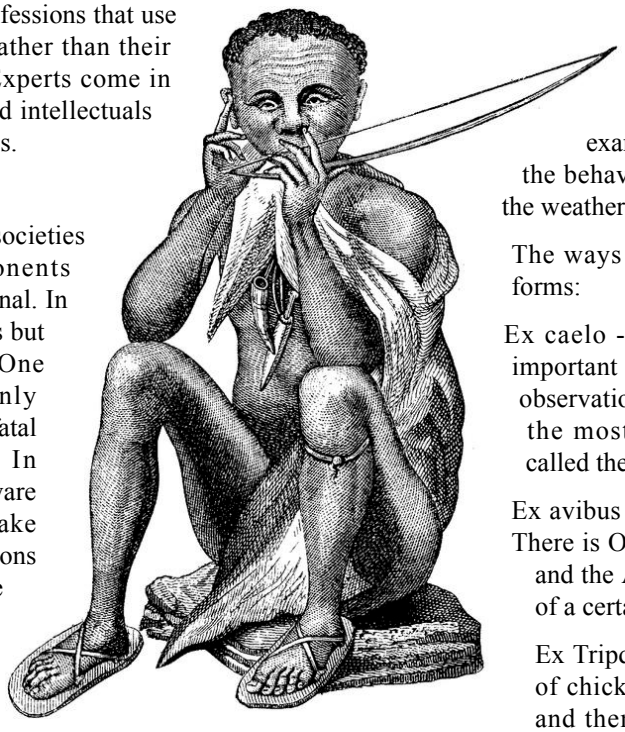
Starting Skills: Concentration, Diplomacy, Knowledge (theology and philosophy), Survival

Starting Feats: Clerical Training, Improved Strike, Purification Ritual, Spirit Ritual

Expert Paths

This group contains all those professions that use their skills to solve problems rather than their brawn or supernatural might. Experts come in many forms from performers and intellectuals to deceivers, assassins and thieves.

Assassin (Sicarius)



The assassin is well used in all societies for surgical removal of opponents either military, political or personal. In Roma the assassin is a dangerous but highly profitable profession. One must be shrewd to take on only those targets that will not prove fatal to the assassin themselves. In addition, the assassin must be aware of the social climate so as to take advantage and be aware of situations as they arise. An assassin in the Roman Empire may live out a long life if they are wary but it is unlikely. Assassins survive best when working for the government against others.

The Praetorians use assassins judiciously when a local ruler rebels or a legionary commander does not follow orders. The Praetorians are not the only ones and the Emperor and even other nobles keep a number of free-lancers on tap for emergencies.

In the Jade Empire it is different. The government of the Jade Empire is riddled with secret organizations, loyalists to one noble or another, or administrators with high levels of ambition and all of them use assassination if they become desperate. Assassins are viewed as expendable, more so if one does not wish witnesses and no one ever does. In this way, an assassin is almost always a lone agent and must take precautions to assure payment. It is a fine art in the Jade Empire for the professional assassin. In their place amateurs are sometimes used and then disposed of.

Good Save: Reflex

Starting Skills: Acrobatics, Bluff, Climb, Disguise, Notice, Sense Motive, Sleight of Hand, Stealth

Starting Feats: Attack Focus (any), Light Armor Training, Sneak Attack, Weapon Training

Augur (Auspex)

Augurs are found in a number of cultures but play a very large role in the Roman Empire. The augur's duty is to interpret divine will through signs in nature and to predict the future. The augur predicts the future via the sacrifice of an animal and the inspection of the entrails. They also employ other methods such as examining the flight patterns of birds, the behavior of madmen and animals, and the weather.

The ways of auspicium are split into five forms:

Ex caelo - This is divination of the most important type: the listening to thunder and observation of lightning. This is considered the most important form of divination called the Auspicium Maximum.

Ex avibus - This divination concerns birds. There is Oscines, the listening of bird song, and the Alites, or observation of the flight of a certain birds.

Ex Tripdiis - This is based on the feeding of chickens. A chicken is kept in a cage and then fed a soft cake, if the chicken refuses it or cries out, it is considered an unfavorable omen. If it eats it then it is favorable. This type of aupice is used especially on military ventures.

Ex quadrupedibus - This is a low form of auspicium in that it is never employed in official auspices. An augur might use it in a personal divination. It is based on any four footed animal crossing the person's path or appearing in an unusual place.

Ex diris - This is a catch all form of auspice in that it covers anything not covered in the previous categories. Sneezing, falling, and other mishaps can be interpreted as an omen. It is particularly popular amongst the military.

There are 15 Augurs which are appointed by the Senate. These 15 then appoint lesser augurs to serve with legions as they go campaigning. These augurs in the field fight alongside the legions and are assigned to each cohort meaning that there are 10 augurs in a legion. One additional augur, the Augur Legatus, commands all the augurs in the legion and performs auspices for the legions. The other augurs perform auspices for members of their cohort and read the signs to see if the gods favor an action.

Whether augurs are mere showmen or can actually tell the future is between them and the gods. They still have political power and the people believe in them to this day.

Good Save: Will

Starting Skills: Bluff, Diplomacy, Gather Information, Notice, Perform (acting), Perform (oratory), Augury, Sense Motive

Starting Feats: Connected, Initiate, Skill Focus (Augury), Well Informed

Bandit (Latro)

Bandits are a plague anywhere there is wealth. They are born of desperate people looking for something better. Not to make the mistake of sympathizing with these cutthroats though, as they choose the life of a bandit. Bandits will be found near trading routes and in some cases, given the numbers, will be so bold as to attack villages. Many of these ruffians are deserters from military units or barbarians from beyond the borders of civilization.

Bandits rely on bravado, advance knowledge and the ability to intimidate their victims. Bandits prefer not to resort to violence unless it is totally assured that they have the upper hand. Given their choice, the victims money is handed over to them.

Bandits make their strongholds in the most remote locations that they can support. Some of this is reliant upon their normal hunting grounds but they will travel in order to conceal their hide out or attack a rich target.

Good Save: Fortitude

Starting Skills: Bluff, Climb, Disguise, Intimidate, Notice, Search, Stealth, Survival

Starting Feats: Light Armor Training, Sneak Attack, Track, Weapon Training

Bard (Vates)

Bards are very central to the Germanic, Nordic and Britannic cultures. They are the keepers of histories and the weavers of tales. They are more than simple entertainers, remembering great deeds done by the famous people of the past. They tell the folktales of a people so that they remember their roots and their traditions. The bard holds a special position in these cultures.

Although they do not hold the rank that druids and kings do in the Celtic governments, they are every bit as revered by the people. They often travel about in search of a patron. This patron supports the bard in exchange for chronicling his exploits. When not employed by a patron, bards tell the tales, sing and act out the ancient stories. For this they receive food, shelter and at times some coin.

Bards of this age also seek out heroes to record their exploits. This is often done not so much for the hero as for the bard. Bards are versatile and adapt their stories for the audience; if telling a tale to Romans the primary characters will become Roman. Still, the bard never forgets the true tale.

Good Save: Will

Starting Skills: Diplomacy, Disguise, Knowledge (history), Notice, Perform (acting), Perform (oratory), Perform (singing), Sense Motive

Starting Feats: Fascinate, Inspire, Suggest, Weapon Training

Blacksmith (Faber)

The blacksmith is a valued member of any society providing a number of services and products to the community. Primarily, they are known as the workers of iron and crafters of tools. They accompany a legion to repair tack on horses, armor and weapons of soldiers and in general maintain any machinery. In other roles they provide villages with nails, tools and repairs to metal goods.

These craftsmen form guilds or collegia in order to maintain their craft, support one another and aid in common projects. These collegia are often involved in politics but also work hard to ensure that their members are represented in the Senate.

Good Save: Fortitude

Starting Skills: Craft (blacksmith), Craft (leatherworking), Diplomacy, Disable Device, Handle Animal, Intimidate, Notice, Sense Motive

Starting Feats: Light Armor Training, Skill Focus (Craft [blacksmith]), Skill Mastery, Weapon Training

Courtesan (Lupa)

The courtesan in the Empire ranges from common and dangerous street walking work to the beds of Emperors and Senators. Their life is hard and often the woman's own parents may put her to work in this profession. Despite this a certain level of freedom and power comes to those who have the intelligence to grasp it. The lupae of the Roman Empire are not respected women but they are not despised or shunned either. They rank slightly above slaves since they are technically free women, although some slaves are put to this work as well.

The power that these women can attain is through a dangerous route of information gathering. They have access to a number of different class households. If discrete, a number of pieces of information can be gathered and either acted upon or sold to the highest bidder. It is a dangerous game, but blackmail and theft may also come into play. All

these must be carefully balanced in order to ensure that a courtesan does not find herself at the wrong end of a dagger.

Not many laws protect the lupae, although it is a legal profession. The Empire often turns a blind eye to the suffering of these women but no more so than any plebeian. Few patrician families would allow their daughters to prostitute themselves but some do not have a choice.

Although male prostitution exists it is much more rare than female prostitution. A gladiator who has been wounded beyond his ability to fight in the ring may be forced to find a wealthy matron to keep him in the style he is used to.

Good Save: Will

Starting Skills: Acrobatics, Bluff, Notice, Perform (any two), Bluff, Sense Motive, Stealth

Starting Feats: Attractive, Fascinate, Suggestion, Weapon Training

Merchant (Mercator)

The merchants of the Empire take their profession very seriously. Allies are important since merchants have many enemies. Political allies are even better since the Emperor is not blind to the monies that this class of individuals can procure. The merchants of the Empire trade as far as the Jade Empire, Persia and the south of Africa. From these distant ports all manner of goods flow into the Empire. Exports from Roma include magical machines and artifacts but these are closely regulated by the Censores of Roma. The Censores regulate much of the taxes as well and the taxes can make or break a merchant.

The average mercator of the Empire must be elegant and know the ways to manipulate a situation to their advantage. those who do not can find themselves chained to an oar or fighting for their life in a back alley. A successful mercator rises above these petty threats to embrace the dangers of the Imperial Court and the Senate. Once out of a city merchants must deal with barbarians, bandits and beasts. For this mercenaries are usually hired. Here, again, being a shrewd judge of character makes all the difference.

Good Save: Will

Starting Skills: Appraise, Diplomacy, Bluff, Knowledge (business), Navigate, Notice, Sense Motive, Survival

Starting Feats: Eidetic Memory, Light Armor Training, Talented [Diplomacy and Knowledge (business)], Weapon Training

Praetorian Guard (Praetoriani)

The Praetorian Guard (Praetoriani) have seen high times and low times throughout the Empire's history. They have clawed their way back from being disbanded and at times have all but ruled the Empire. During the rule of Diocletian they were restrained to Rome and lost much of their original responsibilities of guarding the Emperor. In their place another force was assembled called the palatini made up of regular army. The rivalry between the palatini and the Praetorian Guard exist to this day.

In the current day the Guard are a separate body of warriors, ambassadors and statesmen that function as a secret police within the Empire. Their leader, Cassius Petellius, is one of the most feared men in the civilized world. He is known for his single minded dedication to the proliferation and continuation of Roman rule. For him no one, not even the Emperor, is above suspicion.

The Praetorians serve Petellius and work as spies, ambassadors and elite guards for Senators and the Imperial family. Praetorians spy on Legionary commanders, officers and even common soldiery. All manner of duties can be required of them from watching over pet projects of the Emperor to assassination.

Good Save: Fortitude

Starting Skills: Bluff, Diplomacy, Intimidate, Investigate, Notice, Search, Sense Motive, Stealth

Starting Feats: Heavy Armor Training, Light Armor Training, Sneak Attack, Weapon Training

Sage (Sapiens)

Sages, called Sapiens amongst the Romans, can be found in all the cultures of the world. They spend their lives studying their chosen subjects and learning as much as they can about the world around them. A sage may choose to risk harm in order to learn more by first hand experience, to find a special object, to study a certain area, or perhaps just to see something new.

Good Save: Will

Starting Skills: Concentration, Gather Information, Knowledge (any three), Language, Notice, Search

Starting Feats: Eidetic Memory, Master Plan, Skill Focus (any Knowledge skill), Skill Mastery

Scout (Explorator)

Scouts are used by the military to determine possible threats before moving the main body of an army into combat. Military organizations that do not use scouts do not survive long. The scout is usually an elite soldier that has been trained not to engage the enemy but to live to report back. They are lightly armored and armed, trained to move with stealth and are mounted on light fast horses.

Good Save: Reflex

Starting Skills: Climb, Escape Artist, Disguise, Notice, Ride, Sense Motive, Stealth, Survival

Starting Feats: Dodge Focus, Eidetic Memory, Light Armor Training, Weapon Training

Thief (Fur)

Thieves are common criminals best suited to operating in metropolitan areas. They will not turn down the opportunity to swindle or break into a house to gain a person's wealth but seldom resort to outright combat. The thief may be a typical pick pocket on the street or a cat burglar who robs a home in the middle of the night.

Romans deal with thieves harshly and little mercy can be expected at the hands of the city praetors. The Jade Empire will publicly torture a thief to death unless some extraordinary evidence is brought before the court. Thieves are seldom in the profession by choice and turn to it in desperation of poverty.

Many thieves form their own gangs and enforce an underworld law in a city. Such gangs are sometimes allowed to prosper in order to maintain order and as a ready made spy organization. Information flows to the authorities on smuggling and rebel activities and in exchange a gang is given certain authority to collect protection monies from the locals. These arrangements are rare and often result in the gang going too far and being reined in or destroyed. Soon another takes its place and the cycle begins again.

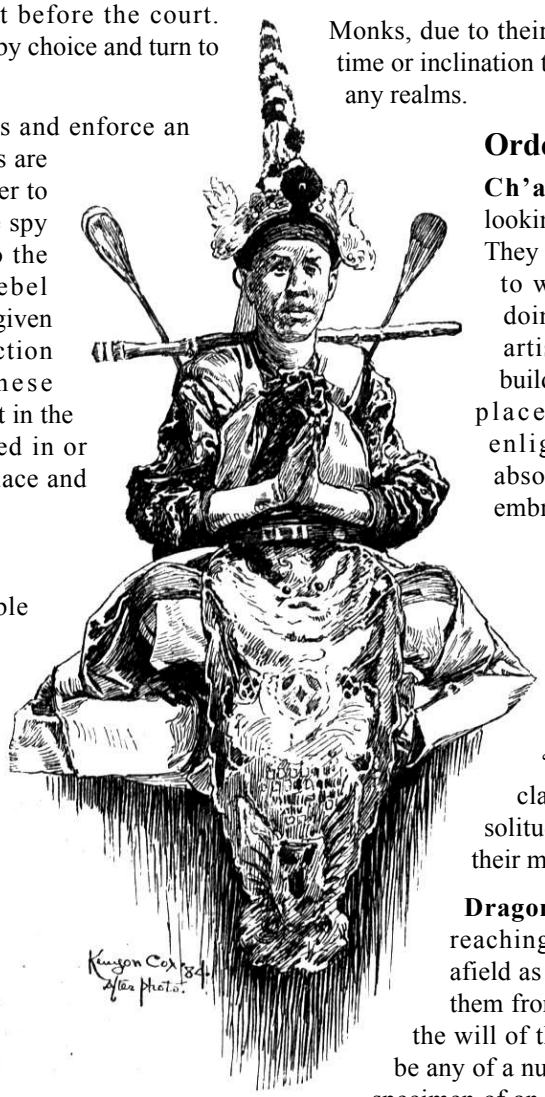
Good Save: Reflex

Starting Skills: Bluff, Climb, Disable Device, Escape Artist, Notice, Search, Sleight of Hand, Stealth

Starting Feats: Evasion, Light Armor Training, Sneak Attack, Weapon Training

Martial Artist Paths

These remarkable men and women dedicate themselves to disciplines that mix skill, supernatural enlightenment and martial ability. Martial artists are uncommon in Roma at best, primarily hailing from the Jade Empire to the east.



Oriental Monk Orders

Monastic life has many different meanings. Monks are generally eastern in origin coming from India, Persia, southeast Asia and China. Some live secluded in a monastery but most move amongst the populace, travel on pilgrimages to foreign lands or travel the lands righting wrongs, spreading their beliefs, or increasing the influence of their order. The monks of India often attempt to influence cultures, governments and increase the power their order has over the people. The Roman and Chinese empires are very concerned with the infiltration of these monks.

There are many orders of monks in the world. They follow different disciplines and some are celibate while others are not. Some orders are, in fact, ruled by hereditary monk families.

Monks, due to their dedication to training, do not have time or inclination to learn a spell realm, so may not cast any realms.

Order Descriptions

Ch'an: The Ch'an wander the world looking for enlightenment in the moment. They do not live in a monastery and prefer to work their way through the world doing common labor. Many are skilled artisans. They will often stop to help build a house, asking only for food and a place to sleep. They believe true enlightenment can come only from absolute living in the moment, the true embrace of the here and now. The Ch'an have a great deal of disdain for intellectual pursuits and do not believe meditation leads to enlightenment but is itself a state of enlightenment. Masters delight in giving their students conundrums and paradox like "What is the sound of one hand clapping?". They do not take a vow of solitude but do take one of poverty giving their money to those who need it.

Dragon Clan: The Dragon Clan has long reaching agents thought even to be as far afield as Britannia. Their goals are handed to them from a superior who claims to be doing the will of the Dragon Baoshi. Their orders can be any of a number of things from retrieving a live specimen of an animal from a neighboring forest to toppling kingdoms in far away lands. These monks are always self reliant and seldom spend long in the monasteries. The Will of Baoshi is their primary concern followed by the

path to spiritual purity. They are a form of Taoist but have long since split from the mainstream of that faith. They are welcomed at court for their wisdom and restraint but watched closely for their deception and spying. The Dragon, Baoshi, is a secret only known to the most powerful and the monks are often looked upon as yet another Taoist sect by the less informed.

Taoist: These devotees may more properly be called hermits. Although many Taoists live amongst civilization, the truly dedicated individuals of this faith wander the wilds of the eastern world searching for an understanding of nature, its mysteries and immortality. Some monks are believed to have found it through exercises, elixirs and alchemy. These monks are rooted in China but can be found anywhere in the world. Taoist monks prefer solitude and quiet. They often do not bathe or develop any social skills.

Buddhist: Buddhist monks are found in many environments, including the Indian states, Persia, as far west as Egypt, and China. Some monasteries are quite wealthy and have powerful influence over rulers and merchants. Others wander the land looking to spiritually guide people towards enlightenment. Governments often views these wanderers as spies or trouble causers and make it difficult for them. Most individual monks are quite poor but in eastern countries can expect food and a place to sleep. The Buddhist monk is celibate.



Monks are not all masters of unarmed combat but in the trying times that many of the different sects have faced in the Jade Empire those that venture out, and many who remain, train to protect themselves and their monastery. Many valuable items can be found in monasteries and the defense of the monks and the monasteries themselves sometimes falls on specialized monks. These monks specialize in unarmed combat so as to maximize their options when in combat, possibly avoiding killing. Others will take weapons but they are usually weapons that can be easily found or replaced (spears, staves, clubs, etc.).

Monks are usually poor and do not use armor because of this. They might use a leather jerkin but this can also be used as an apron while doing work. Even monks who can afford armor will usually forego it as too restrictive in unarmed combat.

Ch'an Monk Path

Starting Skills: Acrobatics, Concentration, Craft (carpentry), Notice

Starting Feats: Canny Dodge, Improved Strike

Chi Powers: Shrinking, Mend

Buddhist Monk Path

Starting Skills: Acrobatics, Concentration, Medicine, Notice

Starting Feats: Canny Dodge, Improved Strike

Chi Powers: Flight, Heal

Dragon Clan Monk Path

Starting Skills: Acrobatics, Concentration, Notice, Survival

Starting Feats: Canny Dodge, Improved Strike

Chi Powers: Cure, Dominate

Taoist Monk Path

Starting Skills: Acrobatics, Concentration, Craft (alchemy), Notice

Starting Feats: Canny Dodge, Improved Strike

Chi Powers: Endure, Speed

Warrior Paths

Warriors have done much to build and shape the Roma Imperious setting. They are responsible for building empires, toppling civilizations, and

slaying kings. Warriors include mercenaries and thugs, but they also serve as the lawmen and defenders of the common people.

Gladiator

"uri, vinciri, verberari, ferroque necari" - Gladiator's Oath

Gladiators are slaves who are sent to fight animals, supernatural beasts, and even each other for the entertainment of the public. Groups (called Familia) are sometimes sent against each other in mock battles. All manner of combat is used to entertain the patricians and their servants.

Training is not a priority for novice gladiators but those that do survive invariably become some of the best close combat fighters in the Empire. Much of the preparation depends on the school (Ludus) of the gladiator and how much his master (Lanista) wishes him to learn. Survival for a gladiator is a mix of skill, luck and attitude. Gladiators generally fight four to eight contests in a year, needing time between bouts to heal. Gladiators represent a large investment and seldom are thrown away on bouts if not necessary or extremely profitable.

After 15 - 25 years of faithful service a gladiator can hope to be freed. This is not so much a law as a tradition, and some owners run a gladiator until they die. This is not common since the master of ceremonies will not put an elderly gladiator into the stadium since it will provide little entertainment to see the elderly slain. Alternatively, some slaves take their chances on escape. This is rare since punishment is often harsh and anything that will not impede the gladiators from fighting can be done. There are few laws to protect these slaves but one is that they may not be sold into gladiatorial duty from another service without proof of misconduct. It falls under sentencing slaves to death.

Another form of the gladiator is the free citizen (even women are known to join) who enters into an agreement with an editores (a person who financially backs the games and schools) and takes the gladiator's oath, *sacramentum gladiatorium*. The oath has five conditions:

1. A gladiator must be branded

2. Agree to be chained

3. Agree to be killed by an iron weapon

4. Agree to pay for the food and drink they receive with their blood

5. Agree to suffer the will of others even against their wishes.

Once a citizen takes the gladiatorial oath they will never be looked upon the same by other citizens. Still, for citizens who have lost all their money in a law suit or bad business venture, or if they come from a family on the border of poverty, the gladiatorial schools can be the means to gain fame and notoriety which often translates into financial rewards.

Gladiators may also win their freedom in special contests or as a gift for exemplary service. A patrician may also purchase the gladiator and set them free if they have pleased them, although freedom does not equal citizenship Their children may become citizens but freed slaves often live under that shadow for the rest of their lives.

Starting Skills: Bluff, Intimidate, Notice, Perform (acting)

Starting Feats: Light Armor Training, Shield Training, Two Weapon Fighting, Weapon Training

Hunter (Venator)

The venator is the hunter of the Roman Empire. Venates are used in many different capacities depending on the society they come from. In Africa, a venator has an almost holy occupation of supplying food for himself, his family and the tribe while not damaging nature. In the Empire they supply meat for market but also live animals for the colosseum. They often work in teams but are quite capable on their own. They also act as guides for caravans or the Legions when necessary.

Venates come from all classes and depending on the society hold different ranks. In more primitive societies they tend to hold a higher standing but as the society develops more technological solutions to feeding themselves, venates tend to lose their place and drift to the bottom of the social ladder. In the Empire venates have retained some of their standing due to converting over to the supply of living animals for the entertainment of the masses.

Venates in the Empire have had to learn to deal with the appearance of giant creatures, especially in Africa. Different areas of the Empire have different threats but nothing is so in demand as the giants of Africa. For this reason the largest concentration of venates is centered on or beyond the southern border of the Empire.

Starting Skills: Notice, Search, Stealth, Survival

Starting Feats: Light Armor Training, Quick Draw, Track, Weapon Training

Imperial Guard (Palatini)

The Palatini are an elite Imperial guard that was formed by Constantine the Great over 400 years ago to replace the Praetorian Guard. The Palatini are legions which are stationed close to prefecture capitals and Roma as reinforcements for attacks. A special subset of the Palatini are the Scholae Palatini which serve as an Imperial Guard. From these legions the Emperor pulls soldiers for the most

sensitive or critical missions. They receive the most vigorous training and are often spell casters themselves.

They have the best of supplies, quarters and equipment as well as the most dangerous of posts. They must protect the Empire and the Emperor by protecting the capitals which house the representatives of the government.

Honor is very important amongst the Palatini of the current day. Their loyalty to the Empire is the only reassurance that the Senate has that they will not follow the Emperor in a coup. In fact, the Palatini have never backed such an effort in their history and have actually stopped three Emperors from attempting to seize absolute control. This is not to say that they are without fault or flaw but more that they serve the Empire first and the Emperor second. The Scholae and the common Palatini have grown apart over the centuries and in current times the Palatini in the field look with some level of contempt on the Imperial Guard. The Scholae are looked upon as weak and pampered but in truth are merely more honed to personal combat required to protect the Emperor.

Starting Skills: Gather Information, Intimidate, Notice, Sense Motive

Starting Feats: Heavy Armor Training, Light Armor Training, Shield Training, Weapon Training

Knight (Eques)

These Roman soldiers are specialized cavalry trained from the best and given the finest horses. During the Republic and early Empire the Eques were a means for patricians of low social standing to gain rank and eventually win a seat on the Senate. Now, their ranks are open to all free citizens, meaning freed slaves do not qualify.

The Eques train hard in the use of the lance, long sword and bow. They are technically a form of heavy cavalry but have been known to fight on foot if need be.

Starting Skills: Handle Animal, Intimidate, Notice, Ride

Starting Feats: Heavy Armor Training, Light Armor Training, Shield Training, Weapon Training

Legionary (Legionarius)

The legionarius are the soldiers of the Legions. This group is open to all social classes, with most recruits starting at the lowest rank, or milites. This is not a life for the faint of heart. The legionarius fight as infantry and are expected to carry a sixty pound pack for twenty miles a day then set up a fortified camp for the night. The legionarius earned the nickname "Mules" for the impressive load of equipment that they are expected to carry.

Deserters are killed if captured and many plebs are forced into the legions. They serve up to 20 years if not maimed or



killed, although they receive bonuses of up to three years pay for successful campaigns. Upon retirement, a legionnaire can expect five years pay and a land grant in conquered territories.

The life of the common legionnaire is tough and demanding. The legions maintain a strong loyalty to the Senate but also a personal loyalty to their General (Dux). This has caused problems for the Empire in the past but the Senate holds the purse strings so seldom is action taken directly against them.

It is more common for the army to elect their own candidate for Emperor.

Starting Skills: Notice, Intimidate, Jump, Search

Starting Feats: Heavy Armor Training, Light Armor Training, Shield Training, Weapon Training



Shih Warrior

Chinese nobility has cultivated warriors for generations and the end result is the shih warrior. This is an upper class warrior who is trained in the bow, horsemanship and the sword. As with any nobility, they take their duties with varying degrees of conviction. Many are decadent and wish only for food, drink and depravity. Others are competent but less than loyal to the Emperor. Still others crusade for the philosophy of their choice. All these motivations, though, still revolve around the State and their position in it.

The duties of the shih are those of any noble, to carry out the will of the Emperor. Many of the shih have different interpretations of this. Some believe that the Emperor must get his due but why not get your share first. Other are driven by fear of punishment while others only see the rewards. This carrot and stick approach has driven many to gamble on far reaching plans for advancement at court while others quake in their palaces awaiting the inevitable blow.

The model shih warriors are those who do what they know is right despite the consequences. They typically follow the teachings of Confucius or the Legalists and do what is right according to these philosophies. Their dedication is to the State and the Emperor in that order.

Starting Skills: Knowledge (civics), Knowledge (history), Notice, Ride

Starting Feats: Light Armor Training, Move-by Action, Shield Training, Weapon Training

Specialist (Sciens)

A specialist is a warrior who is extremely proficient in a particular weapon type. Specialists spend many years, and indeed most of their lives, in learning and perfecting the mastery of a weapon. In fact, they train to such an extent with a specific weapon type that all weapon proficiencies for that type of weapon are reduced by one (with a minimum of one). This means an extra plus to hit costs two points instead of three, but a plus to damage still costs one point.

Specialists of the period train with gladius or javelin. Romans train to fight in tight formations while the north men learn how to fight as individuals. Persians are known for their skill with the bow.

Starting Skills: Bluff, Notice, Intimidate, Sense Motive

Starting Feats: Attack Focus (any weapon), Attack Specialization (same weapon), Light Armor Training, Weapon Training

Tribal Warrior

Tribal warriors are primitive fighters sometimes called militia and other times barbarians. In essence these are fighters who have received little formal training but have learned either in mass or from watching soldiers. Occasionally warriors form bands and go raiding but far more often they are simply someone who has inherited a weapon.

Starting Skills: Notice, Intimidate, Medicine, Survival

Starting Feats: Dodge Focus, Light Armor Training, Shield Training, Weapon Training

Chapter V : Pregen Characters

Chapter V: Pregenerated Character Archetypes

The following are examples of characters complete with histories. Narrators can use them as ready-to-go setting characters, or players may want them to get a quick start. Feel free to customize them as needed.

Pregenerated Adepts

The following adept characters are provided as examples you can use for pregenerated heroes, quick Narrator Characters or models for creating your own adept characters for Roma Imperious.

Sample Artificer

You were born outside of the city of Constancia in the dioecesis of Germania Magna. Your mother was a revered weaver and although your family was not wealthy, you were always comfortable. Your father had died when you were young defending the village from a rampaging giant. The battle had lasted a long time but in the end your father had been betrayed by the very death of the beast he fought. The giant fell on him as it died. The guard tried to save him but the body slowly crushed him. A magical device had been brought to move the huge corpse but its magic had faded. You have always remembered the mix of desperation and love on your father's face as he looked through the crowd at your mother and you.

As a youngster you were determined to make sure that such things did not happen to anyone else again. You knew of the Schola for artificers in Constancia but that cost money. You could have gone to the governor or the chief of the Suebi tribe for help but you wanted handouts from no one. You spent time doing odd jobs for several of the artificers around the city until they finally gave you the break you were looking for. You were accepted as an apprentice.

Today you spend much of your time fetching components or studying. You work hard and do as you are told because you know it is only a matter of time before you are a full artificer.

Statistics: Sample Artificer

Type: 1st Level Adept (Human)

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +1, Con +2, Int +1, Wis +3, Cha -1

Skills: Craft (alchemy) 4 (+5), Craft (blacksmithing) 4 (+8), Knowledge (armor lore) 4 (+5), Knowledge (supernatural) 4 (+5), Knowledge (weapon lore) 4 (+5), Medicine 4 (+7)

Feats: Attack Focus (crossbow), Clerical Magic, Imbue Item, Light Armor Training, Skill focus (Craft [blacksmithing])

Traits: Human Background Traits

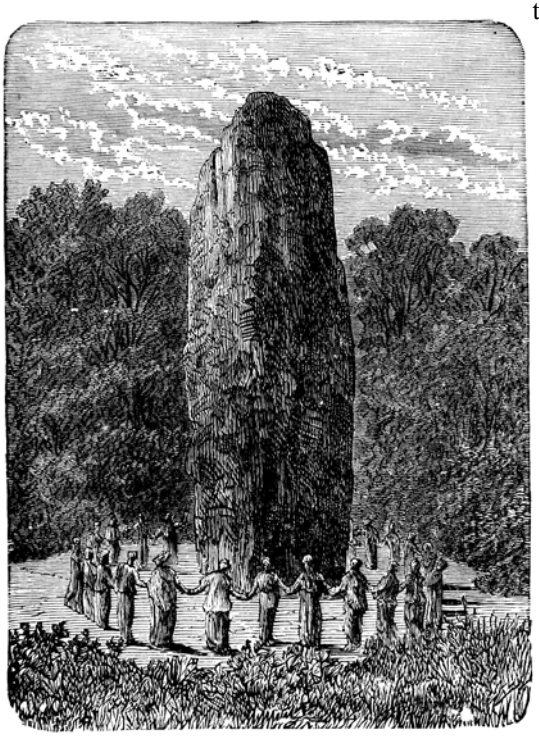
Combat: Attack +1 (+1 Dex)(+2 with crossbow), Damage +3 (crossbow) or +2 (staff), Defense: Dodge/Parry +1/+0 (+1 Dex or +0 Str), Initiative +1

Saving Throws: Toughness +4 (+2 Con, +2 studded leather), Fortitude +2 (+2 Con), Reflex +1 (+1 Dex), Will +5 (+2 base, +3 Wis)

Spirit Points: 10

Sample Druid

Northern Gallia can be a very hostile place to grow up. You led a privileged life and were educated by the Romans but were still loyal to the Veneti clan. Then the druids called you to them. You never dreamed you had the talent to join this powerful group and were not a little impressed and somewhat scared. These were men who decided the fate of the tribe, they talked with the gods and walked with kings. You spent much of the beginning learning, repeating over and over again the old stories and the old pieces of learning all so you could recite them over again the next day. You spent eleven years learning all they had to teach and it took more patience then you realized you possessed.



When the Romans inevitably questioned you it was a simple case of denying them any knowledge of the magical rites you were taught. It was easy considering the rites were not even shared with other

druids. They were for the Veneti and no one else.

The day came, though, when the druids asked too much of you. They determined that they must make a secret sacrifice to Epona in order to save the life of the king who had fallen ill. You went along despite your misgivings for the barbaric and illegal practice. When they took little Aileen, only thirteen years old, it seemed a cruel joke. You saw others look on as though it was fate, but you knew this was the cruel desires of the druids to strike at Aileen's father, Angus.

Angus had defied the druids again and again in their demands to have him stop trading with the Romans. They had hoped to hinder the Roman artificer trade but Angus saw how futile the effort was. Now he watched as they led his only child to the pyre to be burned alive. You could not watch this injustice and struck out trying to free the child. The other druids and their guards beat you unconscious. As you lost consciousness you saw the girl begin to cry.

When you awoke, much to your surprise, it was on a rolling galley making for Dover. Angus was at the tiller and his wife and crew manned the ship. He smiled sadly at you and in way of explanation said, "You were the only one to show her kindness. Not even my best friends would stand against them. I could not save her but I will save you."



At that point you saw the pursuing ships on the horizon. When you approached the coastline, Angus told you and the crew to go over the side and make for the shore. "Aren't you joining us?" you asked.

"Nay, druid, Coleen and I make for the next life. Make sure your life is worth it." Angus lay hard on the tiller and threw you into the brine. From the shore you could see the pursuers making hard for the small galley. You could sense the storm being called by the druids on those ships. It took all your strength not to fight them that day. You could hear Angus and Coleen singing their dirge as the small ship slipped beneath the wave. You and the crew turned your back to the ocean but not to the future.

Statistics: Sample Druid

Type: 1st Level Adept (Human)

Size: Medium

Speed: 30 ft.

Abilities: Str -1, Dex +1, Con +2, Int +1, Wis +3, Cha +0

Skills: Concentration 4 (+7), Knowledge (herbalism) 4 (+5), Knowledge (theology and philosophy) 4 (+5), Medicine 4 (+7), Notice 4 (+7), Survival 4 (+7)

Feats: Bone Setting, Clerical Magic, Eidetic Memory, Light Armor Training, Weapon Training

Traits: Human Background Traits

Combat: Attack +1 (+1 Dex), Damage +1 (shod staff) or +1 (short bow), Defense: Dodge/Parry +1/-1 (+1 Dex or -1 Str), Initiative +1

Saving Throws: Toughness +4 (+2 Con, +2 studded leather), Fortitude +2 (+2 Con), Reflex +1 (+1 Dex), Will +5 (+2 base, +3 Wis)

Spirit Points: 10

Sample Magus

Your father is a magus. Your mother is a magus. Your grandparents and their parents were magi and it was known from birth that you would be one as well. When other children of the patrician families were out learning the ways of Mars, you were home or at school studying the schools of magic. When you turned twelve you were sent to the Schola Roma where you studied some more. By eighteen you were ready to quit but you had little choice and entered the service of master Terentius Scribonius Lucullus as his apprentice. The day you dreaded came and you reported to his house to find him engaged in what appeared to be mortal combat with a gladiator.

You rushed to his aid only to be laughingly thrown back. He explained that he was merely practicing and this "slave" was his close friend Messalina, a female gladiator who he had

bought many years ago to teach him warfare. You were relieved, intrigued and a bit revolted all at the same time. Messalina was a hulking northern woman who spoke with a thick accent. Hardly an appropriate teacher for someone of Lucullus' station. As you would find out many things would not be done in the "proper" decorum in this house.

Lucullus taught you much of the practical side of the business of being a magus but also much that is needed to survive in life. Of late he has discussed lending you out to get some experience outside the protection of his house. Your parents oppose such risks but Lucullus has a very persuasive manner and has used it in your aid. This is the beginning of true living.

Statistics: Sample Magus

Type: 1st Level Adept (Human)

Size: Medium

Speed: 30 ft.

Abilities: Str -1, Dex +1, Con +1, Int +4, Wis +3, Cha -2

Skills: Appraise 4 (+8), Concentration 4 (+7), Craft (alchemy) 4 (+8), Knowledge (history) 4 (+8), Knowledge (physical sciences) 4 (+8), Knowledge (supernatural) 4 (+8), Medicine 4 (+7), Notice 4 (+7), Smuggling 4 (+2)

Feats: Light Armor Training, Magi Training, Spell Training (3)

Traits: Human Background Traits

Combat: Attack +1 (+1 Dex), Damage +1 (shod staff) or +2 (light crossbow), Defense: Dodge/Parry +1/-1 (+1 Dex or -1 Str), Initiative +1

Saving Throws: Toughness +4 (+1 Con, +3 chain armor), Fortitude +1 (+1 Con), Reflex +1 (+1 Dex), Will +5 (+2 base, +3 Wis)

Spirit Points: 28

Spellcasting Realms: Ars Candida, Tenebrae Magae

Spells: Sample Magus		
Tenebrae Magae Spells	**SP Cost**	**Range**
See in Darkness	1 pt/10 min	Touch
Stun	3 pts	Sight
Invisibility I	1 pt/ 4 rds	Touch
Cast Darkness	1 pt/ turn	10' radius
Ars Candida Spells		
Heal I	1 pt	Touch
Bolt	6 pts	150'
Telepathy	2 pt/ rd	1 mi/ lvl

Sample Medicus

Growing up in Achaea in Athens was a dream of anyone who loved learning as much as you. Your father was an olive oil merchant and owned two ships. Whenever he was in port you two were inseparable. As you grew you learned the business and with your mother helped to maintain things when he was away for long periods. You had many friends and it seemed that you would grow up to become a merchant like your father.

He returned from the east one year with a load of grain and several sick sailors. He soon grew ill himself but refused to see a physician. When it grew so bad that he could no longer stand your mother sent for the doctor. When he arrived it was obvious that he took no joy in his prognosis but he refused to give up. In the end he sent for his most powerful medicines and it was just barely enough. Your father survived but the physician did not. That year he succumbed to the very plague that he and his colleagues fought so desperately against.

You entertained thoughts of becoming a medicus and firmed your plans at the onset of the next plague. Plagues had come and gone but your family had always stayed in your home until it passed just as everyone else. You did not this time much to the distress your mother. Over the next month you formed bonds that would last a lifetime. You gained the trust and respect of the physicians in the city and they sponsored you to study with the master healer Hylas. You have studied under him for four years and now you are ready to go out into the world and do no harm.

Statistics: Sample Medicus

Type: 1st Level Adept (Human)

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +1, Con +1, Int +2, Wis +2, Cha +0

Skills: Concentration 4 (+6), Craft (alchemy) 4 (+6), Knowledge (herbalism) 4 (+6), Knowledge (life sciences) 4 (+6), Knowledge (supernatural) 4 (+6), Medicine 4 (+9), Notice 4 (+6)

Feats: Eidetic Memory, Light Armor Training, Skill Focus (Medicine), Spell Training (2)

Traits: Human Background Traits

Combat: Attack +1 (+1 Dex), Damage +3 (morning star), +1 (dagger) or +1 (sling), Defense: Dodge/Parry +1/+0 (+1 Dex or +0 Str), Initiative +1

Saving Throws: Toughness +3 (+1 Con, +2 ringed leather), Fortitude +1 (+1 Con), Reflex +1 (+1 Dex), Will +4 (+2 base, +2 Wis)

Spirit Points: 27

Spellcasting Realm: Medicina Maga

Spells: Sample Medicus		
Medicina Maga Spells	SP Cost	Range
Chameleon	3 pts/ turn	Personal
Heal I	1 pt	Touch
Wolf Form	4 pts	Personal
Mend I	2 pts	Touch

Sample Shaman

A Terror stalked your tribe and the shaman died, killed by the beast in the night. You were learning from him but you had not taken your own spirit walk yet and certainly cannot guide the tribe in mystical matters, but you did have Jabari. He was your spirit guide and a beautiful, strong lion. He counseled you and was your companion for four cycles of the moon. He told you that the Terror would come again and that you were not prepared. He said the Terror would not pursue the tribe into the mountains if you did not go with them. It would travel in pursuit of you.

You realized that this was just what you feared. Old Khairi, your teacher, had warned you of this. The Terrors seemed to be attracted to the shamans as though to cut the heart out of the tribe. You needed to leave. You told the chief and he said that he understood but his eyes saw only death for you.

Jabari said you should head north and find companions amongst the men who lived in stone huts. It was as good as any direction. As you traveled you saw omens and portents, birds screeched your passing while the jackals fled from you. As the days passed you had the feeling that you must go faster and that a darkness was coming over your vision. When you came to the great desert you did not pause but charged into it. You knew better but by now you fled like a hunted beast.

In days you were delirious with thirst. Then you saw the shadow. It stood over you as you marched or were you lying down. The next thing you knew you were in a stone hut and a woman was washing you. She had pale skin and was quite a bit shorter than you. You asked Jabari who she was and it surprised her that you seemingly talked with no one. Did they have no shamans here? Who guided them in the spirit world? Jabari told you she was called Sofia. She again seemed surprised when you knew her name. She told you of her land in the north and it sounded like a fantasy to you but you did not wish to offend her by calling her a liar.



Her master came in and told you that a patrol of Romans had found you and that he was your master. If it made him happy to think this, whatever it meant to him, then so be it. When the terror approached you would leave. These people obviously needed guidance. Jabari told you his name was Nils and he spoke a version of your tongue that was passable. You would learn his tongue as well. Jabari could teach you. You could live with this tribe until the Terror found you.

Statistics: Sample Shaman

Type: 1st Level Adept (Human)

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +2, Con +0, Int +0, Wis +3, Cha +1

Skills: Concentration 4 (+7), Diplomacy 4 (+5), Knowledge (theology and philosophy) 4 (+4), Knowledge (supernatural) 4 (+4), Survival 4 (+7)

Feats: Clerical Training, Improved Strike, Light Armor Training, Purification Ritual, Spirit Ritual

Traits: Human Background Traits

Combat: Attack +2 (+2 Dex), Damage +1 (dagger) or +1 (unarmed), Defense: Dodge/Parry +2/+0 (+2 Dex or +0 Str), Initiative +2

Saving Throws: Toughness +1 (+1 leather armor), Fortitude +0, Reflex +2 (+2 Dex), Will +5 (+2 base, +3 Wis)

Spirit Points: 10

Spirit Guide: Lion (Associated Powers: Strength, Fear, Control of People)

Pregenerated Experts

The following expert characters are provided as examples you can use for pregenerated heroes, quick Narrator Characters or models for creating your own expert characters for Roma Imperious.

Sample Assassin

Where you were born and who you were born to was irrelevant. It was of little consequence whether your mother was the wife of a wealthy patrician or a common street whore. You have a certain detachment that most people do not appreciate. You recently became part of an ostensibly benign and easily recognized organization. This organization was made of two types of people in the profession, fanatics

and paid professionals. You counted yourself among the latter. The fanatics spouted off about causes or the political agenda of his target or the gods forbid, the Republic. It was often about the Republic and how this one job will bring it back.

Everyone warned you how hard your first job would be. That was not your experience though, you went in, you killed the woman, and you left. It did not bother you in the least but what come after has been inconvenient. The woman was the wife of a rival Senator. Your employers conveniently forgot about you and you were forced to lay low. You needed to eat so you began to look for any work that did not take you close to the Senate or involve anyone you knew from your past life. Difficult but not impossible. Once this blows over or if you find a niche in another city you will be able to take up the trade again. Until then, you take other kinds of jobs and are ready to run.

Statistics: Sample Assassin

Type: 1st Level Expert (Human)

Size: Medium

Speed: 30 ft.

Abilities: Str +1, Dex +3, Con +1, Int +0, Wis +1, Cha +0

Skills: Acrobatics 4 (+7), Bluff 4 (+4), Climb 4 (+5), Craft (poison) 4 (+4), Disguise 4 (+4), Notice 4 (+5), Sense Motive 4 (+5), Sleight of Hand 4 (+7), Stealth 4 (+7)

Feats: Exotic Weapon Training (falchion), Improvised Weapon Training, Light Armor Training, Sneak Attack, Weapon Training

Traits: Human Background Traits

Combat: Attack +3 (+3 Dex), Damage +5 (falchion) or +2 (dagger), Defense: Dodge/Parry +3/+1 (+3 Dex or +1 Str), Initiative +3

Saving Throws: Toughness +3 (+1 Con, +2 ringed leather), Fortitude +1 (+1 Con), Reflex +5 (+2 base, +3 Dex), Will +1 (+1 Wis)

Spirit Points: 10

Sample Augur

It was always your expectation to go into politics, but when your partner in the amber trade was found to be trafficking in magical devices with the Alkasatians, it was a miracle the Emperor did not execute you as well. You married well but you still had more skill in persuading people and politicking than in anything else. It was then that you remembered that your great uncle Iulius was a member of the Augurs. You met with him and he was still quite taken with you despite the Alkasatian unpleasantness. You began your initiation and campaign. It has been a long road and along it you have made many enemies but you may just have a chance at a military post as an Augur for the XXXII Legion stationed in Parthia.

The gods are useful to you and you give them respect, but as you worked through your training you realized the simple science of foretelling the future. It is not precise but in essence it is like giving good advice. You tell people what the portents indicate and it helps them make hard decisions. As a minor Augur you have only performed the Auguries for minor officials and not in a state function as of yet. Some day you will gain the rank to really make a difference.



It is obvious that you need to impress some people with your loyalty to the Emperor, the Senate and the Empire in general. It will not be easy but you have not come this far only to be thwarted by some minor inhibitions and fears. Many people you have known, especially your great uncle, have said you have an inner core of strength and character. Now is the time to test it.

Statistics: Sample Augur

Type: 1st Level Expert (Human)

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +0, Con +1, Int +1, Wis +2, Cha +2

Skills: Bluff 4 (+6), Diplomacy 4 (+6), Disguise 4 (+6), Investigate 4 (+6), Notice 4 (+6), Perform (acting) 4 (+6), Perform (oratory) 4 (+6), Perform (stage magic) 4 (+6), Augury 4 (+9), Stealth 4 (+4)

Feats: Connected, Light Armor Training, Well informed, Skill Focus (Augury)

Traits: Human Background Traits

Combat: Attack +0, Damage +3 (battle axe) or +1 (dagger), Defense: Dodge/Parry +0/+0, Initiative +0

Saving Throws: Toughness +2 (+1 Con, +1 boiled leather), Fortitude +0, Reflex +0, Will +2 (+2 base, +2 Wis)

Spirit Points: 10

Sample Bard

You grew up hearing the sagas of ancient times in a small village in Sarmatia. You spent all your free time listening to Vilokos, the old bard, as he told of kings in far away lands and deeds of bravery performed by your ancestors. Vilokos wandered from village to village as he told his stories and sang his songs. He never stayed anywhere for long as he always told you that the next village needed their stories as well. He told you of the craft and how you must memorize all the sagas and stories. He was sure that you would make a great bard some day.

Vilokos also taught you about spells and the ways of the Natura Maga. When the time came he helped you find your companion, Siros the raven. Siros is fast and smart, able to fly great distances and has been with you as a close companion since that day you and Vilokos found him in the woods. Siros gives you the ability to see in the darkness, share your thoughts with him and see through his eyes. He is the perfect companion.

As you grew older you learned to play the flute and traveled to nearby villages, never so far that you would not make it back to help at the farm. You sensed your family approved of your choice. Then, one day, old Vilokos did not arrive as he had promised. You waited for a week but then told your father that you must look for the old bard but more so, you needed to find your own stories. You would not be coming back for some time. He smiled and said that he understood. He gave you equipment and food for a long journey and wished you well.

Statistics: Sample Bard

Type: 1st Level Expert (Human)

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +1, Con +0, Int +2, Wis +1, Cha +2

Skills: Diplomacy 4 (+6), Disguise 4 (+6), Knowledge (history) 4 (+6), Medicine 4 (+5), Notice 4 (+5), Perform (acting) 4 (+6), Perform (oratory) 4 (+6), Perform (wind instruments) 4 (+6), Perform (singing) 4 (+6), Ride 4 (+5), Sense Motive 4 (+5)

Feats: Fascinate, Suggest, Heavy Armor Training, Light Armor Training, Weapon Training

Traits: Human Background Templates

Combat: Attack +1 (+1 Dex), Damage +3 (scimitar) or +1 (dagger or dart), Defense: Dodge/Parry +1/+0 (+1 Dex or +0 Str), Initiative +1

Saving Throws: Toughness +3 (+3 chain armor), Fortitude +0, Reflex +1 (+1 Dex), Will +3 (+2 base, +1 Wis)

Spirit Points: 10

Sample Mercator

Being poor has never set well with you. Your father did not like being poor either but the difference was that he had you to take it out on. At an early age you realized, when your sister was sold as a consort to a barbarian chief, that you were a commodity. Your mother produced the children and your father sold you off. One by one your siblings were bartered. It killed you a little each time. Looking back on it you are not sure why you were held to the last but it looked like they had high hopes for you. You had always been smart and good with your hands and with the money from your two brothers, Jovius and Anicius, and your sisters, Julia and Italia, they had more than enough to get you an apprenticeship. At first you protested but then you realized that once you were in the service of someone else learning a trade, you would not be here at the whim of your father. The images of your brothers and sisters being taken away, especially little Italia, wake you in the middle of the night to this day.

Your father was poorly connected but stumbled into a good deal for your apprenticeship. You were to join the Mercator's guild of Olympias. It was a good collegia but not the best nor the most profitable. They dealt mostly in furniture and lumber from Gallia. The master you were assigned to was Fabius Novanus, a strict but fair man. You cannot say that you came to love the man but you respected him.

You have worked for four years with Novanus and just a week ago you were made a full member of the guild. Novanus died of heart murmurs and you inherited his ship, the Aquilo. Now you will set out to find your siblings and do whatever it takes to free them.

Statistics: Sample Mercator

Type: 1st Level Expert (Human)

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +1, Con +0, Int +3, Wis +1, Cha +1

Skills: Appraise 4 (+7), Bluff 4 (+5), Craft (shipwright) 4 (+7), Diplomacy 4 (+5), Intimidate 4 (+5), Investigate 4 (+7), Knowledge (business) 4 (+7), Navigate 4 (+7), Notice 4 (+5), Search 4 (+7), Sense Motive 4 (+5), Survival 4 (+5)

Feats: Attack Focus (gladius), Eidetic Memory, Light Armor Training, Sneak Attack, Weapon Training

Traits: Human Background Traits

Combat: Attack +1 (+1 Dex)(+2 w gladius), Damage +3 (gladius) or +1 (dagger), Defense: Dodge/Parry +1/+0 (+1 Dex or +0 Str), Initiative +1

Saving Throws: Toughness +2 (+2 ringed leather), Fortitude +0, Reflex +1 (+1 Dex), Will +3 (+2 base, +1 Wis)

Spirit Points: 10



Sample Praetorian Guard

At an early age you saw a parade, one of many triumphal processions to come through the street of Constantanopolis. At the head was the Legatus of the Legion but you only had eyes for those in the purple trimmed cloaks, the Praetorian Guard. You studied their history in school and knew the great things they accomplished and how they protected the Empire.

Your father was of a different opinion though. He was Jewish and told you horrible stories of things you knew could not be. Everyone told you how great the Guard was and there were all those parades and the honors. When your father caught you watching the Guard or waiting outside the Praetorian Palace, he beat you mercilessly. Sometimes it seemed like he did not recognize you he was in such a rage, that he beat those ghosts that haunted him.

As you grew older the beatings worsened and spread throughout the family. When you were old enough you signed for the Legion and left home. You felt bad about your mother but there was little you could do for her. You had not been in the Legion for more than a year when a man who called himself Herodotus, an Achaean, met you on leave and told you your mother was dead. Your heart was broken since you knew that your father had done it. Herodotus then offered you what he called an opportunity. He would help you even the score with the one who had murdered your mother. He knew people in the Praetorian Guard and they needed someone of the Jewish faith, who knew their ways and could get close to them. They believed that the Jews of Constantanopolis were planning a revolt. It could not be allowed. Fuming, you accepted.

Over the next weeks you tracked all the secret places that your father had taken you and received no lack of money from the Praetorians. In the end you found the rebel leaders before they could organize and led the raid that captured them. Your father was amongst them. His hate knew no limit. A week later, the day before the executions would take place, he escaped with the aid of other rebels. Since then you have dedicated your life to finding and dealing him a slow death.

Statistics: Sample Praetorian

Type: 1st Level Expert (Human)

Size: Medium

Speed: 30 ft.

Abilities: Str +1, Dex +1, Con +1, Int +1, Wis +1, Cha +1

Skills: Bluff 4 (+5), Coded Messages 4 (+5), Diplomacy 4 (+5), Gather Information 4 (+5), Intimidate 4 (+5), Investigate 4 (+5), Notice 4 (+5), Search 4 (+5), Sense Motive 4 (+5), Stealth 4 (+5)

Feats: Attack Focus (gladius), Dodge Focus, Heavy Armor Training, Light Armor Training, Weapon Training

Traits: Human Background Traits

Combat: Attack +1 (+1 Dex)(+2 with gladius), Damage +4 (gladius), +2 (dagger) or +3 (spear), Defense: Dodge/Parry +2/+1 (+1 Dex and +1 Dodge Focus or +1 Str), Initiative +1

Saving Throws: Toughness +4 (+1 Con, +3 chain armor), Fortitude +3 (+2 base, +1 Con), Reflex +1 (+1 Dex), Will +1 (+1 Wis)

Spirit Points: 10

Sample Scout

You grew up in Caledonia where your family herded sheep. It was regular work for you to chase down strays, hunt wolves, and protect the flock from beast and man. The skills you built in the highlands served you well later in life. Your brother left home to become a merchant and that started you thinking about the world outside the mountains you called home. Your father took you to market once near the sea and it thrilled you almost as much as scared you.

When you were thirteen your mother was taken by a band of dwarves. Everyone had been so sure she was dead but you did not give up. You tracked them for four days and when you found them they were torturing her. You became so enraged that you leapt into the middle of them swinging your cudgel. You killed one outright and the others scattered. You helped your mother to her feet and together you got away.

The look of joy on your mother's face made your heart soar. At that point you promised yourself that you would always help others.

It was three years later that the Romans came recruiting for the legions. The Skandians were raiding the northern coasts and made off with captives. To your family's surprise you stepped forward. When they asked if you could fight you told them that you were better at tracking and hunting but if you had to you could fight. That summer was taken up with the pursuit of the comitatas of Skandians. It was long and hard traveling at times but you got to know many of the legionnaires and were surprised at how many different places they came from. Your father had always just referred to them as the Romans. As the summer went by you also noticed they went from calling you names to grudging respect to admiration for your skills. When you finally caught up and killed the comitatas it was not the battle that you reveled in but the freeing of the captives. It came as no surprise to the centurion of the cohort when you asked to sign up.

Statistics: Sample Scout

Type: 1st Level Expert (Human)

Size: Medium

Speed: 30 ft.

Abilities: Str +1, Dex +3, Con +2, Int +0, Wis +1, Cha -1

Skills: Bluff 4 (+3), Climb 4 (+5), Escape Artist 4 (+7), Disguise 4 (+3), Notice 4 (+5), Ride 4 (+7), Sense Motive 4 (+5), Stealth 4 (+7), Survival 4 (+5)

Feats: Dodge Focus, Eidetic Memory, Light Armor Training, Track, Weapon Training

Traits: Human Background Traits

Combat: Attack +3 (+3 Dex), Damage +6 (two handed sword), +3 (spear) or +4 (great bow), Defense: Dodge/Parry +3/+1 (+3 Dex or +1 Str), Initiative +3

Saving Throws: Toughness +3 (+2 Con, +1 leather armor), Fortitude +2 (+2 Con), Reflex +5 (+2 base, +3 Dex), Will +1 (+1 Wis)

Spirit Points: 10

Sample Thief

You grew up on the streets of Antiochia where the wealth of the Empire flowed but you still had to scramble for a crust of bread. You had no idea who your mother was and you doubt she had a clue who your father could be. The only people who mattered to you were the Scobis Gang. The Scobis Gang got their name for the iron filings that they collected and tried to sell to the local blacksmiths. You and the rest of the urchins tried to scratch a living but in the end the only way to survive was to steal.

Lately, the new praetors have made it tough. The usual bribes have not been working thanks to the new governor. For any who get caught there is no warning now and praetors do not come down to the Insulae alone anymore. You do a good job in keeping the younger ones out of trouble but everyone needs to work or they do not get to eat. The Gang is going on third generation now and has twenty-two members. Not as big as some but bigger than most and no one wants to tangle with the Scobis.



Except for the praetors. Lalla, the youngest girl of the Gang and only eight years old at that, is in the hands of the Prima Praetor and he has you running errands for him. He takes good care of Lalla but he has made it clear that the slightest hesitation in carrying out his orders will result in her slow death. He has been collecting 50% of everything the Gang brings in and having the Gang run errands for him. All you know is that he best watch his back.

Statistics: Sample Thief

Type: 1st Level Expert (human)

Size: Medium

Speed: 30 ft.

Abilities: Str +2, Dex +2, Con +0, Int +0, Wis +1, Cha +1

Skills: Acrobatics 4 (+6), Bluff 4 (+5), Climb 4 (+6), Disable Device 4 (+6), Escape Artist 4 (+6), Notice 4 (+5), Search 4 (+4), Sleight of Hand 4 (+8), Stealth 4 (+9)

Feats: Evasion, Light Armor Training, Skill Focus (Stealth), Sneak Attack, Talented (Disable Device and Sleight of Hand)

Traits: Human Background Traits

Combat: Attack +2 (+2 Dex), Damage +4 (club) or +3 (dagger), Defense: Dodge/Parry +2/+2 (+2 Dex or +2 Str), Initiative +2

Saving Throws: Toughness +1 (+1 boiled leather), Fortitude +0, Reflex +4 (+2 base, +2 Dex), Will +1 (+1 Wis)

Spirit Points: 10



Pregenerated Martial Artist

The following martial artist character is provided as examples you can use as a pregenerated hero, a quick Narrator characters or as a model for creating your own martial artist characters for Roma Imperious.

Sample Ch'an Monk

Born in the Hunan Province you grew up in a small and remote village. You spent the summer working in the fields and winters training for war with your Uncle Liang, who watched over you since your father was often away serving labor taxes. You were too young to serve so you needed to take care of the farm chores. It was during one of the winters when bandits attacked and took you, your mother and sisters away. They sold you into slavery in the west outside the borders of the Jade Empire.

You were kept with your sisters and mother for over a year until Uncle Liang came in the night and freed you. In order to protect you from reprisals and pursuit he hid you in a Buddhist monastery. It changed your life.

You saw and heard things that you never imagined as a peasant on a farm. The monks taught you to read and look at the world in a totally different way. You saw the suffering that everyone went through and sampled a large piece of that yourself. They told you that it did not need to be this way, that you could end the suffering if you just removed yourself from the world. This sounded wrong to you and Jin, a traveling monk, told you of a different way. The Ch'an looked on the path to Enlightenment as a moment that could come in a flash as you lived life. As he talked, you listened and studied. Jin took you away from your studies and told you it was not about how much you knew, thought or meditated but was about experience. You did not understand him but when he left you followed him, telling your mother to take care.

Jin taught you his skill in carpentry and you traveled with him for a year when one morning he woke up and told you to go your own way. He told you to seek your way to the west looking forward to nothing, seeking nothing but allowing the world to flow about you, responding as you felt not as you thought.

Since that day you have made your way farther and farther west. You have not hurried but have stayed for a period plying your trade and existing in the moment.

Statistics: Sample Ch'an Monk

Type: 1st Level Martial Artist (Human)

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +2, Con +2, Int +0, Wis +2, Cha +0

Skills: Acrobatics 4 (+6), Concentration 4 (+6), Craft (carpentry) 4 (+4), Medicine 4 (+6), Notice 4 (+6)

Feats: Canny Dodge, Chi Power (Shrinking), Chi Power (Mend), Improved Strike, Initiate (Buddhism)

Traits: Human Background Traits

Combat: Attack +2 (+2 Dex)(+3 w unarmed), Damage +1 (unarmed) or +2 (staff), Defense: Dodge/Parry +5/+1 (+1 base, +2 Dex and +2 Canny Dodge or +0 Str), Initiative +2

Saving Throws: Toughness +2 (+2 Con), Fortitude +3 (+1 base, +2 Con), Reflex +3 (+1 base, +2 Dex), Will +3 (+1 base, +2 Wis)

Chi Points: 14

Pregenerated Warriors



The following warrior characters are provided as examples you can use for pregenerated heroes, quick Narrator characters or models for creating your own warrior characters for Roma Imperious.

Sample Gladiator

Your father had been strict and rather closed minded for as long as you could remember. He had a view of the world that refused to acknowledge that your wealthy, powerful family was superior to the plebes by right of blood. The plebeians paid your father respect and he claimed it was due to his 'fair handed treatment' of them. You saw them for what they were, instruments to be used as you wished. When your father sent you to study with the physicians in Athens your teachers seemed to understand your position and realized you were superior. They introduced you to merchants from the east and Aegyptus, who introduced you to the poppy plant. It took you under its spell and by the time you returned to your father in Ravenna you enjoyed it daily. You father disapproved but you laughed in his face. You were your own master and the only one who commanded your destiny.

It was shortly after that the praetorians found you experimenting on a live slave. The simple minded fools did not understand your greatness. They accused you of indecency and of offending the gods. How dare they! It was then that you turned to your father but he had already turned away.

All too soon the court condemned you to the arena. You could not believe your ears. The public looked on you with disgust in their eyes. The tribunes led you away and before you knew it you were on the block and sold to a gladiatorial school. It all became too real when you felt the burn of the brand marking you forever as a gladiatorial slave. The trainers took bets on how long you would take to die. You were marked for practice of the more experienced gladiators.

They came and took you to the practice arena where everyone thought you would face your death. As you walked into the arena you saw a man bearing a sword and he said to you, “Today you shall not die if you fight well and in my name.”

“Who are you?” you asked.

“I am your god now, I am Mithras.” You stood for a moment that seemed an eternity. His power seemed to flow into you. You knew a confidence and strength you never had experienced before. You ran screaming into the arena, froth licking at your lips. The gladiator who stood before you was tissue. They had not even given you a sword but only a wooden shield. Still, you battered the man to the ground and despite his armor crushed his skull. It took four men to pull you off of him. All the time you were screaming to your god how he had made you invulnerable.

As the time passed your skills grew. Mithras came to council you at night instructing you in the art of war. He would protect you in the practice yard and later in the arena when you faced your opponents. No one else could see him but he always explained that away as the special nature you always knew you had. Only someone born with divine power could see a god.

Your career in the arena is only starting but Mithras has promised great things for you in the future. You know what you would like him to command you to do: slay your unworthy father.

Statistics: Sample Gladiator

Type: 1st Level Warrior (Human)

Size: Medium

Speed: 30 ft.

Abilities: Str +1, Dex +3, Con +3, Int +1, Wis +0, Cha -2

Skills: Acrobatics 4 (+7), Climb 4 (+5), Jump 4 (+5), Medicine 4 (+4), Notice 4 (+4), Perform (Acting) 4 (+2)

Feats: Dodge Focus, Initiate (Mithras), Light Armor Training, Shield Use, Weapon Training

Traits: Human Background Traits

Combat: Attack +4 (+1 base, +3 Dex), Damage +4 (gladius) or +4 (trident), Defense: Dodge/Parry +7/+4 (+1 base, +2 medium shield, +3 Dex & +1 Dodge Focus or +1 Str), Initiative +3

Saving Throws: Toughness +5 (+3 Con, +2 ringed leather), Fortitude +5 (+2 base, +3 Con), Reflex +3 (+3 Dex), Will +0

Spirit Points: 10

Sample Legionarius

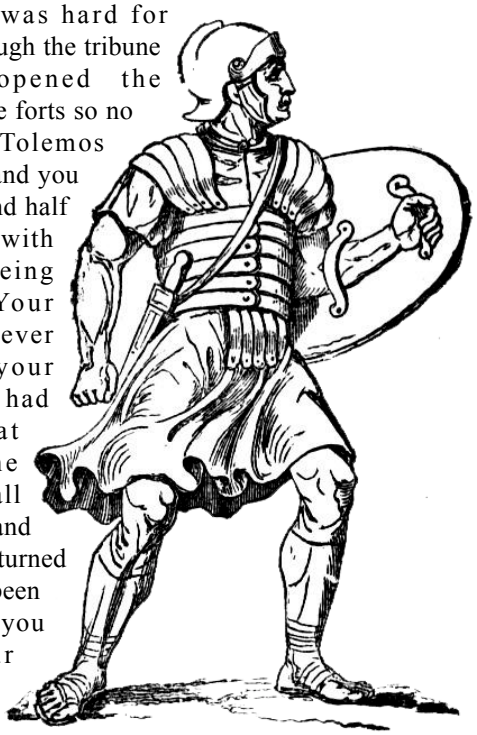
Born to a farming family in the dioecesis of Gallia, you found your childhood was filled with hard work. Not that you minded, you were the strongest in the village festivals and you always won the wrestling contests. All seemed well and you made friends with Tolemos, a legionnaire at the local fort. He taught you how to use a sword and march in formation, carry a shield and all manner of soldiers skills. Your mother did not approve but your father was very proud. He knew that all men should know how to fight.

Your father had always taught all his children that the Romans were here to stay and you might as well get along with them. He was not happy about it but he was also not part of the trouble makers, unlike many of your older brother's friends. It was a cold fall night just after the harvest and the bells started ringing. It could only mean fire. You ran from your bed without even putting on your boots. Fire meant death, whether in your bed or over the cold winter because precious grain had burned, one was just faster than the other. When you got to the granaries a battle was being fought. Men and women of the village fought farmers from the outlying lands. Strangely, the villagers kept the farmers from quenching the flames. Then, amongst the villagers, you saw your brother.

You were shocked. You stood with your mouth open. Your brother knew this would be death for your family. How could he! Anger welled up in your chest. You rushed forward, picked up a rock and threw it. It hit a man, not your brother, and knocked him down. You felt a rush that you had never felt before, not hunting nor in the scraps you had gotten into with neighbor boys. This was power.

At that moment a cohort from the forts came into the area. The villagers were no match for them and the farmers were able to rush forward. Some of the grain was saved while the soldiers took away the surviving villagers under the watchful eye of the centurion in command of the cohort. He stood tall and in command, his armor gleaming in the firelight. He looked a god. It was at that point that you knew you would join those ranks.

That winter was hard for everyone although the tribune Antinious opened the granaries of the forts so no one starved. Tolemos recruited you and you spent the second half of the winter with the Legion being trained. Your brother has never understood your decision. He had escaped that night at the granaries in all the confusion and you had never turned him in. It had been the last thing you did for your brother.



Statistics: Sample Legionarius

Type: 1st Level Warrior (Human)

Size: Medium

Speed: 30 ft.

Abilities: Str +3, Dex +1, Con +3, Int -1, Wis +0, Cha +0

Skills: Intimidate 4 (+4), Medicine 4 (+4), Notice 4 (+4), Search 4 (+3)

Feats: Attack Focus (gladius), Heavy Armor Training, Light Armor Training, Shield Training, Weapon Training

Traits: Human Background Traits

Combat: Attack +2 (+1 base, +1 Dex)(+3 with gladius), Damage +6 (gladius) or +4 (pilum), Defense: Dodge/Parry +6/+8 (+1 base, +4 scutum, +1 Dex or +3 Str), Initiative +1

Saving Throws: Toughness +8 (+3Con, +5 Lorica Segmentata), Fortitude +5 (+2 base, +3 Con), Reflex +1 (+1 Dex), Will +0

Spirit Points: 10

Sample Hunter

You were born on the campus of the Schola Magi in Alexandria but grew up with your uncle in Numidia. He was a great hunter, capturing the Bestia Gigantea for the Colosseum in Roma. He had 20 hunters who worked for him gathering the animals for the entertainment in the Empire. It seemed an instant and your parents called you back to Alexandria to begin your studies to become a magus like them. But it would not last.

You studied the Natura Maga discipline for three years and you learned quickly enough, but when your Natura Maga companion Uisis came, you realized that the walls of the Schola were a cage for you. One night you left with no warning or explanation. Uisis was a powerful desert falcon and he was your eyes, helped you find prey for meals and water in the desert. You were able to see at night because of him.



You made your way across the desert avoiding the more heavily populated coast. You knew where you were going, to your uncle Lucius. Your time in the desert was not bad. You had a close call with a group of bandits but easily

avoided them. After all, they should be the problem of the Legions. When you arrived at your uncle's villa you realized just how wrong you were.

He was dead and all his slaves, the household and even the livestock. A rage took you then and you knew you would not rest until you hunted the men who did this down. With Uisis as your only companion, you buried the dead and set out to find those responsible.

Statistics: Sample Hunter

Type: 1st Level Warrior (Human)

Size: Medium

Speed: 30 ft.

Abilities: Str +3, Dex +1, Con +3, Int -1, Wis +0, Cha +0

Skills: Climb 4 (+7), Notice 4 (+4), Stealth 4 (+5), Survival 4 (+7)

Feats: Dodge Focus, Light Armor Training, Skill Focus (Survival), Track, Weapon Training

Traits: Human Background Traits

Combat: Attack +2 (+1 base, +1 Dex), Damage +5 (sica or spear), Defense: Dodge/Parry +3/+4 (+1 base, +1 Dex and +1 Dodge Focus or +3 Str), Initiative +1

Saving Throws: Toughness +5 (+3 Con, +2 ringed leather), Fortitude +5 (+2 base, +3 Con), Reflex +1 (+1 Dex), Will +0

Spirit Points: 10



Sample Tribal Warrior

You grew up on a small farm overlooking the sea near Sojne Fjord. You were the son of the local chief and always made him proud. He took you for long walks in the hills and showed you the lands and the secrets of the gods. Thor was your patron and he came to your father and you in the hills many times. Once Thor sent your father on a quest to recover a horn which Loki's servants had stolen from him. Your brother died on the journey and Thor, to honor him, raised a great stone monolith over his grave. Your father took months to recover from his wounds but Thor sent Eir the gods healer to him and he recovered. He never talked of his quest and always seemed distant when asked. Some wounds never heal.

It was some years later that you were hunting bear for the herders in the Troldheim when Thor came to you next. All the other herders were impressed to reverent silence as the thunder god came forward. “I need you to hunt a very special prey, the giant Högnórr. He has insulted Odin and must be made to pay in full. Travel all the lands and all the seas and gather unto you seven companions. Only then will you be ready to face Högnórr.” With that he walked off into the fog. That day you left.

You still search for the seven companions but your quest has only begun. As with your father you know little of what the future will bring but you know it must be what the Norns decree. By Skuld's withered teat, you will not fail your god!

Statistics: Sample Tribal Warrior

Type: 1st Level Warrior (Human)

Size: Medium

Speed: 30 ft.

Abilities: Str +2, Dex +2, Con +1, Int +0, Wis +0, Cha +1

Skills: Drive 4 (+7), Intimidate 4 (+5), Notice 4 (+4), Medicine 4 (+4), Perform (oratory) 4 (+5)

Feats: Dodge Focus, Light Armor Training, Shield Training, Tough, Weapon Training

Traits: Human Background Traits

Combat: Attack +3 (+1 base, +2 Dex), Damage +7 (great hammer), +5 (great bow) or +3 (dagger), Defense: Dodge/Parry +4/+4 (+1 base, +1 bracers, +2 Dex or +2 Str), Initiative +2

Saving Throws: Toughness +4 (+1 Con, +1 Tough, +2 ringed leather), Fortitude +3 (+2 base, +1 Con), Reflex +2 (+2 Dex), Will +0

Spirit Points: 10

Chapter VI : Skills & Feats

Chapter VI: Skills and Feats

This chapter presents a variety of additional skills and feats available to the heroes of the Roma Imperious setting alongside those found in *True20 Adventure Role-playing*.

Skills

The following skills are available to characters in Roma Imperious in addition to those found in *True20 Adventure Role-playing*.

Appraise (Int)

You can estimate the value of a wide variety of items without necessarily knowing how to craft them.

Check: You can appraise common or well-known objects with fair accuracy (generally within 10% of their actual value) with a Difficulty 12 skill check. Rare or exotic items require a successful check against Difficulty 15, 20, or higher. Failure means you miss-calculate the value somewhere between 50% and 150% of actual value, and your estimate is significantly off (by at least 10%). The narrator can decide the estimated price based off of how much the roll was failed by. As a general guideline the estimate is off by approximately 5% (plus or minus) per point you missed the Difficulty. Failure by 10 or more indicates that you are unable to estimate the item's value.

Proper tools like a magnifying glass, scales, reference materials, and so forth grant a +2 bonus on appraising an item's value.

Try Again: Not for the same object.

Time: Appraising an item takes 1 minute.



Augury (Cha)

Augury is the art of foretelling the future through a ritual means. This can be as simple as observing the flight patterns of water fowl to casting rune carved bones. It may include a sacrifice of an animal or a human with the examination of their entrails or the observation of their death throes. Whatever the means the person performing the ritual will know the precise meaning of the results.

Special: Whether the augur ritual actually foretells the future or is merely an impressive performance is entirely up to the Narrator. Often times the Augury skill will provide a cryptic answer that is open to interpretation and may well be used to "foretell" any number of events, but with the specifics only becoming apparent after the fact. If the Narrator decides that Augury cannot foretell the future, then treat it just like a very specialized performance skill which onlookers oppose with a Sense Motive check to see if they are taken in by the performance. If on the other hand the Narrator decides that Augury can indeed tell the future, treat is like an appropriate Knowledge skill check to discover information, but the Narrator should still hide the information with cryptic or vague language.

Bluff (Cha)

Here we present an expansion of the Bluff skill to further detail the fine art of seduction.

Using Bluff to Seduce

Seduction is used to attract and charm other characters. It does not have to be based on sexual desire - a character can be seduced by an idea or have his emotions appealed to in a seductive fashion. This use of Bluff is about influencing others by confusing their intellects and inciting their emotions.

Seduction works best between peers. It relies primarily but not exclusively on sexual and emotional appeals; increase the Difficulty by +5 or more for unlikely pairings or lack of appeal. A successful Bluff check generally leads to some sort of bonding between the Influencer and the target. The target of a seduction may resist with a Sense Motive or Concentration check.

Seduction Results		
Attitude	Means	Possible Actions
Hostile	Repulsed by your attempt	Attack, interfere, berate, flee

Seduction Results		
Attitude	Means	Possible Actions
Unfriendly	Infuriated by your attempt	Intimidate, insult,
Indifferent	Uninterested in your Seduction	Ignore
'Friendly'	Interested; will become Helpful as per a Diplomacy check after gratification/bonding.	Protect, back up, heal, aid
'Helpful'	Lustful; as above, but will be angered and confused if gratification is withheld.	Protect, back up, heal, aid

Distract: You can also use seduction to distract a foe. To do so, make a Bluff check opposed by the target's Concentration skill. If you win, the target suffers a -1 penalty to all skill checks as long as you are nearby.

Time: Varies. Changing another's behavior requires one minute of interaction. Distracting an opponent is a standard action.

Try Again: Optional, but not recommended because retries usually do not work.

Coded Messages (Int)

This skill is used to decode secret messages, solve riddles or to encode one's own secret message or riddle. The language of the original message must be known to the character in order to decipher the code.

Diplomacy (Cha)

Here we present an expansion of the Diplomacy skill to detail the fine art of groveling.

Using Diplomacy to Grovel

Groveling is used to make yourself appear weak and pathetic or to show respect and abasement to your superiors. It is an Influencing skill that can be used to alter the attitudes of Non-Player Characters.

Groveling works best when the Influencing character appears weaker than the target. When creatures are attempting to grovel to their peers, the listed Difficulty is increased by +10. Groveling is resisted with Sense Motive.

Groveling Results		
Attitude	Means	Possible Actions
Hostile	Will take risks to hurt you	Attack, interfere, berate, kill

Groveling Results		
Attitude	Means	Possible Actions
Unfriendly	Mistrusts you	Watch suspiciously, torture, chase off
Indifferent	Unimpressed by your groveling	Dismiss or imprison
Friendly	Amused by your groveling	Insult and torment, but will probably not kill
Helpful	Impressed by your groveling	Trust and use as a servant

Dissuade Opponent: You can also use groveling to prevent a foe from attacking you. To do so, make an Groveling check opposed by a Difficulty calculated as follows: (10 + target's character level + target's Wisdom bonus). If you win, the target will attack some other subject if one is available and you are not obviously threatening the target. If there is no other subject that is just as easy for the target to attack as you are, then this use of Groveling fails - it only works when there is some other equally valid enemy present.

Time: Varies. Changing another's behavior requires one minute of interaction. Dissuading an opponent in combat is a standard action.

Try Again: Optional, but not recommended because retries usually do not work.

Investigate (Int)

Check: A character generally uses Search to discover clues and Investigate to analyze them.

The character can make an Investigate check to apply forensics knowledge or logical deduction to a clue. This function of the Investigate skill does not give the character clues where none existed before. It simply allows the character to extract extra information from a clue he or she has found.

The base Difficulty to analyze a clue is 15. It is modified by the time that has elapsed since the clue was left, and whether or not the scene was disturbed.

Circumstances	Difficulty Modifier
Every day since event (max modifier +10)	+2
Scene is outdoors	+5
Scene slightly disturbed	+2
Scene moderately disturbed	+4
Scene extremely disturbed	+6

Try Again: Generally, analyzing a clue again doesn't add new insight unless another clue is introduced. Evidence

collected cannot be recollected, unless there is more of it to take.

Special: A character can take 10 when making an Investigate check, but cannot take 20.

Time: Analyzing a clue is a full-round action. Collecting evidence generally takes 3 minutes per object.

Knowledge (Armor Lore) (Int)

Armor lore is the knowledge of how armor has been constructed, who might have constructed certain types and the possible properties of magical armors. This skill may be used to determine some or all of the abilities of a set of armor. It can also be used to tell the history of rare or unique pieces of armor.

Knowledge (Mythology) (Int)

Mythology is the study of myths, legends and characteristics of a culture. The culture must be specified and a new skill must be taken for each culture that the character is interested in.

Knowledge (Weapon Lore) (Int)

Weapon lore is the study of magical, legendary, and mythical weapons. If a unique or highly magical artifact is found, the character can use this skill to attempt to discover any powers or abilities which the object possesses.

Navigate (Int)

You're trained in finding directions and plotting courses from place to place.

Check: Make a Navigate check when trying to find your way to a distant location without directions or other specific guidance. Generally, you do not need to make a check to find a local street or other common urban site, or follow an accurate map. However you might make a check to find your way through a dense forest or a labyrinth of underground storm drains.

For movement over a great distance, make a Navigate check. The Difficulty depends on the length of the trip: Difficulty 20 for a few hours, 22 for a few days, 25 for up to a week, and 28 for more than one week. If you succeed, you follow the best reasonable course toward your goal, but it takes twice as long, since you lose time backtracking and correcting your course. If you fail by more than 5, you travel the expected time, but only get halfway to the destination at which point you become lost.

You can make a second Navigate check (Difficulty 20) to find the right path. If you succeed, you continue on to your destination; the total time for the trip is twice the normal time. If you fail, you loose the normal time for the trip before you can try again. You can keep trying until you succeed, loosing the normal time for the trip each time.

When faced with multiple choices, such as a branch in a tunnel you can make a navigate check (Difficulty 20) to intuit the right choice. If unsuccessful, you choose the wrong path, but at the next juncture, with a successful check, you realize your mistake and can correct it.

You cannot use this function of navigate to find a path to a site if you have no idea where the site is. The Narrator may choose to make the Navigate check in secret, so you don't know from the result whether you are following the right or wrong path.

You can use Navigate to determine your location without the use of any high-tech equipment by checking the constellations or other natural landmarks. You must have a clear view of the night sky to make this check. The Difficulty is 15.

Time: A navigate check is a full round action.

Special: You can take 10 when making a Navigate check. You can take 20 only when determining your location, not when traveling.



Perform (Stage Magic) (Cha)

Stage magic is the skill of slight of hand and misdirection, which is how the magicians of today perform. Such tricks as pulling a rabbit out of a hat, sawing a lady in two and making a gold coin disappear can be performed.

Sense Motive (Wis)

Sense Motive can also be used to read someone's lips and body language to determine what they are talking about even if you cannot hear the conversation.

Check: To understand what someone is saying by reading lips, you must be within 30 feet of the speaker, be able to see him or her speak, and understand the speaker's language. (Use of this skill is language-dependent.) The base Difficulty is 15, but it increases for complex speech or an inarticulate speaker. You must maintain a line of sight to the lips being read.

If your Sense Motive check succeeds, you can understand the general content of a minute's worth of speaking, but you usually still miss certain details. If the check fails by 4 or less, you can't read the speaker's lips. If the check fails by 5 or more, you draw some incorrect conclusion about the speech. The check is rolled secretly in this case, so that you don't know whether you succeeded or missed by 5.

Time: To read lips, you must concentrate for a full minute before making a Sense Motive check, and you can't perform any other action (other than moving at up to half speed) during this minute.

Try Again: Yes. You can attempt to use Sense Motive to read lips once per minute.

Sleight of Hand (Dex)

Here you will find rules for expanding Sleight of Hand to cover various knot-tying skills and rope tricks.

Check: Most tasks with a rope are relatively simple. The Difficulties for various tasks utilizing this skill are summarized on the table below.

Difficulty	Task
10	Tie a firm knot
10*	Secure a grappling hook
15	Tie a special knot, such as one that slips, slides slowly, or loosens with a tug
15	Tie a rope around yourself one-handed
15	Splice two ropes together
Varies	Bind a character
* Add 2 to the DC for every 10 feet the hook is thrown; see below.	

Secure a Grappling Hook: Securing a grappling hook requires a Sleight of Hand check (DC 10, +2 for every 10 feet of distance the grappling hook is thrown, to a maximum DC of 20 at 50 feet). Failure by 4 or less indicates that the hook fails to catch and falls, allowing you to try again. Failure by 5 or more indicates that the grappling hook initially holds, but comes loose after 2 rounds of supporting weight. This check is made secretly, so that you don't know whether the rope will hold your weight.

Bind a Character: When you bind another character with a rope, any Escape Artist check that the bound character makes is opposed by your Sleight of Hand check.

You get a +10 bonus on this check because it is easier to bind someone than to escape from bonds. You don't even make your Sleight of Hand check until someone tries to escape.

Time: Varies. Throwing a grappling hook is a standard action. Tying a knot, tying a special knot, or tying a rope around yourself one-handed is a full-round action. Splicing two ropes together takes 5 minutes. Binding a character takes 1 minute.

Special: A silk rope gives you a +2 circumstance bonus on Sleight of Hand checks that involve rope.

Smuggling (Cha)

Smuggling involves sneaking people or things past officials who want to tax or take the objects in question. Check: Generally the base Difficulty is set by the opposed Search or Notice check of the authorities in question, and is modified by the size and number of the items.

Size and Number	Check Modifier
One Fine Item	+10
One Diminutive item or up to 10 Fine items	+5
One Tiny item, or up to 10 Diminutive or 100 Fine items	+0
One Small item, or up to 10 Tiny, 100 Diminutive or 1000 Fine items	-5
One Medium item, or up to 10 Small, 100 Tiny or 1000 Diminutive items	-10
One Large item, or up to 10 Medium, 100 Small or 1000 Tiny items	-15
One Huge item, or up to 10 large, 100 Medium or 1000 Small items	-20
One Gargantuan item, or up to 10 huge items, 100 large items or 1000 medium items	-30

Special: The character receives bonuses from the Attractive feat if he or she possesses it.

Feats

The following feats are available to characters in Roma Imperious in addition to those found in *True20 Adventure Roleplaying*.

A Precipice in Front, Wolves Behind (Warrior)

When trapped and out-matched, you show amazing perseverance. When surrounded or cornered by enemies whose total levels exceed yours and your allies, you gain a +2 bonus to Toughness Saves and Will Saves.

Aggravate (General)

You tend to attract an enemy's attention. As a standard action, you can make a Bluff check against your target's Sense Motive check or Will saving throw, whichever has the higher bonus. If you succeed, your target must attack you next round, if it is possible to do so. Targets get a +1 on their check or save for each time, after the first, this feat is used against them in the same encounter (successful or not).

A target not already engaged in combat can make a Will saving throw (in addition to the Sense Motive check or Will save to resist the feat). If successful, the target shows enough restraint to attack you verbally, not physically. Targets engaged in combat (with you or someone else) do not get this save.

You can take this feat a second time (Improved Aggravate), allowing you to make the Bluff check as a move action, rather than a standard action.

Agile Parry (General)

When unarmored and unencumbered, add your Dexterity score as a Parry bonus to your Defense. The bonus granted by this feat is in addition to the normal Strength bonus to parry.

Blessed are Those who Possess (General)

You gain a +2 bonus to interaction skill checks against people with significantly less wealth than yourself. As a general guideline this feat works against those who have less than 1/10 the money you possess.

Bone Setting (General)

This feat allows the character a chance to properly set a broken bone so that it will heal correctly. This provides a +5 bonus to Medicine checks made to treat the Disabled and Dying conditions.

Benefit: Initiate (General)

This feat marks a character as a holy man, so it can only be taken in one religion. As an initiate, any of the churches worshiping the character's faith can be used as a safe place to stay. Supplies and information can be obtained in these places, although a contribution to the church is expected. Active preaching and the recruiting of new people to the faith are not necessary but are often helpful.

Commission (Warrior)

Prerequisites: Leadership, Reputation +3

You, your followers, and any associated allies comprise a military unit recognized by governments and other authorities. You may be part of a national military or police force, or you may be independents, such as a mercenary unit or privateer fleet.

Your unit has a Reputation score. When you take the Commission feat, that score is set at 2 less than your current Reputation. Members of the unit, including yourself, making a Reputation check may substitute the unit score for their own.

The unit's Reputation increases or decreases according to the unit's actions. Each time the unit accomplishes a notable deed-a great victory, a great loss, a feat never before achieved-the unit's Reputation increases by 1. Every six game months that pass without the unit accomplishing a notable deed decreases the unit's Reputation by 1.

Once per game month, you may spend a Conviction point and make an inspiring speech to the unit as a whole. For the next day, each member of the unit gains a bonus to attack rolls and Will saves equal to half the unit's Reputation score.

Chi Focus (Expert)

Prerequisite: Dedicated (Chi) Magic

You may increase your total Chi by 3 points each time you take this feat.

Decapitate (Warrior)

Prerequisite: Sever Limb

You are known and feared for your ability to lob off the heads of your foes. You may attempt to do so by taking a -5 penalty to your attack roll when attacking with a slashing weapon of the same size as or larger than your opponent's size class. If you roll a critical hit your opponent must make a Fortitude save with the same Difficulty as the Toughness save they must make to resist damage. If the fortitude save is failed, you have successfully cut off their head, killing them instantly. If the Fortitude save is successful, your opponent still takes damage normally.

Don't Speak Against the Sun (General)

You are skilled at convincing others of the obviousness of your arguments. Gain a +4 bonus to all Diplomacy and Bluff checks when you can employ seemingly obvious deduction and logical reasoning and in your favor.

Enlarge Spell (Adept)

You can alter a spell with a numerically listed range to increase its range by 100%. Spells whose ranges are not defined by distance, as well as spells whose ranges are minimal, personal, or touch do not have increased ranges. An enlarged spell costs 2 more spirit points than normal.

Eschew Materials (Adept)

You can cast any spell that has a substance spell element costing 10 dinarii or less without needing that component. If the spell requires a substance spell element that costs more than 10 dinarii, you must have the material component at hand to cast the spell, just as normal.

Extended Spell (Adept)

You can extend any spell with a duration listed in rounds, minutes, hours, weeks, months or days. An extended spell lasts twice as long as normal. An extended spell costs 2 more spirit points than normal.

Formation Fighting (Warrior)

You are trained to fight as part of a battle formation such as a phalanx. If you are using a shield and are flanked on at least one side by an ally who also has a shield, you gain can use your shield to provide your allies with a +1 bonus to both their Block and Dodge defenses, and gain a similar bonus from their shields. Such shields must be of Medium size or larger for this feat to work. If you have yourself and at least two other allies in a row with suitable shields and they all have this feat, the bonus increases to +2.

Fortune Favors the Brave (Warrior)

You gain a +2 bonus to defense and Reflex saves when fighting an enemy at least two levels higher than yourself or when you are outnumbered by opponents of equal skill by at least three to one. These bonuses last only so long as you hold your ground and fight. Once you begin to withdraw or flee you no longer gain any benefit from this feat.

Great Commission (Warrior)

Prerequisites: Commission, Reputation +4

You command a military force large enough to defend or overthrow a kingdom. Leading this force is a full-time job; though, you can spare some time for other matters. Your followers and associated allies comprise an elite unit and remain subject to the rules for the Commission feat.

Before each battle, you may make a Leadership check (d20 + your Leadership score) against Difficulty 20. If you have not been leading the unit full-time for the last month, the Difficulty increases to 25.

If you succeed, each member of the force who is not part of your elite unit gains a bonus to attack rolls and Will saves equal to half your Reputation score. If you fail the check, each member of the force suffers a penalty to all checks,



including attack rolls and saving throws. This bonus or penalty lasts for the duration of the battle.

Heighten Spell (Adept)

A heightened spell has a higher effective spell level than normal (up to a maximum of 9th level). Unlike other adept feats, Heighten Spell actually increases the effective level of the spell that it modifies. All effects dependent on spell level (such as saving throw Difficulties) are calculated according to the heightened level. The heightened spell costs an extra 2 spirit points per level it is heightened above its original level. You cannot heighten a spell to a spell level greater than your adept level.

Improved Inspire (Expert)

Prerequisites: Inspire, Leadership

You can inspire all your followers at once. When you use your inspire abilities on your followers, you are not subject to the half-your-level limit on how many subjects you can affect.

If you have the Great Commission feat, you may spend a Conviction point to extend your inspire abilities to all the members of the military force that you command. They are still subject to the rules for social interactions and must be able to see and hear you to be inspired by you.

Improved Taunt (General)

Prerequisites: 4th level, Taunt

You may apply the effects of your Taunt feat to a number of targets equal to half your level (round down). Make one Bluff check; each target makes a separate resistance check.

Improvised Weapon Training (General)

This feat allows the person to use such improvised weapons as chairs, tables, opponents, bottles, and any other item not conventionally thought of as a weapon without penalty. However, this feat does not give you the ability to use any weapon, just any non-weapon object as a weapon. An improvised weapon may still break on the first use or do little damage. Note that many weapons such as bottles and chair legs double as existing weapons like clubs. Improvised weapons typically do bludgeoning damage, but may do Slashing or Piercing damage if they have sharp edges. The damage the improvised weapon deals depends on its size.



Typically Tiny or smaller objects deal +0 damage, Small objects deal +1 damage, Medium objects deal +2 damage and Large objects deal +3 damage.

Infuriate (General)

Prerequisite: Aggravate or Taunt

You can inspire blind rage in an opponent. As a standard action, you can make a Bluff check against your target's Sense Motive check or Will saving throw, whichever has the higher bonus. If you succeed, your target automatically attacks you and suffers a -2 penalty to attack rolls and Defense but has +2 damage against you. This lasts one round. Targets get a +1 on their resistance check per Infuriate attempt against them in the same encounter (successful or not).

You can take this feat a second time, allowing you to make the Bluff check as a move action, rather than a standard action.

Let the Superior Answer (General)

When acting under direct orders of a superior, you can successfully transfer blame for your failures or transgressions to that superior with a successful Diplomacy check with a Difficulty of 15 plus the superior's reputation score.

Lesser of Two Evils (General)

You may pick a second Vice. You can gain conviction points through either vice so long as acting in accordance to the other vice wouldn't be significantly less amoral. Specifics are arbitrated by the Narrator.

Menacing (General)

Prerequisite: Untrained in Diplomacy and Gather Information

You frighten people. You may add half your Reputation score to your Intimidate checks. If you ever gain Diplomacy or Gather Information as a known skill, you lose your menacing edge and the benefit of this feat.

Organized (General)

You perform tasks quickly. You may make a Wisdom check (Difficulty 15) to organize a task requiring a skill check and taking more than one round. This task may be performed by you or another character under your guidance. If you succeed at the check, the task is completed in half the usual time.

Parry Focus (General)

Your parry bonus increases by +1. You can acquire this feat multiple times and its benefits stack.

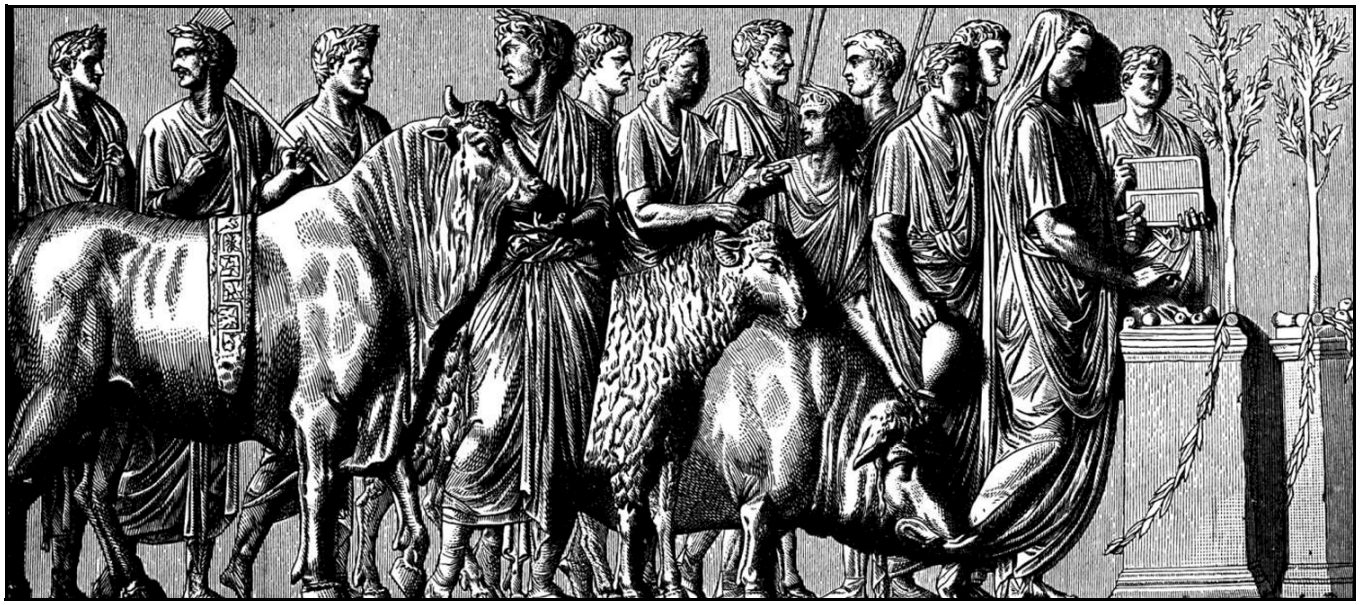
Prepared in Minds and Resources (General)

You are always ready for virtually anything. Gain a +2 bonus to Initiative and a +1 bonus to Reflex and Will saves. You also gain a +2 bonus to Notice checks to avoid being surprised in combat.

Purification Ritual (Adept)

Prerequisites: Clerical Magic, Trained in the Concentration Skill

The purification ritual varies depending on the culture but it is the means for shamans to cleanse their spirit of negative energies. The rituals range from bathing in blessed, purified water to flogging oneself. This feat allows a shaman to use



their Concentration skill to cleanse themselves of negative influences.

Reap What You Sew (General)

Narrator characters you aid out of your own goodwill have a tendency of showing up later on to return the favor. However, characters you wrong also have a tendency to do likewise. The exact effects of this feat are played out by the Narrator. In some cases the repayment might come from a friend or relative instead of the original Narrator character.

Reputation for Excellence (General)

Prerequisite: 6 ranks in chosen skill

Your skill is respected by others. Choose a skill. For every three ranks you have in this skill, you gain a +1 bonus to your Reputation in situations where your expertise is relevant.

You may choose this feat more than once. Each time you do, it is applied to a different skill.

Renown (General)

You are well known, granting a +3 increase to your Reputation score. You can take this feat multiple times, gaining a +3 increase each time.

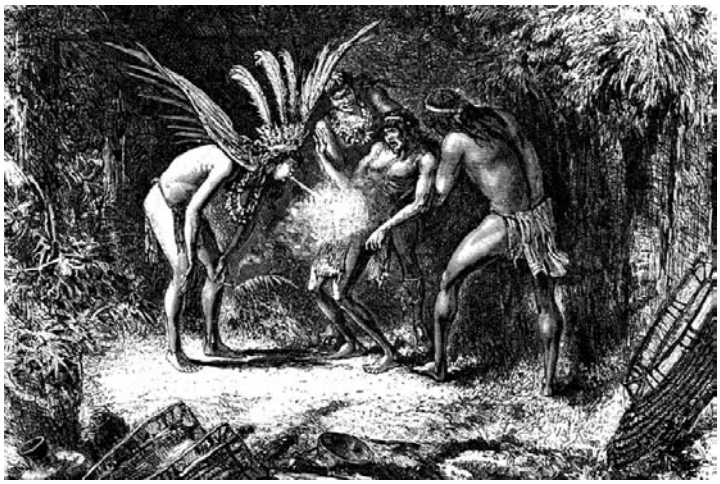
Seize the Day (Expert)

Prerequisite: Trained in at least one Perform skill.

You are capable of enhancing your performance by pouring out your heart and soul before the audience. Once per day you can spend a conviction point to take 20 on a single Perform check.

Sever Limb (Warrior)

You are adept at hacking off your opponent's limbs. You may attempt to do so by taking a -5 penalty to your attack roll when attacking with a slashing weapon of the same size as or larger than your opponent's size class. If you hit, your opponent must make a Fortitude save with the same Difficulty as the Toughness save they must make to resist damage. If the fortitude save is failed, you have successfully removed or permanently disabled one of their limbs. Your opponent looses use of a limb of your choice (provided that you can reach it) and immediately suffers the Disabled condition on the damage track. If the Fortitude save is successful, your opponent still takes damage normally. You can use this feat with piercing or bludgeoning weapons, but instead of severing the limb a bludgeoning weapon breaks a relevant bone in that limb, and piercing weapons simply disable the limb without removing it.



Silent Spell (Adept)

A silent spell can be cast with no oral spell elements. Spells without oral spell elements are not affected. A silent spell costs 1 more spirit point than normal.

Spirit Ritual (Adept)

Prerequisite: Clerical Magic, Trained in Diplomacy and Concentration

Spirit Walk: This is the feat which Shamans use to speak with a spirit animal or to enter the Spirit Realm. Attaining a spirit animal requires the performance of a spirit walk. Different cultures have different ways of reaching a spirit walk state; however it is attained, the shaman must separate his soul from his body. During this time he is susceptible to spiritual and physical attack. During a spirit walk a shaman will be able to perceive the real world around him as though through a mist. Spirit animals will appear crisp and vibrant.

In this state the shaman will be able to communicate with the spirit. If a shaman with the Spirit Ritual feat makes a successful Diplomacy check with Social Skill adjustments vs. a Difficulty of 15, then the spirit will listen to the shaman's argument. Use the rules for Influence on page 92 of Chapter 6 of True20 Adventure Roleplaying.

During a spirit walk the shaman's body may be attacked and even stolen by another spirit. If this is done, the spirit will be able to escape with the newly claimed body and the shaman will have to search for it or find another. This is one way that ghosts are made. If the shaman finds their body, they must enter into spiritual combat for the body. Humans may only engage in spiritual attacks of this nature when fighting for their original body. Since a spirit takes on many of the attributes of the body they are in, it will seem like the shaman is fighting himself. No weapons or armor may be used and all combat is done with unarmed combat rules. Combat will end when one of the combatants is knocked unconscious, subdued, or killed. The victor claims the body,

while the loser will either be slain or dismissed to try again. Most victors in these battles finish their opponents.

Summoning Spirits: An adept who casts clerical magic and who possesses the Spirit Ritual feat can attempt to summon spirits to aid them. Spirits are sometimes not found on a spirit walk but are summoned to do the will of the shaman on the fly. This is dangerous and can result in a possession by the spirit. There are dark paths which occasionally lead to horrible places. Creatures other than spirits can answer the summons. If a shaman attempts a summoning they must make their power checks and Will saves as though they were attempting to use their spirit guide. In addition, they must make a Concentration check at the same modifiers as outlined for the power check and Will save. If they fail, they will be attacked by an unfriendly spirit or other Spirit Realm creature. In this case spiritual combat results, as outlined in the Spirit Walk feat.

A shaman may also manifest a spirit he already has as a guide into the real world for a short period. This is an exhausting process and not lightly done. The shaman must first make her clerical magic checks at -3. The spirit guide will manifest immediately and remain for 100 minutes plus an additional 20 minutes for every point of Constitution the shaman has. Each 20 minutes the shaman will lose 1 point of Constitution until she reaches -5, when the spirit guide will return to the Spirit World. The shaman will recover one point of Constitution for every hour of rest until returned to their normal maximum. The shaman can will the spirit guide to return to the Spirit World at any point after summoning. For instance, 30 minutes after summoning, the shaman releases the spirit guide; the shaman would then need to rest 3 hours to recover the lost Constitution. If the shaman is reduced to -3 Constitution or lower, they will lose consciousness until they have rested long enough to raise their Constitution above -3.

Spiritual Wealth (Adept)

Prerequisite: Must be able to cast one or more of the Realms.

You can increase your spirit point total by 4 points each time you take this feat.

Startle (General)

You can make an Intimidate check rather than a Bluff check to feint in combat (see Bluff in *True20 Adventure Roleplaying*, page 30). Targets can resist with Intimidate, Sense Motive, or Will and gain a +1 bonus on their resistance check per startle attempt against them in the same encounter.

Still Spell (Adept)

A stilled spell can be cast with no gesture spell elements. Spells without gesture spell elements are not affected. A stilled spell costs 1 more spirit point than normal.

Stylish (General)

You may spend a Conviction point to apply a +1 bonus to one Bluff, Diplomacy, or Gather Information check for every 100 dinarii you have spent on your current outfit (round down).

To Err is Human (Expert)

You are good at learning from your mistakes. When you roll a natural 1 on a given skill check, you gain a +4 bonus to the next use of that skill.

Wealthy (General)

In Roma Imperious the Wealthy feat provides you with a one-time bonus of 25,000 dinarii each time you take it. This is in addition to your starting wealth (See “Chapter VIII: Equipment and Money” on page 205 for stating wealth based on social class).

Widen Spell (Adept)

You can alter a burst, emanation, line, or spread shaped spell to increase its area. Any numeric measurements of the spell's area increase by 100%. A widened spell costs 6 more spirit points than normal. Spells that do not have a listed area or who do not have an area of at least 5 ft. by 5 ft. are not affected by this feat.

Winter Footwear Training (General)

You are trained in the use of ice skates, skis and snowshoes. When wearing one of these types of foot-gear, you can move across slick icy surfaces (with ice skates) or through deep snow (with skis or snowshoes) without suffering movement penalties and without having to make Acrobatics checks to avoid slipping, and you can fight in such foot-gear without penalty. Ice skates increase your movement rate by 10 ft. when moving on flat icy surfaces, skis allow you to increase your movement by up to 30 ft. when traveling downhill on snowy slopes, and snowshoes give anyone trying to track you a -5 penalty to their Survival checks to do so.

Normal: A character without this feat gains half the listed movement bonus from using such equipment and only gets to halve movement penalties for moving through deep snow. Characters without this feat also suffer a -4 penalty to all attack rolls while fighting in such cumbersome foot-gear. Furthermore characters without this feat attempting to ski or ice-skate must succeed on a Difficulty 10 acrobatics check each round to keep from falling. The Difficulty of all Acrobatics checks made on icy surfaces is raised by 5 for characters who do not have this feat and a pair of skates.

Chapter VII : Magic

Chapter VII: Magic

There are three types of magic systems in the Roma Imperious Setting: the Free Form or Clerical Magic, the Dedicated (Chi) magic and the point based Spell Magic systems.

All Spell Magic in Roma Imperious is derived from the Realms of existence. Imagine that all of creation is shaped like a book that stretches out for infinity in all directions. Our universe, from the biggest galaxy to the smallest atom, would be a page in the book. The Roma Imperious setting would be another page. The seven Realms of Power would each have a page in that book. Each page would have its own set of rules on how the universe functions, and each page would lie next to each other, touching but not interacting. Spell casters have the ability to act like a lightning rod and pull energy from one page to another. We call that energy 'magic' and the effects are known as 'spells'.

It turns out that only some humans are born with the ability to tap into other Realms, and even then they can touch only one Realm. This is a tricky process, since channeling energy can overload the nervous system of the spell caster. Spirit points are the measure of the amount of energy one person can channel at any one time. The average human has ten spirit points, spell casters have between ten and thirty and supernatural creatures can have hundreds.

Magical energies have a certain unique resonance that allows for a number of interesting things. First, a spell caster can detect energies from his own Realm, so a Medicina Maga can detect when other Medicina Maga powers are in use. Second, each Realm has an affinity for different materials (see Chart in the next section). These materials can store spirit points, like a battery, for future use. Third, each Realm has a counter in different materials (see Chart in the next section). These materials block power use from the appropriate realm, and will even inflict damage on spell casters if it touches their skin. Finally, it is possible to craft devices to store pre-loaded spells; this takes considerable research and knowledge about both science and magic.

None of the preceding information is needed to run the game, but it may be useful in aiding players and Narrators in designing their own artifacts and realms. Feel free to contact HinterWelt with questions and ideas on the topic of magic use.

The primary point of the different magic systems is to reflect the different ways in which magic works within the setting. Clerical magic reflects a freer form of magic involving divine intervention (clerics), guidance from a higher power (mystics, shamans) or effects that do not fall easily into a pre-specified spell format (artificers, alchemists, druids). Spell magic reflects a structured spell organization such as guilds or schools.

Clerical Magic

The Free Form magic system relies on channeling an external power through a character's body. The body works both as a capacitor and a resistor. As more power is passed through the body, which is not a perfect conductor, fatigue builds up, which needs to be cleansed with rest, prayer, meditation or the like. At any time when a feat is attempted the amount of energy channeled can cause the character to be wounded or die due to the energy level exceeding the body's capacity. The mechanics are such that there are no spell lists but only areas of ability. A Shaman who is linked to a Lion spirit guide has power over strength, fear and control over people. They could increase the Strength of themselves or the group or reduce the Strength of an enemy. This is accomplished by making two checks. The first is a check involving getting the attention of the supernatural being, focusing the character's concentration, or creating the initial connection. A Difficulty modifier is based on the number of feats performed in a day and any situational modifiers the Narrator imposes,



including the difficulty/amount of power required to accomplish the feat.

Clerical magic is practiced by priests, druids and shamans. They channel awesome supernatural power from gods, nature, and spirits respectively. There are no defined power lists for these adepts but they do have areas of influence depending on their focus. A priest of a god of war would not be able to create a goblet of wine. Likewise, a priest of a god of wine would not be able to give everyone in the party a +1 bonus to their attack rolls.

Resolution is accomplished with a power check, using Wisdom as the priest's key ability followed by a Will save. The Difficulty of the roll is determined by the Narrator's assessment of the power level of the desired effect, casting conditions, and how closely it abides by the influence of the god or other power source. In addition, there is a fatigue penalty reflecting how many times the player has cast since they last prayed or meditated. If the power check is made the effect goes off, otherwise it does not. If the Will save is made no damage is taken, otherwise damage is taken as though the failed Will save had been a failed Toughness save. For instance, if attempting to create a goblet of wine for the third time a priest would suffer a -6 penalty, all other factors being equal. If the Will save was failed by 6 points, the caster would become wounded. Rolling a natural 1 on either the power check or the Will save results in a check on a chart for possible spiritual effects (for a natural 1 on the power check) or physical effects (for a natural 1 on the Will save).

BENEFITS OF THIS SYSTEM: Flexibility. The player who likes to come up with their own spell effects will get into this system.

System

To cast clerical magic, an adept must spend one feat at first level, plus an additional feat every third adept level they attain on Clerical Magic, otherwise their power ranks cease to progress. An adept casting clerical magic who has expended the required feat slots has a power ranks equal to their total adept level plus three. These power ranks are used to make power checks much like skill ranks are used to make skill checks.

Channelers of the free-form Clerical magic include Druids, Priests and Shamans. These adepts are not restricted to specific lists of spells or powers, but are able to channel the raw power of the gods or spirits they work with in order to perform miracles. These adepts use Wisdom as their key ability when making a power check to create the desired effect with their clerical powers. Their power check is modified by -3 every time the clerical adept has attempted an additional use of their clerical power (i.e. first attempt -0, second attempt -3, third attempt -6, etc.). In addition, the Narrator sets the Difficulty for the power check based on the desired effect, and may modify the roll if he or she feels it appropriate (i.e. combat, relevance to their divine or spiritual agenda, opposing terrain, dwarf stomping on foot). Finally, the player must roll their power check against the Difficulty the Narrator has set for the roll. See Table: Clerical Magic Effect Difficulties for guidelines on setting the Difficulty.

Clerical Magic Effect Difficulties

Difficulty	Example
15	Majority of simple things: healing, starting normal fires, tripping opponents, minor telekinesis, Boosting someone's Str or Dex by +1, Temporary benefit of a feat.
20	Simple but a little harder: healing burns, minor creations (blankets, tents, common goods), fire bolts, Boosting someone's Str or Dex by +2.
25	Hard: fireballs, opening pits under foes, flying, Boosting someone's Str or Dex by +3.
30	Difficult: regeneration, animating the inanimate, curing insanity, manipulating the mind, summoning a Spirit Guide or familiar & friendly outsider to the Real World.
40	Nigh Impossible: Resurrection (worse if only small parts of the body were left), fire storm, ice storm, Summoning powerful spirits or outsiders, raising the dead, spectacular physical effects

In general, the more powerful the effect the larger the minus since the terrain will be taxed in an increasing amount. Hint: if the feat can be likened to a spell effect you can then get a feel for the relative power level.

If the power check is successful, the adept has summoned the power of his deity, spirit or tribe and some effect is generated (for ease of play one could say the stated effect was granted as requested, but the Narrator always has the right to manipulate the effect according to the agenda of the adept's source of power; i.e. a Veneti druid may get a snow storm instead of a fire storm because the lands the tribe live on suffered a wild fire recently). If the adept rolls below the Difficulty that the Narrator has set, the effect only fails but if the druid rolls a natural 1 on their power check then the effect backlashes and harms the adept's psyche (see Psyche Backlash table below).

The adept must then roll a Will save against the same Difficulty as the power check. If the save succeeds then no ill effects are felt. If the player rolls below the Difficulty, he fails and the adept suffers non-lethal damage, treating the failed Will save as though it were a failed damage save. If the adept rolled a natural 1 then he rolls on the Physical Backlash Table below. NOTE: the player can fail their power check (no effect generated) and succeed at their Will save (no damage taken) OR they can succeed at their power

check (effect generated) and fail at their Will save (damage taken) OR they can fail at their power check (no effect generated) and fail at their Will save (damage taken) OR they can succeed at their power check (effect generated) and succeed at their Will save (no damage taken).

The Base Modifier will set back to 0 and all psychic backlash effects (unless a duration is stated) will be removed if the druid is allowed to meditate for one hour per level. A natural 1 is always a critical failure.

Levels

The adept will be able to keep the base modifier constant for a number of levels equal to her level. For example, if a fifth level druid were attempting 7 consecutive uses of their power then the total modifier for the druid would be for each feat respectively; -0,-0,-0,-0,-0,-3,-6. Since the base modifier does not change it allows the adept to perform more feats.

Offensive clerical magic is generally limited in the amount of damage that it can inflict to no more than half the adept's power rank in damage (round down). Such offensive spells will either require a successful attack roll on the adepts part, or will allow a saving throw of some kind to reduce or avoid the effect. The saving throw Difficulty is always 10 + 1/2 the caster's adept level + the caster's Wisdom score.

Due to the nature of their magic, clerical adepts cannot cast the spell realms of the Romans. If they apply themselves (spend feat slots to learn to cast spells) they loose the ability to cast clerical magic. The source of clerical magic varies based on the specific type of adept. Priests derive power from the gods they worship. Shamans derive their powers through their totem spirit(s). The source of the druidic magic is thought to be their gods but they are very secretive about it and the Romans have lost more than one spy trying to find out.

d20	Psychic Backlash
1-5	-1 to all Wisdom checks, Wisdom based skills and Will saves until adept prays/meditates; faith/resolve shaken.
6-10	-2 to all Wisdom checks, Wisdom based skills and Will saves until adept prays/meditates; faith/confidence shaken badly.
11-13	-1 to all Wisdom checks, Wisdom based skills and Will saves until adept sleeps for 6 hours; faith questioned, self esteem low.
14-16	-2 to all Wisdom checks, Wisdom based skills and Will saves until druid sleeps for 6 hours; unsure connection to land/god/spirit guide.
17	Druid only: Paradox of the Mind! The world whirls about you and you question your very existence! Every step is doubt, every thought chaos. -2 Wisdom, ½ movement until druid meditates.
	"Priest Only: Agony of the Gods! The gods are angered and have sent a plague of agony to you. Every step is pain, every thought torture. -2 to Intelligence 1/2 movement until priest prays.
	"Shaman Only: Horrible Self Doubt! You question the fundament of the Spirit Realm and your place in it! The real and spirit worlds mix for you. -2 to Wisdom, -20 to Spiritual Ritual checks until purification ritual is performed.
18	Druid Only: Paradox of Life! The Question of Life is laid upon you. Your world reels. 1/2 movement and -2 to Dexterity until druid meditates.
	"Priest Only: Weight of the Gods! The weight of the gods weighs you down. Your thoughts are occupied and your shoulders sag. 1/2 movement and -2 to Wisdom until priest prays.
	"Shaman Only: Spirit Backlash! The spirit guide takes your body and you froth at the mouth and act possessed. You must be caged until exhaustion takes you and you sleep.
19	Druid Only: Psyche Crippled! Druid may perform no more magic for the day, then has a -2 to all Wisdom checks, Wisdom based skills and Will saves until their terrain type/temple/sacred ground can be visited for a number of days equal to the number of points that the druid missed his power check by.
	"Priest Only: Belief Crippled! Priest may perform no miracles for the day they have a -2 to all Wisdom checks, Wisdom based skills and Will saves until a temple of their god can be visited for a number of days equal to the number of points that the priest missed his power check by.
	"Shaman Only: Aspect of the Spirit! The spirit you had just attempted to channel has tainted your physical form. You will now gain the appearance of some aspect of the Spirit Animal. For example, a wolf could make you grow fur all over your body or a dragon could give you scales. The effect will fade slowly over 1-4 weeks.
20	Druid Only: Psyche Destroyed! Druid is rendered to a mindless state (Int -5) and must be ministered to by a Saer for 1 week for every point the power check missed by to restore psyche. No magic may be performed by the druid during this time.
	"Priest Only: Faith Destroyed! Priest must seek nearest temple and stay for 1 week for every point roll is missed by to help restore faith. No miracles may be performed during this time.

d20	Psychic Backlash
	"Shaman Only: Soul Displaced! Your soul has been knocked from your body and will not be able to re-enter for 1-4 hours. Your body must remain motionless for this time and must not come to harm in order to return (i.e. freeze, bake, chewed on by rats).

d20	Physical Backlash
1-5	-1 to all Constitution checks, Constitution based skills and Fortitude saves until adept prays/ meditates; body shaken.
6-10	-2 to all Constitution checks, Constitution based skills and Fortitude saves until adept prays/ meditates; body shaken badly.
11-13	-1 to all Constitution checks, Constitution based skills and Fortitude saves until adept sleeps for 6 hours; body exhausted.
14-16	-2 to all Constitution checks, Constitution based skills and Fortitude saves until adept sleeps for 6 hours; body in agony.
17	Druid Only: Rack of the Land! Your flesh is ripped open by the very terrain you channel (i.e. thorns for forest/ splinters of stone for mountain). Damage suffered from the failed Will save becomes lethal damage. -1 to Constitution until druid meditates or is healed by another source.
	"Priest Only: Plague of Boils! Your flesh has boiled with the power of the Gods. Damage suffered from the failed Will save becomes lethal damage. -1 to Constitution until priest prays or is healed by another source.
	"Shaman Only: The Spirit Strikes Back! The spirit rips through your body, shaking your resolve to continue. Damage suffered from the failed Will save becomes lethal damage. -2 to Wisdom until you sleep and are healed.
18	Druid Only: Weight of the World! Your bones snap! Automatically become Disabled on the damage track. -2 to Constitution, Difficulty 20 Will save to see if druid remains conscious. Damage suffered from the failed Will save becomes lethal damage. This damage must be healed from another source.
	"Priest Only: Fist of the Gods! The weight of the gods slams into your body. Your bones snap! Automatically become Disabled on the damage track. -2 to Constitution, Difficulty 20 Will save to see if priest remains conscious. Damage suffered from the failed Will save becomes lethal damage. This damage must be healed from another source.

d20	Physical Backlash
	"Shaman Only: Spirit Fire! The power of the spirit you are trying to channel rips loose arcing raw ethereal energies through your body! Automatically become Disabled on the damage track. You are now considered to be lit on fire and take damage accordingly, Difficulty 20 Will save to see if shaman remains conscious. Damage suffered from the failed Will save becomes lethal damage. All flammable items within a number of feet equal to the level of the shaman burst into flame.
19	Druid Only: Whirlwind of the Mind! Druid is horribly scarred as the power of their thoughts rip through their flesh. Druid receives -2 to Charisma and all damage suffered from the failed Will save becomes lethal damage. This damage must be healed by a Saer.
	"Priest Only: Scars of the Gods! Priest is scarred hideously as the power of their god literally rips out of their mortal shell. Priest receives -2 to Charisma all damage suffered from the failed Will save becomes lethal damage. This damage must be healed at a temple.
	"Shaman Only: Spirit Realm! You blink from this world to the Spirit Realm. Those within your level in yards travel with you, including enemies or friends. You must successfully use the Spirit Walk feat to find your way back to the real world (Difficulty 15). This may take a few minutes or days depending on the Narrator's discretion.
20	Druid Only: Mark of Hatred! The Charisma of the druid is reduced to -5 and their flesh begins to rot. All people they encounter will shun them. Damage suffered from the failed Will save becomes lethal damage. If not healed they will die in one year. The druid must seek a sacred grove and a Grand Saer to heal him.
	"Priest Only: Blind shall lead the Blind! Priest is permanently blinded until anointed at a temple.
	"Shaman Only: Wrath of the Spirit World! Your spirit guide leaves you. If you have more than one, the one that leaves is determined randomly.

Magic Item Creation

Magical items are created in a number of ways that include gods, the Spell Point system (See the Natura Maga spell Ever Spell in this chapter), the Free Form system and naturally occurring magical materials. Artificers create magic items through a modified version of the free-form Clerical Magic system even though they often function like spells in the Spell Point system. Some magic items, usually

the more powerful ones, have spells or powers that can be cast merely by willing it. Some have to be recharged by an artificer or a specific ritual. To activate these items a player rolls a Knowledge (supernatural) skill check against a Difficulty of 15. Once successful, the device functions as commanded. After this initial activation the character receives a +5 bonus to activation rolls.

System

Constructing supernatural items requires the Imbue Item feat. Adepts with the Imbue Item feat must perform three steps in creating a supernatural item. They are:

1. First they must successfully use the appropriate Craft skill to craft a masterwork weapon or item specifically to be imbued with supernatural elements.

2. Second the artificer must succeed on a Difficulty 15 Knowledge (supernatural) skill check with appropriate modifiers. This roll represents the act of integrating the element into the item. Modifiers are listed below.

3. Third the artificer must make a Difficulty 10 Will save with the same modifiers as applied to the Knowledge (supernatural) check above. For instance, if the modifier to the Knowledge (supernatural) check Difficulty is +8 then the modifier to the Will save Difficulty is also +8. If the artificer misses the Fortitude save then they treat the failed roll as a failed toughness save and take damage accordingly.

Creation Modifiers

These modifiers outline different abilities that might be placed in an item. They are not meant to be all inclusive but are a guide. When attempting to create an item the player should discuss it with the Narrator to fully realize all the aspects.

Ability	Modifier
Bonus to hit in combat	+2 per +1 bonus
Bonus to damage in combat	+4 per +1 bonus
Spell Effect (see "The Realms" on page 141)	+4 per spell level
Item functions off of charges	+1 per 10 charges
Armor Bonus	+4 per +1 bonus
Decreased armor check penalty	+3 per point
Increased range from that listed in the spell description.	+5 per x 10 to range
Slay a specific creature on a natural 20 (requires that creature's blood in addition to any other elements) +5	
Stat Modifiers - the modifier is doubled if it is permanently added to the stat. If it is a piece of jewelry, a potion or scroll that boosts for a day, or an item that can be removed then it is not permanent. A potion that permanently raises Strength by 1 would be +16, a ring that does it would be +8.	+8 per point, +16 if permanent
Acutus (cuts through anything on a natural 20)	+10
Vitality - Allows a days worth of activity without needing to rest.	+5
Immediate recovery check with a +0/+2/+4/+6 bonus	+2/+4/+6/+8
Power Resistance - Allows a person to have the ability to resist supernatural powers. The creation modifier is a +3 for every point of Power Resistance granted by the object. When the person wishes to resist magic, the opposing caster must beat their Power Resistance with an adept level check.	+3 per MR point
Teleport/Gate Block - This effect blocks the teleport/gate into or out of a room or area. This effects 20 cubic feet per level of the artificer for a -10 modifier. Note that a number of artificers may work together to effect a larger area.	+10 per 20 cubic feet/level
Exceptional Work Shop	-2 to -8
Temporary Effect - the effect of the item does not last more than a day or the duration of the spell at the level of the artificer. This cannot be applied to pluses to hit or damage or other weapon effects that are always on.	-3
Casting below the artificer's adept level - This applies to spell effects and the effective level that the item functions at. For example, if the artificer is a sixth level adept but sets the device to function at fourth then the creation modifier receives a +2.	-1 per level below the artificer's adept level

The Narrator should feel free to adjust the creation modifier with unforeseen effects. Additional negative modifiers may be assigned if the elements being used are not pure or if the facility/tools are inadequate or for any number of unknown reasons. Additionally, the reaction modifier could receive a

bonus for unforeseen reasons such as godly intervention, new or magical elements, or the assistance of other artificers.

If the artificer rolls a natural 1 on their Craft skill check then a mishap has occurred that could: destroy the work shop they are working at, harm the artificer or those working with them, or create lethal side effects in the item. If the artificer rolls a natural 1 on their Knowledge (supernatural) check, then they roll a d20 again and if they roll under their level then they do not consult the Critical Knowledge (supernatural) Failure table. If the artificer does not roll under their level on a d20 then they must roll a d20 again and consult the Critical Knowledge (supernatural) Failure Table.

If the artificer misses the Will save then they trait the failed roll as a failed toughness save and take damage accordingly.

Critical Knowledge (supernatural) Failure Table	
d20	Effect
1-4	Bed rest for d20/2 days (round up)
5-9	Bed rest for d20 days
10-13	Unable to speak for d20/5 weeks (round up)
14	Irrational for d20/2 weeks (round up)
15	Blind for d20/4 weeks (round up)
16	A permanent insanity determined by the Narrator.
17	Permanently blinded
18	Permanently deaf
19	Loss of limb as it atrophies and falls off over a period of one month.
20	Death

Elements

Elements (see"Magical Elements" on page 221) have certain attributes and must be used to create a desired effect. For instance, to create a teleport block the artificer would need asbestos for its magic dampening effect. Once an object is created the element is consumed, this occurs even if the artificer is ultimately unsuccessful.

Dedicated (Chi) Magic

The Dictated system is only available to the Martial Artist role. The Dictated system involves a single power or groups of specific powers (i.e. casting a lightning bolt) that the practitioner may call upon via the caster's Chi points. When the caster's Chi points are expended the caster's powers can no longer be performed until the character rests, prays or performs whatever cleansing is needed.

Martial artists work off a CHI system and have a list of powers which they may exchange feat slots for on a 1 to 1 basis. These effects are well defined and powered off the CHI reserve which is regenerated through meditation with a successful Concentration skill roll. CHI never increases but the higher level effects cost more.

BENEFITS OF THIS SYSTEM: A combination of the spell casting-list driven abilities and the flexible casting of the clerical system. Individual monasteries have specialized CHI powers.

System

A Monk's base CHI is equal to 10 plus twice their Wisdom score.

Different orders of monks have different disciplines which they are taught over time. This takes many years to master and requires a dedication that few possess.

A monk may only spend one chi per level in a single round.

A monk may regain spent chi equal to their level for each hour they spend in meditation. This will never take less than three hours, and required a Difficulty 10 Concentration check.

The following is a list of CHI powers available in the Roma Imperious setting.

Flight

Prerequisites: Buddhist

The monk will be able to fly in any direction for 10' per chi spent. In addition, they will be able to shorten the distance and extend the flight. For example, a fifth level monk could fly 10' up and stay there for four rounds by spending five chi.

Shrinking

Prerequisites: Ch'an

The monk may spend 1 chi for a + 1 to Defense for one round, up to a maximum bonus of +5. If a fifth level monk spends five chi then he will have a + 5 to Defense for one round. If the same monk spend 10 chi he then will have a + 5 for two rounds.

Endure

Prerequisites: Taoist

The monk is able to ignore the negative effects of any damage they suffer at the cost of 1 chi per round. This means that if the monk is reduced to dead status on the damage track, they will not die as long as this discipline is in effect. A first level monk would need to spend their action each round and a chi point to maintain the Endure. If a fifth level monk were to perform this discipline then they would spend five chi and have five rounds of actions before having to spend a round to reactivate the Endure.

Heal

Prerequisites: Buddhist

The monk may spend 1 chi point to activate this power to provide themselves or another target touched a bonus

recovery check with a +1 bonus per additional chi point spent.

Mend

Prerequisites: Ch'an

The monk may spend one chi to mend damage to an object. The monk must be able to fit the object in both his hands. For example, a pole, sword, area of armor, or broken pot. Magical items require greater focus and cost one chi for every plus to hit on a weapon, or ability of an item. Thus a sword that heals and is a +3 to hit weapon would require four chi to mend.

Cure

Prerequisites: Dragon Clan

The monk may cure a disease at a cost of one chi per day that the target has been infected. For instance, if the infected had the disease for 3 days then the monk would need to spend three chi. This discipline may also be used to raise the dead. A monk must spend five chi for every day the deceased has been dead. This means if the person was dead for two days the monk must spend ten chi.

Speed

Prerequisites: Taoist

The monk may spend chi for one additional move or standard action per round for a total number of rounds equal to their total chi spent. So, to have an extra action for three rounds the monk would have to spend three chi. The discipline applies to the next round so that means the monk may spend one chi and their action for the round in order to have two actions the next round.

Dominate

Prerequisites: Dragon Clan

The monk must spend one point of chi plus an additional point for every point of the targets Wisdom. The target then receives a Will save vs. a Difficulty equal to 10 plus 1/2 the monk's Wisdom score. If the target fails then they must obey the monk's commands assuming that they understand them (i.e. speak a common language). For every day that they wish to control the target the monk must spend chi again, and the victim receives a new saving throw. For a first level monk this means every day they must see the target and reinforce the dominate.

Spell Magic

The Spell Point system is powered by spell points or spirit points. All living sentient creatures have spirit points. Humans that do not cast Spell Point magic have 10 spirit points. If these are drained to -10 then they die. The character picks from a list of spells and can cast these as long as they have spell points to do so. The Realms, as the spell groups are called, channel power for spells from another plane, in the process burning out a person's internal components. What is effected varies from realm to realm but the magic also grants the ability to regenerate to a point.

Realms allow channeling from nearby planes that have particular attributes. This power is channeled through the caster and given a specific form via a mnemonic process. Fatigue is represented via spell points. Spell points regenerate at a rate of 1 per night of rest (2 per night for the Natura Maga). A caster may kill themselves via casting into the negative spell points (usually -10). Average caster has around 22 spirit points but may store up to three times their normal amount in their body. If they exceed double their normal max (i.e. 44 if they normally store 22) their body will begin to glow with a slight but noticeable aura. There are also external storage items like gems. There are seven realms discovered so far but many more are suspected to exist. The realms are spell list driven.

BENEFIT OF THIS SYSTEM: Pre-created lists make it a case of point management for casting spells.

System

Adepts who wish to cast the spell magic of the realms may exchange a feat slot to learn two spell levels worth of spells plus an additional spell level per every two feat slot they have previously exchanged. So the spell slots gained through this exchange will follow this progression; 2,2,3,3,4,4,5,5,6,6,7,7,8,8,9,9,10,10,11,11,12,12. An adept can only learn spells of a spell level equal to or less than their current adept level.

Spell Points

Adepts who cast the realms gain spirit points equal to their Wisdom plus 25. You can spend more spirit points than your current total, but going into negative spirit points can have dire consequences. Once an adept's spirit point total reaches zero they become Winded. When their spirit point total is between -1 and -4 they become Fatigued. Once their spirit point total reaches -5 to -9 the adept becomes Exhausted, and when their total drops to -10 or below they drop dead with no chance for resurrection. (For more on fatigue conditions see Fatigue on page 108 of *True20 Adventure Roleplaying*).

The Realms

Only a certain percentage of the population are able to cast the Realms. The various organizations are always in search of people who can cast spells. This does not always mean the person has learned to cast but instead, has the genetic capacity to cast. Any adept who casts the Realms must pick a single realm from which they may draw their spells. Those with the Magi Lore feat may choose two Realms.

Collegia and Scholae Magorum

These organizations sell their members and alumni spirit points at a discounted cost, provide legal protection, job opportunities, library access and burial service depending on their size and scope. Both of these organizations are usually divided by the Realm or Realms that they represent.

For more on collegia see "Guilds (Collegia)" on page 45. For more on the Scholae Magorum see "Comitia Magi" on page 22.

Realm	Storage Gem	Detrimental Material	Source of Power
Sanguis Magus	Ruby/Blood Stone	Rose wood	Blood
Tenebrae Magae	Jet/Onyx	Lead	Soul
Natura Maga	Emerald/Jade	Unworked Iron	Essence of Life
Medicina Maga	Diamond/Aquamarine	Silver	Spinal and Brain Tissue
Aerarius Magicus	Water Opal/Amethyst	Oak	Heart
Ars Candida	Peridot/Jasper	Coal	Liver
Ars Venefica	Amber/Red Topaz	Copper	Mind

Natura Maga

This realm of power deals with nature, animals, and the four elements: fire, earth, air and water. Although they start out slowly, characters in this realm quickly gain immense power. The Natura Maga are very popular in Africa as well as the north. The are welcomed as magi who are capable of affecting the weather and protecting a village.

The largest of the collegia is in Germania called the Collegium Constantum. They train their own members and maintain extensive libraries. Their members may live all over the Empire and beyond. They tend to draw the ire of the Roman elite since they welcome women and foreigners amongst their numbers. Their house at Constantia is immense and always busy. They welcome travelers and ask only to inspect them to see if they can cast the realm. They find a great number of new students this way and assign experienced members of the Collegium to teach them. Yearly dues are 12 Aurei.

The Natura Maga are generally well thought of except for their preoccupation with Nature and the ways that man can best live in harmony with it. Some believe this thought came out of the east while others point to the Greek or Roman philosophies. Whatever the source it often causes common people confusion and frustration.

Medicina Maga

Medicinae Magae are masters of physical change and manipulation. Their powers involve shape shifting, healing and metal changing. The nature of the Medicina Maga is one of change and alteration, since even healing is merely a case of an alteration of the state of a living creature. This realm has much in common with the Natura Maga and Ars Candida. They are traditionally opposed to the Tenebrae Maga and seldom work well together.

Collegia dedicated to the Medicina Maga are common but they typically exist in the Domus Medicina, or hospitals of the Empire, making them less noticeable than others. They are all called Collegium Medicinum, with the name of the hospital tacked on to the end. They provide protection in court for members accused of killing their patients. It is not uncommon in the Empire for such accusations to be brought but the accusers can seldom prove their case. The dues for these Collegia are light, ranging from 10 dinarii to 20 aurei a month.

Sanguis Magus

The Sanguis Magus realm involves mental manipulations, as well as illusions, fire powers, stealth and shadows. The collegia of the Sanguis Magus are often populated by warriors, politicians and thieves. The thieves partake in what are called illicita or illegal collegia that are not recognized by the Empire. Soldiers and politicians are often part of a collegium and part of the Mithras cult at the same time.

The Collegium Rubra is the largest and most influential of the collegia of the Sanguis Magus. Amongst its members are Senator G. Julius Melito who has made his fortune in honey from Sarmatia and Marius Novanus a famous magus who made his name in the wars against the rogue magi of the Saeculum Magorum. These two members head the Optimates political party in their efforts to regulate plebeian use of magic. They have many friends in high places but do not have the favor of Emperor Tiderius, who favors the plebes in this matter. The dues for this collegium often come in the form of service but include an annual 12 aurei as well.

The Illicitum Pravum, an unrecognized collegium, prides itself on its Epicurean philosophy and subsequent pursuit of earthly pleasures. Their nominal leader is a Greek by the name of Scopas. This collegium has little influence in Rome but Scopas keeps an excellent network of spies and informants. Members of this collegium are sure to have

access to information, but always for a price. The Censores watch the Illicita Pravum closely, and while it is fined regularly it is never closed. Versions of the Illicitum can be found throughout the Empire but they have little connection to one another. Their dues are 15 dinarii per month.

Tenebrae Magae

These people are concerned with undead, demons and other horrors that go bump in the night. Hiding and deception are also included in their repertoire, as well as invulnerability and protections. They tap into what is considered a dark and foreboding realm and are often under suspicion of dealing with evil spirits. Despite this, they are often the first to recognize true evil in the empire before other, less experienced people.

The Collegium Praesidium considers itself a guardian force meant to stop supernatural incursions against the Roman people. This sounds like a high ideal but they charge heavily for their services. Usually they take small jobs like keeping faeries from ships riggings in the north or wind spirits at bay in Africa, but at times the most fearsome of beasts calls them to the field. If a job is big enough they may hire outside help but one of the Collegium Praesidium will lead the effort. Unlike other collegia, the Collegium Praesidium pays its members for their service. The Collegium is based in Syracusa and has estates throughout northern Africa. The standard dues are waved if the member is working for the Collegium. Normally, they are 1 aurei per month. Much more common, and far less popular, is the Collegium Atrum. This is a collegium more oriented towards the advancement of its members than the Collegium Praesidium. In fact, they have altercations with the other collegium over resources, land, laws and their basic view of the world. The Collegium Atrum views the world as a resource to be mined and discarded. Humans are no exception and they defy the strong taboo against the living dead, employing them wherever they can and always trying to get the Senate to repeal the laws against undead servants. They own vast salt deposits in northern Africa and have great influence in the salt trade there.

They have extremely unpleasant initiation rights and value loyalty above all else. A member who shows infidelity or hesitation may not live to see the next dawn yet will continue to serve the Collegium for years to come. The Collegium is divided into nine circles which represent increased knowledge and authority in the Collegium. At the innermost circle there are three members who make all the policy and decisions for the Collegium Atrum. Their identities are known to only a few of the highest members but their influence is felt by every collegae (members of the collegium). Their dues are often taken in service but may be paid at a rate of 35 dinarii per month.

Aerarius Magicus

Aerarii Magici are masters of the elements. Their name come from the Latin for copper or bronze smith. They originally only worked in these metals for the items they created, and it is still traditional to do so. The Aerarii Magici gather themselves into guilds (collegia) that function as schools and universities. They also teach at the Scholae Magorum but send promising students to the local collegia for further instruction. Due to their spells in preservation and magical dissipation, Aerarii Magici are relied upon heavily by the Roman Empire. They are not one unified guild though, and several competing guilds include the Collegium Sola of Roma and the Collegium Gathos of Syracuse. These two have a notorious rivalry and compete heavily in their trade throughout the Empire. It is illegal to export magic items outside the Empire although a brisk illegal trade still occurs.

The Collegium Sola, located in Roma, has certain advantages over its competition but suffers from its foundation by foreigners. Sola, the founder, established the Collegium 135 years ago and built a thriving trade supplying the Legions. The Collegium Sola has always favored foreign applicants and has one of the largest schola collegium in the Empire. Their acceptance of all people from many lands has been a point of interest to the Censores and the Senate but their usefulness gives them an advantage. The current leader of the Collegium is a descendant of Sola called Caius Sola. He has taken the Collegium in different directions that some of the collegae (members) do not approve. The fees for membership may be in magical items or four aurei a month. The Collegium Sola provides lodging for their members at a number of houses that they maintain throughout the Empire. They also provide access to some of the more difficult to attain materials and tools, for a price.

Collegium Gathos is a different type of collegium. Its members maintain small fabricae (workshops) throughout the Empire. They allow members to use their shops for free and even some of their supplies, within reason. Gathos was a Gallic Roman who founded his Collegium Gathos after moving to Sicilia. He is still alive and in control of the Collegium but is not as active as he once was. His son, Rhesus Gathos, does much of the daily administration. This collegium is less well organized than Sola but it controls much of the trade to Africa and the smaller dioecesis. Through this net of collegae (members) a steady amount of money can be obtained. The members of the collegium can often find discounted supplies through the Collegium Gathos, legal protection and like other collegia, burial services. The dues are 20 dinarii per month and may be waived for up to a year if the member claims hardship.

Ars Venefica

Venefices practice mental and psionic attacks and defenses. The premier practitioners in the Empire are the Praetorian Guard. The energy for their powers comes from a realm of shadows and illusion. The Venefices, as members are called, often suffer from the perception that they are deceivers and poisoners. In some places this is true, adding to the difficulties that they face.

Venefices are generally solitary people and learn their abilities as a single student from a single master. The Schola Magi of Capua has spent many years in the study of Ars Venefica and are the leading organization for learning the powers of the mind. It is not uncommon, though, for Praetorian Guards in the field to teach the less experienced. This art is feared by the common plebeian. The ability to look into another's mind and control their actions raises a desire to avoid Venefices. Originally Venefices were trying to imitate the glamour of the fairies with illusory spells. This led them to the exploration of the mind which eventual opened the door to various forms of mental combat. When practicing this art it is best to be discrete.

Ars Candida

Ars Candida powers involve enchantments of weapons and armors, arcane lore, and other scholarly pursuits. Their main offensive ability is the bolt spell, which eventually upgrades to lightning and solar bolts. Unlike Venefices, they are a social group, learning their powers in Scholae Magorum from many instructors, then later forming Ars Candida based collegia. Their energy source is a realm of pure light thought to be found in all people.

Magi Artis Candidae are highly community oriented. If any of their members show any tendencies towards antisocial behaviors they are questioned, if necessary by magical means, and if found to be lacking, consigned to reclusion where they will be helped as best as possible. To this end, Ars Candida practitioners take an oath, the Idatic Oath, which dedicates them to the good of the community and civilized society. It is on this oath that most collegia are founded. Different Ars Candida practitioners choose to interpret the Idatic Oath in different ways, some think it only applies to their province, others only to their community and others believe it applies to all civilized society. The Oath is tempered by the individual's world view but it does not preclude involvement with other professions (although a Ars Candida would make a poor bandit).

Many of the Ars Candida join the Legio Magi in the hopes of serving the greater community of the Empire. This leads to conflicts of their conscience since the Legion is needed, at times, to suppress citizens of the Empire.

The collegia harvest miniscule amounts of spirit points from the people they live around. This does not hurt the population since it amounts to less than a spirit point per day (depending on population) and the individuals regenerate any losses before they can even notice. These spirit points are then sold to the guild members at about 1 dinarii per point and to non guild members at 1 aureus and up. Guilds take care of their members and if one is down on their luck supply them with points, but only if their dues are up to date. Typical guild dues range from 5 aurei to 200 aurei per month. The Collegium Magica is the largest Guild in the Roman Empire and has offices in almost every city. Their headquarters are in Athens. They charge 15 aurei per month for membership and expect members to donate at least three days of labor to the guild per month as well. The Collegium Inlustris of Constancia in Germania Magna is the second largest and promotes the settling of Artes Candidae in small villages to help in rural development. They charge a 5 aurei per month fee but this is waived for members located in a village of less that 2000 people. A third guild is the Collegium Magi, an elite Ars Candida collegium whose goals are to see the promotion of Roma to the supreme, and benevolent, rulers of all of the world. Their membership fees are 180 aurei per month. Their members are chosen from the patrician class. The Collegium Magi is often found involved in the Empire's politics and international relations. Their hall is located in Roma.

Realm Materials and Sources of Power

A lead lined shield is proof against Tenebrae Magae spells if applicable (i.e. an area effect spell would go around the shield, allowing the defender to add their shield bonus to their saving throw), and an unworked iron shield is immune from Metal Burn of the Natura Maga. The detrimental material stops a pure magical effect, but an ice bolt or fire bolt, for example, are made of naturally occurring substances and therefore are not stopped. In addition, the higher the level of the caster the greater the effect of the detrimental material on the caster should it ever touch the caster. This is expressed in game terms as +1 damage for every level of the caster each round the material is in contact with the caster's bare flesh.

For example, a fifth level caster of Medicina Maga touches a silver coin and receives +5 damage.

Storage gems store a certain number of spell points like a battery. The amount they store is dependant on a number of factors from quality to size to cut along with many other factors. In general, gems are able to store anywhere from 10-50 spirit points with exceptional stones holding 100 spirit points or more.

Spirit points are stored in a gem on a particular frequency specific to that realm. One realm may not draw points from the stone of another nor store them on that stone.

The only way to convert spirit points is through the body of a caster. They must draw the points from a stone and then

allow the caster from the other realm to draw them. If a gem stores spirit points, none of its properties are effected. Even experts of jewel crafting will not be able to detect any difference.

Spell Elements

Spell elements as they appear in the spell descriptions are the actions or pieces that make up spells. They define the individual actions or ingredients needed for the completion of that spell. If any single element is unavailable, then the spell will not function. Spell elements should not be thought of as only physical items, and actually are rarely an ingredient, but as the parts that make up a spell. A hand gesture, a spoken command or the ability to see a target are much more common as spell

elements. A list of the elements is as follows.

Element	Abbr.	Description
Thought	T	The caster must focus his mental concentration to cause the effect to occur. This is common to all the spells.
Substance	S	Some substance is required. This is usually in the form of containment or medium. The substance is only consumed if stated by the spell description.
Oral	O	This means the caster must speak, usually to communicate in some way. Command spells must have an Oral element.
Gesture	G	This element requires the caster to perform some gesture. This usually is employed with directed spells such as Tornado to direct it to the target. Throwing a sphere of flame is also a Gesture.

Spell Cost

The cost of a spell is the amount of spirit points that must be expended for the spell to activate. It also defines any rate that might be employed if appropriate; i.e. 3 pts/rd. means to keep the spell active the character must pay three spirit points per round.

Spell Range

Range expresses the distance from the caster the spell may effectively be cast or the area of effect that the spell has. An example of range is the Wind spell, which may be cast anywhere and controlled within 500 feet of the caster.

An example of area of effect is Plant Control II at 4 pts/ 500 sq. ft. Some ranges are left to the determination of the Narrator such as 'Minimal,' meaning within a reasonable distance.

Spell Prerequisite

Prerequisites are the spells that the caster must master before being able to cast the current spell outlined in the description. If the caster has not learned the prerequisites to a spell, they cannot cast that spell.

Spell Description

The spell description is meant to clarify the effect of the spell. If there is any ambiguity it is resolved by the Narrator. Descriptions may touch on area of effect, range modifiers, the effect or damage of the spell or any restrictions.

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Aerarius Magicus

First Level

Affect Normal Fires

Cost: 3 points Range: Touch

Elements: T,S

This spell allows the caster to manipulate any non magical fire. For example, torches can be extinguished or a camp fire can be made to flare brightly. Note that this spell does NOT create fire, but only affects flames that already exist. If a flame is caused to flare on to a target within 10 feet of the fire, a ranged attack roll must be made. If successful, the fire does +1 damage per two adept levels of the caster (round up) to a maximum of +10 damage. This spell will create one effect such as parting a fire to allow one to walk through or causing a gout of flame. Control does not extend to making

the fire burn in a way that is not natural for it, meaning that you could not make a ring of fire but you could make it burn strange colors.

Airy Water

Cost: 1 point/10 rounds Range: 10' Radius

Elements: T

This is a spell which is meant to be used under water so as to make the water oxygenated within the 10 foot radius as defined above. This will accommodate 8 man-sized individuals allowing them to breath normally. If they wander out of the area of effect then they will be unable to breath. This spell may be used on other liquids at the discretion of the Narrator.

Chameleon

Cost: 3 pts/10 rounds Range: Personal

Elements: T

This spell is a lesser version of invisibility, since it leaves a shaky outline of the caster. It will not mask scent or sound, although exceptional vision will be blocked. If the caster is not moving he receives a +8 bonus to stealth plus an additional +1 bonus per adept level. If the caster moves this bonus is halved. This spell will also give a +2 to defense stat with an additional +1 every 4 levels.

Glow/Darkness

Cost: 4 pts Range: Touch

Elements: T,G

Glow/Darkness is a spell which has been copied from the other Realms due to its usefulness. This spell is usually cast on inanimate objects and will last until the caster dispels it or dies. However, if it is cast on a living creature then the caster must concentrate on it to maintain it. If the caster is jostled or hit or moves more than 1/2 movement the spell will cease. Normally, the spell will affect a 10' sphere +1' per adept level of the caster around the source. Note that the caster can see through his own darkness, although no one else can.

Gust

Cost: 2 pts Range: 100'

Elements: T,G

This spell allows the caster to create a gentle wind which will push most gas or dust clouds 100 feet away. This is useful against gas attack spells. It will also work against most fogs.

Minor Preservation

Cost: 4 pts/rd. Range: Touch

Elements: T,G,S

Minor preservation must be cast on an object or container. If cast on a container, it will seal the vessel and cause its internal temperature to drop below freezing, while venting much of the oxygen and water. Items preserved in this manner will last indefinitely. Once the seal on the container is broken, the magic will dissipate and the substance contained will begin to thaw. If the spell is cast on other than a container, then the object will dry out and its temperature will drop to below freezing until dispelled. This spell cannot be cast on living creatures.

See Spirits

Cost: 1 pt/rd. Range: Sight

Elements: T,G

With a gesture this spell will allow the caster to see spirits of all types except lords. Examples of spirits include wood spirits, river spirits, fire spirits, stone spirits, ghosts, and many more. This power may be bestowed on other people.

Telepathy

Cost: 1 pt/10 minutes Range: 4 mile/lvl

Elements: T

Telepathy is a useful spell which allows communication to occur between two or more sentient creatures. The caster merely concentrates on the person (or people) with whom he wishes to communicate; if they are within the range of the spell, the conversation may begin. In addition, telepathy may be used to scan for sentient minds. This techniques is not fool proof and the caster must make an Intelligence check. The Difficulty for this check is 10 + 1/1000 sq. feet scanned. It will take 1 minute to scan 1000 sq. feet. For example, to scan a 2000 sq. foot house it would take 2 minutes and the caster would check vs. a Difficulty of 12 to find a sentient mind. Unfortunately there are a few drawbacks to the spell. First, the caster must share a common language with the recipient to be understood. Second, the recipient must be a sentient creature; this spell cannot be used to communicate with animals. Third, telepathy resembles a mental attack spell, meaning it will be blocked by all mental protection spells. Finally, the caster is wide open to any return mental attack spells which the recipient cares to send. This means that during a telepathic communication the caster receive no saves if attacked mentally.

Second Level

Airy Shield

Cost: 1 point/round Range: 100 sq. ft+3/lvl

Elements: T,G

This spell will protect the caster with a +4 bonus to toughness saves against all missile attacks. It does this by creating an area of fiercely swirling winds between the caster and the opponent. The square feet is the area of protection provided and the caster can have as many people as will fit within. It will not stop someone from walking through it.

Dissipate

Cost: 5 pts Range: Touch

Elements: T,G

Dissipate causes the magical energy in an object to become unbound from the glyphs or spells that give it form. This spell requires an opposed level check to be performed against a Difficulty of 10 + the level of the person who created the spell or glyph. For example, a second level Aerarius Magicus casts dissipate against a door to dissipate an alarm glyph. Since the glyph was sixth level, he is rolling against a Difficulty of 16. The Aerarius Magicus rolls a d20 and adds his level, so he must roll 14 or higher on the d20 for the spell succeed in dissipating the Alarm Glyph. The level of the creator of the glyph or item must be determined by the Narrator. Note, this does not dissipate all the glyphs but only the target glyph. So in the case of the alarm glyph on the door, it would not dissipate the firestorm or lightning bolt glyphs unless they were each targeted independently. Dissipate will not work on artifacts or items crafted by divine powers. Any failed attempts leaves the object intact and the caster must still pay the spell cost.

Intangible Passage

Cost: 2 pts/10 ft. Range: 10'/lvl

Elements: T

Intangible Passage will cause stone and/or earth to become insubstantial. This will create a passage 4' wide by 6' tall by 10' deep per 2 points spent. The caster may orient the passage in any direction desired. The passage will remain for a number of rounds equal to the caster's adept level or until she dispels it; anything still in the passage would be trapped in the stone or earth. This spell will only affect stone and/or earth.

Protection from Fire I

Cost: 3 points/rnd Range: Personal

Elements: T

This spell will protect the caster from non-magical fires. This will also protect against lava, molten metals and other molten substances. Essentially, if the Narrator rules the source is non-magical, then you will be protected from the effect of the fire. Note: this does not make you float above the fire or molten substance, making traversing certain obstacles difficult regardless.

Wind

Cost: 2 pts/10 rounds Range: 500 feet

Elements: T,G Prerequisite: Gust

This spell moves winds at the caster's Will in miles per hour and will dissipate gases in 2-8 rounds. This is the next step up from the Gust spell. It is a strong breeze but not so potent as to move people or objects.

Teleport Item

Cost: 8 pt/item Range: Unlimited

Elements: T

Teleport Item is the beginning of the Aerarius Magicus practitioner's teleport powers and is one of their most useful spells. Teleport Item will allow the caster to teleport small items (1 pound per adept level) to him from any location. The caster must know the location of the item he wishes to teleport and have a good knowledge of what it looks like. There is a chance for deviation, and the caster must succeed in a Difficulty 8 adept level check. If the check fails and the item deviates then roll a d20 and consult the table below:

d20	Deviation
1-5	Inches
6-10	Feet
11-15	Yards
16-20	Miles

After the units have been determined then the actual distance is determined by rolling 1d20 +4 for the result. In addition a direction die is rolled, a d20 with 1 being northward and the numbers proceeding around the compass clockwise. Deviation will not allow the object to appear within another object but cause it to bounce along the surface.

d20	Direction
1-2	To the North
3-5	To the Northeast
6-7	To the East
8-10	To the Southeast
11-12	To the South
13-15	To the Southwest
16-17	To the West
18-20	To the Northwest

Example: Allastar the Healer attempts a teleport item on his medicine pouch back at his hut for the farmer who was just wounded. He is 5th level but rolls a 2 on his level check. He then rolls a 4 on the deviation and 12 on the distance dice and finally a 12 on the direction dice. This means that the pouch does not materialize in Allastar's hand and would have appeared in his chest. The spell does not allow this so the object bounces along the surface of his body until it comes to rest behind him.

Third Level

Wind Walking

Cost: 1 point/10 minutes Range: Touch

Elements: T,G

This spell was first used by Kinvia the Good to save her party from certain death when a cloud city they were investigating was destroyed. This power will simply allow the caster or anyone he/she touches to walk upon the air with any encumbrance which he/she may carry. The air may or may not be moving.

Intangibility

Cost: 4 pts/10 minutes Range: Personal

Elements: T Prerequisite: Intangible Passage

Intangibility allows the caster to make herself insubstantial to any substance but magically enhanced metals (magic swords, armor, doors, etc). The caster may move at a movement rate equal to her 20 ft. plus 5ft. per point of intelligence + 5 ft./5 adept levels. The caster may also "fly" with this spell with clumsy maneuverability. This means that when intangible the caster is able to move up, down, forward and backward. If the caster moves through solid substance then movement is reduced to 1/2 the above amount. If the caster can carry something or someone then it will become intangible with the caster. The caster may not cast other spells or make physical attacks and can only be hit by spells or magical weapons.

Protection from Fire II

Cost: 3 pts Range: Touch

Elements: T Prerequisite: Protection from Fire I

This will protect against magical fires, unlike its prereq. As well as protecting against everything its prereq did, it will give a +5 to Save vs. fire and magical fire. This includes fire from breath weapons and potion effects.

Stone to Mud

Cost: 3 point/10 cubic ft. Range: Touch

Elements: T,S Prerequisite: Intangible Passage

This spell will allow the caster to convert stone to easily flowing mud using a handful of water. Also, this power can be used to create mud pits or can be reversed so as to turn mud to stone. Note that the caster much touch the stone and the conversion starts from that point moving in whatever direction the caster indicates. The conversion will be uniform from this point meaning that the caster may be on the edge but the shape will be regular; i.e. a cube, sphere, etc.

Flaming Hand

Cost: 3 pts Range: 20'/lvl

Elements: T,G Prerequisite: Affect Normal Fires

This spell is renown for its lethal applications. It creates a spout of flame from the caster's hands in the direction he gestures. This flame will gout for one round. For this reason, the caster receives a +1 bonus to hit for every 2 levels of adept that he attains. This spell does +1 fire damage per two adept levels (round up) up to a maximum of +10 damage.

Fourth Level

Absorb

Cost: 10 pts Range: Touch

Elements: T,G Prerequisite: Dissipate

Absorb is the next step in disabling magic. It allows the caster to touch an item and draw that power out of an object and store it in a specially prepared jar. This jar must be made of jade and the points stored in it may only be used by the practitioner of Aerarius Magicus who put them there. These jars will cost about 1 gold sovereign per 40 spirit points of capacity and require one week to prepare. As with Dissipate, the caster must succeed in a level check against a Difficulty of 12 + level of the magic item's creator.

For example, a fifth level Aerarius Magicus casts an Absorb on a wand created by an 8th level alchemist. The Difficulty is 12+8 = 20. Magical items created by gods are not effected.

The amount of points stored in an object is up to the Narrator but as a rule of thumb use 5 points per level of the creator plus 5 per function. To render an object entirely non-magical a roll must be made per ability/function of the item. If a door has 6 traps then 6 rolls must be made and the casting cost paid 6 times. Any failed attempts leaves the object intact and the caster must still pay the spell cost.

Point Telepathy

Cost: 6 pts per activation Range: Unlimited

Elements: T,S Prerequisite: Telepathy

Point Telepathy works with the same restrictions as the ordinary telepathy but with one important exception, there is no limit to the range. The caster must prepare two small jade figurines and link them via this spell. The jade statues must be of excellent craftsmanship and have no cracks. Once completed then one figure is given to one person and the caster will be able to communicate with the bearer of that figurine over any distance. If the caster wishes his may split this communication between any number of similar jade figures. For instance, if a party wished to keep in communication as they guarded a caravan, then 6 of the figures could be made to allow communication between them all. This will function as a party line communication with everyone able to speak at the same time. The caster may

spend 3 times the cost at creation to allow anyone to activate the communication. If this is done then it is at will and does not require points to activate. If the caster creates the figures the traditional way, he will need to pay 6 points at creation then 6 points whenever the device is activated, and only the caster will be able to activate the device.

Preservation

Cost: 8 pts Range: Touch

Elements: T,G,S Prerequisite: Minor Preservation

As with Minor Preservation, this spell may be cast on a container. When cast, it will cause a numbing stasis field to be created within the container which will preserve any substance for 1 week per level of the caster. Unfortunately, anything living will die if it is kept in the container for more than 6 hours. One casting will affect a container up to 30 cubic feet per casting cost. For example, a 6th level Aerarius Magicus wants to cast Preservation on a 3 foot by 2 foot by 10 foot chest to preserve his supply of herbs. He would need to spend 16 points (two times the cost to affect a 60 cubic foot container) to cast a Preservation which would last 6 weeks. This spell may be cast on an object, but the only effect will be to preserve that object. An Aerarius Magicus may preserve an object with a diameter of 1"/ level. This spell is used often for transporting perishables across the Empire.

Skip Teleport

Cost: 5 pts Range: Touch

Elements: T,G

Skip Teleport allows the caster to teleport in a random direction for up to 10 times the caster's adept level in yards. This spell will not allow the caster to teleport into a solid substance but may instead cut the distance short or pick a new direction to teleport in. The Skip Teleport spell will teleport along a surface so the caster might teleport up a cliff or over a pond but will not go straight down into a tunnel underneath him. Roll 1d20 and consult the table supplied to determine where the caster teleports to.

d20	Direction
1-2	To the North
3-5	To the Northeast
6-7	To the East
8-10	To the Southeast
11-12	To the South
13-15	To the Southwest
16-17	To the West
18-20	To the Northwest

Stone Tell

10 pts Voice

Elements: T,O

Stone Tell will allow the caster to ask 12 questions of a stone. The answers will be simple and carry no extra explanation. They may ask questions only of those things which are a direct experience of the stone. The stone will not be able to answer abstract questions. This spell can enable the stone to show pictures of things it has experienced.

Whirlwind

Cost: 3 pts/round Range: 100 feet

Elements: T,G Prerequisite: Wind

Whirlwind resembles its prereq closely, in all but one factor, it will move objects. It will cause a whirlwind which will lift objects up to 1 lb./lvl and will move 30 m.p.h. These object will do +1 damage per lb to anyone in the area of effect.

Fifth Level

Tornado

Cost: 5 pts/round Range: Sight

Elements: T,G,O Prerequisite: Whirlwind

Tornado is exactly that, a tornado which the caster can control. This cyclonic wind will lift objects up to 400 lb+10 lbs/lvl and moves them at 110 m.p.h. Anyone caught in the tornado will take damage equal to the caster's level for every round he/she remains in the tornado. To escape, the victim must succeed on a Reflex save (Difficulty = 10 + Spell Level + caster's Int) and may attempt a new save each round. If the victim is within the tornado for 2 rounds then the caster may move the tornado and the opponent to where ever he/she wishes.

Fire Shield

Cost: 3 pts/round Range: 10' rad. + 1'/lvl

Elements: T,G Prerequisite: Flaming Hand

Fire Shield will create a movable wall of flame which will incinerate arrows and all other wooden non-magical weapons. The Shield will remain 10' in front of the caster. Metal weapons have a 50% (11-20 on a d20) chance of survival. Anyone attempting to move through the Shield will suffer +1 fire damage/level of the caster, with a successful reflex save halving the damage. Any ice or cold based creatures will receive double damage. If the Fire Shield is dealt a cumulative +10 damage from water or cold damage in one round then it will collapse.

Fire Storm

Cost: 8 pts | Range: 20' + 2'/lvl

Elements: T,G | Prerequisite: Flaming Hand

Fire Storm causes spheres of flame to whip about in a violent windstorm. Anyone who is caught within this fiery maelstrom will suffer +1 fire damage/level (up to a maximum of +10 damage) and all flammable objects will catch fire. Ice or cold creatures will take double damage. The storm will not affect the caster but will affect anyone else in the storm (friends included). The caster may be affected by secondary explosions, fires or smoke. Fire Storm will cover 200 square feet (20' by 10') per level of the caster.

Flame Bolt

Cost: 7 pts | Range: 40ft+2ft/lvl

Elements: T,G | Prerequisite: Flaming Hand

The caster needs to point in the desired direction to set the spell in motion. A bolt of fire will spew forth from the caster's fingers and cause +1 fire damage per adept level of the caster up to a maximum of +10 damage. This spell requires an attack roll, for which the adept may add their Wisdom bonus in addition to their Dexterity bonus.

Major Preservation

Cost: 12 pts | Range: Touch

Elements: T,G,S | Prerequisite: Preservation

For Major Preservation the caster must have a small diamond as well as a container to cast this spell on. It will preserve any substance in a stasis like condition until the caster dispels it. The main improvement here is that it may also be cast on an individual object and will preserve that for the duration of the spell. It will also protect the item from harm, if the caster so chooses, by coating it in an amber like substance. This amber will resist the most violent attempts to destroy the object contained within. If magic is used, either a magic weapon or spell, then the item receives a damage save with a bonus equal to the caster's level. If the outer shell is destroyed the object contained within is also destroyed. The caster may release it at any time with no damage.

Major Preservation will affect a container that has a definable boundary up to 1000 cubic feet (10' by 10' by 10') per level of the caster. When it is cast on a container it will not have the protective capabilities of the amber shell but will preserve all items put in it until the caster ends the spell or they are removed. If a living creature is placed inside the preservation area then they will die within 12 hours. Should the container be damaged it will cease to function and it is left to the Narrator to determine the level of damage a container can withstand.

Summon and Control Air Elemental

Cost: 11 pts | Range: Contained

Elements: T,G,O,S | Prerequisite: Whirlwind

The Summoning of an elemental is perhaps the most ancient of spells and is considered one of the most dangerous. The summoning of an Air Elemental is very dangerous because of the chaotic nature of the air elemental. A caster may summon an elemental up to their level; i.e. a tenth level caster could summon any level elemental up to tenth level.

When Summoning an elemental certain rituals must be observed so as to assure the safety of the caster. A summoning circle must be used made of dried, crushed, lilies. This represents the fruit of the earth and is done since Air Elementals and Earth Elementals are sworn enemies. This will contain the elemental and focus it on the caster's will. The summoned elemental does receive a Will save to resist being controlled by this spell (Difficulty 10 + spell level, + caster's Int). A successful save means that the elemental is free to do as it will.

Sixth Level

Convert

Cost: 1 pt per 10 | Range: 1'

Elements: T,G | Prerequisite: Absorb

Convert builds on the Absorb spell to allow the caster to alter the nature of the energy he stores in a jar. The spirit points from the jade jar of the Absorb spell may now be converted using the Convert spell to a form that any of the realms may use. This would be a good source of income for an Aerarius Magicus or as an emergency reserve for a group of adventurers. Once the Absorb spell has been successfully cast the caster then can cast Convert and either leave the points in the jade jar or transfer them to another person or the appropriate container (i.e. a diamond for a Medicina Maga or whatever sympathetic material is appropriate for that realm). Once convert is cast on the jade jar then any spell caster of any realm may draw spirit points off of it as needed.

In addition, Convert may be used to convert spirit points from one realm to the other. For instance, a diamond containing 50 spirit points may be converted from medicina maga to Ars Venefica for the spell cost of 5 points. This type of "out of jar" conversion must be done to a specific target realm and is not able to produce the generic spell points of a standard jade jar conversion.

Fire Wall

Cost: 5 pts | Range: 10'+2'/lvl radius

Elements: T | Prerequisite: Fire Shield

This spell will create a wall of fire 100 cu. ft. + 10 cu. ft./lvl. That deals +1 fire damage/adept level per round to anything inside of or moving through it. The wall may occupy up to

100 cubic feet +10 cubic feet per level of space. The spell will last for 3 rounds per level of the caster. For a seventh level caster it would last 21 minutes. The caster need not form a wall; an igloo, dome, or any shape may be created but it must be noted that the heat would be intense in an enclosed shape. Also, the structure does not have to originate on the ground. A sheet of flame created through the head of an enemy will cause damage normally, but targets may make a Reflex save to avoid being engulfed in the wall upon its creation. Finally, it must be noted that this is an incredibly flammable spell and that if it is cast where anything can catch on fire, it will.

Hurricane

Cost: 6 pts/ round Range: Sight

Elements: T,G,O Prerequisite: Tornado

Hurricane will create winds in excess of 150 mi/hr. + 5 mi/hr./lvl of caster. There will also be a number of tornadoes ranging from 1 to the level of the caster. This spell is so powerful that the caster may lose control of the storm, thus he must make an adept level check each round with Difficulty of 15 + the number of rounds the caster has allowed the spell to continue. The Hurricane will cover 400 square feet per level of the caster. Also, normal rains may proceed the Hurricane.

Walk on Water

Cost: 4 pts/hour Range: Personal

Elements: T

Walk on water is a spell which will make water become a hard surface in the perception of the caster. This will not calm the waters any and if there are storm like conditions, the caster must then make a Difficulty 14 Acrobatics check each round to maintain their balance or fall and break the spell.

Wind Ride

Cost: 2 pts/hour Range: Touch

Elements: T Prerequisite: Wind Walk

As with the prerequisite, this spell was created by Kinvia and it only allows a person's encumbrance in addition to him/herself. However this spell will allow the caster to fly with the winds like a balloon instead of walking as with the prerequisite. The recipient of this spell will move at the speed of the winds.

Summon & Control Fire Elemental

Cost: 12 pts Range: Contained

Elements: T,G,O,S Prerequisite: Summon/Control Air Elementals

The Fire Elemental is as chaotic as the flames you see in a fire. They have a strong belief in personal freedom and therefore detest controls and commands placed on them by the caster. They will resist a summoner's commands and attempt to twist their meaning at every turn. They are not to be trusted. A caster may summon an elemental up to their level; i.e. a tenth level caster could summon any level elemental up to tenth level.

When Summoning an elemental certain rituals must be observed so as to assure the safety of the caster. A summoning circle must be used made of water and crushed pearls, symbolizing the depths of the oceans. This is because the fire elementals and the water elementals are natural enemies. This will contain the elemental and focus it on the caster's will. The summoned elemental does receive a Will save to resist being controlled by this spell (Difficulty 10 + spell level, + caster's Int). A successful save means that the elemental is free to do as it will. The elemental will not fight for the caster but will perform other tasks. The elemental is bound to the caster for 1 hour per level of the caster.

Teleport

Cost: 10 pt/item Range: Touch

Elements: T Prerequisite: Skip Teleport

Teleport is the basis of the Aerarii Magici power in the Empire. This spell is one of the most in demand spell by merchants and noblemen for its cheap movement of materials and people. Teleport will allow the caster to teleport people and materials to any location. The caster must know the location that she wishes to teleport to and have a good knowledge of what it looks like. The caster must be touching all items and people being teleported. There is a chance for deviation, and the caster must succeed in a Difficulty 12 adept level check. If the check fails and the item deviates then roll a d20 and consult the table below:

d20	Deviation
1-5	Inches
6-10	Feet
11-15	Yards
16-20	Miles

After the units have been determined then the actual distance is determined by rolling 1d20 +4 for the result. In addition a direction dice is rolled, a d20 with 1-2 being forward and the numbers proceeding around the compass clockwise and 17-18 being up and 19-20 being down.

d20	Direction
1-2	To the North
3-4	To the Northeast
5-6	To the East
7-8	To the Southeast

d20	Direction
9-10	To the South
11-12	To the Southwest
13-14	To the West
15-16	To the Northwest
17-18	Up
19-20	Down

.Example: Lucia attempts to teleport her wounded party of comrades to her house in Rome. She is 9th level but rolls a 1 on the level check. She then rolls a 3 for deviation and 12 on the distance dice and finally a 20 on the direction dice. This means that the people do not materialize at Rome but 12 inches in the air before falling to the ground.

Seventh Level

Point Teleport

Cost: 12 pt/item Range: Touch

Elements: T,G,S Prerequisite: Skip Teleport

This is a variation on the teleport spell which is improved in that it does not allow deviation. Two foci must be set for the Point Teleport to function. These foci must be made of emerald and will cost no less than 4000 gold sovereign. Once in place the caster touches the focus at the one location, thinks of the other focus, and activates the spell. An area may be prescribed by a circle of iron dust and all things and people in that circle will be teleported as well. The circle may not exceed the caster's level x 3' in radius.

Stasis

Cost: 20 pts Range: Touch

Elements: T,G,S Prerequisite: Major Preservation

Stasis allows the caster to create an extra-dimensional vessel which will keep living as well as perishable goods in a state of preservation. It will multiply the volume of the container by the level of the Aerarius Magicus. So if a ninth level Aerarius Magicus casts Stasis on a 1 foot by 1 foot by 1 foot box it will end up holding 9 cubic feet. The size of the entrance does not change so getting thing in if the container was not made with this in mind can be difficult.

The stasis part of the spell will allow the preservation of wounded or dying people. They are held exactly as they were put in. The caster can create small herbal pouches if they have herbology or horticulture which will stop the stasis effect for a specific container. These pouches will not work on other containers even if they were cast by the same Aerarius Magicus. These containers are permanent and not even the original caster may dispel them.

Teleport Block

Cost: 30 pt/structure Range: Touch

Elements: T,G,S Prerequisite: Teleport

This spell is made to enhance the safety of secure locations. On a world where a person could teleport into a safe, gather vast amounts of wealth then teleport away, this spell is imperative. Commonly used where valuables are stored, important people live or vital resources need to be safe guarded this spell will affect an entire structure.

The structure must be entirely enclosed. This spell will only work on structures which are totally enclosed. For example, a vault with a sealed door is enclosed; a house with open archways and no doors is not. This spell may have one of two effects. The teleporter, upon passing through a teleport block, will be turned to stone. The second effect is that the teleport may be redirected to a new location. The location must be within a range of 100' per level of the caster of the teleport block. This is often employed to transport the teleporter to a waiting cell. If a hole is broken in the structure then a person may be able to teleport through. Teleport blocks will not fade in time and as long as the structure is intact will maintain its integrity unless it is Dissipated, Absorbed or Converted. If the hole in the structure is small then the teleporter may attempt a Will save with a Difficulty of 14 + 1 per adept level of the caster of the Teleport Block that the teleport. If the save succeeds, the teleporter reaches their destination, but if it fails he or she will be deflected in a random direction and distance even beyond the range of the original teleport. In this case, the teleporter will not appear in solid matter or above the ground but will skim along the surface.

Ars Candida

First Level

Bolt

Cost: 6 pts Range: 150'

Elements: T,G

Bolt creates a crossbow bolt at the caster's finger tips and flings it with deadly force towards a target. The caster must roll to hit, but can add their Wisdom score to their roll in addition to their Dexterity. If the caster hits then the bolt will do +3 damage. The caster may fire one bolt plus one additional bolt for every three adept levels attained. For example, a sixth level Ars Candida adept would be able to cast 3 bolts in a round.

Enchant Weapon I

Cost: 5 pts Range: Touch

Elements: T,G,S

Enchant Weapon is the beginning of a series of spells which creates many of the magic weapons of the Empire. This spell lasts 5 rounds and allows the weapon it is cast upon to affect creatures only hit by supernatural weapons. This spell may be enacted upon a magic weapon but will not have any effect. The caster must be able to touch the weapon.

Glow/Darkness

Cost: 4 pts Range: Touch

Elements: T,G

Glow/Darkness is a spell which has been copied from the other Realms due to its usefulness. This spell is usually cast on inanimate objects and will last until the caster dispels it or dies. However, if it is cast on a living creature then the caster must concentrate on it to maintain it. If the caster is jostled or hit or moves more than 1/2 movement the spell will cease. Normally, the spell will affect a 10' sphere +1' per adept level of the caster around the source. Note that the caster can see through his own darkness, although no one else can.

Heal I

Cost: 2 pts Range: Touch

Elements: T,G

Heal I is the beginning of the most sought after forms of magic, healing. Everybody needs healing but this spell may be used to inflict damage as well. This spell, however, will not mend bones properly or remove arrows. This spell allows the recipient to make a recovery check using your Intelligence score +2 in place of their Constitution. If this spell is reversed the victim touched must make a Fortitude save with a Difficulty of 10 + this spell's level + the caster's intelligence. Treat a failed fortitude save just like you would a failed damage save. The reverse heal causes the flesh to rot.

Identify I

Cost: 8 pts Range: Touch

Elements: T,G,S

Information is power and this spell is powerful. This spell will give the caster the knowledge of the history of a non-magical item which the caster must handle. If the item is magical then the spell will have no effect. The caster cannot use the spell on a rock or tree since these are elements and living beings not items. Items are crafted articles such as swords and tables. The caster must succeed on a Difficulty 12 adept level check to be able to obtain specifics otherwise the caster will only receive vague impressions; i.e. the item was made by a man or the item was made by John the Carpenter.

Night Vision

Cost: 1 pt/10 rounds Range: Touch

Elements: T

Night Vision will allow the caster or someone he casts Night Vision on to see at night as though it were normal daylight. This spell will not aid in seeing in magical darkness.

Speak with Animals

Cost: 2 pts Range: Voice

Elements: T,O

This spell will, quite simply, allow the caster to speak with animals. It does not bestow any intelligence and this may cause some difficulty in getting your point across. This spell will work with any creature with the animal type or any other creature of low intelligence (-4 or -5) and is recognized as not having an established language.

Telekinesis

Cost: 4 pts Range: 100'/lvl

Elements: T,G

Telekinesis is perhaps one of the best known spells. It allows the caster to move up to 10 pounds of matter per level. At first level one would be able to open a door or move small objects about. To knock someone down it would depend on the target's size but would roughly require 60 pounds of force. This is left to the discretion of the Narrator. The caster must make a successful to hit roll on a moving target; i.e. if the bandit is swinging his sword to cut off the head of his companion, the caster has to roll a to hit on the bandit to knock the bandit's sword aside. If the caster misses, he still expends the points for the push. The caster may add their Wisdom score to the attack roll in addition to their Dexterity. The telekinesis effect will only last 10 minutes per level of the caster.

Telepathy

Cost: 2 pt/round Range: 1 mile/lvl

Elements: T

Telepathy is a useful spell which allows communication to occur between two or more sentient creatures. The caster merely concentrates on the person (or people) with whom he wishes to communicate; if they are within the range of the spell, the conversation may begin. In addition, telepathy may be used to scan for sentient minds. This techniques is not fool proof and the caster must make an Intelligence check. The Difficulty for this check is 10 + 1/1000 sq. feet scanned. It will take 1 minute to scan 1000 sq. feet. For example, to scan a 2000 sq. foot house it would take 2 minutes and the caster would check vs. a Difficulty of 12 to find a sentient mind. Unfortunately there are a few drawbacks to the spell. First, the caster must share a common language with the recipient to be understood. Second, the recipient must be a

sentient creature; this spell cannot be used to communicate with animals. Third, telepathy resembles a mental attack spell, meaning it will be blocked by all mental protection spells. Finally, the caster is wide open to any return mental attack spells which the recipient cares to send. This means that during a telepathic communication the caster receive no saves if attacked mentally.

Second Level

Detect Poison

Cost: 3 pts Range: Minimal

Elements: T

This spell will allow the caster to automatically detect any normal, non-magical poison. For any magical poison the caster will have a 50% chance (11-20 on a d20) of detection with bonuses if it has obvious identifiable traits, like oily, smells like lemons, a certain color, etc.

Enchant Armor I

Cost: 5 pts Range: Touch

Elements: T,G,S

Enchant Armor I allows the caster to make linked armor wear like leather armor. This will not change any of the properties of linked armor (it will still make noise) but it does decrease the Armor Check Penalty by 1 point. The spell lasts for one week.

Enchant Weapon II

Cost: Range: 8 pts Touch

Elements: T,G,S Prerequisite: Ench. Weap. I

This spell lasts 10 rounds and gives a +1 to hit and +1 to damage to the weapon it is cast upon. This spell may be enacted upon a magic weapon but will not have any effect. With any non-magical weapon, this spell may be applied only once. The caster must be able to touch the weapon and the effects are not cumulative if the weapons are combined. For example, if cast on a bow and an arrow the total bonus to hit and to damage would still be +1 and +1.

Heal II

Cost: 3 pts Range: Touch

Elements: T,G Prerequisite: Heal I

Heal II is the second in the healing series. This spell allows the recipient to make a recovery check using your Intelligence score +4 in place of their Constitution. If this spell is reversed the victim touched must make a Fortitude save with a Difficulty of 10 + this spell's level + the caster's intelligence. Treat a failed fortitude save just like you would a failed damage save. The reverse heal causes the flesh to rot.

Summon Companion

Cost: 12 pts Range: Unlimited

Elements: T Prerequisite: Familiar Feat

This spell summons the caster's soulmate in animal form. A strong attachment will quickly develop between the caster and the companion. The companion will be the embodiment of the caster's spirit animal and will aid the caster in all things. First, the caster and companion will be able to understand each other's speech and beyond that will have a telepathic link. Second, the caster will be able to "see" through the eyes of the companion. Third, the caster, at the discretion of the Narrator may gain some abilities of the companion in the form of a bonus feat; i.e. a cat companion may give Lightning Reflexes, or a wolf could give Night Vision. Much thought should be given the creation of a companion since it will be a powerful ally and friend. The companion can be of any animal type at least two levels below the caster's total level. The companion receives spirit points equal to half the caster's total rounded up. If the companion is killed the caster will take the companion's Constitution score in damage.

Speak with Plants

Cost: 6 pts Range: Voice

Elements: T,O Prerequisite: Speak w/ Animals

This spell similar to its prerequisite, allowing the caster to speak with plants. It does not bestow any intelligence and this may cause some difficulty in getting your point across. This spell will work with any plant.

Spear Bolt

Cost: 8 pts Range: 130 feet

Elements: T,G Prerequisite: Bolt

Spear Bolt is similar to its Prerequisite bolt only it creates spears instead of crossbow bolts. The caster must roll to hit, and gains their Wisdom as a bonus to the attack roll. If the caster hits then the spear will do +3 damage. The caster may fire one spear bolt for every 2 levels attained. For example, a sixth level caster would be able to cast 3 spear bolts in a round.

Tongues

Cost: 4 pts Range: Personal

Elements: T,O

Tongues allows the caster to communicate with other races and intelligent humanoids. This spell magically alters the caster's speech to that of the target, doing the same for the target to the caster. This spell will last for one conversation. A dialogue must occur if the spell is to function correctly. Overhearing a conversation and activating this spell will have limited if any effect.

Third Level

Air Bolt

Cost: 8 pts Range: 80 feet

Elements: T,G Prerequisite: Spear Bolt

Air Bolt fires a magically concentrated needle thin blast of air where ever the caster is pointing. The caster must roll to hit and may add their Wisdom to their attack roll. If the caster hits then the air bolt will do +1 nonlethal damage/ adept level of caster up to a maximum of +10 nonlethal damage.

Airy Shield

Cost: 2 pts/round Range: 100 sq. ft+3/lvl

Elements: T,G

This spell will protect the caster with a +4 bonus to toughness saves against all missile attacks. It does this by creating an area of fiercely swirling winds between the caster and the opponent. The square feet is the area of protection provided and the caster can have as many people as will fit within. It will not stop someone from walking through it.

Enchant Armor II

Cost: 8 pts Range: Touch

Elements: T,G,S Prerequisite: Enchant Armor I

Enchant Armor II allows the caster to lower the armor check penalty of medium or heavy armor by 2 points, or to increase the toughness bonus provided by a suit of light armor by +1. The spell lasts for one week.

Identify II

Cost: 12 pts Range: Touch

Elements: T,G,S

This spell will give the caster the knowledge of the history of non-magical and magical items which the caster must handle. The caster cannot use the spell on a rock or tree since these are elements and living beings not items. Items are crafted articles such as swords and tables. The caster must roll a Difficulty 12 adept level check to be able to obtain specifics otherwise the caster will only receive vague impressions; i.e. the item was made by a man or the item was made by John the Carpenter.

Neutralize Poison

Cost: 6 pts Range: Touch

Elements: T,G,S Prerequisite: Detect Poison

The caster may neutralize the poison in the food or drink before ingestion or after a person has been affect by it. They must touch the person afflicted or the substance which the wish to neutralize. The caster will be protected from contact poisons for the duration of the spell. This spell will not make rotten food edible or neutralize biological agents. If a person eats rotten food they will need a Cure Disease spell. The substance used in this spell is some baking soda.

Plant Control I

Cost: 5 pts/100 sq. ft. Range: Sight

Elements: T,O

The purpose of this spell is to allow the caster to control small plants and weeds. The caster may command the plants to grow at an accelerated speed. The caster may also give simple commands such as “trip” or “grab”, but the plants will be unable to move.

Protection from Electricity

Cost: 5 pts Range: Touch

Elements: T

Protection from Electricity grants 2 points of Electricity Resistance to the caster or whatever the caster touches. This protection will work against lightning or any form of electricity. This spell will last for one day.

Cleanse

Cost: 3 pts Range: Touch

Elements: T Prerequisite: Neutralize Poison

Cleanse will neutralize any poisons in the touched food as well as neutralize any biological contaminants. This spell will not make non food objects edible but it could take road-kill and make it safe to eat (not tasty though). This spell will take the alcohol out of alcoholic beverages as well. Cleanse will affect 1 pound of food or 1 gallon of liquid per level.

Scribe

Cost: 6 pts Range: Personal

Elements: T,S Prerequisite: Tongues

This spell allows the caster to read any language assuming the caster can read. The caster must roll a Difficulty 10 adept level check to successfully read a document. The Narrator may enforce negatives if the document is damaged, technical, or slang.

Summon & Control Animal

Cost: 4 pts/level

Elements: T,O Area: 10 mi sq.

Any creature or creatures within the area of effect will answer according to the terrain and total levels worth of animals designated. The control of the animal will fade after 1 hour and it will wander away. However, it will be extremely likely that the caster will encounter the creatures shortly since it is in the area. During the time of the spell the animals will do the casters bidding even if it is against its best interest; i.e. horses running into a burning building or squirrels attacking much larger animals.

Fourth Level

Enchant Armor III

Cost: 11 pts Range: Touch

Elements: T,G,S Prerequisite: Ench. Armor II

Enchant Armor III allows the caster to reduce the Armor Check Penalty of Medium and Heavy by 3 points, and allows them to be worn without penalty by someone with light armor proficiency. This will not change any of the properties of the armor (it will still make noise). In addition, if cast on light armor it will increase the Toughness bonus that it provides by +2. The spell lasts for one week.

Enchant Weapon III

Cost: 10 pts Range: Touch

Elements: T,G,S Prerequisite: Ench. Weap. II

This spell lasts one day and gives a +2 to hit and +2 to damage to the weapon it is cast upon. This spell may be enacted upon a magic weapon but will not have any effect. With any non-magical weapon, this spell may be applied only once. The caster must be able to touch the weapon and the effects are not cumulative if the weapons are combined.

Heal III

Cost: 4 pts Range: Touch

Elements: T,G Prerequisite: Heal II

Heal III is the third in the healing series. This spell allows the recipient to make a recovery check using your Intelligence score +6 in place of their Constitution. If this spell is reversed the victim touched must make a Fortitude save with a Difficulty of 10 + this spell's level + the caster's intelligence. Treat a failed fortitude save just like you would a failed damage save. The reverse heal causes the flesh to rot.

Plant Control II

Cost: 5 pts/500 sq. ft. Range: Sight

Elements: T,O Prerequisite: Plant Control I

The caster will be able to control small plants and brush, making them grow at an accelerated rate to their maximum if needed. The plants will also be granted limited mobility and increased strength. Simple commands may be issued as with plant control I. Anyone held by the plants must make a Reflex save with a Difficulty of 10 + spell level + caster's Intelligence or be held helpless in place.

Protection from Fire

Cost: 1 pt / 300 deg / rnd Range: Personal

Elements: T

This will protect against non-magical fires. This will also protect against lava, molten metals and other molten substances.

Summon & Control Air Elemental

Cost: 11 pts Range: Contained

Elements: T,G,O,S Prerequisite: Summon/Control Animal

The Summoning of an elemental is perhaps the most ancient of spells and is considered one of the most dangerous. The summoning of an Air Elemental is very dangerous because of the chaotic nature of the air elemental.

A caster may summon an elemental up to their level; i.e. a tenth level caster could summon any level elemental up to tenth level.

When Summoning an elemental certain rituals must be observed so as to assure the safety of the caster. A summoning circle must be used made of dried, crushed, lilies. This represents the fruit of the earth and is done since Air Elementals and Earth Elementals are sworn enemies. This will contain the elemental and focus it on the caster's will. The summoned elemental does receive a Will save to resist being controlled by this spell (Difficulty 10 + spell level, + caster's Int). A successful save means that the elemental is free to do as it will. The elemental will not fight for the caster but will perform other tasks. The elemental is bound to the caster for 1 hour per level of the caster.

Thorn Sword

Cost: 6 pts Range: Touch

Elements: T,G,S

The caster may take a thorn and make a wooden sword of steel-like strength. The caster must hold the thorn in his hand then concentrate and the sword he was concentrating on will appear in his hands looking for all extents and purposes like a wooden sword. This spell will last for one day.

Water Bolt

Cost: 9 pts Range: 60 feet

Elements: T,G Prerequisite: Air Bolt

Water Bolt fires a magically concentrated needle thin blade of water where ever the caster is pointing. The caster must roll to hit and can add their Wisdom as a bonus to the attack roll. If the caster hits then the water bolt will do +1 nonlethal damage/adept level of caster up to a maximum of +10 damage.

Fifth Level

Nourishment

Cost: 6 pts Range: Touch

Elements: T,G Prerequisite: Cleanse

Nourishment will create one day's food and water per level of caster. The caster touches the vessel he wishes to contain the food and/or water then casts the spell.

Flame Bolt

Cost: 10 pts Range: 40' + 2'/lvl

Elements: T,G Prerequisite: Water Bolt

The caster needs to point in the desired direction to set the spell in motion. A bolt of fire will spew forth from the caster's fingers and cause +1 fire damage per adept level of the caster up to a maximum of +10 damage. This spell requires an attack roll, for which the adept may add their Wisdom bonus in addition to their Dexterity bonus.

Restoration

Cost: 4 pts/Day/Limb goneRange: Sight

Elements: T,G,S Prerequisite: Heal II

Restoration will simply grow back severed limbs. If the wound has been cauterized or the limb incinerated, then restoration is impossible. The material component of this spell is a wax miniature replica of the limb to be regrown. The caster waves her hands over the missing limb then it will begin to grow back. Within one day the limb will be entirely regrown.

Summon & Control Water Elemental

Cost: 11 pts Range: Contained

Elements: T,G,O,S

Prerequisite: Summon/Control Air Elementals

Water Elementals are perhaps the most intelligent of the Elementals. They are also possibly the most evil and selfish. They will give nothing unless it is at a price even though they cannot use what the caster proffers, they will still take it.

A caster may summon an elemental up to their level; i.e. a tenth level caster could summon any level elemental up to tenth level. A Water Elemental cannot fly and will refuse to deal with magical fires or extreme heat.

When Summoning an elemental certain rituals must be observed so as to assure the safety of the caster. A summoning circle must be used made of crushed rubies, symbolizing the ever burning fire. This is because the water elementals and the fire elementals are natural enemies. This will contain the elemental and focus it on the caster's will. The summoned elemental does receive a Will save to resist being controlled by this spell (Difficulty 10 + spell level, + caster's Int). A successful save means that the elemental is free to do as it will. The elemental will not fight for the caster but will perform other tasks. The elemental is bound to the caster for 1 hour per level of the caster.

Thorn Spear

Cost: 6 pts Range: Touch

Elements: T,G,S

The caster may take a thorn and make a wooden spear or staff of steel like strength. The caster must hold the thorn in his hand then concentrate and the spear or staff he was concentrating on will appear in his hands looking for all extents and purposes like a wooden weapon. This spell will last for one day.

Sixth Level

Earth Bolt

Cost: 11 pts Range: 30' + 2'/lvl

Elements: T,G Prerequisite: Flame Bolt

Earth Bolt fires a magically concentrated powerful column of earth where ever the caster is pointing. The caster must roll to hit and gains their Wisdom as a bonus to the attack roll. If the caster hits then the earth bolt will do +2 bludgeoning damage +1 damage/adept level of caster up to a total maximum of +12 damage.

Enchant Weapon IV

Cost: 13 pts Range: Touch

Elements: T,G,S Prerequisite: Ench. Weap. III

This spell lasts one week and gives a +3 to hit and +3 to damage to the weapon it is cast upon. This spell may be enacted upon a magic weapon but will not have any effect. With any non-magical weapon, this spell may be applied only once. The caster must be able to touch the weapon and the effects will not be cumulative if the weapons are combined.

Force Bolt

Cost: 10 pts Range: 100'+5'/lvl

Elements: T,G Prerequisite: Flame Bolt

Force Bolt fires a magically formed spear of pure force wherever the caster is pointing. The caster must roll to hit, gaining their Wisdom as a bonus to hit in addition to their Dexterity bonus. If the caster hits then the force bolt will do +1 force damage / adept level of caster up to a maximum of +15 damage.

Summon & Control Fire Elemental

Cost: 12 pts Range: Contained

Elements: T,G,O,S

Prerequisite: Summon/Control Water Elementals

The Fire Elemental is as chaotic as the flames you see in a fire. They have a strong belief in personal freedom and therefore detest controls and commands placed on them by the caster. They will resist a summoner's commands and attempt to twist their meaning at every turn. They are not to be trusted. A caster may summon an elemental up to their level; i.e. a tenth level caster could summon any level elemental up to tenth level.

When Summoning an elemental certain rituals must be observed so as to assure the safety of the caster. A summoning circle must be used made of water and crushed pearls, symbolizing the depths of the oceans. This is because the fire elementals and the water elementals are natural enemies. This will contain the elemental and focus it on the caster's will. The summoned elemental does receive a Will save to resist being controlled by this spell (Difficulty 10 + spell level, + caster's Int). A successful save means that the elemental is free to do as it will. The elemental will not fight for the caster but will perform other tasks. The elemental is bound to the caster for 1 hour per level of the caster.

Thorn Wall

Cost: 4 pts Range: 10'+10'/lvl

Elements: T,G Prerequisite: Thorn Spear

Thorn Wall is widely used for improvised defenses. It will cause a sudden growth of thorn bushes each with thorns 6 inches long. This wall will grow as directed by the caster. The wall has a Defense of 8 and a toughness bonus of +2. Each round the attacker is exposed to the wall (including rounds in which they are attacking it with melee weapons), they will suffer +1 slashing damage per two adept levels of the caster. This spell does not expire and the thorn wall may stay in place for as long as it is not destroyed. Thorn wall must be cast on fertile earth, it cannot be cast on stone or salted earth. It will not be movable once it is cast.

Seventh Level

Wall of Blades

Cost: 1 pt/round Range: 10'+3'/lvl

Elements: T,G Prerequisite: Thorn Spear

Wall of Blades is enough to quell the heart of the mightiest warrior. It is a wall 3x caster's level in feet high and up to 4 x caster's level in feet wide of rotating 2- handed swords. Anyone attempting to pass through the wall will automatically suffer hits from 2 swords for a total of +6 slashing damage plus the wall will get one attack roll on the victim per adept level of the caster made with the caster's attack bonus. Each additional hit scored adds +2 damage.

The caster, if he wishes to move the wall, can only go as fast as he is able to walk and must concentrate on nothing else. When the wall is stationary the caster may do other things such as cast other spells. This spell only lasts 1 round for every point spent. The points for the duration of rounds desired may be spent when it is initially cast or during operation.

Enchant Weapon V

Cost: 16 pts Range: Touch

Elements: T,G,S Prerequisite: Ench. Weap. IV

This spell lasts one week and gives a +4 to hit and +4 to damage to the weapon it is cast upon. This spell may be enacted upon a magic weapon but will not have any effect. With any non-magical weapon, this spell may be applied only once. The caster must be able to touch the weapon and the effects are not cumulative if the weapons are combined.

Lightning Bolt

Cost: 12 pts Range: 50'+3'/lvl

Elements: T,G,O Prerequisite: Earth Bolt or Force Bolt

Lightning Bolt is the ultimate in the Artis Candidae long series of bolts. The lightning will cause +1 electricity damage/adept level of the caster to a maximum of +15 with the following adjustments: In addition the caster may make a Difficulty 18 adept level check after each hit to arch the bolt towards the next nearest opponent. The Difficulty of this level check increases by 2 points per arc made. The caster must roll to hit each time and may add his Wisdom as a bonus to the attack roll. The caster also gains a +5 bonus to hit anyone wearing metal armor. This spell does an extra +2 damage against anyone in metal armor.

Summon & Control Earth Elemental

Cost: 12 pts Range: Contained

Elements: T,G,O,S Prerequisite: Summon/Control Fire Elementals

The Earth Elemental is the most lawful of the Elementals, practically being lords over the other elementals. These elementals are kings of their own plane and do not take kindly to being ordered about by mere mortals. However, they are open to negotiations and are willing to work if it suits their interests.

A caster may summon an elemental up to their level; i.e. a tenth level caster could summon any level elemental up to tenth level. When Summoning an elemental certain rituals must be observed so as to assure the safety of the caster. A summoning circle must be used made of crushed diamond, symbolizing the purity of air. This is because the earth

elementals and the air elementals are natural enemies. This will contain the elemental and focus it on the caster's will. The summoned elemental does receive a Will save to resist being controlled by this spell (Difficulty 10 + spell level, + caster's Int). A successful save means that the elemental is free to do as it will. The elemental will not fight for the caster but will perform other tasks. The elemental is bound to the caster for 1 hour per level of the caster.

Ars Venefica

First Level

Emotions I

Cost: 6 pts Range: Sight

Elements: T,G

Emotions I is the beginning of a powerful series and is respected and feared as one of the most powerful of the Ars Venefica spell series. First the caster makes a gesture towards the opponent, the opponent must make a Will save with a Difficulty of 10 + spell level + caster's Intelligence or he/she will experience the emotion which the caster wills. This can be friendship or anger or any emotion, but it cannot influence the victim to harm himself or his/her friends. However, it could be used to influence a merchant to be generous and give you a break on that masterwork 2- handed sword.

Illusion I

Cost: 3+1/rd. pts Range: Sight

Elements: T,G,S

Illusion I is the beginning of a powerful series of spells. Although not overly powerful at this stage, the spell can still be handy. The Illusion will not move or make noise and if touched it will be dispelled. However non - moving items such as a bridge where there is no bridge or a pile of gold where there is a pit of spikes is quite feasible. The substance for this spell is a pinch of dust.

Invisibility I

Cost: 1 pt/4 rds Range: Touch

Elements: T

Although the caster can only move at 1/4 normal movement, this spell is powerful in that it is more effective against the more intelligent observer. This spell will render the caster unnoticed to the point that people will avoid walking into the caster and he/she will appear as something that belongs and thus is beneath notice. However, creatures of animal intelligence or of -3 or lower Intelligence will notice the caster; i.e. guard dogs will bark at you. Also, creatures with exceptional vision will have a chance to detect the caster with a Difficulty 15 Notice check. Creatures with the Scent trait can smell the caster normally. The caster will also make noise unless the caster succeeds on a Stealth check. If this power is employed in combat it will give the caster partial concealment until the caster is hit, hits an opponent, or is jarred.

Resolve

Cost: 4 pts Range: Touch

Elements: T

Resolve allows the caster to strengthen their resistance to effects which would cause them to make Fortitude or Reflex saves. This spell will give the caster a +2 to any Fortitude or Reflex saves for a number of hours equal to their level.

Mind See

Cost: 2 pts Range: 10 mi/lvl

Elements: T,G

The caster closes her eyes and concentrates to allow her to "see" great distances across uninterrupted land. She will not be able to see inside a building unless she could do so normally. For example, if there is a knothole in a barn 6 miles away the caster could look through it to observe the cows inside. Basically, the caster is able to scrye from her position as though she had a pair of binoculars which allowed her to see as though she were standing at the position she is looking at.

Sleep I

Cost: 6 pts Range: Sight

Elements: T,G

When this spell is cast the victim must make a Will save vs. a Difficulty of 10 + spell level + caster's Intelligence. The sleep induced is light and lasts for 30 rounds. Any reasonably loud sound will wake the sleeper. This spell will affect 7 levels + 1/level of the caster in enemies. This means at 2nd level the sleep spell will affect 8 levels of creatures.

Slow

Cost: 2 point/4 rounds Range: 40'+1'/lvl

Elements: T,G

The victim receives a Will save vs. Difficulty 10 + spell level + caster's Intelligence. If this save is not made then the victim moves as though in slow motion. The effects are that the victim can only take partial actions. A person who is slowed only moves slower, i.e. if that person fell off a cliff, then he/she would fall at normal speeds.

Telekinesis

Cost: 2 pts Range: 100'/lvl

Elements: T,G

Telekinesis is perhaps one of the best known spells. It allows the caster to move up to 10 pounds of matter per level. At

first level one would be able to open a door or move small objects about. To knock someone down it would depend on the target's size but would roughly require 60 pounds of force. This is left to the discretion of the Narrator. The caster must make a successful to hit roll on a moving target; i.e. if the bandit is swinging his sword to cut off the head of his companion, the caster has to roll a to hit on the bandit to knock the bandit's sword aside. If the caster misses, he still expends the points for the push. The caster may add their Wisdom score to the attack roll in addition to their Dexterity. The telekinesis effect will only last 10 minutes per level of the caster.

Telepathy

Cost: 1 pt/10 rounds Range: 4 mile/lvl

Elements: T

Telepathy is a useful spell which allows communication to occur between two or more sentient creatures. The caster merely concentrates on the person (or people) with whom he wishes to communicate; if they are within the range of the spell, the conversation may begin. In addition, telepathy may be used to scan for sentient minds. This techniques is not fool proof and the caster must make an Intelligence check. The Difficulty for this check is 10 + 1/1000 sq. feet scanned. It will take 1 minute to scan 1000 sq. feet. For example, to scan a 2000 sq. foot house it would take 2 minutes and the caster would check vs. a Difficulty of 12 to find a sentient mind. Unfortunately there are a few drawbacks to the spell. First, the caster must share a common language with the recipient to be understood. Second, the recipient must be a sentient creature; this spell cannot be used to communicate with animals. Third, telepathy resembles a mental attack spell, meaning it will be blocked by all mental protection spells. Finally, the caster is wide open to any return mental attack spells which the recipient cares to send. This means that during a telepathic communication the caster receive no saves if attacked mentally.

Second Level

Submit

Cost: 6 pts Range: 40'+2'/lvl

Elements: T,G

This spell strikes out at a person's self confidence and optimism. The victim receives a Will save vs. a Difficulty of 10 + spell level + caster's Intelligence. If the victim does not save then he is plunged into a severe depression where he will not even defend himself for 2 hours. If he does save, he loses 5 spirit points.

Emotions II

Cost: 8 pts Range: 100'+5'/lvl

Elements: T,G

The caster makes a gesture towards the opponent, the opponent must save vs. WIS-4 or he/she will experience the emotion which the caster wills. This spell affects 15 levels +1 per level of caster. This can be friendship or anger or any emotion, but it cannot influence the victim to harm himself or his/her friends. However, it could cause an emotion so severe as to paralyze the victim.

Empathy

Cost: 3 pts Range: 2 mile/lvl

Elements: T Prerequisite: Telepathy

Empathy resembles its predecessor telepathy, in many ways. The caster merely thinks of his target and is able to read the emotions of that person. If the subject is unwilling then they receive a Will save vs. a Difficulty of 10 + spell level + caster's Intelligence. However, the spell caster and the victim do not have to share a common language nor does the victim need to speak the caster's language.

Far See

Cost: 4 pts Range: 5 mi/lvl

Elements: T,G Prerequisite: Mind See

This spell is similar to its prereq but with a fundamental difference. The caster now is able to move around objects which would obscure viewing or even go through a series of open doorways to the interior of a building. If the uninterrupted line is broken, i.e. a door closed which was open before, the caster will be catapulted back into their body. The caster's consciousness still cannot go through solid matter or a space which the caster's body would not fit.

Hypnosis

Cost: 6 pts + 1 pt per point of victim's IntRange: Sight

Elements: T

Hypnosis will force a victim into a trance if they fail a Will save vs. a Difficulty of 10 + spell level + caster's Intelligence. It is possible to implant post hypnotic suggestion as long as it does not countermand the victim's codes. For example, the caster could not make a priest betray his god but he could make the victim forget to lock the front doors to the temple.

Illusion II

Cost: 6+4/rd. pts Range: Sight

Elements: T,G,S Prerequisite: Illusion I

Illusion II is the next step in the Veneficus' illusory powers. This spell allows the caster to create optical illusions which can move and make sound. If the observers have reason to

doubt the illusion then they may make a Will save to disbelieve. If they fail then they believe the illusion to be real. If they succeed they will notice some discrepancy in the illusion. The material component for this spell is a small crystal.

Intellectual Attack

Cost: 4 pts Range: Sight

Elements: T

Intellectual attack attempts to overload the targets mind with raw mental images in such graphic quantity that it does damage. The target must make a Will save against a Difficulty of 10 + spell level + caster's Intelligence score or roll for a result on Table 1. Table 1 follows these spell descriptions. The caster must have eye contact and the target must be sentient.

Sleep II

Cost: 10 pts Range: 1'/lvl

Elements: T Prerequisite: Sleep I

When this spell is cast the victim must make a Will save vs. a Difficulty of 10 + spell level + caster's Intelligence. The sleep induced is sound and lasts for 50 rounds. If the sleeper is hit or shaken awake then the sleeper will awake as from a deep sleep. This spell will affect 15 levels + 3 per level of the caster in enemies. This means at 2nd level the sleep spell will affect 18 levels of creatures.

Slow II

Cost: 4 point/3 rounds Range: 20'+2'/lvl

Elements: T,G Prerequisite: Slow I

The victim receives a Will save vs. 10 + spell level + caster's Intelligence. If this save is not made then the victim will move as though in slow motion. The effect is that the victim can only take partial actions and has their movement rate halved. In addition the victim suffers a -1 penalty to initiative and all attacks. A person who is slowed only moves slower, i.e. if that person fell off a cliff, then he/she would fall at normal speeds.

Third Level

Confusion

Cost: 3 pts Range: Sight

Elements: T

With this power, the caster is able to create the feeling of utter confusion. The victim is unable to think coherently and is dumbfounded as to how to proceed. The victim may flail wildly or sit and stare into space, depending on the surroundings and the last action. The victim is allowed a Will save vs. a Difficulty of 10 + spell level + caster's Intelligence. The caster will affect up to his/her level in number of creatures that he/she can see.

Fumble

Cost: 4 pts Range: Sight

Elements: T

Fumble does exactly as it states, it will make an opponent fumble his/her weapon. The victim receives a Will save vs. a Difficulty of 10 + spell level + caster's Intelligence or fumble his/her attacks or actions, automatically failing, and probably dropping any object held in their hands.

Invisibility II

Cost: 1 point/4 rds Range: Touch

Elements: T Prerequisite: Invisibility I

Although the caster can only move a 1/2 normal movement, this spell is powerful in that it is more effective against undead animals and magical creatures. This spell will actually create an illusion about the caster which will make him appear as something that belongs according to the viewers' own minds and thus is beneath notice. Also, creatures with exceptional vision will have a chance to detect the caster with a Difficulty 20 Notice check. Creatures with the Scent trait can smell the caster normally. The caster will also make noise unless the caster succeeds on a Stealth check. If this power is employed in combat it will give the caster partial concealment until the caster is hit, hits an opponent, or is jarred.

Mass Hypnosis

Cost: 2 pt/5 victims Range: Sight

Elements: T Prerequisite: Hypnosis

Hypnosis will force a victim or victims into a trance if they fail a Will save vs. a Difficulty of 10 + spell level + caster's Intelligence. It is possible to implant post hypnotic suggestion as long as it does not countermand the victims codes. For example, the caster could not make a priest betray his god but he could make the victim forget to lock the front doors to the temple. This version of the spell allows for hypnosis of multiple people.

Mental Resolve

Cost: 8 pts Range: Touch

Elements: T Prerequisite: Resolve

Mental Resolve, like Resolve, allows the caster to strengthen their resistance to effects which would cause them to make a saving throw. This spell will give the target a +1 bonus per two adept levels of the caster to their Fortitude and Reflex saves for a number of hours equal to the caster's level. It will also give a +2 bonus to any Will for the same duration.

Mind Projection

Cost: 3 pts/5 rounds Range: Personal

Elements: T Prerequisite: Far See

Mind Projection allows the caster to mentally leave her body and travel the world. While in this state the caster will be able to pass through solid objects unless magically protected. The caster, however, will be unable to survive if her body is slain. This means that if her body is killed while she is projecting she will die immediately. She will not be able to inhabit another's body.

Mind Spear

Cost: 5 pts Range: 10'+2'/lvl

Elements: T,G Prerequisite: Intellectual Attack

The caster reaches out with his mind, gesturing towards the target, and insinuates his thoughts into the targets. After doing so, he floods the targets mind with fear and doubt. The target must make a Will save with a Difficulty of 10 + spell level + caster's Intelligence or roll for a result on Table 1. Table 1 follows these spell descriptions. The caster must have eye contact and the target must be sentient.

Paralyzation

Cost: 5 pts Range: 1'+1'/lvl

Elements: T,G Prerequisite: Slow II

This spell will cause anyone the caster touches to be unable to move but be aware of their surroundings for 50 rounds. The victim receives a Will save vs. a Difficulty of 10 + spell level + caster's Intelligence. If the save is made, then there are no effects. When paralyzed, the target may cast spells but only those spells that have the Thought Element and no other. No items may be used that require movement (i.e. weapons to attack, a potion, etc.).

Wall of Fog

Cost: 4 pts/1000 cu. ft. Range: Personal

Elements: T

This spell will create an illusionary wall of fog. It will appear real in all ways; i.e. dampness, visual, temperature. However, it will not cause condensation or be blown away by winds. It may be disbelieved with a successful Will save. The caster may control movement and how it forms to create a more believable fog. Those who do not disbelieve the fog find that it provides anyone in the area of effect with partial concealment if they have up to ten feet of fog between them and the observer and total concealment if they have more than 10 ft. of fog between themselves and the observer. The fog will last 10 times the caster's level in minutes.

Fourth Level

Emotions III

Cost: 10 pts Range: 50'+5'/lvl

Elements: T Prerequisite: Emotions II

The caster makes a gesture towards the opponent, the opponent must make a Will save vs. a Difficulty of 10 + spell level + caster's Intelligence or he/she will experience the emotion which the caster wills. This spell affects 15 levels +4 per level of caster. This can be any emotion even suicidal emotions or hostility towards friends.

False Vision

Cost: 5 pts/day Range: 1000'sq+100'sq/lvl

Elements: T Prerequisite: Far See

Quite simply this creates a false vision of the caster's choice. For example if the caster wishes to make his party appear as terrain to any one scrying the location he may. The person scrying can make an opposed adept level check with the caster to overcome this spell.

Illusion III

Cost: 5pts +3pts /rd. Range: Sight

Elements: T,G,S Prerequisite: Illusion II

Illusion III is the third spell in this powerful series. This installment allows illusion with sight, sound, taste and texture. The viewers of the illusion, if they have reason to disbelieve, may make a Will save vs. a Difficulty of 10 + spell level + caster's Intelligence. The material components are a pinch of crushed mirror and a snap of the fingers.

Invisibility III

Cost: 1/2 rds pts Range: Touch

Elements: T Prerequisite: Invisibility II

This is the first true invisibility for these mages. This spell actually bends light around the caster so that he/she no longer is visible. Unlike previous spells the caster is able to have his/her full movement. Creatures with the Scent trait can smell the caster normally. The caster will also make noise unless the caster makes a successful Stealth check. If this power is employed in combat it will give the caster complete concealment until the caster is hit, hits an opponent, or is jarred.

Nightmare

Cost: 8 pts Range: 1,000' + 200'/pt of Wis

Elements: T Prerequisite: Mind Spear

The caster of Nightmare must enter a trance where they attack the opponent's subconscious. This trance state may be entered quickly (one round) but will take two rounds to emerge from. Once the trance is entered the caster may

continue to attack each round, spending the appropriate points, without exiting the trance. Thus the nightmare can continue. This spell makes the victim make a Will save vs. a Difficulty of 10 + spell level + caster's Intelligence or roll on Table 2 located at the end of these spells. If the victim saves then the victim is locked in mental combat with the Veneficus. If they have means of mental attacks (spells or items) they may be employed but no other action may be taken by either party until one is defeated or the caster disengages. If the opponent can be seen then the caster may engage at no modifier, else the caster is at a -4 for any Will saves he must make himself.

Psi Sense

Cost: 6 pts Range: 10' rad.

Elements: T Prerequisite: Far See

Psi Sense will allow the caster to sense what has transpired in the past in a 10' radius. The caster will be able to view in the past the number of days equal to his level. This spell will allow the caster to create the images of the past to appear around him. This will be visible to others within the 10' but all the images will be illusion and pass through the observers. This spell will not create the sounds only the visual images. As well, it will not allow the caster to see any more than he normally would; i.e. it does not give true sight.

Auric Shield

Cost: 8 pts/round Range: 3'/lvl

Elements: T,G Prerequisite: Mental Resolve

Auric Shield creates a golden transparent shield which will block one realm of spell casting from one direction, if the shield is between the caster and the caster of the designated realm; i.e. Sanguis Magus. If the caster desires to change the shield then he must take one round to do so.

Through See

Cost: 1 pt/4 miles Range: Personal

Elements: T Prerequisite: Far See

Very similar to Mind Projection, Through See allows the caster to "see" many miles away but unlike Mind Projection it allows the caster to see through solid matter. The caster does not actually leave her body so she is aware of both the site she is viewing and her body.

Fifth Level

Cure Insanity

Cost: 8 pts Range: Touch

Elements: T,G Prerequisite: Empathy

Cure insanity will do just that, cure a person's insanity and return them to normal. It cannot cure a person who was born with a mental defect but would allow them a moment of mental clarity. The reverse is possible as well allowing the caster to inflict a chosen insanity (pyromania, kleptomania, claustrophobia, etc.) upon a victim if the victim does not make a Will save vs. a Difficulty of 10 + spell level + caster's Intelligence. This insanity will fade after a number of months equal to the level of the caster.

Intangibility

Cost: 8 pts/5 rounds Range: Touch

Elements: T Prerequisite: Illusion III

Intangibility make the caster or whatever he touches shift partially out of this plane. In this state the affected can touch nothing in this plane nor can anything touch them. They may pass through most anything except magically protected matter (many safes have this option). The affected is able to move at a rate of 5 ft. per point of Intelligence (with a minimum rate of 5 ft.). If the affected becomes tangible inside of other matter then the matter will be displaced, possibly explosively. The target of this spell may still be affected by mental powers.

Mind Ravage

Cost: 8 pts Range: 30' + 6'/pt Wis

Elements: T,G Prerequisite: Nightmare

Mind Ravage is a spell of incredible power that attacks the mind by stripping it of its identity and reducing the ability of the body to support itself. This spell makes the victim make a Will save vs. a Difficulty of 10 + spell level + caster's Intelligence or roll on Table 3 located at the end of these spells. If the victim saves then the victim is in a state of Confusion as the third level Veneficus spell. This spell will automatically hit if the caster can see her target.

Psychic Shield

Cost: 9 pts/10 rounds Range: Special

Elements: T Prerequisite: Mental Resolve

Psychic Shield will hide the minds of any within the radius of the spell from detection. This will not make them invisible but will cloak their minds so as to avoid detection from scrying, telepathic contact, or creatures with the ability to read the thoughts of others. This spell will act as though there is no mind to detect or read in that area even if the attacker knows of their presence.

Spiritual Resolve

Cost: 12 pts Range: Touch

Elements: T Prerequisite: Mental Resolve

Spiritual Resolve, like Mental Resolve and Resolve, allows the caster to strengthen their resistance to effects which would cause them to make saving throws. This spell will give the target a +1 bonus per two adept levels of the caster to all Fortitude Reflex and Will saves for a number of hours

equal to the caster's level. This will not affect clerical saves incurred by ones own use of spells or other supernatural powers.

Stumble

Cost: 4 pts Range: Sight

Elements: T Prerequisite: Fumble

Stumble is closely related to its prerequisite. It causes the person that the caster looks at to make a Reflex save vs. a Difficulty of 10 + spell level + caster's Intelligence or roll a d20 on the following table.

d20	Result
1-2:	Fumble.
3-18:	Stumble, fall and drop weapon.
19-20:	Fall on weapon with damage.

Trap Psyche

Cost: 9 pts Range: 20'+1'/lvl

Elements: T,G,S Prerequisite: Mind Ravage

The caster must have a gem worth no less than 5000 gold sovereigns. Trap Psyche draws the victim's entire personality out of his/her body leaving the body a mindless automaton of the caster's. The caster must make eye contact and the victim receives a Will save vs. a Difficulty of 10 + spell level + caster's Intelligence. The victim's body retains no skills, feats or spells and will react to the commands of the caster only. Also the automaton will follow commands to the letter having no intelligence to interpret the commands.

Sixth Level

Illusion IV

Cost: 20 pts Range: Sight

Elements: T,G,S Prerequisite: Illusion III

Illusion IV is the most powerful form of illusion in that the caster may create an illusion which can function on itself; i.e. the caster need not concentrate on the illusion. If the caster creates the illusion of a person it becomes an entity that will obey the caster but be able to function on its own. Also, if the caster creates the illusion of a sword it will do damage if he hits someone with it. However, if the victim disbelieves the illusion then he will not be harmed by it. The caster may also change his own appearance if he wishes.

Iron Fist

Cost: 10 pts Range: 5'/lvl

Elements: T Prerequisite: Mind Ravage

This spell crushes a person's will to resist. The caster stares at a victim, casts the spell, then the target receives a Will save vs. a Difficulty of 10 + spell level + caster's Intelligence. If the victim does not save the victim loses 1d20/4 points of Wisdom (round up). These points of Wisdom may be regained by a Cure Insanity or Restore Health spell. If the victim's Wisdom is reduced to -4 or below then the victim becomes the willing slave of the caster.

Mass Mental Barrage

Cost: 3 x original cost Range: Personal

Elements: T

Mass Mental Barrage takes a spell that the caster can cast and increases the number which the caster can effect. The caster actually casts this spell in conjunction with a mental attack spell. The caster may cast both spells in one round paying the assigned number of spirit points. For every level of the caster she may affect 10 additional people. The cost for casting is three times the original spells cost.

Mental Probe

Cost: 6 pts Range: 30' + 2'/lvl

Elements: T Prerequisite: Telepathy

Mental Probe will allow the caster to read a person's thoughts at a range and undetected. The victim receives a Will save vs. a Difficulty of 10 + spell level + caster's Intelligence. If the save is not made then the victim is unaware and the caster may read his surface thoughts. A more in depth probe may be made but the victim will know he is being attacked.

Mind Send

Cost: 15 pts Range: Mind to Mind

Elements: T Prerequisite: Mind Projection

Mind Send allows the caster to send mental pictures to a person's mind. This is not like telepathy but more like a form of virtual reality. The receiver will be able to see and hear the caster but is also free to reject the link. This allows kings to communicate across vast kingdoms with certain verifications. This spell will not function across oceans.

Mental Attack Table 1	
D20	Description
0-10	Stunned for 1d20 rounds
11-14	Unconscious for 2d20 rounds.
15-17	Roboton (No knowledge or will. Forgets their identity and temporarily looses memory and self will. The bonus for all Knowledge Checks and Will saves effectively becomes +0). Lasts 1d20/5 weeks (round up).
18	Loss of will (Retains knowledge but no self will, Will save bonus effectively becomes +0). Lasts 1d20/5 weeks (round up).

Mental Attack Table 1	
D20	Description
19	Coma for 2d20 weeks.
20	Coma for 2d20 weeks, 1d20/5 insanities (round up), -2 Intelligence, -2 Wisdom permanent

Mental Attack Table 2	
D20	Description
1-10	Bewildered (Foe wanders: 1-7 away, 8-13 towards, 14-20 around) for 1d20 rounds.
11-14	Roboton (Lasts 1d20/2 weeks, [round up]).
15-16	Catatonic (Lasts until cure insanity is cast on you).
17-18	Loss of will (Lasts 1d20/4 weeks [round up]).
19-20	Paralyzed (Lasts until cure insanity is cast on you).

Mental Attack Table 3	
D20	Description
0-10	Convulsions (Foe convulses for d20/2 rounds suffering +1 damage per/round)
11-14	Coma (1d20/4 insanities [round up], Limbs atrophied [-3 to Strength]) Lasts 2d20 months.
15-16	Autonomical body functions fail (Heart-foe dies; Lungs-foe incapacitated for 6 rounds, then dies; Liver-foe dies in EXTREME pain in 1d20/2 hours [round up]; Brain-instant death).
17-18	Internal organ explodes. There is a 50% chance (11-20 on a d20) the organ is non-vital and victim is dying. Otherwise the organ is vital and the character dies immediately.
19-20	Brain melts and runs out nose and ears. Character dies.

Medicina Maga

First Level

Chameleon

Cost: 3 pts/10 rounds Range: Personal

Elements: T

This spell is a lesser version of invisibility, since it leaves a shaky outline of the caster. It will not mask scent or sound, although exceptional vision will be blocked. If the caster is not moving he receives a +8 bonus to stealth plus an additional +1 bonus per adept level. If the caster moves this bonus is halved. This spell will also give a +2 to defense stat with an additional +1 every 4 levels.

Claw Hand

Cost: 1 pt Range: Personal

Elements: T,G

This spell quite simply allows the caster to harden and grow his nails to become claws. The caster may still use his weapons but it will not allow him to do anything delicate with his hands until it is deactivated (i.e. removing traps, needlepoint, etc.). The caster's unarmed attacks now do +1 slashing damage +1 per 2 adept levels of the caster.

Hadrian's Sight

Cost: 1 pt/5 rounds Range: Personal

Elements: T

This spell pulls its name from the ancient Roman emperor who it is believed developed the spell. Its true origin is unknown. Hadrian's Sight allows the caster to see in the infrared spectrum. The caster will be able to see heat at varying shades of red. In some cases this spell will allow the caster to see heat sources of otherwise invisible creatures. Note that the object must have a heat differential from the ambient room temperature to be visible to the caster.

Heal I

Cost: 2 pts Range: Touch

Elements: T,G

Heal I is the beginning of the most sought after forms of magic, healing. Everybody needs healing but this spell may be used to inflict damage as well. This spell, however, will not mend bones properly or remove arrows. This spell allows the recipient to make a recovery check using your Intelligence score +2 in place of their Constitution. If this spell is reversed the victim touched must make a Fortitude save with a Difficulty of 10 + this spell's level + the caster's intelligence. Treat a failed fortitude save just like you would a failed damage save. The reverse heal causes the flesh to rot.

Mend I

Cost: 2 pts Range: Touch

Elements: T,G

Mend I will mend non-magical items when they are broken. The caster must join the broken pieces together (if they cannot be joined i.e. pounded to dust, it cannot be mended) then enact the spell. An item may be mended in this manner 10 times before the matter becomes too thin to mend again. Damage to armor may also be repaired in this manner. Items may also be rended to dust. The caster may rend up to a volume equal to 1 cubic foot per level.

Minor Curse

Cost: 4 pts Range: Voice

Elements: T,O

Minor curse is a means for the caster to strike back at an enemy. The limitations of the minor curse are that there may not make any permanent effects or transformations. For example, you could not turn someone into a toad, but you could curse them to have warts for a week. There must always be a time limitation of no more than a month or an out which the victim may conceivable accomplish in a month's time without loss of life or limb. The victim receives a Will save vs. a Difficulty of 10 + spell level + caster's Intelligence to negate this effect.

Size Control I

Cost: Special Range: Personal

Elements: T

Size Control I will change the size of the caster but not their weight. For example, if a 6' human decreased her size to 3' her density would double to maintain the same weight in a smaller frame. Conversely, if she made herself 12 feet tall she would become 1/2 her original density. The cost for this is 6 points to double or halve a character's size, thereby going up one size category, or down one size category respectively. If a caster wishes to increase their size to 3 times they would pay 12 points or double the cost of the spell. This spell will last the caster's level in days or until dispelled. Wile the caster's size is effected their physical statistics (Strength, Dexterity and Constitution) remain unaltered. They do however gain the penalties and benefits of exceptional size as outlined in the table on page 119 of *True20 Adventure Roleplaying*.

Summon & Control Animal

Cost: 4 pts/level Area: 10 sq. mi.

Elements: T,O

Any creature or creatures within the area of effect will answer according to the terrain and total levels worth of animals designated. The control of the animal will fade after 1 hour and it will wander away. However, it will be extremely likely that the caster will encounter the creatures shortly since it is in the area. During the time of the spell the animals will do the casters bidding even if it is against its best interest; i.e. horses running into a burning building or squirrels attacking much larger animals.

Tongues

Cost: 2 pts Range: Personal

Elements: T,O

Tongues allows the caster to communicate with other races and intelligent humanoids. This spell magically alters the caster's speech to that of the target, doing the same for the target to the caster. This spell will last for one conversation. A dialogue must occur if the spell is to function correctly. Overhearing a conversation and activating this spell will have limited if any effect.

Wolf Form

Cost: 4 pts Range: Personal

Elements: T,G

This spell will transform the caster into either a wolfman form or a full blown wolf. In the wolf form the caster cannot be killed permanently; i.e. if the caster is crushed under a landslide he will regenerate but be killed again by the landslide. If the caster is reduced to “dying” or “dead” status on the damage track while in wolf form, they automatically revert back to their natural form and are healed of all damage instead of dying. The exception to this rule involves damage caused by silver weapons. Silver causes double damage to a creature in wolf form, and can cause permanent death. The wolf will have the same statistics as the caster except it will receive a +1 bonus to Strength and a +2 bonus to Dexterity. The wolf gains a bite attack that does 2+Str damage. The wolf form also gains the Scent trait. And a movement rate of 50 ft.

The wolf man form has Damage Reduction 2/silver but does not regenerate. The wolfman form receives +1 Strength, +1 Dexterity and the same attacks as the wolf form and gains a claw attack that deals 1+Str damage, although weapons and armor may be used instead if desired.

Unfortunately there are some restrictions to the spell. When the transformation occurs, the character 's possessions also transform with him. Unfortunately, most metals are resistant to this type of magical manipulation. The spell can manage small amounts of metal (about weapon sized) but can't convert large amounts of metal (armor sized). If a character wants to change to full wolf form, they must be wearing armor made from plants or animals (wool, leather, etc.), or metal armor especially enchanted to transform. Otherwise the spell automatically fails.

Second Level

Bat Form

Cost: 5 pts Range: Personal

Elements: T,G Prerequisite: Wolf Form

This spell will transform the caster into either a batman form or a full blown bat. In the bat form the caster cannot be killed permanently; i.e. if the caster is crushed under a landslide he will regenerate but be killed again by the landslide. If the caster is reduced to “dying” or “dead” status on the damage track while in bat form, they automatically revert back to their natural form and are healed of all damage instead of dying. The exception to this rule involves damage caused by silver weapons. Silver causes double damage to a creature in

bat form, and can cause permanent death. The bat will have the same statistics as the caster except it will be Diminutive in size and receive a +2 bonus to Dexterity. The bat will receive a bite attack that does +0 lethal damage. It will also have a Blindsight out to 20 ft. The caster will also be able to fly at a rate of 40 ft. (good).

The bat man form gains Damage Reduction 2/silver but does not regenerate. The batman form receives +1 Dexterity and the same attacks as the bat form, although weapons and armor may be used instead if desired.

Unfortunately there are some restrictions to the spell. When the transformation occurs, the character 's possessions also transform with him. Unfortunately, most metals are resistant to this type of magical manipulation. The spell can manage small amounts of metal (about weapon sized) but can't convert large amounts of metal (armor sized). If a character wants to change to full bat form, they must be wearing armor made from plants or animals (wool, leather, etc.), or metal armor especially enchanted to transform. Otherwise the spell automatically fails.

Cat Form

Cost: 4 pts Range: Personal

Elements: T,G Prerequisite: Wolf Form

This spell will transform the caster into either a catman form or a full blown cat. In the cat form the caster cannot be killed permanently; i.e. if the caster is crushed under a landslide he will regenerate but be killed again by the landslide. If the caster is reduced to “dying” or “dead” status on the damage track while in cat form, they automatically revert back to their natural form and are healed of all damage instead of dying. The exception to this rule involves damage caused by silver weapons. Silver causes double damage to a creature in cat form, and can cause permanent death. The cat will have the same statistics as the caster except it will receive a +1 bonus to Strength and a +3 bonus to Dexterity. The cat will receive a bite attack that does 2 +Str damage and a claw attack that does 1 +Str damage. It will also gain Night Vision as a bonus feat. The caster will also be able to move at a rate of 40 ft.

The cat man form has Damage Reduction 2/silver but does not regenerate. The catman form receives +1 Str and +2 Dex and the same attacks as the cat form, although weapons and armor may be used instead if desired.

Unfortunately there are some restrictions to the spell. When the transformation occurs, the character 's possessions also transform with him. Unfortunately, most metals are resistant to this type of magical manipulation. The spell can manage small amounts of metal (about weapon sized) but can't convert large amounts of metal (armor sized). If a character wants to change to full cat form, they must be wearing armor made from plants or animals (wool, leather, etc.), or metal armor especially enchanted to transform. Otherwise the spell automatically fails.

Cure Disease

Cost: 3 pts Range: Touch

Elements: T,G

This spell will cure one disease per casting so if the target of the spell has multiple diseases it will take multiple castings. Cure disease does not always work especially if the disease is advanced or severe. The Narrator should feel free to apply negative modifiers for these types of diseases. The caster must succeed on an adept level check against the saving throw Difficulty of the disease to be cured. In some cases it may be beyond the ability of the caster to cure the disease. This spell may also be reversed to cause a disease to befall the victim. The victim receives a Fortitude save vs. a Difficulty of 10 + spell level + caster's Intelligence. The type of the disease is up to the Narrator and he may make it as severe or mild depending on terrain and level of caster. Usually the disease will do 1 point of Constitution damage.

Earth to Mud

Cost: 3 pts/10 cu. ft. Range: Touch

Elements: T, G

This spell will allow the caster to convert earth to easily flowing mud using a handful of water. This will not effect stone but will effect the dirt surrounding the stone. Also, this power can be used to create mud pits or can be reversed so as to turn mud to earth. Note that the caster much touch the earth to be converted and the conversion starts from that point moving in whatever direction the caster indicates. The conversion will be uniform from this point meaning that the caster may be on the edge but the shape will be regular; i.e. a cube, sphere, etc.

Heal II

Cost: 3 pts Range: Touch

Elements: T,G Prerequisite: Heal I

Heal II is the second in the healing series. This spell allows the recipient to make a recovery check using your Intelligence score +4 in place of their Constitution. If this spell is reversed the victim touched must make a Fortitude save with a Difficulty of 10 + this spell's level + the caster's intelligence. Treat a failed fortitude save just like you would a failed damage save. The reverse heal causes the flesh to rot.

Mend II

Cost: 4 pts/ability of item Range: Touch

Elements: T,G

Mend II will mend broken and damaged magical armors, items and weapons. The caster must join the broken pieces

together (if they cannot be joined i.e. pounded to dust, it cannot be mended) then enact the spell. An item may be mended in this manner 10 times before the matter becomes too thin to mend again. It will always be a minimum of 4 s.p. to mend a magic item and more if the Narrator thinks it should be more. non-magical items may also be rended to dust. The caster may rend up to a volume equal to 1 cubic foot per level.

Strength I

Cost: 2 pts/ point of Str bonusRange: Personal

Elements: T

The Strength I spell will increase a person's strength. The spell is limited though in that it can only raise the Strength of the caster to a maximum of +3. Also it only lasts for 10 rounds per level of the caster.

Teleport Item

Cost: 6 pt/item Range: Unlimited

Elements: T

Teleport Item is the beginning of the Aerarius Magicus practitioner's teleport powers and is one of their most useful spells. Teleport Item will allow the caster to teleport small items (1 pound per adept level) to him from any location. The caster must know the location of the item he wishes to teleport and have a good knowledge of what it looks like. There is a chance for deviation, and the caster must succeed in a Difficulty 8 adept level check. If the check fails and the item deviates then roll a d20 and consult the table below:

d20	Deviation
1-5	Inches
6-10	Feet
11-15	Yards
16-20	Miles

After the units have been determined then the actual distance is determined by rolling 1d20 +4 for the result. In addition a direction dice is rolled, a d20 with 1 being northward and the numbers proceeding around the compass clockwise. Deviation will not allow the object to appear within another object but cause it to bounce along the surface.

d20	Direction
1-2	To the North
3-5	To the Northeast
6-7	To the East
8-10	To the Southeast
11-12	To the South
13-15	To the Southwest
16-17	To the West
18-20	To the Northwest

Example: Allastar the Healer attempts a teleport item on his medicine pouch back at his hut for the farmer who was just wounded. He is 5th level but rolls a 2 on his level check. He then rolls a 4 on the deviation and 12 on the distance dice and finally a 12 on the direction dice. This means that the pouch does not materialize in Allastar's hand and would have appeared in his chest. The spell does not allow this so the object bounces along the surface of his body until it comes to rest behind him.

Night Sight

Cost: 3 pts/10 rounds Range: Personal

Elements: T Prerequisite: Hadrian's Sight

As Hadrian continued his study of the enhancing vision capabilities of his legionaries he saw the need for enhanced night vision. He developed a theory of a radiation which permeates the world allowing one to see in that spectrum would be a great service to his legionaries. Night Sight allows the caster to see in the spectrum that Hadrian discovered. The caster will be able to see in any natural darkness and in magical darkness created by a spell of a lesser or equal level.

Third Level

Bear Form

Cost: 4 pts Range: Personal

Elements: T,G Prerequisite: Cat Form

This spell will transform the caster into either a bearman form or a full blown bear. In the bear form the caster cannot be killed permanently; i.e. if the caster is crushed under a landslide he will regenerate but be killed again by the landslide. If the caster is reduced to “dying” or “dead” status on the damage track while in bear form, they automatically revert back to their natural form and are healed of all damage instead of dying. The exception to this rule involves damage caused by silver weapons. Silver causes double damage to a creature in bear form, and can cause permanent death. The bear will have the same statistics as the caster except it will be Large in size and will receive a +6 bonus to Strength. The bear will receive a bite attack that does 3 +Str damage and a claw attack that does 2 +Str damage. It will also have the Scent trait. The caster will also be able to move at a rate of 40 ft.

The bear man form has Damage Reduction 2/silver but does not regenerate. The bearman form receives +3 Strength and the same attacks as the bear form, although weapons and armor may be used instead if desired.

Unfortunately there are some restrictions to the spell. When the transformation occurs, the character 's possessions also transform with him. Unfortunately, most metals are resistant to this type of magical manipulation. The spell can manage small amounts of metal (about weapon sized) but can't convert large amounts of metal (armor sized). If a character wants to change to full bear form, they must be wearing armor made from plants or animals (wool, leather, etc.), or metal armor especially enchanted to transform. Otherwise the spell automatically fails.

Cure Blindness

Cost: 3 pts Range: Touch

Elements: T,G Prerequisite: Cure Disease

This spell will cure blindness in an individual but will not regenerate the actual eyes. Cure blindness does not always work if cast against a curse. If it is cast against a curse then the caster must succeed on a adept level check against a Difficulty of 10 + the curse's caster's adept level. This spell may also be reversed to cause blindness to befall the a victim. The victim receives a Will save vs. a Difficulty of 10 + spell level + caster's Intelligence. The blindness will last a number of rounds equal to the caster's level times ten.

Hawk Form

Cost: 5 pts Range: Personal

Elements: T,G Prerequisite: Bat Form

This spell will transform the caster into either a hawkman form or a full blown hawk. In the hawk form the caster cannot be killed permanently; i.e. if the caster is crushed under a landslide he will regenerate but be killed again by the landslide. If the caster is reduced to “dying” or “dead” status on the damage track while in hawk form, they automatically revert back to their natural form and are healed of all damage instead of dying. The exception to this rule involves damage caused by silver weapons. Silver causes double damage to a creature in hawk form, and can cause permanent death. The hawk will have the same statistics as the caster except it will be Tiny in size and receive a +3 bonus to Dexterity. The hawk will receive bite and talon attacks that do 1 +Str damage. The Hawk will receive Move-by action as a bonus feat and can do double damage for swoop attack if it has enough room to fly. The caster will also be able to fly at a rate of 60 ft. (average).

The hawk man form has double the base fortitude points as the caster but does not regenerate. The hawkman form receives a +2 bonus to Dexterity and the same attacks as the hawk form, although weapons and armor may be used instead if desired.

Unfortunately there are some restrictions to the spell. When the transformation occurs, the character 's possessions also transform with him. Unfortunately, most metals are resistant to this type of magical manipulation. The spell can manage small amounts of metal (about weapon sized) but can't convert large amounts of metal (armor sized). If a character wants to change to full hawk form, they must be wearing armor made from plants or animals (wool, leather, etc.), or metal armor especially enchanted to transform. Otherwise the spell automatically fails.

Heal III

Cost: 4 pts Range: Touch

Elements: T,G Prerequisite: Heal II

Heal III is the third in the healing series. This spell allows the recipient to make a recovery check using your Intelligence score +6 in place of their Constitution. If this spell is reversed the victim touched must make a Fortitude save with a Difficulty of 10 + this spell's level + the caster's intelligence. Treat a failed fortitude save just like you would a failed damage save. The reverse heal causes the flesh to rot.

Metal Change

Cost: 2 pts/1 cu. ft. Range: Touch

Elements: T,G,S

Metal Change will transmute one metal to another. The caster must have a sample of the metal he wishes to transmute to. The only way to discern the original metal from the transmuted will be of color. Example: turning lead to gold would produce gold in every property except it would retain a grayish tinge. This color difference is apparent to the trained eye and a trained banker or metallurgist will recognize it.

Shrink Item

Cost: Special Range: Touch

Elements: T Prerequisite: Size Control I

Shrink Item will change the size of an item. This will allow the caster to half the weight of an object by decreasing its size. However, an object may be returned to its original size but it cannot be enlarged. The cost for this is 1 point per cubic foot of increased size and 2 points per decrease in size. It will not work on any living creature.

Stone to Mud

Cost: 4 pts/10 cu. ft. Range: Touch

Elements: T,G Prerequisite: Earth to Mud

This spell will allow the caster to convert stone to easily flowing mud using a handful of water. Also, this power can be used to create mud pits or can be reversed so as to turn mud to stone. Note that the caster much touch the stone and the conversion starts from that point moving in whatever direction the caster indicates. The conversion will be

uniform from this point meaning that the caster may be on the edge but the shape will be regular; i.e. a cube, sphere, etc.

Strength II

Cost: 4 pts/ point of Str bonus Range: Personal

Elements: T Prerequisite: Strength I

This spell is limited in that it can only raise the Strength of the caster to a maximum of +5. Also it only lasts for 10 rounds per level of the caster.

Suspension

Cost: 4 point Range: Touch

Elements: T

To all external indicators this spell will make the caster or anyone he touches appear dead for as long as the caster wills it. This can be used on others against their wills, but they receive a Will save vs. a Difficulty of 10 + spell level + caster's Intelligence. If they save, no effect, but if they don't, they will be put into a death like sleep until the caster awakens them. They will not age, need food or drink or breathe while under this power. No means of detecting life will reveal whether the target of this spells still lives.

Tensile Brittle

Cost: 4 pts/Item Range: Touch

Elements: T,G

This spell will cause non-magical metal to instantly become as fragile as glass. This spell will affect only contiguous metal object or all the metal of an object. It will permanently alter the properties of this metal.

Fourth Level

Change Other

Cost: 6 pt Range: Touch

Elements: T,G Prerequisite: Bear Form

Change Other changes the form of another person to something else if they fail a Will save vs. a Difficulty of 10 + spell level + caster's Intelligence. Whatever this other form is it will have the mass of the original form, i.e. a 165 lb. man would become a 165 lb. rat. All the restrictions of the forms apply to this form. As well, the Narrator may give special abilities to the altered form such as increased Dexterity or Strength. Generally the victim gains the Strength, Dexterity and Constitution scores of the new form. Finally, the caster must be familiar with the form that he wishes to change a target into. This can be accomplished by taking a month to dissect and study the anatomy of the target creature. This spell will last until dispelled by the caster or until the caster dies.

Cure Insanity

Cost: 8 pts Range: Touch

Elements: T,G Prerequisite: Cure Blindness

Cure insanity will do just that, cure a person's insanity and return them to normal. It cannot cure a person who was born with a mental defect but would allow them a moment of mental clarity. The reverse is possible as well allowing the caster to inflict a chosen insanity (pyromania, kleptomania, claustrophobia, etc.) upon a victim if the victim does not make a Will save vs. a Difficulty of 10 + spell level + caster's Intelligence. This insanity will fade after a number of months equal to the level of the caster.

Mist Form

Cost: 6 pts Range: Personal

Elements: T,G Prerequisite: Hawk Form

This spell will transform the caster into a mist. In the mist form the caster cannot be killed permanently; i.e. if the caster is dispersed by a wind he will regenerate. If the caster is reduced to “dying” or “dead” status on the damage track or dispersed by wind while in wolf form, they automatically revert back to their natural form and are healed of all damage instead of dying. The mist will be able to move at a rate of 6 miles per hour if no wind interferes. The caster is immune to normal attacks but may be harmed by wind attacks.

Unfortunately there are some restrictions to the spell. When the transformation occurs, the character 's possessions also transform with him. Unfortunately, most metals are resistant to this type of magical manipulation. The spell can manage small amounts of metal (about weapon sized) but can't convert large amounts of metal (armor sized). If a character wants to change to mist form, they must be wearing armor made from plants or animals (wool, leather, etc.), or metal armor especially enchanted to transform. The caster may choose to “transform” out of their armor; i.e. leaving the armor behind and floating out of it.

Neutralize Poison

Cost: 6 pts Range: Touch

Elements: T,G,S Prerequisite: Heal II

The caster may neutralize the poison in the food or drink before ingestion or after a person has been affect by it. They must touch the person afflicted or the substance which the wish to neutralize. The caster will be protected from contact poisons for the duration of the spell. This spell will not make rotten food edible or neutralize biological agents. If a person eats rotten food they will need a Cure Disease spell. The substance used in this spell is some baking soda.

Rat Form

Cost: 3 pts Range: Personal

Elements: T,G Prerequisite: Bear Form

This spell will transform the caster into either a ratman form or a full blown rat. In the rat form the caster cannot be killed permanently; i.e. if the caster is crushed under a landslide he will regenerate but be killed again by the landslide. If the caster is reduced to "dying" or "dead" status on the damage track while in rat form, they automatically revert back to their natural form and are healed of all damage instead of dying. The exception to this rule involves damage caused by silver weapons. Silver causes double damage to a creature in rat form, and can cause permanent death. The rat will have the same statistics as the caster except it will be Tiny in size and receive a +2 bonus to Dexterity. The rat will receive a bite attack that does 1 +Str damage. The rat will receive Night Vision as a bonus feat and gains the Scent Trait.

The rat man form has Damage Reduction 2/silver but does not regenerate. The ratman form receives a +1 bonus to Dexterity and the same attacks as the rat form, although weapons and armor may be used instead if desired.

Unfortunately there are some restrictions to the spell. When the transformation occurs, the character's possessions also transform with him. Unfortunately, most metals are resistant to this type of magical manipulation. The spell can manage small amounts of metal (about weapon sized) but can't convert large amounts of metal (armor sized). If a character wants to change to full rat form, they must be wearing armor made from plants or animals (wool, leather, etc.), or metal armor especially enchanted to transform. Otherwise the spell automatically fails.

Restoration

Cost: 4 pts/Day/Limb gone Range: Sight

Elements: T,G,S Prerequisite: Heal II

Restoration will simply grow back severed limbs. If the wound has been cauterized or the limb incinerated, then restoration is impossible. The material component of this spell is a wax miniature replica of the limb to be regrown. The caster waves her hands over the missing limb then it will begin to grow back. Within one day the limb will be entirely regrown.

Shark Form

Cost: 4 pts Range: Personal

Elements: T,G Prerequisite: Bear Form

This spell will transform the caster into either a sharkman form or a full blown shark. In the shark form the caster cannot be killed permanently; i.e. if the caster is crushed under a landslide he will regenerate but be killed again by the landslide. If the caster is reduced to "dying" or "dead" status on the damage track while in shark form, they automatically revert back to their natural form and are healed of all damage instead of dying. The exception to this rule involves damage caused by silver weapons. Silver causes double damage to a creature in shark form, and can cause permanent death. The shark will have the same statistics as the caster except it will receive a +1 to Strength, +2 to Dexterity and +1 to Constitution. The shark will receive a bite attack doing 2 +Str damage 2. The shark will receive the Blindsense and Keen Scent traits. It will also have a +3 natural armor bonus to toughness and a swim movement rate of 60 ft. and a +8 racial bonus to Swim checks. The shark form is purely aquatic and can only function and survive in water.

The shark man form has Damage Reduction 2/silver but does not regenerate. The sharkman form receives a +1 to Strength, Dexterity and Constitution, +2 natural armor bonus to toughness and the same attacks as the shark form, although weapons and armor may be used instead if desired. The sharkman form gains the amphibious trait and so may survive and function on land.

Unfortunately there are some restrictions to the spell. When the transformation occurs, the character's possessions also transform with him. Unfortunately, most metals are resistant to this type of magical manipulation. The spell can manage small amounts of metal (about weapon sized) but can't convert large amounts of metal (armor sized). If a character wants to change to full shark form, they must be wearing armor made from plants or animals (wool, leather, etc.), or metal armor especially enchanted to transform.

Size Control II

Cost: Special Range: Touch

Elements: T Prerequisite: Size Control I

Size Control II will alter size and weight unlike Size Control I. For example, if a 6' human decreased her size to 3' her density would remain constant and make her half as heavy, conversely, if she made herself 12 feet tall she would become twice her original weight. The cost for this is 6 points to double or halve a character's size. If a caster wishes to increase their size to 3 times they would still pay 12 points or double the cost of the spell. This spell will last the caster's level in days or until dispelled. There are magical ways of determining if a substance has been altered. Wile the caster's size is effected their physical statistics (Strength, Dexterity and Constitution) remain unaltered. They do however gain the penalties and benefits of exceptional size as outlined in the table on page 119 of *True20 Adventure Roleplaying*.

Skip Teleport

Cost: 5 pts Range: Touch

Elements: T,G

Skip Teleport allows the caster to teleport in a random direction for up to 10 times the caster's adept level in yards. This spell will not allow the caster to teleport into a solid substance but may instead cut the distance short or pick a new direction to teleport in. The Skip Teleport spell will teleport along a surface so the caster might teleport up a cliff or over a pond but will not go straight down into a tunnel underneath him. Roll 1d20 and consult the table supplied to determine where the caster teleports to.

d20	Direction
1-2	To the North
3-5	To the Northeast
6-7	To the East
8-10	To the Southeast
11-12	To the South
13-15	To the Southwest
16-17	To the West
18-20	To the Northwest

Strength III

Cost: 6 pts/ point of Str bonus

Range: Personal

Elements: T Prerequisite: Strength II

This is an improved version of the Strength II spell. This spell is limited in that it can only raise the Strength of the caster to a maximum of +7. Also it only lasts for 10 rounds per level of the caster.

Fifth Level

Bark Skin

Cost: 3 pts Range: Personal

Elements: T

Bark Skin will toughen the caster's skin, giving him a +2 natural armor bonus to toughness. This effect will last one day per level of caster then will fade away. The caster's skin takes on a wrinkled brown bark color and texture.

Cure Lycanthropy

Cost: 6 pts Range: Touch

Elements: T,G Prerequisite: Cure Disease

Cure Lycanthropy is quite closely related to Cure Disease. Only after the caster has learned to master the complex heal series are they prepared to attempt to cure lycanthropy. This spell will cure lycanthropy in all its forms.

Elephant Form

Cost: 6 pts Range: Personal

Elements: T,G Prerequisite: Rat Form

This spell will transform the caster into either a elephantman form or a full blown elephant. In the elephant form the caster cannot be killed permanently; i.e. if the caster is crushed under a landslide he will regenerate but be killed again by the landslide. If the caster is reduced to “dying” or “dead” status on the damage track while in elephant form, they automatically revert back to their natural form and are healed of all damage instead of dying. The exception to this rule involves damage caused by silver weapons. Silver causes double damage to a creature in elephant form, and can cause permanent death. The elephant will have the same statistics as the caster except it will be huge in size and receive a +8 bonus to Strength and +3 Constitution. The elephant will receive a gore attack that deals 6 + Str damage and a slam attack that deals 4 +Str damage. The elephant also gains a +4 natural armor bonus to toughness and gain the Scent trait.

The elephant man form has Damage Reduction 2/silver but does not regenerate. The elephantman form is large in size and receives a +4 to STR, +2 to Constitution, +2 natural armor and the same attacks as the elephant form, although weapons and armor may be used instead if desired.

Unfortunately there are some restrictions to the spell. When the transformation occurs, the character 's possessions also transform with him. Unfortunately, most metals are resistant to this type of magical manipulation. The spell can manage small amounts of metal (about weapon sized) but can't convert large amounts of metal (armor sized). If a character wants to change to full elephant form, they must be wearing armor made from plants or animals (wool, leather, etc.), or metal armor especially enchanted to transform. Otherwise the spell fails automatically.

Heal IV

Cost: 5 pts Range: Touch

Elements: T,G Prerequisite: Heal III

Heal IV is the fourth in the healing series. This spell allows the recipient to make a recovery check using your Intelligence score +8 in place of their Constitution. If this spell is reversed the victim touched must make a Fortitude save with a Difficulty of 10 + this spell's level + the caster's intelligence. Treat a failed fortitude save just like you would a failed damage save. The reverse heal causes the flesh to rot.

Inorganic-Inorganic

Cost: 4 pts Range: Touch

Elements: T,G,S Prerequisite: Metal Change

Similar to Metal Change, Inorganic-Inorganic will transmute one inorganic substance to another. The caster must have a sample of the inorganic substance he wishes to transmute to. The only way to discern the original inorganic substance from the transmuted will be of color.

Example: turning rock to gold would produce gold in every property except it would be tinted with the rocks original color. Most bankers would not accept such material. This spell will not alter living or once living material. For example, this spell could not alter flesh to turn it to stone. You could take a statue made of stone and change it to lead.

Intangible Passage

Cost: 2 pts/10 ft. Range: 10'/lvl

Elements: T

Intangible Passage will cause stone and/or earth to become insubstantial. This will create a passage 4' wide by 6' tall by 10' deep per 2 points spent. The caster may orient the passage in any direction desired. The passage will remain for a number of rounds equal to the caster's adept level or until she dispels it; anything still in the passage would be trapped in the stone or earth. This spell will only affect stone and/or earth.

Major Curse

Cost: 10 pts Range: Voice

Elements: T,O Prerequisite: Minor Curse

Major Curse is the reason that many Medicinae Magae practitioners may be thought to be in league with evil. As with the classic stories of a witch, this is the means of a Medicina Maga practitioners to strike back at their enemies. The limitations of the Minor Curse do not apply in that there may be transformation and permanent effect but a condition must still be set. For example, you could turn someone into a toad, but you would have to set the condition that he must, in toad form, find a wife. The victim receives a Will save vs. a Difficulty of 10 + spell level + caster's Intelligence.

Restore Health

Cost: See Description Range: Touch

Elements: T,G Prerequisite: Restoration

Restore Health will restore any points lost from a given statistic. The cost to do so is as follows Strength, Dexterity or Constitution 10 pts/restored point and Intelligence or Wisdom 14 pts/restored point. Charisma cannot be affected by this spell. The caster may reverse this spell and drain a specific statistic from a target at the same rate but the target receives a Will save vs. a Difficulty of 10 + spell level + caster's Intelligence. The points are then added to the statistic they were taken from (drained Strength is transferred to the caster's Strength) for a number of hours equal to the caster's level.

In addition, the caster may transfer statistic points from one individual to another. This costs 4 points higher than stated above (ex. 14 pts to transfer 1 point of Strength). The duration is as above, 1 hour per level of the caster.

Stone to Flesh

Cost: 8 pts/10 cu. ft. Range: Sight

Elements: T,G Prerequisite: Stone to Mud

The caster touches a section of stone and it turns to flesh. If it is a ceiling it will collapse perhaps leaving a tunnel of appropriate dimensions. If it is floor any one standing on the area will suddenly sink into a pool of flesh to the depth converted. The caster may shape the volume in any way he wishes. If used on a living being then that target receives a Fortitude save vs. a Difficulty of 10 + spell level + caster's Intelligence. If the target fails it is turned to stone and will die in a number of minutes equal to 10 plus twice its Constitution. This spell is reversible. If a person has been turned to stone and this spell used on them they will be restored.

Sixth Level

Bark Skin Other

Cost: 4 pts Range: Touch

Elements: T,G Prerequisite: Barkskin

Bark Skin will toughen the target's skin, giving them a +2 natural armor bonus to toughness. This effect will last one day per level of caster then will fade away. The target's skin takes on a wrinkled brown bark color and texture.

Change Self

Cost: 6 pt Range: Personal

Elements: T,G Prerequisite: Change Other

Change Self changes the form of the caster to something else. Whatever this other form is it will have the mass of the original form, i.e. a 165 lb. man would become a 165 lb. rat. All the restrictions of the forms apply to this form. As well, the Narrator may give special abilities to the altered form such as increased Strength, Dexterity or Constitution. Finally, the caster must study the form that he wishes to change a target into. Studying the anatomy of a target creature will take about a month dependant on the complexity of the creature. The spell will last one day for each level of the caster.

Create Golem

Cost: Special Range: Touch

Elements: T,G,S Prerequisite: Stone to Flesh

This spell allows the caster to imbue nonliving matter with the semblance of life. The casting cost is dependent upon the type of golem being created, and the caster must succeed on a Knowledge (supernatural) skill check with a Difficulty of 10 + twice the golem's level. The description in the accompanying table is further expanded on in the Foes section. The golems must have roughly human shape. They may use weapons. They can take commands up to a length of the caster's level in words; i.e. 7th level caster would be able to give a 7 word command sentence. If the caster spends 3 times the creation cost then the golem will be permanently activated in such a manner as to make them survive even if the caster dies. Normally, if the caster dies the golem will cease to function.

Type	Casting Cost*	Creation Time*
Clay, Lesser	12	3 months
Flesh, Lesser	11	7 days
Iron, Lesser	14	6 months
Stone, Lesser	13	10 months
Wood, Lesser	10	2 months

*The casting cost and creation times are doubled for greater golems.

Raise Dead

Cost: 4 pts/Lvl Range: Touch

Elements: T,G,S Prerequisite: Heal IV

Raise Dead will allow the caster to imbue the greatest of miracles upon a hapless soul, life from death. The body of the deceased must be healed of all damage and in one piece. The caster lays hands upon the deceased and casts the spell. The caster may only raise someone who has been dead fewer days than the caster has levels; i.e. a 10th level caster could raise someone who had been dead up to 10 days. In addition, for every day the body is dead the individual must recover for 2 weeks; i.e. dead for 5 days recover for 10 weeks. If a character dies of natural causes; i.e. old age or a disease, etc. then this spell will not function. Likewise, the thing that caused death must be removed from the body, meaning if poison caused the death, it must be removed, or the person will die again.

Ranged Inorganic-Inorganic

Cost: 10 pts Range: 10 ft. + 2'/lvl

Elements: T,G,S Prerequisite: Inorganic-Inorganic

This spell is the same as its prerequisite, inorganic-inorganic, except that it can be activated at a range within the caster's line of sight.

Regeneration

Cost: 8 pts Range: Touch

Elements: T,G,O Prerequisite: Restore Health

Regeneration grants the spell caster the ability to repair damage beyond the use of the Heal spells. It will mend bones, repair arteries, even regrow internal organs or severed limbs. The spell requires 1 uninterrupted hour per major injury or missing body part and the patient will require 36 hours, once the spell is complete, of undisturbed rest to fully heal. Any disruption during the casting process will negate the spell. During the healing process, any disruption may have damaging affects on the result (at Narrator's discretion.) At the end of this period remove all damage conditions from the spell's recipient.

Sphere of Entropy

Cost: 14 pts Range: 50 yards + 10 yards/pt of Strength

Elements: T,G

Sphere of Entropy is the ultimate offense for the Medicina Maga. This spell creates a sphere of chaotic energy in the caster's hand which he can then throw at an opponent. This spell requires a successful attack roll, and the caster gains their Wisdom as a bonus to hit. If he successfully hits then the victim must succeed on a Fortitude save vs. a Difficulty of 10 + spell level + caster's Intelligence or disintegrate. If the victim saves then he takes +1 damage per two adept levels of the caster. All people within 1' per level of the caster of the detonation point of the sphere take 1/2 damage.

Stone Skin

Cost: 4 pts Range: Personal

Elements: T Prerequisite: Bark Skin

Stone Skin will toughen the caster's skin, giving them a +5 natural armor bonus to toughness. This effect will last one day per level of caster then will fade away. The caster's skin takes on a smooth grey stone color and texture.

Seventh Level

Disintegrate

Cost: 9 pts/6 cu. ft. Range: 3'/lvl

Elements: T,G Prerequisite: Sphere of Entropy

The caster points at the target then the appropriate amount of matter is turned to dust. If the caster is aiming at an animate

object then the caster must roll a to hit, add their Wisdom as a bonus to their attack roll instead of their Dexterity. Living targets receive a Fortitude save vs. a Difficulty of 10 + spell level + caster's Intelligence. A 6 foot tall human occupies roughly 12 cubic feet.

Iron Skin

Cost: 5 pts | Range: Personal

Elements: T | Prerequisite: Stone Skin

Iron Skin will toughen the caster's skin, providing a +6 natural armor bonus to toughness. This effect will last one day per level of caster then will fade away. The caster's skin takes on a pitted dark grey iron color and texture.

Minor Creation

Cost: 7 pts | Range: Minimal

Elements: T,G,S | Prerequisite: Change Other

Minor creation will allow the caster to create an inanimate object. This object may mass as much as the caster but may not have any moving parts. For example, the caster could make a two handed sword made of steel but not a working shears. Also the objects must be made of common materials such as steel, iron, etc. The caster may dispel them at any time and if the caster dies the object will cease to exist.

Reincarnation

Cost: 11 pts | Range: Touch

Elements: T,G,S | Prerequisite: Raise Dead

Reincarnation will cause the character to return to life through the nearest available human. For example, if the spell is enacted in a city made up of mostly Africans then the character will return in the form of an African of appropriate age and gender. If a character dies of natural causes; i.e. old age or a disease, etc. then this spell will not function. The physical stats (Strength, Dexterity and Constitution) for the reincarnated must be re-arranged, but keep the same point total. Reincarnation will bring back someone even if the body has been consumed by flame but the caster must have the ashes or some remains.

Stone Skin Other

Cost: 5 pts | Range: Touch

Elements: T,G | Prerequisite: Stone Skin

Stone Skin will toughen the target's skin, giving them a +5 natural armor bonus to toughness. This effect will last one day per level of caster then will fade away. The target's skin takes on a smooth grey stone color and texture.

Teleport

Cost: 6 pt/item | Range: Touch

Elements: T | Prerequisite: Skip Teleport

Teleport is an impressive spell for the Medicina Maga. Teleport will allow the caster to teleport people and materials to any location. The caster must know the location that she wishes to teleport to and have a good knowledge of what it looks like. The caster must be touching all items and people being teleported. There is a chance for deviation, and the caster must succeed in a Difficulty 12 adept level check. If the check fails and the item deviates then roll a d20 and consult the table below:

d20	Deviation
1-5	Inches
6-10	Feet
11-15	Yards
16-20	Miles

After the units have been determined then the actual distance is determined by rolling 1d20 +4 for the result. In addition a direction dice is rolled, a d20 with 1-2 being forward and the numbers proceeding around the compass clockwise and 17-18 being up and 19-20 being down.

d20	Direction
1-2	To the North
3-4	To the Northeast
5-6	To the East
7-8	To the Southeast
9-10	To the South
11-12	To the Southwest
13-14	To the West
15-16	To the Northwest
17-18	Up
19-20	Down

Example: Lucia attempts to teleport her wounded party of comrades to her house in Rome. She is 9th level but rolls a 1 on the level check. She then rolls a 3 for deviation and 12 on the distance dice and finally a 20 on the direction dice. This means that the people do not materialize at Rome but 12 inches in the air before falling to the ground.

Eighth Level

Full Heal

Cost: 7 pts Range: Touch

Elements: T,G Prerequisite: Heal IV

Full Heal will do just that fully heal the target. This spell is not reversible. Full Heal will heal all the damage conditions on a body. It will not heal disease or poisons but it will heal infection.

Major Creation

Cost: 14 pts Range: Minimal

Elements: T,G,S Prerequisite: Minor Creation

Major Creation will allow the caster to create pseudo living creatures out of her imagination. These creatures will initially only obey the caster's command with little or no imagination of their own, however as time passes they will gain more and more self will. Eventually if the caster does not treat them well they may turn on the caster. The caster may dispel them at any time and if the caster dies the creature will cease to exist. If the caster wishes to give the creature any special abilities (such as flight, night vision, armored skin, etc.) which the Narrator agrees to then she must pay 14 spirit points for each one. In addition if the caster wishes to make a creature larger than human size then the caster must pay 14 points for each size category larger than the first; i.e. to make a horse the caster must pay 14 points to make a large creature and to put armor on it another 14 to make it 28 points (the Narrator may impose a higher point total if the caster wishes excessive armor). If the caster wishes to make the creation permanent, i.e. will survive even if the caster dies, then the caster may pay three times the casting cost.

Matter to Energy

Cost: 14 pts Range: 10 ft./lvl

Elements: T,G,S Prerequisite: Disintegrate

Matter to Energy converts matter to energy instantaneously in the form of heat and light. Fortunately, it also does it efficiently and in a controlled and focused manner allowing the caster to focus it into a beam. The caster takes the matter he wishes to convert and holds it in his hand cupped towards his target then makes an attack roll, gaining his Wisdom as a bonus to the attack roll. If he hits he does +1 fire damage per adept level. The caster may touch a living target and convert its matter for double damage, but this use provides them with a Will save vs. a Difficulty of 10 + spell level + caster's Intelligence to resist the effect. If the matter he attempts to convert is magical then the effect is devastating causing an additional +1 fire damage per adept level of the caster and spraying its energy outward in all directions causing the damage to the caster and all those around him.

Resurrection

Cost: 12 pts Range: Touch

Elements: T,G,S Prerequisite: Reincarnation

Resurrection is the penultimate in resuscitation. This spell will bring someone back from the dead up to 1,001 days from their death with no ill effects. It will heal all damage to the body and even regenerate the rest of the body if at least half of the body is left. If a character dies of natural causes; i.e. old age or a disease, etc. then this spell will not function.

Natura Maga

First Level

Airy Water

Cost: 1 point/10 rounds Range: 10' Radius

Elements: T

This is a spell which is meant to be used under water so as to make the water oxygenated within the 10 foot radius as defined above. This will accommodate 8 man-sized individuals allowing them to breath normally. If they wander out of the area of effect then they will be unable to breath. This spell may be used on other liquids at the discretion of the Narrator.

Camouflage

Cost: 1 point/10 rounds Range: Personal

Elements: T,G

This spell is a lesser version of invisibility, since it leaves a shaky outline of the caster. It will not mask smell or sound. However, any form of heat sensing will be blocked. If someone is actively searching for the caster and the caster is not moving, the caster gains a +8 bonus to Stealth with an additional +1 bonus per adept level of the caster. If the caster moves this bonus is halved. This spell will also give a +2 to defense stat with an additional +1 every 4 levels.

Glide

Cost: 1 point/100 'Range: Personal

Elements: T

This spell will allow the caster to glide to the floor from a great height in the manner of a parachute. The caster may carry up to twice his encumbrance but any more than that and he will fall as normal. The caster may do no other action while gliding and must focus their entire mind on the glide spell. Guidance of this spell is limited, and one cannot fly with this spell as much as control their descent, much like a parachute.

Gust

Cost: 2 pts Range: 100'

Elements: T,G

This spell allows the caster to create a gentle wind which will push most gas or dust clouds 100 feet away. This is useful against gas attack spells. It will also work against most fogs.

Locate I

Cost: 2pts / object Range: 100'

Elements: T,S

For this spell to be effective the caster must have seen the object or have a part or likeness of it. When casting this spell the caster rolls a d20 and adds both his adept level and his Intelligence. This roll is compared to a Difficulty of 15 with modifiers based on the circumstances.

Difficulty Modifier	Condition
-2	if item has been seen
-4	if item is well known
+2	if item is only described
+2	if item is 80 ft. or more away
-2	if holding a part of the object

This spell will not work if an anti-scrying spell is in place.

Plant Control I

Cost: 4 pts/100 sq. ft. Range: Sight

Elements: T,O

The purpose of this spell is to allow the caster to control small plants and weeds. The caster may command the plants to grow at an accelerated speed. The caster may also give simple commands such as “trip” or “grab”, but the plants will be unable to move.

Produce Normal Fire

Cost: 1 point/object Range: Minimal

Elements: T,O

This spell creates a spurt of green flame, which will ignite any flammable object it strikes. The flame will reach only a few feet from the caster's hand. If the caster wishes to use this spell as a torch, the flame will burn around his hand for 10 minutes per level of the caster or until dispelled.

Reed Passage

Cost: 1 point / 10 rounds Range: Personal

Elements: T

This spell will allow the caster to move through even the thickest undergrowth or the dustiest tunnel and leave no trace of his/her passage. The caster will be untrackable unless by magical means.

Second Level

Airy Shield

Cost: 1 point/round Range: 100 sq. ft. + 3/lvl

Elements: T,G

This spell will protect the caster with a +4 bonus to toughness saves against all missile attacks. It does this by creating an area of fiercely swirling winds between the caster and the opponent. The square feet is the area of protection provided and the caster can have as many people as will fit within. It will not stop someone from walking through it.

Earth to Mud

Cost: 2 point/10 cu. ft. Range: Touch

Elements: T,S

This spell will allow the caster to convert earth to easily flowing mud using a handful of water. This will not effect stone but will effect the dirt surrounding the stone. Also, this power can be used to create mud pits or can be reversed so as to turn mud to earth. Note that the caster much touch the earth to be converted and the conversion starts from that point moving in whatever direction the caster indicates. The conversion will be uniform from this point meaning that the caster may be on the edge but the shape will be regular; i.e. a cube, sphere, etc.

Liquid to Steam

Cost: 2 pts/quart Range: 2'/lvl

Elements: T,S

With this spell the caster is able to turn liquid to steam. A typical application for this spell is to hold a bottle of water pointed at a target, then cast the spell and shoot a jet of steam at the target with a +4 attack bonus. This will do +1 damage per pint of water, and the steam will jet out for 2'/level of the caster. Note that armor will not protect the target from the superheated steam, so the damage goes directly to the victim's body. Another variation on this spell requires the caster to touch the victim in order to turn his body's water into steam. This attack causes +1 damage per level of the caster, and can be negated with a successful Fortitude save vs. a Difficulty of 10 + spell level + caster's Intelligence.

Plant Control II

Cost: 4 pts/500 sq. ft. Range: Sight

Elements: T,O Prerequisite: Plant Control I

The caster will be able to control small plants and brush, making them grow at an accelerated rate to their maximum if needed. The plants will also be granted limited mobility and increased strength. Simple commands may be issued as with

plant control I. Anyone held by the plants must make a Reflex save with a Difficulty of 10 + spell level + caster's Intelligence or be held helpless in place.

Protection from Fire I

Cost: 3 points/rnd Range: Personal

Elements: T

This spell will protect the caster from non-magical fires. This will also protect against lava, molten metals and other molten substances. Essentially, if the Narrator rules the source is non-magical, then you will be protected from the effect of the fire. Note: this does not make you float above the fire or molten substance, making traversing certain obstacles difficult regardless.

Speak with Animals

Cost: 2 pts Range: Voice

Elements: T,O

This spell will, quite simply, allow the caster to speak with animals. It does not bestow any intelligence and this may cause some difficulty in getting your point across. This spell will work with any creature with the animal type or any other creature of low intelligence (-4 or -5) and is recognized as not having an established language.

Wind

Cost: 1 pt/5 rounds Range: 500 ft. + 100 ft./lvl

Elements: T,G Prerequisite: Gust

This spell moves winds at the caster's Will in miles per hour and will dissipate gases in 2-8 rounds. This is the next step up from the Gust spell. It is a strong breeze but not so potent as to move people or objects.

Wind Walking

Cost: 1 point/10 rounds Range: Touch

Elements: T,G

This spell was first used by Kinvia the Good to save her party from certain death when a cloud city they were investigating was destroyed. This power will simply allow the caster or anyone he/she touches to walk upon the air with any encumbrance which he/she may carry. The air may or may not be moving.

Third Level

Cloud Burst

Cost: 3 pts Range: 30' rad + 1'/lvl

Elements: T,O

This spell creates a sudden downpour of such incredible intensity as to cause fires to be extinguished, and anyone caught in the downpour will have partial concealment and -4 to any skill checks. These modifiers apply to friend, foe or caster if they are caught in the downpour. The cloud burst is very difficult to see through and is so intense that no spells that require line of sight will be able to be cast within.

Day Spell

Cost: 3 pts/lvl of Spell Range: Touch

Elements: T

This spell will allow the caster to embed another spell in an object for one day. During this period of time the possessor of the object may cast the embedded spell using his/her own spirit points. However, the caster of the Day spell gains a level of fatigue and must rest for at least one hour before attempting any other spells or even physical exertion.

Locate II

Cost: 4 pts/object Range: 1 mile/ lvl

Elements: T,S Prerequisite: Locate I

This spell is merely an improvement of the Locate I spell. It has longer range and better chance of success. All that applies to Locate I applies to Locate II. When casting this spell the caster rolls a d20 and adds both his adept level and his Intelligence. This roll is compared to a Difficulty of 15 with modifiers based on the circumstances.

Difficulty Modifier	Condition
-2	if item has been seen
-4	if item is well known
+4	at 3/4 of a mile or greater.
-2	if holding a part of the object

This spell will not work if an anti-scrying spell is in place.

Metal Burn I

Cost: 2 pts Range: 10' rad + 3'/lvl

Elements: T,O,G

Metal burn heats up any metal within the spell range at the discretion of the caster. The effects of this spell are as follows:

First round: uncomfortable

Second round: +1 fire damage

Third round: +2 fire of damage

The damage will continue to increase by +1 each round to a maximum amount of damage equal to the caster's adept level until the metal is removed. If the person is in combat then he/she will have a -4 penalty to hit after the third round. This penalty will increase by -1 per round until the metal is removed. Dosing with water will have no effect. After 12 rounds the affected item will become molten and loose any magical effects if it had any.

Mist Beckon

Cost: 2 pts/ 1000 cu. ft. Range: N/A

Elements: T,S

Mist Beckon will summon a mist or fog to obscure the caster. The caster is able to see but any other creature will be blinded by this thick mist. In addition, the caster will be able to create ghostly images in the fog. The material component is a small crystal.

Plant Control III

Cost: 5 pts/1000 sq. ft. Range: Sight

Elements: T,O Prerequisite: Plant Control II

This has all the restrictions of its prereqs, but with this power the plants are given mobility and limited intelligence. They are still slaves to the caster's will, but now they may move about to help him/her. These plants will fight as warriors of the caster's level using clubs (+2 bludgeoning damage). If the plants capture someone, their chance of escaping is the same as with Plant Control II.

Protection from Fire II

Cost: 3 pts Range: Touch

Elements: T Prerequisite: Protection from Fire I

This will protect against magical fires, unlike its prerequisite. As well as protecting against everything its prerequisite did, it will give a +5 to Save vs. fire and magical fire. This includes fire from breath weapons and potion effects.

Stone to Mud

Cost: 3 point/10 cu. ft. Range: Touch

Elements: T,S Prerequisite: Earth to Mud

This spell will allow the caster to convert stone to easily flowing mud using a handful of water. Also, this power can be used to create mud pits or can be reversed so as to turn mud to stone. Note that the caster much touch the stone and the conversion starts from that point moving in whatever direction the caster indicates. The conversion will be uniform from this point meaning that the caster may be on the edge but the shape will be regular; i.e. a cube, sphere, etc.

Summon & Control Animal

Cost: 2 pts/10 fp Area: 10 sq. mi

Elements: T,O

Any creature or creatures within the area of effect will answer according to the terrain and total levels worth of animals designated. The control of the animal will fade after 1 hour and it will wander away. However, it will be extremely likely that the caster will encounter the creatures shortly since it is in the area. During the time of the spell the animals will do the casters bidding even if it is against its best interest; i.e. horses running into a burning building or squirrels attacking much larger animals.

Sunburst

Cost: 2 pts/5 rounds Range: 40' rad + 5'/lvl

Elements: T,G

A sudden burst of light is the effect of this spell. This spell was designed to do harm to light fearing creatures. This strobe of light resembles a single instant of sunlight so closely that creatures affected by sunlight will suffer as though exposed. This spell will inflict +1 damage per level of the caster if it does not destroy a sun sensitive creature outright.

Suspension

Cost: 4 point Range: Touch

Elements: T

To all external indicators this spell will make the caster or anyone he touches appear dead for as long as the caster wills it. This can be used on others against their wills, but they receive a Will save vs. a Difficulty of 10 + spell level + caster's Intelligence. If they save, no effect, but if they don't, they will be put into a death like sleep until the caster awakens them. They will not age, need food or drink or breathe while under this power. No means of detecting life will reveal whether the target of this spells still lives.

Whirlwind

Cost: 3 pts/round Range: 100 feet

Elements: T,G Prerequisite: Wind

Whirlwind resembles its prerequisite closely, in all but one factor, it will move objects. It will cause a whirlwind which will lift objects up to 1 lb./level and will move 30 m.p.h. These object will do +1 damage per lb to anyone in the area of effect.

Fourth Level

Ice Shield

Cost: 8 pts Range: 100 sq. ft. + 20'/lvl

Elements: T,G Prerequisite: Airy Shield

This is a defensive spell that creates a wall of ice approximately 1 foot thick. This shield will protect the caster, providing DR 6/fire. This shield is automatically destroyed by heat and fire based attacks that deal more than +3 fire damage in one blow. The ice shield cannot be moved from where it is cast but may be formed into any shape.

Ice Storm

Cost: 6 pts Range: 200 sq. ft./lvl

Elements: T,O,G

This spell will create an area of whipping winds and ice. Anyone caught in the storm will receive +1 slashing damage per adept level of the caster from flying ice and must make a Fortitude save vs. a Difficulty of 10 + spell level + caster's Intelligence every round in the storm or take +3 cold damage. Ice storm will cover 200 square feet per level of the caster and last a number of rounds equal to the caster's level. If those within the storm flee its area of effect then they will cease to take damage. The storm, once cast, does not move.

Plant Control IV

Cost: 3 pts/tree Range: Touch

Elements: T,O Prerequisite: Plant Control III

Plant Control IV is the crowning achievement of the Natura Maga practitioner. This spell has all the qualities of its prerequisites, only it will affect full grown trees. This will give them Intelligence equal to 1/2 of the caster's. For a person to escape from a tree's grasp, he/she must win a grapple against the animated tree, which has a grapple bonus of +22. These trees are undyingly loyal to the caster. They have +7 Strength and Constitution and -1 Dexterity. Their defense is +2 and they attack with a +2 bonus to hit and do +11 damage. Their damage save is get three attacks or they can attempt to grapple their opponent. If they attack, then they deal 1d8 per level of the caster. The toughness save bonus of an animated tree is +15.

Stone Tell

Cost: 10 pts Range: Voice

Elements: T,O

Stone Tell will allow the caster to ask 12 questions of a stone. The answers will be simple and carry no extra explanation. They may ask questions only of those things which are a direct experience of the stone. The stone will not be able to answer abstract questions. This spell can enable the stone to show pictures of things it has experienced.

Summon & Control Storms

Cost: 5 pts Range: 100 mi rad

Elements: T,G Prerequisite: Cloud Burst

Summon & Control Storms will call up a storm from within 100 miles and direct its rain and lightning as the caster commands. As with Cloud Burst this storm will put out fires and the downpour will be such that the caster will be obscured. Also, no spell casting will be able to take place due to the pummeling by rain and hail. This spell will not work indoors.

Tornado

Cost: 5 pts/round Range: Sight

Elements: T,G,O Prerequisite: Wind

Tornado is exactly that, a tornado which the caster can control. This cyclonic wind will lift objects up to 400 lb+10 lbs/lvl and moves them at 110 m.p.h. Anyone caught in the tornado will take damage equal to the caster's level for every round he/she remains in the tornado. To escape, the victim must succeed on a Reflex save (Difficulty = 10 + Spell Level + caster's Int) and may attempt a new save each round. If the victim is within the tornado for 2 rounds then the caster may move the tornado and the opponent to where ever he/she wishes.

Tremor

Cost: 5 pts Range: 20' + 3'/lvl

Elements: T,G

Tremor is a spell which is meant to summon a rumbling of the earth. This rumbling is powerful enough to knock opponents from their feet and to disrupt the casting of powers. This spell may be used on any type of earthen surface but may cause a sympathetic reaction with the surrounding landscape. It is not strong enough to destroy most buildings but may affect run down or dilapidated structures. Targets in the area of effect may avoid falling down by making a successful Reflex save with a Difficulty of 10 + spell level + caster's Intelligence.

Week Spell

Cost: 4 pts/lvl of spell Range: Sight

Elements: T Prerequisite: Day Spell

Week Spell has all the restrictions and abilities of its prereq, except that the caster must rest a day after casting and the embedded spell will last a week in the item before it fades.

Fifth Level

Bone Tell

Cost: 10 pts Range: Voice

Elements: T Prerequisite: Stone Tell

Bone Tell will allow the caster to ask 12 questions of a bone. The answers will be simple and carry no extra explanation. They may ask questions only of those things which are a direct experience of the bone. The bone will not be able to answer abstract questions. This spell can enable the bone to show pictures of things it has experienced.

Earthquake

Cost: 10 pts Range: 200' + 5'/lvl

Elements: T,O,G Prerequisite: Tremor

Earthquake will actually open a crevice under the feet of an opponent. However, the caster must roll a to hit roll to see if the opponent is cast in to the crevice. If the opponent is, then he takes +6 falling damage. If the opponent has a climbing skill, he/she has one round to climb out with a successful Difficulty 20 climb check to escape the chasm. If the opponent is not successful in somehow escaping the chasm, he/she will be crushed to death as the chasm closes once again. If the opponent is not hit by the chasm, then they must make a Reflex save vs. a Difficulty of 10 + spell level + caster's Intelligence or be thrown from their feet.

Fire Shield

Cost: 3 pts/round Range: 10' rad. + 1'/lvl

Elements: T,G Prerequisite: Ice Shield

Fire Shield will create a movable wall of flame which will incinerate arrows and all other wooden non-magical weapons. The shield will remain 10' in front of the caster. Metal weapons have a 50% (11-20 on a d20) chance of survival. Anyone attempting to move through the shield will receive +1 fire damage per adept level of the caster. If the Fire Shield suffers +10 or more water or cold damage in one attack, it will collapse.

Fire Storm

Cost: 8 pts Range: 20' + 2'/lvl

Elements: T,G Prerequisite: Ice Storm

Fire Storm is much like its prerequisite, Ice Storm, only instead of pieces of ice, spheres of flame whip about in the winds. Anyone who is caught within this fiery maelstrom will suffer +1 fire damage/ adept level of the caster and all flammable objects will burn. The storm will not affect the caster but will affect anyone else in the storm (friends included). The caster may be affected by secondary explosions, fires or smoke. Fire Storm will cover 200 square feet per level of the caster. The storm will last a number of rounds equal to the caster's level. The storm, once cast, can not be moved.

Metal Burn II

Cost: 5 pts Range: 10' + 1'/lvl

Elements: T,G,O Prerequisite: Metal Burn I

Metal Burn II is an advancement in power from its prereq Metal Burn I. The following list shows the effects for the spell

First round: +1 heat damage

Second round: +2 heat of damage

Third round: +3 heat damage + metal ignites, catching any creature or flammable substance touching it on fire (See Catching on Fire on page 112 of *True20 Adventure Roleplaying*).

The damage will continue to increase by +1 each round to a maximum amount of damage equal to the caster's adept level until the metal is removed. If the person is in combat then he/she will have a -4 penalty to hit after the third round. This penalty will increase by -2 per round until the metal is removed. The metal will be destroyed by the sixth round resulting in the destruction of any magical powers of armor, weapon or item. If the item is removed from the person at any time the damage ceases but if the sixth round passes then the person is set on fire and will continue to burn until they manage to put themselves out (See Catching on Fire on page 112 of *True20 Adventure Roleplaying*).

Month Spell

Cost: 5 pts/lvl of spell Range: Touch

Elements: T Prerequisite: Week Spell

Month spell follows the restrictions of its prerequisite except that the caster must recover for a week. The spell effect will last for 1 month. If the caster pays five times the cost then the effect may be powered by spirit points pre-loaded into the device. If the caster pays 10 times the cost, the spell may be activated at will by the possessor of the item.

Summon & Control Air Elemental

Cost: 11 pts Range: Contained

Elements: T,G,O,S Prerequisite: Summon/Control Animal

The Summoning of an elemental is perhaps the most ancient of spells and is considered one of the most dangerous. The summoning of an Air Elemental is very dangerous because of the chaotic nature of the air elemental.

A caster may summon an elemental up to their level; i.e. a tenth level caster could summon any level elemental up to tenth level.

When summoning an elemental certain rituals must be observed so as to assure the safety of the caster. A summoning circle must be used made of dried, crushed, lilies. This represents the fruit of the earth and is done since Air Elementals and Earth Elementals are sworn enemies. This will contain the elemental and focus it on the caster's will. The summoned elemental does receive a Will save to resist being controlled by this spell (Difficulty 10 + spell level, + caster's Int). A successful save means that the elemental is free to do as it will. The elemental will not fight for the caster but will perform other tasks. The elemental is bound to the caster for 1 hour per level of the caster.

Sixth Level

Ever Spell

Cost: 8 pts/lvl of spell Range: Touch

Elements: T Prerequisite: Month Spell

Ever spell follows the restrictions of its prerequisite except that the caster must recover for a month. The spell effect will last for one year. However, if the caster expends three times the points and makes a Fortitude save vs. a Difficulty of 21, he will then have to rest for three months and be unconscious for the first three weeks but the result will be an embedded spell that will be activated at will with no cost to the user. If the Fortitude save is not made then the spell fails and the caster must still rest the full period. This spell is so taxing because the caster is forcing part of his essence into the item. Only one spell may be embedded at a time.

Hurricane

Cost: 6 pts/ round Range: Sight

Elements: T,G,O Prerequisite: Tornado

Hurricane will create winds in excess of 150 mi/hr. + 5 mi/hr./level of caster. There will also be a number of tornadoes ranging from 1 to the level of the caster. This spell is so powerful that the caster may lose control of the storm, thus he must make an adept level check each round with Difficulty of 15 + the number of rounds the caster has allowed the spell to continue. The Hurricane will cover 400 square feet per level of the caster. Also, normal rains may precede the Hurricane.

Mist Weave

Cost: 6 pts/structure Range: Touch

Elements: T,G Prerequisite: Mist Beckon

Mist weave will allow the caster to "weave" some item or structure out of mists. The mists must be present for the caster to effect a Mist Weave, but this can be accomplished by mist beckon or another realm spell such as Wall of Fog. The objects created may be anything ranging in size from a pin to a small house, assuming enough mist is present. The mist objects will have the strength of standard steel, as well as the other qualities of steel.

Summon & Control Water Elemental

Cost: 11 pts Range: Contained

Elements: T,G,O,S Prerequisite: Summon/Control Air Elementals

Water Elementals are perhaps the most intelligent of the Elementals. They are also possibly the most evil and selfish. They will give nothing unless it is at a price even though they cannot use what the caster proffers, they will still take it.

A caster may summon an elemental up to their level; i.e. a tenth level caster could summon any level elemental up to tenth level. A Water Elemental cannot fly and will refuse to deal with magical fires or extreme heat.

When Summoning an elemental certain rituals must be observed so as to assure the safety of the caster. A summoning circle must be used made of crushed rubies, symbolizing the ever burning fire. This is because the water elementals and the fire elementals are natural enemies. This will contain the elemental and focus it on the caster's will. The summoned elemental does receive a Will save to resist being controlled by this spell (Difficulty 10 + spell level, + caster's Int). A successful save means that the elemental is free to do as it will. The elemental will not fight for the caster but will perform other tasks. The elemental is bound to the caster for 1 hour per level of the caster.

Summon Lightning

Cost: 8 pts Range: 40'+2'/lvl

Elements: T,G,O Prerequisite: Summon/Control Storms

Summon Lightning builds on its prerequisite so as to yield a most devastating blast of lightning directed as the caster wills. The lightning will cause +1 electricity damage/adept level of the caster to a maximum of +15 with the following adjustments: In addition the caster may make a Difficulty 18 adept level check after each hit to arch the bolt towards the next nearest opponent The Difficulty of this level check increases by 2 points per arc made. The caster must roll to hit each time and may add his Wisdom as a bonus to the attack roll. This spell will work indoors since it actually creates the electrical storm which the lightning is summoned from.

Walk on Water

Cost: 4 pts/hour Range: Personal

Elements: T

Walk on water is a spell which will make water become a hard surface in the perception of the caster. This will not calm the waters any and if there are storm like conditions, the caster must then make a Difficulty 14 Acrobatics check each round to maintain their balance or fall and break the spell.

Wind Ride

Cost: 2 pts/hour Range: Touch

Elements: T Prerequisite: Wind Walk

As with the prerequisite, this spell was created by Kinvia and it only allows a person's encumbrance in addition to him/herself. However this spell will allow the caster to fly with the winds like a balloon instead of walking as with the prerequisite. The recipient of this spell will move at the speed of the winds.

Seventh Level

Dark Weave

Cost: 8 pts/structure Range: Touch

Elements: T,G Prerequisite: Mist Weave

Dark Weave is much like its prerequisite Mist Weave and has similar restrictions. However, it is 5 times the strength of steel and its objects are made from darkness. Armor made from this darkness has its armor bonus to toughness increased by +1, and all objects made from this darkness have a substance toughness of 25 (See page 105 in *True20 Adventure Roleplaying* for more details on sundering objects). Objects made from dark weave weigh nothing, after all they are made from darkness. They will also allow people to hide in the darkness such object have innately. For instance, hiding behind such a shield in a dark alley might mean the difference between detection by thugs and having them pass by. This manifests in a +8 bonus to Stealth checks when using an object created by Dark Weave to hide in shadowy areas.

Guards & Wards

Cost: 12 pts Range: 100' sq. ft. + 20'/lvl (10' high)

Elements: T,O,G,S

Guards & Wards will basically set a wall through which no specific realm of power (Sanguis Magus, Natura Maga, Medicina Maga, or Tenebrae Magae) can penetrate. This will only work against one realm at a time and must be declared when the spell is enacted i.e. a sanguis magus Guards & Wards will protect against spells of that realm being cast through the Guards & Wards. As well, it will make an impassable wall which will protect all within the wards from physical danger much as a stone wall would. However, the boundary of the spell must be defined by a set of 4 ivory cubes. Anyone outside of this area will be unaffected by the spell. Also, the caster can set it to neutralize any spells cast within the Wards. Finally, a caster may neutralize an additional realm of power for each 5 levels they have attained. This power is not proof against specific monsters (i.e. it will not guard against a Kuang-shi, but it can guard against Faerie magic). However, no one may attack out of the Guards & Wards either. Guards & Wards will last 1 day and night per level of the caster or until dispelled.

Sphere of Elements

Cost: 12 pts Range: 40'+6'/lvl

Elements: T,G,O

The Sphere of the Elements is perhaps the most powerful offensive spell for Natura Maga. It combines all the elements of air, water, fire and earth into one attack. The following is the damage that each kind of attack will do.

Caster must choose one of the four elements:

Air - Will destroy gaseous forms. Does +1 nonlethal damage per adept level of the caster.

Water - Does +1 nonlethal damage per adept level of the caster.

Flame - Sets magical fire to anything it hits and does +1 fire damage per adept level of the caster.

Earth - Does +1 bludgeoning damage per adept level of the caster.

This spell creates a small sphere of the appropriate type depending on the will of the caster. They must then make a successful attack roll with Wisdom applied as a bonus to hit. Anyone within the caster's level in feet of detonation of the sphere will take 1/2 damage. Armor will provide normal protection against these attacks.

Summon & Control Fire Elemental

Cost: 12 pts Range: Contained

Elements: T,G,O,S Prerequisite: Summon/Control Water Elementals

The Fire Elemental is as chaotic as the flames you see in a fire. They have a strong belief in personal freedom and therefore detest controls and commands placed on them by the caster. They will resist a summoner's commands and attempt to twist their meaning at every turn. They are not to be trusted. A caster may summon an elemental up to their level; i.e. a tenth level caster could summon any level elemental up to tenth level.

When Summoning an elemental certain rituals must be observed so as to assure the safety of the caster. A summoning circle must be used made of water and crushed pearls, symbolizing the depths of the oceans. This is because the fire elementals and the water elementals are natural enemies. This will contain the elemental and focus it on the caster's will. The summoned elemental does receive a Will save to resist being controlled by this spell (Difficulty 10 + spell level, + caster's Int). A successful save means that the elemental is free to do as it will. The elemental will not fight for the caster but will perform other tasks. The elemental is bound to the caster for 1 hour per level of the caster.

Eighth Level

Krakatoa

Cost: 12 pts Range: Sight

Elements: T,O,G Prerequisite: Earth Quake

Krakatoa is a spell which is meant to be used in the open and with discretion since it summons forth a volcano. There are two forms of this spell as follows.

Lesser - The Lesser will create a volcano 3' high and 9' in diameter at the base. This volcano will erupt continuously,

doing +1 fire damage per adept level of the caster to all creatures within 10 ft. of the volcano each round.

Greater - The greater will create a volcano 12' high and 46' at the base. This volcano erupts once at the end of the round, and once again each day thereafter. It deals +5 fire damage plus an extra +1 fire damage per adept level of the caster to all within 30 ft. of the volcano.

Summon & Control Earth Elemental

Cost: 12 pts Range: Contained

Elements: T,G,O,S Prerequisite: Summon/Control Fire Elementals

The Earth Elemental is the most lawful of the Elementals, practically being lords over the other elementals. These elementals are kings of their own plane and do not take kindly to being ordered about by mere mortals. However, they are open to negotiations and are willing to work if it suits their interests.

A caster may summon an elemental up to their level; i.e. a tenth level caster could summon any level elemental up to tenth level. When Summoning an elemental certain rituals must be observed so as to assure the safety of the caster. A summoning circle must be used made of crushed diamond, symbolizing the purity of air. This is because the earth elementals and the air elementals are natural enemies. This will contain the elemental and focus it on the caster's will. The summoned elemental does receive a Will save to resist being controlled by this spell (Difficulty 10 + spell level, + caster's Int). A successful save means that the elemental is free to do as it will. The elemental will not fight for the caster but will perform other tasks. The elemental is bound to the caster for 1 hour per level of the caster.

Solar Flare

Cost: 12 pts Range: 60' + 2'/level

Elements: T,O,G Prerequisite: Summon Lightning

Solar Flare is basically a burst of pure solar energy emanating from the caster's hands. It does +1 fire damage per adept level of the caster per round. In addition, creatures affected by sunlight will suffer as though exposed.

Wind Warrior

Cost: 3 pts/level Range: 60' + 2'/lvl

Elements: T,G

Wind Warrior will create an artificial being which will function as a human warrior of equal level of the caster. It will possess the same stats and general feats as the caster. In addition the caster may select a general or martial feat for the wind warrior for every feat slot they have devoted to supernatural feats and powers. The spell ends when the caster commands it or the creature is destroyed. The Wind Warrior will be armed with any sword specified by the caster and will be permanently invisible.

Sanguis Magus

First Level

Glow/Darkness

Cost: 4 pts Range: Touch

Elements: T,G

Glow/Darkness is one of the great utility spells of Sanguines Magi. This spell is usually cast on inanimate objects and will last until the caster dispels it or dies. However, if it is cast on a living creature then the caster must concentrate on it to maintain it. If the caster is jostled or hit or moves more than 1/2 movement the spell will cease. Normally, the spell will affect a 10' sphere +1' per adept level of the caster around the source. Note that the caster can see through his own darkness, although no one else can.

Haste I

Cost: 1 pt/2 rds Range: Personal

Elements: T

The spell doubles the movement rate of the caster. In addition, the spell gives the caster a +1 to initiative.

Hypnosis

Cost: 5 pts + 1 pt per point of victim's Intelligence Range: 20'

Elements: T

Hypnosis will force a victim into a trance if they fail a Will save vs. a Difficulty of 10 + spell level + caster's Intelligence. It is possible to implant post hypnotic suggestion as long as it does not countermand the victim's codes. For example, the caster could not make a priest betray his god but he could make the victim forget to lock the front doors to the temple.

Invisibility I

Cost: 1 pt/5 rds Range: Personal

Elements: T

Although the caster can only move at 1/4 normal movement, this spell is powerful in that it is more effective against the more intelligent observer. This spell will render the caster unnoticed to the point that people will avoid walking into the caster and he/she will appear as something that belongs and thus is beneath notice. However, creatures of animal intelligence or of -3 or lower Intelligence will notice the caster; i.e. guard dogs will bark at you. Also, creatures with exceptional vision will have a chance to detect the caster with a Difficulty 15 Notice check. Creatures with the Scent trait can smell the caster normally. The caster will also make

noise unless the caster succeeds on a Stealth check. If this power is employed in combat it will give the caster partial concealment until the caster is hit, hits an opponent, or is jarred.

Iron Willpower

Cost: 4 pts Range: 1 person / lvl

Elements: T

Will of Iron strengthens the resolve of the target allowing them to resist attacks which would target their will. To this end, the affected person receives a +3 bonus to any Will saves. This spell does not raise a person's Wisdom statistic but only garners them a bonus for Will saves. The spell will last 1 hour for every 2 levels of the caster.

Jump

Cost: 2 pt/30 feet Range: Personal

Elements: T,G

This spell enhances the character's ability to jump and land safely. The maximum distance a character will be able to jump 100 ft. + 20 ft. per point of Dexterity bonus. However, this is limited by only being able to jump ½ the distance straight up or backwards. The character is able to jump with up to 1/2 of what he can lift according to his strength.

Listening

Cost: 1 pt/rnd Range: Personal

Elements: T

Listening spell will allow the caster to hear noises up to 200' + 30'/lvl away as though they occurred within a few feet of the caster. This is resolved with a Notice check as normal, though the Narrator may require a Difficulty 10 adept level check to find and isolate any helpful or useful sounds from the throng of other noises that the caster is uninterested in.

Strength I

Cost: 2 pts/ point of Str bonusRange: Personal

Elements: T

The Strength I spell will increase a person's strength. The spell is limited though in that it can only raise the Strength of the caster to a maximum of +3. Also it only lasts for 10 rounds per level of the caster.

Telekinesis

Cost: 4 pts Range: 100'/lvl

Elements: T,G

Telekinesis is perhaps one of the best known spells. It allows the caster to move up to 10 pounds of matter per level. At first level one would be able to open a door or move small objects about. To knock someone down it would depend on the target's size but would roughly require 60 pounds of force. This is left to the discretion of the Narrator. The caster must make a successful to hit roll on a moving target; i.e. if the bandit is swinging his sword to cut off the head of his companion, the caster has to roll a to hit on the bandit to knock the bandit's sword aside. If the caster misses, he still expends the points for the push. The caster may add their Wisdom score to the attack roll in addition to their Dexterity. The telekinesis effect will only last 10 minutes per level of the caster.

Telepathy

Cost: 1 pt/10 minutes Range: 4 mile/lvl

Elements: T

Telepathy is a useful spell which allows communication to occur between two or more sentient creatures. The caster merely concentrates on the person (or people) with whom he wishes to communicate; if they are within the range of the spell, the conversation may begin. In addition, telepathy may be used to scan for sentient minds. This techniques is not fool proof and the caster must make an Intelligence check. The Difficulty for this check is 10 + 1/1000 sq. feet scanned. It will take 1 minute to scan 1000 sq. feet. For example, to scan a 2000 sq. foot house it would take 2 minutes and the caster would check vs. a Difficulty of 12 to find a sentient mind. Unfortunately there are a few drawbacks to the spell. First, the caster must share a common language with the recipient to be understood. Second, the recipient must be a sentient creature; this spell cannot be used to communicate with animals. Third, telepathy resembles a mental attack spell, meaning it will be blocked by all mental protection spells. Finally, the caster is wide open to any return mental attack spells which the recipient cares to send. This means that during a telepathic communication the caster receive no saves if attacked mentally.

Second Level

Affect Normal Fires

Cost: 3 points Range: Touch

Elements: T,S

This spell allows the caster to manipulate any non magical fire. For example, torches can be extinguished or a camp fire can be made to flare brightly. Note that this spell does NOT create fire, but only affects flames that already exist. If a flame is caused to flare on to a target, a to hit roll must be made. If successful, the fire does +1 damage per adept level of the caster to a maximum of +10 damage. This spell will create one effect such as parting a fire to allow one to walk through or causing a gout of flame. Control does not extend to making the fire burn in a way that is not natural for it, meaning that you could not make a ring of fire but you could make it burn strange colors.

Catclimb

Cost: 1 pt/4 rnds Range: Personal

Elements: T

Catclimb allows the caster to cling to nigh any vertical surface. Although magical means may be employed to make a surface frictionless the caster will still be able to make a Difficulty 10 level check to remain clinging to the surface. This does not mean that the caster may cling to horizontal surfaces, only vertical. How much of an incline is left to the Narrator.

Domination

Cost: 3 pts Range: Personal

Elements: T,G

This mental attack fires a wave of mental energy into the area of the mind which controls the self. The caster gestures towards his target concentrating on forcing his will to dominate that of the target's. The spell will temporarily suppress the victim's self will. The victim receives a Will save vs. a Difficulty of 10 + spell level + caster's Intelligence or is put under the control of the caster for 3d20 rounds. This control is absolute and the victim can be directed to do things that he would not normally do but they will retain all their knowledge, skills and abilities. In order to enact the caster's commands, the victim must understand them so if they do not speak a common language the victim will stand in place as if dazed.

Empathy

Cost: 2 pts Range: 2 mile/lvl

Elements: T Prerequisite: Telepathy

Empathy resembles its predecessor telepathy, in many ways. The caster merely thinks of his target and is able to read the emotions of that person. If the subject is unwilling then they receive a Will save vs. a Difficulty of 10 + spell level + caster's Intelligence. However, the spell caster and the victim do not have to share a common language nor does the victim need to speak the caster's language.

Heal I

Cost: 2 pts Range: Touch

Elements: T,G

Heal I is the beginning of the most sought after forms of magic, healing. Everybody needs healing but this spell may be used to inflict damage as well. This spell, however, will not mend bones properly or remove arrows. This spell allows the recipient to make a recovery check using your Intelligence score +2 in place of their Constitution. If this spell is reversed the victim touched must make a Fortitude save with a Difficulty of 10 + this spell's level + the caster's intelligence. Treat a failed fortitude save just like you would a failed damage save. The reverse heal causes the flesh to rot.

Invisibility II

Cost: 1 point/3 rds Range: Touch

Elements: T Prerequisite: Invisibility I

Although the caster can only move a 1/2 normal movement, this spell is powerful in that it is more effective against undead animals and magical creatures. This spell will actually create an illusion about the caster which will make him appear as something that belongs according to the viewers' own minds and thus is beneath notice. Also, creatures with exceptional vision will have a chance to detect the caster with a Difficulty 20 Notice check. Creatures with the Scent trait can smell the caster normally. The caster will also make noise unless the caster succeeds on a Stealth check. If this power is employed in combat it will give the caster partial concealment until the caster is hit, hits an opponent, or is jarred.

Night Vision

Cost: 1 pt/10 rounds Range: Touch

Elements: T

Night Vision will allow the caster or someone he casts Night Vision on to see at night as though it were normal daylight. This spell will not aid in seeing in magical darkness.

See Invisible

Cost: 1 pt/round Range: Personal

Elements: T

See Invisible is just that. This spell allows the caster to see invisible creatures and objects. It will even allow the caster to see natural invisibility. Of course it will not allow the caster to see if it is dark or he is blindfolded or otherwise blinded.

Slow

Cost: 1 pt/round Range: Touch

Elements: T,G

The victim receives a Will save vs. Difficulty 10 + spell level + caster's Intelligence. If this save is not made then the victim moves as though in slow motion. The effects are that the victim can only take partial actions. A person who is slowed only moves slower, i.e. if that person fell off a cliff, then he/she would fall at normal speeds.

Wolf Form

Cost: 8 pts Range: Personal

Elements: T,G

This spell will transform the caster into either a wolfman form or a full blown wolf. In the wolf form the caster cannot be killed permanently; i.e. if the caster is crushed under a

landslide he will regenerate but be killed again by the landslide. If the caster is reduced to "dying" or "dead" status on the damage track while in wolf form, they automatically revert back to their natural form and are healed of all damage instead of dying. The exception to this rule involves damage caused by silver weapons. Silver causes double damage to a creature in wolf form, and can cause permanent death. The wolf will have the same statistics as the caster except it will receive a +1 bonus to Strength and a +2 bonus to Dexterity. The wolf gains a bite attack that does 2+ Str damage. The wolf form also gains the Scent trait. And a movement rate of 50 ft.

The wolf man form has Damage Reduction 2/silver but does not regenerate. The wolfman form receives +1 Strength, +1 Dexterity and the same attacks as the wolf form and gains a claw attack that deals 1+Str damage, although weapons and armor may be used instead if desired.

Unfortunately there are some restrictions to the spell. When the transformation occurs, the character 's possessions also transform with him. Unfortunately, most metals are resistant to this type of magical manipulation. The spell can manage small amounts of metal (about weapon sized) but can't convert large amounts of metal (armor sized). If a character wants to change to full wolf form, they must be wearing armor made from plants or animals (wool, leather, etc.), or metal armor especially enchanted to transform. Otherwise the spell automatically fails.

Third Level

Flaming Hand

Cost: 3 pts Range: 20'/lvl

Elements: T,G

This spell is renown for its lethal applications. It creates a spout of flame from the caster's hands in the direction he gestures. This flame will gout for one round. For this reason, the caster receives a +1 bonus to hit for every 2 levels of adept that he attains. This spell does +1 fire damage per adept level up to a maximum of +10 damage.

Fly

Cost: 2 pts/5 rounds Range: Touch

Elements: T,G

Fly allows the caster to swoop through the air at a rate of 60 ft. with average maneuverability, but he must make a Difficulty 10 level check to do so with skill. This check is needed at the beginning of a flight, when the user lands, and if they are attempting a difficult maneuver. The user of the spell is able to fly in any direction as well as hover. The user may carry up to their normal encumbrance while flying. The caster has control of when he negates it but the user controls the flight direction. For example, if the caster casts Fly on a person that person could fly out over a canyon and the caster could negate it in mid air causing the user to plunge to his death.

Glow/Darkness II

Cost: 8 pts Range: 10'+1'/lvl

Elements: T,G Prerequisite: Glow/Darkness

This is the second spell of the Glow/Darkness series. This spell is usually cast on inanimate objects and will last until the caster dispels it or dies. However, if it is cast on a living creature then the caster must concentrate on it to maintain it. If the caster is jostled or hit or moves more than 1/2 movement the spell will cease. Normally, the spell will affect a 30' sphere +3' per level of the caster around the source. Note that the caster can see through his own darkness, although no one else can. If attempting to counter a magical darkness the caster must roll a level check vs. a Difficulty of 10 + 1 per adept level of the adept who cast the darkness. Note, not all darkness can be dispelled.

Haste II

Cost: 1 pt/2 rds Range: Touch

Elements: T Prerequisite: Haste I

This spell gives the caster triple movement, an extra attack action, and +2 to initiative. The caster is able to cast Haste I on others but is unable to bestow Haste II. After this spell has run its course the affected must rest 10 minutes for every round used.

Heal II

Cost: 3 pts Range: Touch

Elements: T,G Prerequisite: Heal I

Heal II is the second in the healing series. This spell allows the recipient to make a recovery check using your Intelligence score +4 in place of their Constitution. If this spell is reversed the victim touched must make a Fortitude save with a Difficulty of 10 + this spell's level + the caster's intelligence. Treat a failed fortitude save just like you would a failed damage save. The reverse heal causes the flesh to rot.

Invisibility III

Cost: 1/2 rds pts Range: Touch

Elements: T Prerequisite: Invisibility II

This spell actually bends light around the caster so that he/she no longer is visible. Unlike previous spells the caster is able to have his/her full movement. Creatures with the Scent trait can smell the caster normally. The caster will also make noise unless the caster makes a successful Stealth check. If this power is employed in combat it will give the caster complete concealment until the caster is hit, hits an opponent, or is jarred.

Iron Intellect

Cost: 8 pts Range: 1 person / level of caster

Elements: T,G Prerequisite: Iron Willpower

Iron Intellect builds the mental strength of the caster and up to his level in additional people of his choice. This renders a +4 bonus to Will saves and Intelligence checks for 1 hour/2 levels of the caster. This mental strength does not add to Intelligence or Wisdom or skill checks based on those abilities.

See in Darkness

Cost: 1 pt/10 rounds Range: Personal

Elements: T,G Prerequisite: Night Vision

This spell has all the abilities of its prerequisite but with one addition. This spell will allow the caster to see in magical darkness. No spell is fool proof but this spell will work against most magical darkness.

Strength II

Cost: 4 pts/ point of Str bonusRange: Personal

Elements: T Prerequisite: Strength I

This spell is limited in that it can only raise the Strength of the caster to a maximum of +5. Also it only lasts for 10 minutes per level of the caster.

Stun

Cost: 3 pts Range: Sight

Elements: T Prerequisite: Slow

This spell will cause a victim to reel as if struck by a mighty blow. The victim receives a Will save vs. a Difficulty of 10 + spell level + caster's Intelligence. If the victim fails, he looses any dodge bonus to Defense, takes a -2 modifier to Defense, and cannot take action other than reactions. The effect lasts for 1 round and affects 1d20/2 creatures (round up).

Submit

Cost: 5 pts Range: 10'+3'/lvl

Elements: T,G Prerequisite: Domination

This spell strikes out at a person's self confidence and optimism. The victim receives a Will save vs. a Difficulty of 10 + spell level + caster's Intelligence. If the victim does not save then he is plunged into a severe depression where he will not even defend himself for 2 hours. If he does save, he loses 5 spirit points.

Summon & Control Rats

Cost: 3 pts/rat swarm Area: 1 square mi

Elements: T,O Prerequisite: Empathy

This spell calls a swarm of rats to the caster and forces them to his will. If the caster attempts to summon rats and there are none in the area then he will have wasted the points of the spell. Every 3 spirit points spent while casting this spell will call a swarm of 300 rats. The caster may summon up to a maximum of 1 rat swarm per two adept levels. There also is a 5% chance (a roll of 20 on a d20) of summoning 4 dire rats for each rat swarm that would have been summoned dependent upon terrain and frequency of the giant rats in the area (See Rat, Dire on page 138 in *True20 Adventure Roleplaying*).

Swarm of Rats

Type: 4th Level Animal (Swarm)

Size: Tiny

Speed: 15 ft., climb 15 ft.

Abilities: Str -4, Dex +2, Con +0, Int -4, Wis +1, Cha -4

Skills: Acrobatics +10, Climb +10, Notice +8, Stealth +14, Swim +10

Feats: Night Vision B

Traits: Disease, Distraction, Half Damage from Slashing and Piercing, Scent, Swarm Traits

Combat: Swarm, Damage +2 plus disease, Defense Dodge/ Parry +7/- (+2 size, +3 base, +2 Dex), Initiative +2

Saving Throws: Toughness -2 (-2 size), Fortitude +4 (+4 base), Reflex +6 (+4 base, +2 Dex), Will +2 (+1 base, +1 Wis)

Disease: Swarm attack; Fortitude Difficulty 12 resists; filth fever- incubation period 2 days; damage 1 Dex and 1 Con. The save Difficulty is Constitution-based.

Distraction: Any living creature that begins its turn with a swarm in its square must succeed on a Difficulty 12 Fortitude save or be nauseated for 1 round. The save Difficulty is Constitution-based.

Skills: A rat swarm has a +4 racial bonus on Stealth checks, and a +8 racial bonus on Acrobatics, Climb, and Swim checks. A rat swarm can always choose to take 10 on all Climb checks, even if rushed or threatened. A rat swarm uses its Dexterity modifier instead of its Strength modifier for Climb and Swim checks. A rat swarm has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Tongues

Cost: 2 pts Range: Personal

Elements: T,O

Tongues allows the caster to communicate with other races and intelligent humanoids. This spell magically alters the caster's speech to that of the target, doing the same for the target to the caster. This spell will last for one conversation. A dialogue must occur if the spell is to function correctly.

Overhearing a conversation and activating this spell will have limited if any effect.

Fourth Level

Cerebral Shield

Cost: 3 pts/rnd Range: Personal

Elements: T,G Prerequisite: Iron Intellect

Cerebral shield will protect from mental attacks and psyche damaging effects. This spell creates a faintly glowing shield of light, 10' in diameter, which must be placed between the caster and the source of the attack. Generally speaking, about 5 people will be able to be protected by the shield. Mental attacks are not limited to the Sanguis Magus Realm nor is the protection limited to spells. If it is a magical attack on the mind then the shield will protect but if its source is other than a magical attack (i.e. poison, spores) or does not need to pass through the shield, then no protection will be rendered.

Flame Bolt

Cost: 7 pts Range: 40'+2'/lvl

Elements: T,G Prerequisite: Flaming Hand

The caster needs to point in the desired direction to set the spell in motion. A bolt of fire will spew forth from the caster's fingers and cause +1 fire damage per adept level of the caster up to a maximum of +10 damage. This spell requires an attack roll, for which the adept may add their Wisdom bonus in addition to their Dexterity bonus.

Forget

Cost: 1 pt +1pt/ pt of IntelligenceRange: Sight

Elements: T

Forget makes the victim forget a single memory if the victim does not make a Will save vs. a Difficulty of 10 + spell level + caster's Intelligence. This spell will not make the victim forget his/her name but is able to make them forget that you were there. In other words, this spell will not make the victim forget permanent memories but only passing ones. This is of course at the discretion of the Narrator. The cost of this spell is 1 spirit point for every point of Intelligence bonus of victim above +0 (minimum cost of 1 pt).

Halt

Cost: 3 pts +1 pt/ pt of victims StrengthRange: Sight

Elements: T Prerequisite: Stun

Halt is the third of the slow series and actually holds the victim in place. The victim receives no save but the spell can only be brought to bear on one individual at a time. The effect lasts for a number of rounds equal to the caster's level. The caster must have eye contact with the victim for the duration of the spell. If eye contact is broken then the victim is released from the effects.

Incinerate

Cost: 8 pts Range: 20' radius

Components: T,S Prerequisite: Affect Normal Fires

This spell is heavily based upon its prerequisite, Affect Normal Fires. The caster need only have a piece of charcoal as a focus then she concentrates on the target and cast the spell. The first round the victim suffers +0 fire damage as the air heats around them. The second round it ignites and the victim suffers +1 fire damage. This damage continues, doing +1 fire damage each round until the victim dies, is immersed in water, or receives magical healing. This spell can effect up to a 20' radius.

Insect Plague

Cost: 2 pts/1000 bugs Range: 20 ft. + 3 ft./lvl

Elements: T,G

This spell is very similar to the Tenebrae Magae spell, Insect Doom. The caster waves his arms in a sweeping motion and points towards his target. As the spell takes effect, a carpet of biting, stinging, creeping, flying insects and arachnids appears and swarms over the victim. The bugs will continue to appear for a full 10 rounds, inflicting +1 damage for every 1000 bugs every round. Armor offers no protection, as these vile creatures will slither in at the joints and openings. Only natural armor can offer any protection from this plague of devouring insects. They will retreat if faced with fire but will only be held at bay for the duration of the spell. This spell will last 1 round for every level of the caster. The effects can be continuously maintained if the caster recasts on the last round of the spell.

Intellectual Bolt

Cost: 8 pts Range: 10'+2'/lvl

Elements: T,G Prerequisite: Submit

The caster reaches out with his mind and crushes the individual's subconscious. This results in a devastating spiral of images and horrors unleashed upon the conscience mind. The target must make a Will save vs. a Difficulty of 10 + spell level + caster's Intelligence or roll for a result on Table 1, located at the end of this spell list. If the target saves then no effect is felt and the target will be unaware of the caster's attack. The caster must have eye contact and the target must be sentient.

Mist Form

Cost: 9 pts Range: Personal

Elements: T,G Prerequisite: Wolf Form

This spell will transform the caster into a mist. In the mist form the caster cannot be killed permanently; i.e. if the caster is dispersed by a wind he will regenerate. If the caster is reduced to “dying” or “dead” status on the damage track or is dispersed by wind while in mist form, they automatically

revert back to their natural form and are healed of all damage instead of dying. The mist will be able to move at a rate of 6 miles per hour if no wind interferes. The caster is immune to normal attacks but may be harmed by wind attacks.

Unfortunately there are some restrictions to the spell. When the transformation occurs, the character 's possessions also transform with him. Unfortunately, most metals are resistant to this type of magical manipulation. The spell can manage small amounts of metal (about weapon sized) but can't convert large amounts of metal (armor sized). If a character wants to change to mist form, they must be wearing armor made from plants or animals (wool, leather, etc.), or metal armor especially enchanted to transform. The caster may choose to "transform" out of their armor; i.e. leaving the armor behind and floating out of it.

Panic

Cost: 3 pts Range: 10'+1'/lvl

Elements: T Prerequisite: Empathy

The caster gets a stern look upon her face, then projects her aura outwards so as to intimidate those around her. Those affected may make a Will save vs. a Difficulty of 10 + spell level + caster's Intelligence. If they fail then roll a d20 and consult the following table:

d20	Effect
1-7	Victim faints and will recover in ten rounds
8-14	Victim runs in fear from the caster ignoring any danger to himself. The victim will even run off a cliff if it will get him away from the caster. The victim will run until exhausted.
15-20	Victim freezes in fear and will not move for ten rounds per adept level of the caster.

Slave Maker

Cost: 30 pts +6 pts/pt of Wis of VictimRange: Touch

Elements: T,G,S Prerequisite: Empathy

The caster must possess some very personal item of the victim. With this item the caster is able to focus his power upon the victim. After 5 minutes of preparation the caster touches the victim and attempts to subdue the victim's will. If the caster's Wisdom is greater than or equal to the victim's Wisdom, there is no save. However, if the caster's Wisdom is less than the victim's Wisdom then the victim gains a Will save with a Difficulty of 10 + spell level + caster's Intelligence. If the victim falls under the caster's power then the victim retains all its abilities and feelings but must obey the caster and work in the best interests of the caster. The victim will be enslaved for the caster's level in months.

Strength III

Cost: 6 pts/ point of Str bonusRange: Personal

Elements: T Prerequisite: Strength II

This is an improved version of the Strength II spell. This spell is limited in that it can only raise the strength of the caster to a maximum of +7. Also it only lasts for 10 rounds per level of the caster.

Telempathy

Cost: 5 pts +1 pt/pt of victim's WisRange: Sight

Elements: T Prerequisite: Empathy

Telempathy is the attack version of its predecessor, Empathy. It is incredibly subtle in its ability to change a person's emotional state. The caster need only concentrate on the target and project the feeling that the caster wishes to impose. The victim then receives a Will save vs. a Difficulty of 10 + spell level + caster's Intelligence. If successful, no effect is generated, otherwise the victim will feel the way the caster desires. The effect lasts for 10 rounds per adept level of the caster. The caster may not instill thoughts or command actions of the target but may only alter the emotional state of the target. He can be made happy, or sympathetic but he would not necessarily be sympathetic toward the caster's cause.

Fifth Level

Charm

Cost: 1 pt/10 rounds Range: Touch

Elements: T,G Prerequisite: Hypnosis

This spell will bestow social graces upon the caster as if they had ranks in the Diplomacy and Bluff skills equal to their adept level +3 and using Intelligence instead of Charisma as the associated attribute. This spell will even work if the caster does not speak the language of the individuals which the caster desires to charm. This spell will not allow the caster to communicate with the individuals but will create a feeling of familiarity and friendship.

Command

Cost: 3 pts + 1 pt/pt of victim's IntRange: Voice

Elements: T,O Prerequisite: Hypnosis

Quite simply this allows the caster to issue a one word command that must be obeyed if the victim does not make a Will save vs. a Difficulty of 10 spell level + caster's Intelligence. If the victim cannot obey she will do her best to do so; i.e. the command "fly" will result in the victim jumping into the air attempting to fly. The victim must also understand the caster's language.

Flame Breath

Cost: 8 pts Range: 20'+2'/lvl

Elements: T,G Prerequisite: Flame Bolt

Flame Breath allows the caster to spew forth a gout of flame from her mouth. The flame will do +1 fire damage per adept level of the caster. At the end of the spell the caster will need to take one round to recover coughing the entire time. The gout may last up to 3 rounds.

Haste III

Cost: 3 pts/2 rds Range: Touch

Elements: T Prerequisite: Haste II

This spell gives the caster the ability to cast two powers/round, move at quadruple movement, +2 initiative. The caster is able to cast Haste II on others but is unable to bestow Haste III.

Illusion I

Cost: 4+1/rd. pts Range: Sight

Elements: T,G,S

Illusion I is the beginning of a powerful series of spells. Although not overly powerful at this stage, the spell can still be handy. The Illusion will not move or make noise and if touched it will be dispelled. However non - moving items such as a bridge where there is no bridge or a pile of gold where there is a pit of spikes is quite feasible. The substance for this spell is a pinch of dust.

Invisibility IV

Cost: 1 point/2 rds Range: Personal

Elements: T Prerequisite: Invisibility III

This spell is actually an improvement on the original version. This spell actually bends light around the caster so that he/she no longer is visible. Unlike previous spells the caster is able to have his/her full movement and the caster is able to make up to 4 others invisible with him. Creatures will the scent trait can still sniff out the caster normally. However, unlike Invisibility III, this spell will give the user a +2 bonus to Stealth checks to move silently per level of caster. Also it will give the user the ability to pass without trace as per the Natura Maga Realm spell "Reed Passage." If this power is employed in combat it will give the caster total concealment until the caster is hit, hits an opponent, or is jarred.

Mass Hypnosis

Cost: 2 pt/5 victims Range: Sight

Elements: T Prerequisite: Hypnosis

Hypnosis will force a victim or victims into a trance if they fail a Will save vs. a Difficulty of 10 + spell level + caster's Intelligence. It is possible to implant post hypnotic suggestion as long as it does not countermand the victims codes. For example, the caster could not make a priest betray his god but he could make the victim forget to lock the front doors to the temple. This version of the spell allows for hypnosis of multiple people.

Sphere of Flame

Cost: 12 pts Range: 50 yds + 10 yds/pt of Str

Elements: T,G Prerequisite: Flame Bolt

A sphere of flame appears in the caster's hand which can then be thrown towards a target. The caster must roll to hit and may add their Wisdom as a bonus to their attack roll. If the caster hits then the sphere does +1 fire damage per adept level of the caster and sets the victim on fire (See Catching on Fire on page 112 of *True20 Adventure Roleplaying*). The sphere is small and will not effect more than one target. Armor protection does apply.

Summon & Control Bats

Cost: 2 pts/bat swarm Area: 2 square miles

Elements: T,O Prerequisite: Empathy

This spell calls bats to the caster and forces them to his will. If the caster attempts to summon bats and there are none in the area then he will have wasted the points of the spell. For every 2 spirit points the caster expends while casting this spell they may call a swarm of 5,000 bats. The caster may summon a maximum of 2 bat swarms per 3 caster levels. There also is a 5% chance (a 20 on a d20) of summoning 1 dire bat per bat swarm that would have been summoned, dependent upon terrain and frequency of the dire bats in the area.

Swarm of Bats

Size: Diminutive 3rd Level Animal (Swarm)

Speed: 5 ft., fly 40 ft. (good)

Abilities: Str -4, Dex +2, Con +0, Int -4, Wis +2, Cha -3

Skills: Notice 6 (+15)

Feats: Lightning Reflexes, Night Vision B, Skill Focus (Notice)

Traits: Blindsense 20 ft., Distraction, Half Damage from Slashing and Piercing, Swarm Traits, Wounding

Combat: Swarm, Damage +2, Defense Dodge/Parry +8/- (+4 size, +2 base, +2 Dex), Initiative +2

Saving Throws: Toughness -3 (-3 size), Fortitude +3 (+3 base), Reflex +7 (+3 base, +2 Dex, +2 Lightning Reflexes), Will +3 (+1 base, +2 Wis)

Blindsense: A bat swarm notices and locates creatures within 20 feet. Opponents still have total concealment against the bat swarm (but swarm attacks ignore concealment).

Distraction: Any living creature that begins its turn with a swarm in its space must succeed on a Difficulty 11 Fortitude

save or be nauseated for 1 round. The save Difficulty is Constitution-based.

Wounding: Any living creature damaged by a bat swarm continues to bleed, taking +1 damage each round thereafter. Multiple wounds do not result in cumulative bleeding loss. The bleeding can be stopped by a Difficulty 10 Medicine check or the application of the Cure supernatural power.

Skills: A bat swarm has a +4 racial bonus on Notice checks. These bonuses are lost if its Blindsense is negated.

Dire Bat

Type: 4th Level Animal

Size: Large

Speed: 20 ft., fly 40 ft. (good)

Abilities: Str +3, Dex +6, Con +3, Int -4, Wis +2, Cha -2

Skills: Notice 0 (+9)*, Stealth 7 (+12)

Feats: Skill Focus (Notice), Skill Focus (Stealth)

Traits: Blindsense 40 ft.

Combat: Attack +8 (-1 size, +3 base, +6 Dex), Damage +6 (bite), Defense: Dodge/Parry +8/- (-1 size, +3 base, +6 Dex), Initiative +6

Saving Throws: Toughness +7 (+2 size, +3 Con, +2 natural), Fortitude +7 (+4 base, +3 Con), Reflex +10 (+4 base, +6 Dex), Will +6 (+4 base, +2 Wis)

Blindsense: A dire bat uses echolocation to pinpoint creatures within 40 feet. Opponents still have total concealment against the bat unless it can actually see them.

Skills: Dire bats have a +4 racial bonus on Notice checks. This bonus is lost if its Blindsense is negated.

Sixth Level

Apparitional Servant

Cost: 10 pts Range: Unlimited

Elements: T,S

An Apparitional Servant is a manifestation of the caster's mind and the use of illusion. The Servant will do whatever the caster asks of it to the best of the caster's ability except fight. The Servant is invisible and may move through solid objects without leaving a trace however any solid object it is carrying will also be left behind. Its physical statistics, level, class and skills are those of the caster however it will not be able to cast spells. It has no physical appearance and therefore cannot pose as someone else. The servant lasts until the caster dispels it or falls to dying status on the damage track. The caster may create and control up to 5 servants plus 1 additional servant per point of Wisdom bonus at once.

Bat Form

Cost: 6 pts Range: Personal

Elements: T,G Prerequisite: Wolf Form

This spell will transform the caster into either a batman form or a full blown bat. In the bat form the caster cannot be killed permanently; i.e. if the caster is crushed under a landslide he will regenerate but be killed again by the landslide. If the caster is reduced to “dying” or “dead” status on the damage track while in bat form, they automatically revert back to their natural form and are healed of all damage instead of dying. The exception to this rule involves damage caused by silver weapons. Silver causes double damage to a creature in bat form, and can cause permanent death. The bat will have the same statistics as the caster except it will be Diminutive in size and receive a +2 bonus to Dexterity. The bat will receive a bite attack that does +0 lethal damage. It will also have a Blindsight out to 20 ft. The caster will also be able to fly at a rate of 40 ft. (good).

The bat man form gains Damage Reduction 2/silver but does not regenerate. The batman form receives +1 Dexterity and the same attacks as the bat form, although weapons and armor may be used instead if desired.

Unfortunately there are some restrictions to the spell. When the transformation occurs, the character 's possessions also transform with him. Unfortunately, most metals are resistant to this type of magical manipulation. The spell can manage small amounts of metal (about weapon sized) but can't convert large amounts of metal (armor sized). If a character wants to change to full bat form, they must be wearing armor made from plants or animals (wool, leather, etc.), or metal armor especially enchanted to transform. Otherwise the spell automatically fails.

Ego Bane

Cost: 5 pts Range: 5'+5'/lvl

Elements: T Prerequisite: Telepathy

The caster destroys the opponent's ego by inflicting serious personal trauma and destroying all self confidence. The target must make a Will save vs. a Difficulty of 10 + spell level + caster's Intelligence or roll for a result on Table 2. Table 2 follows these spell descriptions. The caster must have eye contact and the target must be sentient.

Eye of Flame

Cost: 15 pts Range: 5'+5'/lvl

Elements: T,G

The caster peers into the opponent's eye and a needle of flame shoots from the caster's eye to the victim's eye. If the caster does not have eye contact then the spell cannot be activated. If the caster does have eye contact the spell will activate and automatically hit. The flame will do +1 fire

damage per adept level of the caster and permanently blind the target in one eye. The victim may make a Fortitude save vs. a Difficulty of 10 + spell level + caster's Intelligence to reduce the damage by ½ and avoid being blinded. This damage is dealt directly to the body with armor providing no defense. If the target fails their save they will be blinded in one eye, suffering a -1 penalty to ranged attacks until their eye can be regenerated.

Paralyze

Cost: 3 pts + 1 pt/2 pts of victim's Strength bonusRange: Touch

Elements: T Prerequisite: Halt

Paralyze will hold an opponent in place for 10 rounds per adept level of the caster. The caster must spend an additional point for each point of Strength that the victim has above +5. The caster must touch the victim. The victim may not cast spells.

Restoration

Cost: 6 pts/Day/Limb goneRange: Sight

Elements: T,G,S Prerequisite: Heal II

Restoration will simply grow back severed limbs. If the wound has been cauterized or the limb incinerated, then restoration is impossible. The material component of this spell is a wax miniature replica of the limb to be regrown. The caster waves her hands over the missing limb then it will begin to grow back. Within one day the limb will be entirely regrown.

Spiritual Derva

Cost: 14 pts Range: 10'/lvl

Elements: T,G

The caster gestures towards the victim and an ethereal whirlwind emits from the caster's fingers. It automatically strikes the victim in the chest. If the victim does not make a Will save vs. a Difficulty of 10 + spell level + caster's Intelligence, then 1/3 of all the victim's total spirit points are transferred to the caster. In addition the victim becomes wounded and the caster can automatically remove one wounded or two hurt conditions. If the target is reduced to -10 spirit points then he dies.

Thought Shield

Cost: 4 pts Range: 3' + 1'/lvl rad.

Elements: T Prerequisite: Cerebral Shield

Thought Shield will hide the minds of any within the radius of the spell from detection. This will not make them invisible but will cloak their minds so as to avoid detection from scrying, telepathic contact, or creatures with the ability to read the thoughts of others. This spell will act as though there is no mind to detect or read in that area even if the attacker knows of their presence.

Seventh Level

Apparitional Slayer

Cost: 15 pts Range: Unlimited

Elements: T,G,S Prerequisite: Apparitional Servant

This spell requires the caster's total concentration. If she is disturbed then the spell will falter. The caster holds a piece of glass in her hand and by concentrating creates an invisible assassin. This projection cannot go through solid substance and must be summoned in front of the caster. It cannot fly but is nearly impervious from harm except by spell or magical weapons and has Damage Reduction 6/supernatural. The slayer has the statistics of an expert of the same level as the caster. The Slayer gains Defensive Roll and Sneak Attack as bonus feats. The slayer also gains the Disable Device, Search, Stealth and Sense Motive skills at maximum ranks. All other statistics and skills are as the caster, however the Slayer will not be able to cast spells. If the caster loses consciousness or is killed, the slayer is immediately dispelled.

Haste IV

Cost: 10 pts/8 rds Range: Touch

Elements: T Prerequisite: Haste III

This spell gives the caster the ability to cast two powers/round, make two extra attacks, or move at five times their normal movement rate. The caster gains a +2 bonus to Defense and +4 to initiative. The caster is able to cast Haste III on others but is unable to bestow Haste IV. However, the affected person of a Haste IV must rest for 1 round for each round that they were hasted. The will be utterly exhausted and unable to move for this period of time. They may be carried but the resting time must be doubled.

Illusion II

Cost: 5+2/rd. Range: pts Sight

Elements: T,G,S Prerequisite: Illusion I

Illusion II is the second spell in this powerful series. This spell allows the caster to create optical illusions which can move and make sound. If the observers have reason to doubt the illusion then they may make a Will save to disbelieve. If they fail then they believe the illusion to be real. If they succeed they will notice some discrepancy in the illusion. The material component for this spell is a small crystal.

Iron Repulsion

Cost: 9 pts/rd. Range: Self +3 others

Elements: T Prerequisite: Thought Shield

Iron Repulsion will protect the caster and up to 3 others (his choice) from all mental attacks of lower level than the caster. For example, if a 5th level caster were to cast level 4 Mind Ravage, the sanguis magus spell caster could use Iron Repulsion to negate the spell. The caster must win an opposed adept level check with the caster of the mental attack spell to successfully negate the mental attack save regardless of any other save. If the spell which the caster is attempting to negate allows a save then the caster also may still save vs. the spell if he failed to negate it with Iron Repulsion.

Mental Destruction

Cost: 10 pts Range: 5' +2'/lvl

Elements: T Prerequisite: Telepathy

Mental Destruction is a form of telepathic assault on a person's mind. The victim's mind is telepathically overloaded if he does not make a Will save vs. a Difficulty of 10 + spell level + caster's Intelligence. If the victim does not save then he must roll on Table 2 located at the end of these spell descriptions. The victim may be located and targeted telepathically.

Potion Burn

Cost: 8 pts/potion Range: Minimal

Elements: T,G,S

Potion Burn takes a dose of the desired potion and “burns” it on to an object. This has a multiplying effect of the level in doses; i.e. if a fifth level caster casts Potion Burn on a full heal potion then he has an item which has 5 doses of full heal. The initial dose is consumed by the spell.

Ray of Weakness

Cost: 8 pts Range: Sight

Elements: T,G Prerequisite: Paralyze

The caster points at a victim and a sickly yellow beam emits from his finger. The caster must roll to hit. If the caster hits then the victim must make a Fortitude save vs. a Difficulty of 10 + spell level + caster's Intelligence or the victims Strength and Constitution are reduced to -4. This means the victim is unable to move under his own power. The victim will recover one point of Strength and one Constitution point per day of total bed rest. Any exertion whatsoever will nullify this recovery.

Regeneration

Cost: 10 pts Range: Personal

Elements: T Prerequisite: Restoration

Regeneration grants the spell caster the ability to repair damage beyond the use of the Heal spells. It will mend bones, repair arteries, even regrow internal organs or severed limbs. The spell requires 1 uninterrupted hour per major injury or missing body part and the patient will require 36 hours, once the spell is complete, of undisturbed rest to fully heal. Any disruption during the casting process will negate the spell. During the healing process, any disruption may have damaging affects on the result (at Narrator's discretion.) At the end of this period remove all damage conditions from the spell's recipient.

Eighth Level

Apparitional Slayer II

Cost: 25 pts Range: Unlimited

Elements: T,G,S Prerequisite: Apparitional Slayer

This spell, like Apparitional Slayer I, requires the caster's total concentration. If she is disturbed then the spell will falter. The caster holds a piece of glass in her hand and by concentrating creates an invisible assassin. The fundamental differences between Apparitional Slayer I and II are as follows. Apparitional Slayer II can go through solid substances, but must still be summoned in front of the caster. It has Damage Reduction 6/supernatural, making it nearly impervious from harm except by spells and magical weapons, and even then, anyone casting spells must overcome his supernatural resistance of 12 with an adept level check. Otherwise the Apparitional Slayer created by this spell is identical to that created by the prereq.

Iron Scythe

Cost: 15 pts +5 pts/pt of Int of victimRange: 10'+1'/lvl

Elements: T,G,S

Iron Scythe is a spell of incredible power that attacks the mind. It will send sheets of psychic energy whipping through the target's mind instantly destroying memory and thought patterns. This spell forces the victim to make a Will save vs. a Difficulty of 10 + spell level + caster's Intelligence or roll on Table 3 located at the end of these spells. If the victim saves then the victim is in a state of fear as the spell Panic. This spell will automatically hit if the caster can see her target, and requires no attack roll.

Possession

Cost: 10 pts/lvl of victim Range: 25'

Elements: T,G

This spell is reversible so as to thrust another possessing spirit from a persons body. When reversing this spell, the

caster must win an opposed adept level check with the possessing spirit, where the possessing spirit may use its total level as its adept level. The standard function of this spell requires the victim to make a Will save vs. a Difficulty of 10 + spell level + caster's Intelligence or the caster's soul is transferred to the victim's body. The victim's soul is suppressed. This spell will then last 1 month for every level of the caster or until the caster ends the spell. While away, the caster's body will be in a state of suspension not requiring air, water, food and appear as though dead. In the victim's body, the caster will retain his or her own Intelligence, Wisdom and Charisma as well as their own spells, skills and feats, but will gain the victim's physical ability scores, combat bonus and saving throws.

Spirit Form

Cost: 9 pts Range: Personal

Elements: T,G Prerequisite: Bat Form

This spell will transform the caster into a Spirit. There are basically four different types of spirits, Earth, Air, Water, Fire. The caster will receive different abilities in different forms. Air and fire will be able to fly at a rate of 90 ft. with perfect maneuverability while earth and water will have the ability to teleport at will. They will be able to make a Difficulty 20 adept Level Check to control their specific element.

In the spirit form the caster cannot be killed permanently; i.e. if the caster is crushed under a landslide he will regenerate but be killed again by the landslide. If the caster is reduced to "dying" or "dead" status on the damage track while in spirit form, they automatically revert back to their natural form and are healed of all damage instead of dying. The exception to this rule involves damage caused by silver weapons. Silver causes double damage to a creature in spirit form, and can cause permanent death. The spirit will have the same statistics as the caster except it will receive a +2 bonus to Dexterity if of Air or Fire and +2 to Strength if Earth or Water. The spirit will receive a natural attack that deals damage equal to half the caster's adept level in lethal damage. This is bludgeoning damage for air, earth and water spirit forms, and fire damage for the fire spirit form.

Unfortunately there are some restrictions to the spell. When the transformation occurs, the character's possessions also transform with him. Unfortunately, most metals are resistant to this type of magical manipulation. The spell can manage small amounts of metal (about weapon sized) but can't convert large amounts of metal (armor sized). If a character wants to change to spirit form, they must be wearing armor made from plants or animals (wool, leather, etc.), or metal armor especially enchanted to transform. Otherwise the spell automatically fails.

Tenebrae Magae

First Level

Burrow

Cost: 3 pts/10 rounds Range: Personal

Elements: T,G

Burrow is an exceptionally useful power since it allows the caster to move through earth at 1/2 movement and stone at 1/8 movement. This spell will only leave a hole behind the caster if he/she takes twice as long to shore up the tunnel or has someone helping him/her with dirt removal.

Cast Darkness

Cost: 1 point/10 rounds Range: 10' radius

Elements: T

The magical darkness created from this spell allows only the caster and those he/she is touching to see in the infernal blackness.

Gust

Cost: 2 pts Range: 100'

Elements: T,G

This spell allows the caster to create a gentle wind which will push most gas or dust clouds 100 feet away. This is useful against gas attack spells. It will also work against most fogs.

Illusion I

Cost: 3+1/rd. pts Range: Sight

Elements: T,G,S

Illusion I is the beginning of a powerful weapon of the Tenebrae Magae. Although not overly powerful at this stage, the spell can still be handy. The Illusion will not move or make noise and if touched it will be dispelled. However non - moving items such as a bridge where there is no bridge or a pile of gold where there is a pit of spikes is quite feasible. The substance for this spell is a pinch of dust.

Invisibility I

Cost: 1 pt/4 rds Range: Touch

Elements: T

Although the caster can only move at 1/4 normal movement, this spell is powerful in that it is more effective against the more intelligent observer. This spell will render the caster unnoticed to the point that people will avoid walking into the caster and he/she will appear as something that belongs and thus is beneath notice. However, creatures of animal intelligence or of -3 or lower Intelligence will notice the caster; i.e. guard dogs will bark at you. Also, creatures with exceptional vision will have a chance to detect the caster

with a Difficulty 15 Notice check. Creatures with the Scent trait can smell the caster normally. The caster will also make noise unless the caster succeeds on a Stealth check. If this power is employed in combat it will give the caster partial concealment until the caster is hit, hits an opponent, or is jarred.

Oath I

Cost: 3 pts Range: Written

Elements: T,G,S

This spell will bind the signers to an agreement laid out on parchment and signed in the blood of all parties involved. The caster is able to name a spell like consequence should the signees break their oath, like turn into toads for a month, have warts for a year. However, there are limits to this power and they manifest themselves as the caster must always allow an out, as in a time limit (a reasonable one), or a clause to allow redemption.

Phantom Noise

Cost: 2 pts/sound/rd. Range: 30'/lvl

Elements: T

Phantom Noise will generate a sound: a stick breaking, stones shifting, etc. This sound may not be a word or voice but it may be a grunt or growl, as long as it is unintelligible.

See In Darkness

Cost: 1 pt/10 rounds Range: Touch

Elements: T

Quite simply this spell allows the caster to see in darkness. The caster may bestow this spell on another. The spell will not allow the user to see in unnatural darkness, such as darkness from another spell.

See Spirits

Cost: 1 pt/rd. Range: Sight

Elements: T,G

With a gesture this spell will allow the caster to see spirits of all types except lords. Examples of spirits include wood spirits, river spirits, fire spirits, stone spirits, ghosts, and many more. This power is bestowable on other people.

Sense Life

Cost: 1 point Range: 100'

Elements: T,G

Sense life can be used to determine if the beings you are facing are alive, dead, or undead. Also, only lead or pure iron can stop this sense, so it is able to detect living forms on the other side of walls and doors. As well, some magical metals may block this sense at the Narrator's discretion.

Silence I

Cost: 1 pt/3 rounds Range: 10' rad

Elements: T,G

Silence I will create a sphere of silence around the caster allowing only him to speak. This will stop any sound based attack from entering the sphere and will only allow the caster's sound based attacks or commands (if he/she has any) to leave. This spell will stop any spell with an Oral element.

Stun

Cost: 3 pts Range: Sight

Elements: T,O

This spell will cause a victim to reel as if struck by a mighty blow. The victim receives a Will save vs. a Difficulty of 10 + spell level + caster's Intelligence. If the victim fails, he looses any dodge bonus to Defense, takes a -2 modifier to Defense, and cannot take action other than reactions. The effect lasts for 1 round and affects 1d20/2 creatures (round up).

Suspension

Cost: 4 points Range: Touch

Elements: T

To all external indicators this spell will make the caster or anyone he touches appear dead for as long as the caster wills it. This can be used on others against their wills, but they receive a Will save vs. a Difficulty of 10 + spell level + caster's Intelligence. If they save, no effect, but if they don't, they will be put into a death like sleep until the caster awakens them. They will not age, need food or drink or breathe while under this power. No means of detecting life will reveal whether the target of this spells still lives.

Second Level

Communicate With Undead

Cost: 1 point /100 years deadRange: Voice

Elements: T,O

The undead know many secrets of the past and present. With this spell, the caster is able to communicate with forms of undead which normally could not communicate. This will not force the undead to communicate, but it will make speech and understanding possible.

Dancing Light

Cost: 1 pt/light/rd. Range: Sight

Elements: T,G

This spell creates a will-o-the-wisp of light that will enthrall one creature per light created. The opponent receives a Will save vs. a Difficulty of 10 + spell level + caster's Intelligence. While an opponent is enthralled, the caster may

move quietly around the enthralled individual and even touch him/her lightly, but any loud noises or jarring of the enthralled will cause him/her to awaken.

Dark Stealth

Cost: 1 point/rd. Range: Personal

Elements: T,S

This spell will make the caster virtually undetectable to normal senses if he/she is in darkness. The caster gains a +15 to Stealth checks in dark areas, or gains a +2 bonus per adept level, whichever is greater. If a creature has super senses of some sort then it may receive a bonus to detect the caster; the actual bonus is left to the discretion of the Narrator. The advantage of this power over invisibility is that it will also cover smell and sound. This spell is the precursor to Shadow Form. The substance used in this spell is a small piece of dark cloth.

Detect Poison

Cost: 3 pts Range: Minimal

Elements: T

This spell will allow the caster to automatically detect any normal, non-magical poison. For any magical poison the caster will have a 50% chance (11-20 on a d20) of detection with bonuses if it has obvious identifiable traits, like oily, smells like lemons, a certain color, etc.

Invisibility II

Cost: 1 point/3 rds Range: Touch

Elements: T Prerequisite: Invisibility I

Although the caster can only move a 1/2 normal movement, this spell is powerful in that it is more effective against undead animals and magical creatures. This spell will actually create an illusion about the caster which will make him appear as something that belongs according to the viewers' own minds and thus is beneath notice. Also, creatures with exceptional vision will have a chance to detect the caster with a Difficulty 20 Notice check. Creatures with the Scent trait can smell the caster normally. The caster will also make noise unless the caster succeeds on a Stealth check. If this power is employed in combat it will give the caster partial concealment until the caster is hit, hits an opponent, or is jarred.

Invulnerability I

Cost: 4 pts/ 10 rounds Range: Personal

Elements: T

This spell hardens the casters skin to a supernatural hardness. It will in fact provide the caster with a +3 natural armor bonus to toughness against bludgeoning or concussion damage. The reason this works only against blunt damage is because of the dispersion of the incoming force. Invulnerability I does not have the force to protect the caster from focused attacks (i.e. piercing, bullets or edged). This spell offers no other protections, like from heat, cold or drowning.

Misdirection

Cost: 4 pts Range: Sight

Elements: T,G

The caster is able to redirect a person's attention to something or somewhere other than what the victim originally was focused on. For example, Lance the thief is caught stealing by a guard, Lance casts misdirection on the guard towards a chair and suddenly the guard is fascinated with the chair and pays Lance no further attention. The guard does receive a Will save vs. a Difficulty of 10 + spell level + caster's Intelligence. The guard will study the cabinet for a number of rounds equal to the caster 's level with decreasing interest and increasing discomfort until he remembers what it was he was originally doing. If the guard was attacked, he would defend himself, meaning that he is not enthralled, but merely has had his attention diverted.

Obscurement

Cost: 1 point/object Range: Touch

Elements: T,G

This spell will cover one object or person from detection by magical means. This is bestowable on other creatures and lasts for one day or until dispelled. This is not invisibility but will protect the caster from scrying devices, telepathic scans and detection spells.

Protection from Kuang-shi

Cost: 1 pt/5 rounds Range: 5' rad. + 1 ft. / lvl

Elements: T

This spell will cause kuang-shi to have an aversion to the area of the caster. This does not mean that kuang-shi cannot come within 5 feet + 1 foot per level of caster; i.e. the kuang-shi may be pushed into the area but they cannot enter of their own volition. They will not attempt to fight the caster but to escape from the area of the spell. The caster and all those non-kuang-shi in the area receive a +1 per two adept levels of the caster to hit and damage when fighting a kuang-shi while in the area of effect of this spell.

Sleep

Cost: 4 pts Range: Touch

Elements: T,G

When this spell is cast the victim must make a Will save vs. a Difficulty of 10 + spell level + caster's Intelligence. The sleep induced is light and lasts for 30 rounds. Any reasonably loud sound will wake the sleeper. This spell will

affect 7 levels + 1/level of the caster in enemies. This means at 2nd level the sleep spell will affect 9 levels of creatures.

Slow

Cost: 1 point/2 rounds Range: 40'+1'/lvl

Elements: T,G

The victim receives a Will save vs. Difficulty 10 + spell level + caster's Intelligence. If this save is not made then the victim moves as though in slow motion. The effects are that the victim can only take partial actions. A person who is slowed only moves slower, i.e. if that person fell off a cliff, then he/she would fall at normal speeds.

Third Level

Create Kuang-shi

Cost: 6 pts Range: Touch

Elements: T,G,S

The caster of this most dark spell must have a whole and intact body. This spell will create an animated corpse, but for every 3 levels the caster has he/she will be able to make 1 type higher kuang-shi. This means at 4th level the caster can create a type 1 kuang-shi, until then the kuang-shi will be only type 0, animated corpses. Kuang-shi can only be permanently destroyed by disintegration, total dismemberment or incineration. This spell will have no affect on a living creature but may be cast on any type of dead (at one time living) organic matter. If the caster spends three times the normal amount of points, the kuang-shi will be animated until destroyed even if the caster dies. In a normal creation, the kuang-shi will deactivate if the caster is killed.

Detect Illusion

Cost: 5 pts Range: Sight

Elements: T

Detect Illusion will allow the caster to determine if an object or scene is illusory. The caster must roll a level check with a Difficulty of 5 + the adept level of the illusion's caster.

Dream Drowse

Cost: 3 pts/rnd Range: 200 yds

Elements: T,S,G Prerequisite: Sleep

The caster of Dream Drowse must have some fine sand which he/she will slowly let loose through his/her fingers. A purple-blue mist will slowly flow from his/her hands at a rate of 10 yards/round, a speed which most creatures can outrun. This spell will affect up to 20 levels + 1 level/ adept level of the caster worth of creatures. The creatures affected must make a Will save vs. a Difficulty of 10 + spell level + caster's Intelligence or fall asleep. This spell is not selective and will affect friend and foe alike (although the caster is immune to his own spell). The mist will progress in a 60 degree arc from the caster's hands up to 200 yards. Anyone caught in the Drowse who fails their save will be unable to awaken until the caster commands it. Gust or Wind spells will disperse this spell.

Paralysis

Cost: 5 pts Range: Touch

Elements: T,G Prerequisite: Slow

This spell will cause anyone the caster touches to be unable to move but be aware of their surroundings for 5 minutes. The victim receives a Will save vs. a Difficulty of 10 + spell level + caster's Intelligence, if the save is made, then there are no effects. The caster must touch the victim's skin, requiring a finesse attack.

Plague

Cost: 4 pts Range: 100 yds

Elements: T,G

This spell makes a black fog issue from the caster's hands which spreads in the direction that they are pointed. Anyone caught in this fog must make a Fortitude save vs. a Difficulty of 10 spell level + caster's Intelligence or contract 1d20/2 diseases (round up). The severity of the disease may vary from a mild cold to yellow fever. The disease's potency is determined by the Narrator and the conditions the victim is in. For example, if the character is in a sanitary, dry place the diseases will be mild; however, if the victim is in the middle of a swamp after days of no food and poor sleep, the diseases may be severe. The diseases will none the less be considered at full incubation and in full detrimental force. This spell may be dispersed by a Gust or Wind spell.

Poison Blood

Cost: 2 pts/dose Range: Touch

Elements: T,S

This spell will create a poison that is specific to the person whose blood was taken as an element. It will not affect any other nor will it be noticed by any other people. The victim will receive a Fortitude save vs. a Difficulty of 10 + spell level + caster's Intelligence. This is an ingestive poison and tastes faintly of salt. It may be sleep or death poison, but must be declared upon creation. This may not be cast on the blood in a persons body. A small quantity must be withdrawn from a persons body, then the spell cast upon it. Then this poisoned blood must be reintroduced back into the persons body, either by eating it or by weapon.

Protection from Skeletons

Cost: 3 pts/10 rounds Range: 5 ft. rad + 1 ft. / lvl

Elements: T Prerequisite: Protect from Kuangshi

This spell will cause Skeletons of types I -III to have an aversion to the area of the caster. This means that Skeletons

cannot voluntarily come within 5 feet plus 1 foot per level of caster, but may be pushed into the area. They will not attempt to fight the caster but to escape from the area of the spell. The caster and all those non-skeletons in the area receive a +1 per two adept levels of the caster to hit and damage against skeletons while in the area of effect of this spell.

Shadow Form

Cost: 7 pts Range: Personal

Elements: T Prerequisite: Dark Stealth

This spell allows the caster to take the form of Shadow. In doing so the caster assumes a great many powers. The first is the ability to merge with shadows to be undetectable. The second is the ability to move into the shadow realm which allows the caster to cover great distances (up to 100 miles/ hour of travel in the shadow realm). However, there is a price. The caster has a 10% chance (cumulative) of encountering a shadow denizen every hour in the Shadow Realm. Also, for every source of light that the caster is exposed to in a round, he/she will suffer +1 damage. The caster cannot be permanently killed in this form, but can be forced to his/her original form and forced to regenerate. The caster will regenerate, gaining an extra recovery check every 24 hours. This spell will last until the caster wills himself to revert to his original form.

Wall of Fog

Cost: 2 pts/1000 cu. ft. Range: Personal

Elements: T

This spell will create an illusionary wall of fog. It will appear real in all ways; i.e. dampness, visual, temperature. However, it will not cause condensation or be blown away by winds. It may be disbelieved with a successful Will save. The caster may control movement and how it forms to create a more believable fog. Those who do not disbelieve the fog find that it provides anyone in the area of effect with partial concealment if they have up to ten feet of fog between them and the observer and total concealment if they have more than 10 ft. of fog between themselves and the observer. The fog will last 10 times the caster's level in minutes.

Wind

Cost: 1 pt/5 Rounds Range: 500 ft. + 100 ft./lvl

Elements: T,G Prerequisite: Gust

This spell will create a wind that moves at two times the caster's adept level in miles per hour and will dissipate gases in 2-8 rounds. This is the next step up from the Gust spell. It is a strong breeze but not so potent as to move people or objects.

Fourth Level

Confusion

Cost: 3 pts Range: Sight

Elements: T Prerequisite: Stun

This spell is the next step in stunning beings. With this power, the caster is able to create the feeling of utter confusion. The victim is unable to think coherently and is dumbfounded as to how to proceed. The victim may flail wildly or sit and stare into space, depending on the surroundings and the last action. The victim is allowed a Will save vs. a Difficulty of 10 + spell level + caster's Intelligence. The caster will affect up to his/her level in number of creatures that he/she can see.

Create Skeletons

Cost: 7 pts/ type Range: Touch

Elements: T,S,O Prerequisite: Create Kuang-shi

The caster must have a clean skeleton and be uninterrupted during the spell. The caster may create a type skeleton up to 1/3 his/her level; i.e. a 6th level Tenebrae Magae could create a type 2 skeleton (see “Skeleton (Os Animatum)” on page 268). The casting time for this spell is 25 minutes per type of skeleton. If the caster spends 3 times the casting cost the skeleton will be permanently active. This means if the caster dies, the skeleton will continue to function and carry out its duties. Normally, if the caster dies, then the skeleton would be deactivated.

Ice Bolt

5 pts 40 ft. + 3 ft./lvl

Elements: T,G

Ice bolt is first in a series of offensive projectile spells allowed to Tenebrae Magae practitioners. The caster needs to point in the desired direction and set the spell in motion. One bolt will emerge from the caster's fingers, causing +1 cold damage plus an additional +1 cold damage per two adept levels. The caster must roll to hit and may add their Wisdom as a bonus to the attack roll.

Ice Wall

Cost: 4 pts Range: 10 ft. radius

Elements: T Prerequisite: Wall of Fog

Unlike Wall of Fog, Ice Wall provides a solid, tangible barrier. The wall has its own damage track with a +2 toughness bonus. The Ice Wall may occupy up to 200 cubic feet of space (20' long, 10' high and 1' thick). The caster need not form a wall; an igloo, dome or any shape may be created. Also, the structure does not have to originate on the ground. A slab of ice created over the head of an enemy will cause 10 fp of damage for every 10 cubic feet of ice created. However, the caster must roll to hit the target, though the

caster may add their Wisdom to the attack roll. Finally, the wall can be cast horizontally at foot level, trapping all creatures within its effect if the caster makes his to hit roll.

Illusion II

Cost: 4+2/rd. pts Range: Sight

Elements: T,G,S Prerequisite: Illusion I

Illusion II is the second spell in this powerful series. This spell allows the caster to create optical illusions which can move and make sound. If the observers have reason to doubt the illusion then they may make a Will save to disbelieve. If they fail then they believe the illusion to be real. If they succeed they will notice some discrepancy in the illusion. The material component for this spell is a small crystal.

Insect Doom

Cost: 4 pts Range: 20 ft. + 3 ft./lvl

Elements: T,G

This rather disgusting spell is one reason why Tenebrae Magae practitioners are both feared and despised. The caster waves his arms in a sweeping motion and points towards his target. As the spell takes effect, a carpet of biting, stinging, creeping insects and arachnids appears and swarms over the victim. The bugs will continue to appear for a full 10 rounds, inflicting +1 damage for each level of the caster every round, to a maximum of +10 damage/round. The victim may make a fortitude save each round to take half damage. Armor offers no protection, as these vile creatures will slither in at the joints and openings. They will retreat if faced with fire but only be held in bay for the duration of the spell. This spell will last 1 round for every level of the caster. The effects can be continuously maintained if the caster recasts on the last round of the spell.

Invulnerability II

Cost: 3 pts/ 5 rounds Range: Personal

Elements: T Prerequisite: Invulnerability I

As with its predecessor, this spell hardens the caster's skin to a supernatural hardness. It will still provide a +3 natural armor bonus to damage against Bludgeoning and Concussion damage, but this bonus will also provide a +2 natural armor bonus to toughness against Slashing damage as well. Invulnerability II does not have the force to protect the caster from piercing, projectile attacks. This spell will not protect against any other damage not listed in the description, such as fire, ice or drowning.

Power Drain

Cost: 3 pts/lvl drain Range: Touch

Elements: T,G

Power Drain is a devastating attack spell. If the caster gets a successful hit on the victim, he can strip that person of any one spell, and transfer the ability to cast that spell to himself. The effects last for one round per level of the caster. This will work for all realms of powers. The cost of draining this spell is 3 points per level of the spell drained. The caster must have foreknowledge of the target spell (i.e. seen the target cast the spell). For the duration of the drain, the target will be unable to cast that spell.

Sleep Sand

Cost: 8 pts Range: 20 ft. + 3 ft./lvl

Elements: T,S,G Prerequisite: Dream Drowse

As with Dream Drowse, Sleep Sand requires some fine dust. The caster blows the dust from the palm of his open hand, which causes it to billow into a cloud. This cloud will affect 30 + 2 levels/ adept level of the caster worth of creatures, although they get a Fortitude save vs. 10 + spell level + caster's Intelligence. If they fail the save, they are plunged into a deep sleep for which only the most persistent of shaking will wake them. This spell may be dispersed with Wind or Gust spells.

Summon and Control Shadow

Cost: 8 pts Range: Minimal

Elements: T,G,S

The caster inscribes a summoning circle with iron shavings on a rock surface. He/she then lights a candle to facilitate shadows forming and enacts the spell. A shadow will appear, and it receives a Will save vs. a Difficulty of 10 + spell level + caster's Intelligence. A shadow's Will save bonus is +2. If unsuccessful, then the shadow will serve the caster for one day. A shadow will have a mental link with the caster and thus be able to communicate with the caster by telepathy. A shadow is a beast from the Shadow Realm and is unable to affect creatures or people. They may, however, spy on them and use the Shadow Realm to traverse vast distances on our plane.

Fifth Level

Flame Bolt

Cost: 7 pts Range: 40 ft. + 2 ft./lvl

Elements: T,G Prerequisite: Ice Bolt

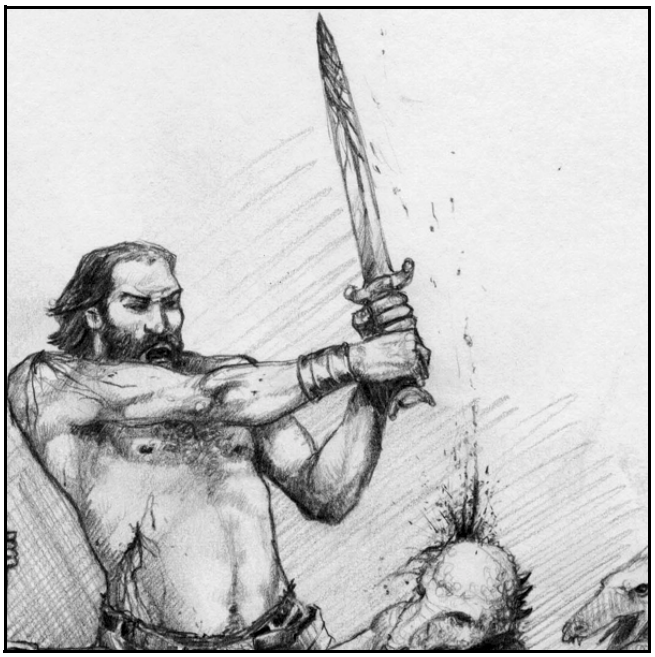
The caster needs to point in the desired direction to set the spell in motion. A bolt of fire will spew forth from the caster's fingers and cause +1 fire damage per adept level of the caster up to a maximum of +10 damage. This spell requires an attack roll, for which the adept may add their Wisdom bonus in addition to their Dexterity bonus.

Invisibility III

Cost: 1pt/2 rds Range: Touch

Elements: T Prerequisite: Invisibility II

This is the first true invisibility for these mages. This spell actually bends light around the caster so that he/she no longer is visible. Unlike previous spells the caster is able to have his/her full movement. Creatures with the Scent trait can smell the caster normally. The caster will also make noise unless the caster makes a successful Stealth check. If this power is employed in combat it will give the caster complete concealment until the caster is hit, hits an opponent, or is jarred.



Invulnerability III

Cost: 9 pts/10 rounds Range: Personal

Elements: T Prerequisite: Invulnerability II

As with its predecessor, this spell hardens the caster's skin to a supernatural hardness. It gives the caster a +3 natural armor bonus to toughness against Bludgeoning, Concussion or Slashing damage. This version will also provide a +2 natural armor bonus to toughness saves against piercing or ballistic damage. This spell will not protect against any other damage not listed in the description, such as fire, ice or drowning.

Oath II

Cost: 6 pts Range: written or oral

Elements: T,O,G Prerequisite: Oath I

This spell is very similar to its predecessor, Oath I, in that it will bind the signees to an agreement laid out on parchment and signed in the blood of all parties involved. In addition this will work with a verbal agreement with the use of Oath II. The caster is able to name a spell like consequence should the signees break their oath, like turn into toads for a month, or have warts for a year. Unlike the Oath I spell, the oath breaker can be given no means of redemption; i.e. the affects may be permanent like death. The spirit of the Oath is that one cannot make the consequences positive; for example you could not make the oath grant strength to the oath breaker.

Panic

Cost: 3 pts Range: 15' +2' per lvl

Elements: T,G Prerequisite: Confusion

The caster gets a stern look upon her face, then projects her aura outwards so as to intimidate those around her. Those affected may make a Will save vs. a Difficulty of 10 + spell level + caster's Intelligence. If they fail then roll a d20 and consult the following table:

d20	Effect
1-7	Victim faints and will recover in 10 rounds
8-14	Victim runs in fear from the caster ignoring any danger to himself. The victim will even run off a cliff if it will get him away from the caster. The victim will run until exhausted.
15-20	Victim freezes in fear and will not move for 10 rounds per adept level of the caster.

Protection from Ghosts

2 pts/5 rounds 5 ft. rad + 1 ft. / lvl

Elements: T Prerequisite: Protect from Skeletons

This spell will cause ghosts to have an aversion to the area of the caster. This means that ghosts cannot come within 5 feet plus 1 foot per level of caster voluntarily, but they may be pushed into the area. They will not attempt to fight the caster but to escape from the area of the spell. The caster and all those non-ghosts in the area receive a +1 per two adept levels of the caster to hit and damage against ghosts while within the area of effect of this spell.

Sphere of Death

Cost: 14 pts Range: 50 yards +10 yards/pt of Str

Elements: T,G Prerequisite: Plague

Sphere of Death is the diamond in the Tenebrae Magae crown of spells. This spell creates a sphere of life draining energy in the caster's hand which he can then throw at an opponent, gaining his Wisdom bonus to hit in place of his Dexterity. If he successfully hits, the victim must make a Fortitude save vs. a Difficulty of 10 + spell level + caster's Intelligence or die. If the victim saves, then he suffers +1 cold damage per two adept levels of the caster and armor will not prevent this damage. This spell will pass through

any worn armor but the damage may be absorbed by natural armored skin or scales.

Sixth Level

Death Shroud

Cost: 12 pts Range: 10 ft. + 3 ft./lvl

Elements: T,S,G Prerequisite: Sleep Sand

As with Sleep Sand, Death Shroud requires some fine dust. The caster blows the dust from the palm of his open hand, which causes it to billow into a cloud. This cloud will affect 10 creatures, although they get a Fortitude save vs. a Difficulty of 10 + spell level + caster's Intelligence. If they fail this save, they will die. If they save then they suffer +1 cold damage per 2 adept levels. Death Shroud will move with the wind and can be broken up by strong wind.

Diabolic Imprisonment

Cost: 10 pts Range: 10 ft. + 1 ft./lvl

Elements: T,S,G

Diabolic Imprisonment is just that, diabolical. It was used by Almadus the Censor to bind unfaithful souls to this plane to punish their betrayal of the Empire. Some philosophers question the very existence of the soul but whether it be



essence or the mind, it will be imprisoned. Simply, it takes the soul of the victim from its body and places it in a bottle. The victim receives a Will save vs. a Difficulty of 10 + spell level + caster's Intelligence or is imprisoned in this bottle. The bottle must be clear glass of the highest workmanship and the victim is aware of all that goes on around the bottle as though he/she had eyes.

Fire Wall

Cost: 5 pts Range: 10'+2'/lvl radius

Elements: T Prerequisite: Ice Wall

This spell will create a wall of fire 100 cu. ft. + 10 cu. ft./lvl. That deals +1 fire damage/adept level per round to anything inside of or moving through it. The wall may occupy up to 100 cubic feet +10 cubic feet per level of space. The spell will last for 3 rounds per level of the caster. For a seventh level caster it would last 21 minutes. The caster need not form a wall; an igloo, dome, or any shape may be created but it must be noted that the heat would be intense in an enclosed shape. Also, the structure does not have to originate on the ground. A sheet of flame created through the head of an enemy will cause damage normally, but targets may make a Reflex save to avoid being engulfed in the wall upon its creation. Finally, it must be noted that this is an incredibly flammable spell and that if it is cast where anything can catch on fire, it will.

Illusion III

Cost: 5+3/rd. pts Range: Sight

Elements: T,G,S Prerequisite: Illusion II

Illusion III is the third spell in this powerful series. This installment allows illusion with sight, sound, taste and texture. The viewers of the illusion, if they have reason to disbelieve, may make a Will save vs. a Difficulty of 10 + spell level + caster's Intelligence. The material components are a pinch of crushed mirror and a snap of the fingers. The target of the spell will be able to move the illusion if it would be possible normally (like lift a sandwich to eat it).

Invulnerability IV

Cost: 10 pts/5 rds Range: Personal

Elements: T Prerequisite: Invulnerability III

As with its predecessor, this spell hardens the caster's skin to a supernatural hardness. It will however, make the caster immune to bludgeoning or concussion damage, but this version also provides a +3 natural armor bonus to toughness against Slashing, Piercing or Ballistic damage. In addition it will bestow a +2 to saves vs. any spell. The immunity to blunt damage does not mean that the caster cannot be knocked down or into walls by blunt damage. Blunt damage does count towards natural attacks such as fists. This spell will not protect against any other damage not listed in the description, such as fire, cold or drowning.

Protection from Spirits

Cost: 1 pt/2 rounds Range: 5 ft. rad + 1 ft. / lvl

Elements: T Prerequisite: Protect from Ghosts

This spell will cause spirits of types I -III to have an aversion to the area of the caster. This means that spirits cannot come within 5 feet + 1 foot per level of caster voluntarily, but they

may be pushed into the area. They will not attempt to fight the caster but to escape from the area of the spell. The caster and all those non-spirits in the area receive a +1 per two adept levels of the caster to hit and damage against spirits while within the area of effect of this spell.

Summon & Control Ghost

Cost: 8 pts Range: Minimal

Elements: T,G,S Prerequisite: Summon/control Shadow

The caster inscribes a summoning circle with wax and fine sand on a rock surface. He/she then puts a personal item of the deceased into the circle to summon the ghost to it. A ghost will appear and it receives a Will save vs. a Difficulty of 10 + spell level + caster's Intelligence. If successful, then the ghost will serve the caster for the caster's level in months.

Summon Demon

Cost: 10 pts Range: Minimal

Elements: T,G,S Prerequisite: Summon/control ghost

The caster inscribes a summoning circle with lead and cold iron on a slate rock surface. He/she then lights seven candles to represent the seven Realms and places them in a square on the circle. A demon will appear inside the circle and be contained until the circle is broken or the caster releases the demon. This spell unlike its predecessors does not control the summoned but only contains him. If the demon is disagreeable to what the caster has to offer, then he does not have to help the caster. The caster must have total concentration on the spell to maintain the containment but may return the demon to whence he came at will.



Seventh Level

Control Demon

Cost: 10 pts

Range: Minimal

Elements: T,G Prerequisite: Summon Demon

This spell allows the caster to pit his will against a demon. When the caster enacts the spell, he locks wills with a demon and the victor takes all. The caster and the Demon must roll opposed Will saves. This spell allows the caster to apply his wisdom bonus as a penalty to the demon's Will save. Whoever wins the opposed roll controls the other. However if the demon looses, it will be able to struggle in a similar manner every month the caster has him around; and whenever the caster forces him to do things that go against his nature. This spell will work on a Manes Atrox.

Death's Nectar

Cost: 10 pts/dose Range: Touch

Elements: T,S,G

This spell creates a specialized poison to the creature whose blood was sampled. The blood of the creature is mixed with

menthe, a common herb, to produce a most deadly brew. The caster may spend 10 additional points per dose to make the Nectar a contact poison. Otherwise the poison must be consumed to have effect. The victim must make a Fortitude save vs. a Difficulty of 10 + spell level + caster's Intelligence or die. If the victim saves then he takes +6 damage. Death's Nectar will have no effect on any creature but the one whose blood was used in the creation of the poison.

Protection from Demons

Cost: 1 pt/round Range: 5 ft. rad + 1 ft. / lvl

Elements: T Prerequisite: Protect from Spirits

This spell will cause demons to have an aversion to the area of the caster. This means that demons cannot come within 5 feet + 1 foot per level of the caster, but they may be pushed into the area. They will not attempt to fight the caster but to escape from the area of the spell. However, for the spell to function the caster must enter into a test of wills with the demon. The caster must roll an opposed Will save with the demon. Example: The demon has a Will save bonus of +11, while the caster has a Will save bonus of +8. It rolls a 5, which makes its total Will save roll 16. The caster then rolls a 12, which makes his total Will save roll a 20. The demon is repulsed by the caster's spell. This check needs to be made only once per activation of the spell per demon to be repulsed. For instance, 3 demons attempt to enter the protected area and each must be contested, but then the results remain for the remainder of the spell. This spell will work against Manes Atrox and Kuei.

Silver Bolt

Cost: 8 pts Range: 40 ft. + 1 ft./lvl

Elements: T,G Prerequisite: Flame Bolt

Silver Bolt is the weapon of Tenebrae Magae choice against their arch enemies the Medicina Maga. The caster needs to point in the desired direction and set the spell in motion. A bolt of pure silver will spew forth from the caster's fingers and cause +3 piercing damage + 1 per two adept levels of the caster (round up) if the spell hits. The caster must make an attack toll to which he may add his Wisdom as a bonus to hit.

Wall Of Death

Cost: 12 pts Range: 40 ft.

Elements: T Prerequisite: Fire Wall

This spell will create an opaque black wall 100 cubic feet in size (10' h by 10' w by 1' deep). The caster need not form a wall; an igloo, dome, or any shape may be created, but it must be noted that the wall will affect anything that passes through it, friend or foe. Also, the structure must originate on the ground. Anyone passing through the wall must make a Fortitude save vs. a Difficulty of 10 + spell level + caster's Intelligence or die. If the save is made, then the victim suffers +1 cold damage per two adept levels of the caster directly to the person. Armor will not protect against this damage. Finally, it must be noted that this spell will heal and energize all forms of undead, providing them with a free recovery check with a +1 bonus per two adept levels of the caster. The wall will last for 10 rounds per adept level of the caster before it must be cast again.

Eighth Level

Gate

Cost: 15 pts Range: Touch

Elements: T,S,G

This spell opens a doorway between one place and another by means of a second plane. Certain creatures (devils, demons and spirits) are more sensitive to the activation of such gates, and will be able to manifest through a gate when it is used.

To activate a gate, the caster must have access to a doorway in the dimensions of 7 feet tall by 3 feet wide. He then activates the spell and the door will appear to be covered in a glowing red and blue smoke and light. The caster imagines where he desires to go and opens the gate to the destination. Whenever a gate is used, there is a 5% chance (a roll of 1 on a d20) a demon, devil or spirit will emerge with the user on the other side. The caster must be at least familiar with where the gate is opening to. The gate will last for ten minutes or until the caster dispels it. One cannot see the other side of an activated gate until one steps through.

Illusion IV

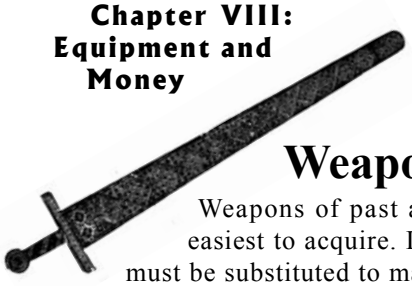
Cost: 20 pts Range: Sight

Elements: T,G,S Prerequisite: Illusion III

Illusion IV is the most powerful form of illusion in that the caster may create an illusion which can function on itself; i.e. the caster need not concentrate on the illusion. If the caster creates the illusion of a person it becomes an entity that will obey the caster but be able to function on its own. Also, if the caster creates the illusion of a sword it will do damage if he hits someone with it. However, if the victim disbelieves the illusion then he will not be harmed by it. The caster may also change his own appearance if he wishes. Food created from this spell will not nourish but will satisfy hunger. If the caster wishes, he may spend three times the casting cost of this spell and make the illusion permanent until anyone disbelieves the illusion.

Chapter VII : Equipment & Money

Chapter VIII: Equipment and Money



Weapons

Weapons of past ages are not always the easiest to acquire. In many cases, a weapon must be substituted to make due. A combat knife would be used as a dagger, or a wood axe could become a battle axe. Much of this will depend on the locale, availability of materials and availability of a craftsman. For instance, in Britannia it would be much more common to find bronze weapons due to local available materials. Finding truly skilled weapon smiths are not difficult in the Empire since the demands of the legions for weapons means that even the most remote community will have a blacksmith able to make arrowheads, swords and spears including Roman and local versions. Prices will vary somewhat but those represented in the following tables are the averages for the Empire.

Melee Weapons							
Weapon	Damage	Critical	Descriptor	Increment	Size	dinarii	Weight
Simple Weapons							
Club (Fustis)	+2	20/+3	Bludgeoning	-	Med	5	4 lb
Dagger (Sica)	+1	20/+3	Piercing	-	Tiny	25	1/2 lb
Hatchet (Ascia)	+1	20/+4	Slashing	-	Small	30	2 lb
Knife (Culter)	+0	20/+3	Piercing/Slashing	-	Tiny	10	1/2 lb
Mace, Footman (Fasces)	+3	20/+3	Bludgeoning		Med	170	10 lb
Mace, Horseman (Equitis Fasces)	+2	20/+3	Bludgeoning		Small	120	6 lb
Morning Star (Faces Cuspis)	+3	20/+3	Bludgeoning /piercing		Med	140	8 lb
Pugio (Heavy Dagger)	+2	20/+3	Piercing/Slashing	-	Small	20	2 lb
Sap* (Fustis Parvus)	+2	20/+3	Bludgeoning		Small	30	1 lb
Staff (Clava)	+2	20/+3	Bludgeoning		Large	5	5 lb
Wooden Stake (Stipes)	+1	20/+3	Piercing		Tiny	25	1 lb
Martial Weapons							
Axe (Securis)	+2	20/+4	Slashing	10 ft.	Small	110	7 lb
Awl Pike (Hasta Magna)	+4	20/+3	Piercing		Large	90	15 lb
Battle Axe (Bipennis)	+4	20/+4	Slashing	-	Large	280	10 lb
Broad Sword (Spatha Magna)	+3	19-20/+3	Slashing	-	Med	700	8 lb
Flail (Flagellum)	+2	20/+3	Bludgeoning	-	Med	120	4 lb
Great Axe (Bipennis Magna)	+5	20/+4	Slashing	-	Large	250	15 lb
Hammer (Malleus)	+3	20/+3	Bludgeoning		Med	10	10 lb
Lance (Equitis Hasta)	+3	20/+4	Piercing		Med	80	5 lb
Long Hammer (Malleus Procerus)	+4	20/+3	Bludgeoning		Large	40	14 lb
Long Sword (Spatha)	+3	19-20/+3	Slashing	-	Med	450	6 lb
Short Sword (Barbarian Short Sword)	+2	19-20/+3	Slashing	-	Small	200	3 lb
Spear (Hasta)	+2	19-20/+4	Piercing	20 ft.	Med	60	2 lb
Spiked Staff (Clava Cupis)	+3	20/+3	Bludgeoning/piercing		Large	20	5.5 lb

Melee Weapons							
Weapon	Damage	Critical	Descriptor	Increment	Size	dinarii	Weight
Gladius (Roman Short Sword)	+3	19-20/+3	Piercing	-	Med	210	3 lb
Great Hammer (Malleus Magnus)	+5	20/+3	Bludgeoning		Large	80	16 lb
Falx (Two-handed Thracian Sword)	+4	19-20/+3	Slashing	-	Large	600	8 lb
Sica (Curved Sword)	+2	18-20/+3	Slashing	-	Med	450	5 lb
Trident (Tridens)	+3	20/+4	Piercing	20 ft.	Med	80	3 lb
Exotic Weapons							
Bastard Sword (1-h)	+3	19-20/+3	Slashing	-	Med	720	8 lb
Bastard Sword (2-h)	+4						
Falchion (Chinese Dao)	+4	19-20/+3	Slashing	-	Med	650	8b
Net (Retarii)	-	-	-	10 ft.	Med	100	2 lb
Shuang Shou Jian (Chinese)	+5	19-20/+3	Slashing	-	Large	800	12 lb
Spiked Flail (Scourge)	+4	20/+3	Bludgeoning/slashing	-	Med	250	6 lb
Whip (Flagrum)	+0	20/+3	Bludgeoning	15 ft.	Small	30	3 lb

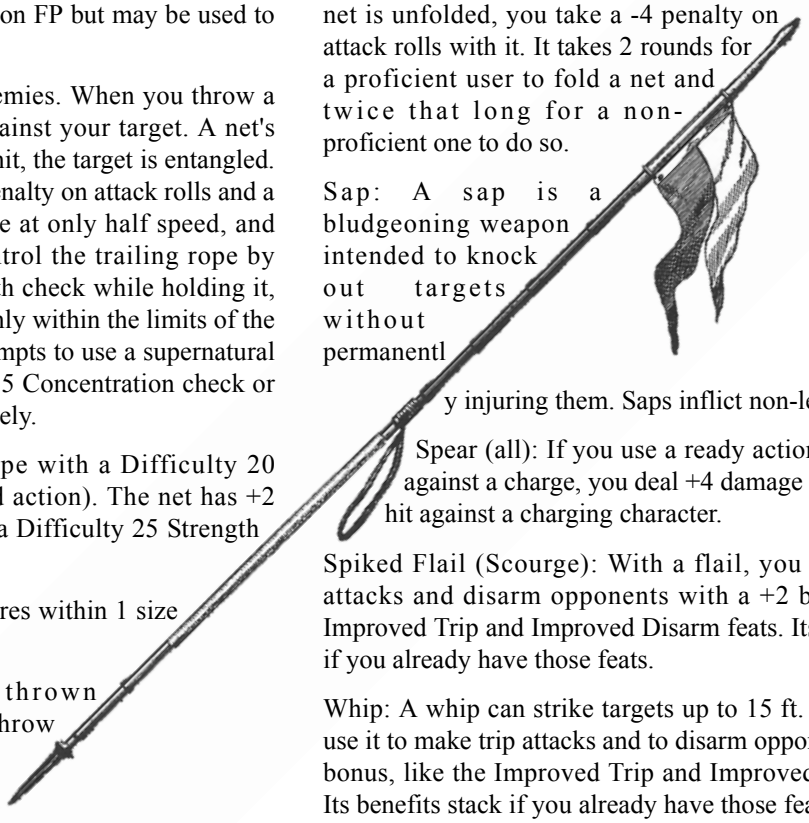
*Saps are designed to do Concussion FP but may be used to deal normal FP damage.

Net: A net is used to entangle enemies. When you throw a net, you make a ranged attack against your target. A net's maximum range is 10 feet. If you hit, the target is entangled. An entangled creature takes a -2 penalty on attack rolls and a -4 penalty on Dexterity, can move at only half speed, and cannot charge or run. If you control the trailing rope by succeeding on an opposed Strength check while holding it, the entangled creature can move only within the limits of the rope. If the entangled creature attempts to use a supernatural power, it must make a Difficulty 15 Concentration check or be unable to use the power effectively.

An entangled creature can escape with a Difficulty 20 Escape Artist check (a full-round action). The net has +2 Toughness and can be burst with a Difficulty 25 Strength check (also a full-round action).

A net is useful only against creatures within 1 size category of you.

A net must be folded to be thrown effectively. The first time you throw your net in a fight, you make a normal ranged touch attack roll. After the net is unfolded, you take a -4 penalty on attack rolls with it. It takes 2 rounds for a proficient user to fold a net and twice that long for a non-proficient one to do so.



Sap: A sap is a bludgeoning weapon intended to knock out targets without permanentl y injuring them. Saps inflict non-lethal damage.

Spear (all): If you use a ready action to set a spear against a charge, you deal +4 damage on a successful hit against a charging character.

Spiked Flail (Scourge): With a flail, you can make trip attacks and disarm opponents with a +2 bonus, like the Improved Trip and Improved Disarm feats. Its benefits stack if you already have those feats.

Whip: A whip can strike targets up to 15 ft. away. You can use it to make trip attacks and to disarm opponents with a +2 bonus, like the Improved Trip and Improved Disarm feats. Its benefits stack if you already have those feats.

Ranged Weapons							
Weapon	Bonus	Critical	Descriptor	Increment	Size	Cost	Weight
Simple Weapons							
Javelin (Pilum)	+1	20/+4	Piercing	30 ft.	Med	20	1/4 lb

Ranged Weapons							
Weapon	**Bonus**	**Critical**	**Descriptor**	**Increment**	**Size**	**Cost**	**Weight**
Darts (Iaculum)	+1	20/+2	Piercing	20 ft.	Tiny	15	0.2 lb
Heavy Crossbow (Manuballista)	+3	19-20/+3	Piercing	120 ft.	Med	300	9 lb
Light Crossbow (Manuballista Parva)	+2	19-20/+3	Piercing	80 ft.	Med	250	5 lb
Sling (Funda)	+1	20/+3	Bludgeoning	50 ft.	Small	5	1/2 lb
Martial Weapons							
Great Bow (Arcus Magna)	+3	20/+4	Piercing	100 ft.	Large	500	2 lb
Short Bow (Arcus)	+2	20/+4	Piercing	60 ft.	Med	180	1 lb
Horseman's Bow (Equitis Arcus)	+1	20/+4	Piercing	60 ft.	Med	110	1 lb

Many of the weapons above have evolved over the centuries. For example, Manuballista has become a weapon that is much more powerful, uses a steel crossbow and has a levered winch making it much more effective in combat. The arrows (sagittae) will determine the amount of damage and have different attributes. Some of these will be additional damage vs. flesh or armor.

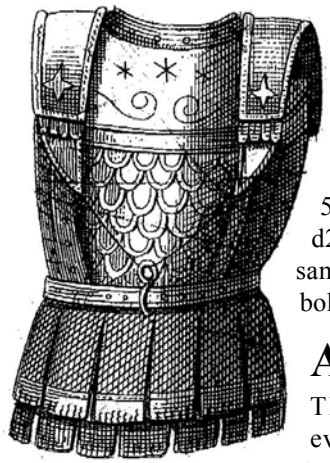
Bow: Bows add the wielder's Strength bonus to their damage, although most bows are only designed to add up to a +5 Str bonus at best.

Crossbow: A crossbow is similar to a bow and used for the same reasons. A crossbow does not add the user's Strength bonus to its damage.

Sling: Your Strength modifier applies to damage rolls when you use a sling, just as it does for thrown weapons. You can fire, but not load, a sling with one hand. Loading a sling is a move action that requires two hands.

You can hurl ordinary stones with a sling, but stones are not as dense or as round as bullets. Such an attack deals 1 point less damage and you take a -1 penalty on attack rolls.

Ammunition	Notes	Weight	dinarii
Arrows & Bolts			
Field Tip	+1 dmg vs. armor, -1 dmg vs. flesh.	1 lb/20	20
Broad Head	+1 dmg vs. flesh, -1 dmg vs. armor.	1 lb/20	30
Barbed Broad Head	Same as above plus +1 removal dmg.	1 lb/20	60
Leaf Head	Standard arrow.	1 lb/20	50
Sling Bullets (Funda)			
Stone Bullets	Standard stones.	5 lbs/20	5
Iron Bullets	+4 dmg on a critical hit.	75 lbs/20	40
Hollow Clay Bullets	Nonlethal dmg + hollow for delivering poison or other liquids.	1 lbs/20	30



Arrows and Bolts: An arrow used as a melee weapon is treated as a small, improvised weapon (-4 to attack rolls), doing damage like a knife. An arrow that hits its target is considered destroyed; one that misses has a 50% chance (11 or better on the d20) of being broken or lost. The same guidelines apply to crossbow bolts.

Armors & Shields

The armors listed here have evolved from earlier forms used centuries before. The development of heavier plate armors is a direct result of the need for heavier cavalry and the adoption of many Gallic and Germanic armors. The inclusion of the "barbarian" peoples have resulted in modifications of fighting styles and equipment.

Armor			
Name	**Toughness Bonus**	**dinarii**	**Wgt**
Light Armor			
Padded Leather (Subarmalis)	+1	300	5 lb
Paper Armor (Koryo, Jigap Armor)	+1	300	5 lb

Armor			
Name	Toughness Bonus	dinarii	Wgt
Boiled Leather Armor (Lorica Scortea)	+1	350	15 lb
Studded Leather Armor (Lorica Scortea)	+2	380	16 lb
Ringed Leather Armor (Lorica Scortea)	+2	500	24 lb
Medium Armor			
Chain Armor (Lorica Hamata)	+3	750	30 lb
Scale Armor (Lorica Squamata)	+4	1500	35 lb
Heavy Armor			
Lorica Segmentata (Legionary Armor, banded steel)	+5	2000	42 lb
Plate Armor (Lorica Metallum)	+6	5000	65 lb

Shields				
Shield	Dodge Bonus	Blocking	Den.	Wgt
Bracers (Cestus)	+0	+1 on block rolls	30	1 lb
Buckler (Parma Parva)	+1	+1 on block rolls	50	1 lb
Small Wooden Shield (Parma)	+1	+1 on block rolls	70	3 lb
Medium Wooden Shield (Parma Magna)	+2	+2 on block rolls	100	5 lb
Medium Steel Shield (Metallum Scutulum)	+2	+2 on block rolls	150	5 lb
Large Steel Shield (Metallum Clipieus)	+3	+4 on block rolls	250	10 lb
Scutum (Roman Legionary Shield)	+4	+4 on block rolls	300	10 lb

Money in the Roman Empire

Even slaves are occasionally paid and citizens are normally wealthy. Money that a character has on hand is dependent on their history. Some professions have different earning power. Family can make all the difference as well, either granting an early inheritance or supplying armor and equipment. The table below describes some of the more common wages.



Wages Per Day	
Profession	dinarii
Artificer	100
Baker	50
Barber, per haircut (man)	2
Bath attendant, per person	2
Camel or donkey driver	25
Farm laborer (with meals)	25
General laborer	25
Picture painter (with meals)	160
Praetorian Guard	63
Roman Soldier	51
Scribe, per 100 lines	20
Sewer cleaner	25
Shipwright	55
Teacher, per boy per month	50-160
Wall painter (with meals)	75
Wool weaver	175

Players are encouraged to come up with their own history and include their financial state at the beginning of the campaign. If they would rather determine their beginning wealth randomly, the following table is supplied.

d20	Starting Wealth	Rank
1-10	d20 x 5 dinarii	Liberti (Freed)
11-14	d20 x 10 dinarii	Pleb
15-17	d20 x 25 dinarii; riding horse	Equites
18-19	d20 x 50 dinarii, riding horse and House	Equites
20	d20 x 500 dinarii; War Horse; and Estate	Nobiles

Players may decide that the amount of money is wrong for their character and take less. If more would be appropriate, it should be discussed as part of the story with the Narrator.

Money of the Roman Empire

Converting Purchase Difficulties to dinarii Prices	
Purchase Difficulty	Item's Price (in dinarii)
2	Up to 30
4	60
7	150
10	300
12	600
15	1,500
18	3,000
20	6,000
23	15,000
26	30,000
28	60,000
31	150,000
34	300,000
36	600,000
39	1,500,000
42	3,000,000
44	6,000,000
47	15,000,000
+3	Each additional x10

The Empire uses several denominations of coins and most are copper plated with the precious metal. The more common materials (copper) are stamped of that material. Roman money is quite durable and has become common throughout the civilized world and beyond. Roman coins can be found as far away as the Jade Empire, Africa and the Skandia Kingdoms. Although there were issues when the plated coins were first introduced, the public and merchants have settled into the use of the coins. The military is still often paid in solid gold coins called Solidus.

The Roman as has become quite unpopular and has drifted in and out of use. Its current incarnation is made of orichalcum (a copper/zinc alloy) as are the sestertii and dupondii. Many of the coins of the Empire have suffered a similar fate, going out of circulation then returning. The ones listed above have returned to use in Julian's time and have been in use for 300 years.

Unit	Weight	Worth
1 gold Solidus	30/lb	5 gold Aurei
1 gold Aureus	60/lb	25 dinarii
1 silver Dinarius	120/lb	4 Sestertii (Sesterces)
1 brass Sestertius	20/lb	2 Dupondii
1 brass Dupondius	40/lb	2 Asses
1 copper As	40/lb	2 Semisses
1 copper Semis	140/lb	2 copper Quadrantes

Money of the Jade Empire

The money in use in the Jade Empire is all minted of gold, silver or copper. They are carefully weighted in units of 3, 5, 6, 8, 12, 25 and 50. They are based on the agrarian measure of millet, a food grain of the Jade Empire. A single Lei is essentially a reference to the grain worth of a Zhu. Zhu are considered small change. The most common coin of the Jade Empire is the Wu-Zhu or 5 Zhu coin. The Jade Empire has a form of paper money called flying money since it is so light. It comes in a number of denominations ranging from 1 Liang silver to 300 Jin and is backed by the Emperor's seal. It is also required by law to be backed by Cash, the Chinese term for coins.

Unit	Weight	Worth	Metal
1 Jin	2/lb	16 Liang	gold
1 Liang	30/lb	24 Zhu	silver
1 Zhu	700/lb	10 Lei	copper
Lei	30000/lb	10 seeds of millet	-

Conversions

Conversion rates fluctuate over time but as a general rule the three most commonly traded coins between governments and merchants will be the dinarius, liang and silver serat from Alkasas.

2 dinarii = 1 Liang

1 Dinarius = 4 Silver Serats

General Equipment

This section deals with the equipment that a person needs to make their way in the wilds or in civilization. This is meant as a guide to allow the estimation of the cost of items not listed in the following table.

General Equipment		
Item	Weight	dinarii
1 average meal	0.5 lb	10
1 poor meal	0.1 lb	4
1 rich meal	1 lb	30
1 week rich food	6 lb	200

General Equipment		
Item	Weight	dinarii
1 week staples	3 lb	100
Ale	1 pint	8
Backpack, steel frame	8 lb	130 (1)
Backpack, wood frame	4 lb	45 (1)
Beer	1 pint	4
Belt	0.2 lb	30
Boat, Merchant	8000 lb	150,000
Boat, rowing (4 people)	1000 lb	750
Boat, small (8 people)	2500 lb	15,000
Boots, leather	0.8 lb	50
Boots, leather moccasin	0.6 lb	30
Brandy	1 qt.	60
Brimmed hat	0.3 lb	45
Candy	20 pces	80
Cap	0.1 lb	10
Captain hat	0.6 lb	80
Cart	1200 lb	2000
Cloak, Long (Amiculum)	0.2 lb	20
Cloak, Traveling (Lacerna)	0.4 lb	40
Cloak, Soldiers (Sagum)	0.5 lb	60
Coat, fur lined	2 lb	350
Compass	0.3 lb	400
Donkey	450 lb	3000
Dress, gown	2.5 lb	400
Dress, work	2 lb	50
Flask, large	0.9 lb	60
Flask, small	0.6 lb	35
Grapple	1 lb	50
Honey Mead	1 pint	5
Hook	0.5 lb	20
Horse saddle	10 lb	450
Horse, draft	1400 lb	10,000
Horse, pack	1250 lb	8000
Horse, pony	600 lb	6000
Horse, Racing	900 lb	1000,000
Horse, Riding	900 lb	40,000
Horse, War	1200 lb	80,000
Ink, blue, red or black	1 pt	100
Journal, Leather bound	3 lb	85
Lantern, bull's-eye	2.5 lb	140 (3)

General Equipment		
Item	Weight	dinarii
Lantern, normal	2 lb	100 (3)
Locksmith's Tools	2 lb	450
Blacksmith's Kit	20 lb	500
Medical Kit	2 lb	600
Milk, Cow	qt.	5
Milk, Goat	qt.	4
Mirror, Small (6" dia.)	0.2 lb	35
Mirror, Large (24" dia.)	0.8	180
Mule	900 lb	4000
Oil, Lantern	1 pint	80
Oil, Olive	1 pint	90
Paper per 15"x15” sheet	--	8
Poison, Contact	1 dose	1000 (4)
Poison, Death	1 dose	2000 (4)
Poison, Insanity	1 dose	3000 (4)
Poison, Sleep	1 dose	300 (4)
Poison, Unconsciousness	1 dose	1000 (4)
Pouch, large	0.8 lb	7 (1)
Pouch, small	.2 lb	3 (1)
Riders reins	1 lb	50
Rope, cord 10yd	1 lb	75 (2)
Rope, hemp 10yd	3 lb	135 (2)
Rope, silk	1 lb	500 (2)
Rucksack	1 lb	15 (1)
Saddle bags	2 lb	25
Sandals	0.1 lb	30
Sandals, Caligae	1 lb	60
Shirt	0.3 lb	20
Shoes, leather	0.6 lb	40
Shoes, leather moccasin	0.2 lb	15
Silk, White	1 lb	12000
Skin, large	0.6 lb	10
Skin, small	0.4 lb	5
Slave, Female	--	20,000
Slave, Male	--	30,000
String per foot	--	1
Tent, one person	3 lb	175
Tent, two-six people	6 lb	400
Tinder Box	0.3 lb	30
Torch	1 lb	2 (3)

General Equipment		
Item	Weight	dinarii
Trousers	0.4 lb	15
Vest	0.1 lb	10
Wagon	3600 lb	4200
Wagon-cart harness	10 lb	650
Wagon-cart reins	3 lb	150
Wallet	0.1 lb	12 (1)
Watered wine	1 pint	30
Whiskey	1 pint	100
Wine	1 pint	80

General Equipment Conversions

2 pints = 1 quart

(1) The amount which each item is able to hold. These weight adjustments for the preceding packs apply to those items carried within. If you place a one person tent in a wood frame backpack, instead of weighing 3 lbs the tent would only weigh 1.5 pounds. The backpack can still only hold what would be reasonable, so you may not place an elephant in such a pack.

Type	Factor of Weight
Wood frame backpack	.5
Steel frame backpack	.25
Rucksack	1
Wallet	1
Small pouch	1
Medium pouch	1
Large pouch	1

(2) The amount which each type of rope will hold in dead weight.

Type	Length	Weight	Breaking Point
Hemp Rope	10yd	3.5 lbs	2300 lbs
Cord Rope	10yd	1/2 lb	500 lb
Silk Rope	8 yds	1 lb	4000 lb

(3) The following are the radii which each device will illuminate.

Light Source	Radius Illuminated
Normal lantern	20'
Bull's-eye lantern	35'
Torch	10'
Glow Stick	10' rad, 30' beam

(4) Poisons cause some effect. Usually the effect is primary and secondary ability damage but there are also many poisons that cause unconsciousness, sickness, or sleep. The save Difficulty is usually around 15. It is left as a function of the Narrator what the effect will be and just what the save Difficulty is. For instance, most poisons that a person would save against will leave them very ill for a period of time. A Fortitude save should be allowed to avoid or at least reduce the effect. The dosage may also influence the save Difficulty and effect. Too much and the victim becomes sick, but too little and the effect is not total.

Magical Equipment

Magical equipment and weapons come from a number of sources, from the artificers of Roma to the Dwarves of Skandia to the alchemists of the Jade Empire. All these sources allow for a range of specialties and products. It is important to note that magical items are not more durable than non-magical counterparts unless detailed in the description. This means if a clay pot is created that never empties of water, it will still break when dropped like a normal clay pot. This is why many magical objects are made of durable materials. What follows is a representative list of items that are meant as examples, not a exhaustive list.

Destruction of Magical Items

Magical items, unless otherwise stated, are no more durable than a standard non-magical item of its type. Durability can be built into an item but it require more effort and materials. For example, a glass sphere will only be as strong as a standard non-magical glass sphere unless crafted for durability. Weapons may be broken on a fumble but it is rare.

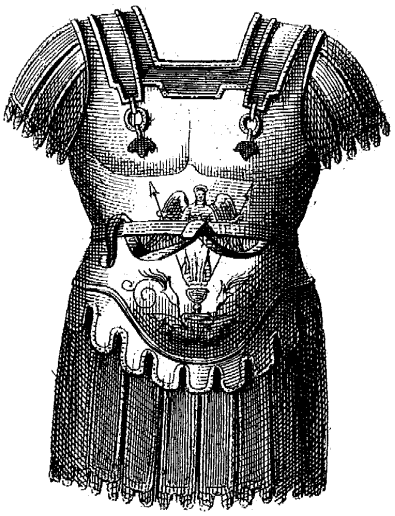
The effects of breaking a magic item are ultimately left to the discretion of the Narrator but at the very least, the item will no longer function. In general, devices that are broken may explode with formidable energy. This is most prevalent in items that store charges or energy of their own. Potions and wands that use spells points may not have this explosive property but just like with a gun, a wand may misfire (i.e. roll a one on an attack roll) and cause a destructive explosion. Again, the effect is left to the Narrator.

Safely destroying a magical item depends greatly on the amount of energy it can store. If it has great destructive power and does not require the user to spend spirit points then chances are it is very dangerous to destroy. In some cases elements must be assembled in order to allow an artificer to disassemble the item. In other cases, it may be necessary to travel to a specific place where the item's energy will be nullified during the process of destruction.

Some places naturally absorb the energy that a magical item gives off. These areas, called Inanitas Magna, are not common but do occur. In the Inanitas Magna magic will not work or will work only partially. They are often associated with temples or natural landmarks and always kept very secret.

Annealed Armor

This is armor which has been hardened via magic to absorb a greater amount of damage than normal. The bonus is the amount the base armor's Toughness bonus is increased by. This renders the amount of protection available.



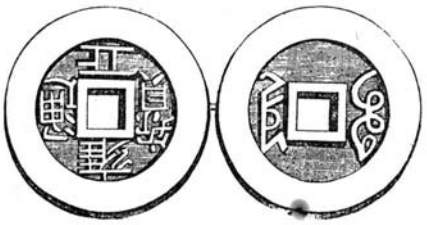
Segmentata is a fairly common armor since it is used extensively by the legions. Metal armors are harder to find and commission than leather armors. When an armor is commissioned then the local praetor will be notified and this information may be passed on to the Praetorian Guard.

Annealed armor may only be repaired by an artificer, armor smith or alchemist craftsman. It may also be repaired by the Mend II spell. Annealed armor will typically take some time to craft, one month per bonus for non-metal armor and 2 months per bonus for metal armors.

dinarii	Type	Bonus
2000	Leather	+1
6000	Leather	+2
12000	Leather	+3
20000	Leather	+4
10000	Chain	+1
25000	Chain	+2
40000	Chain	+3
20000	Scale	+1
45000	Scale	+2
70000	Scale	+3
25000	Segmentata	+1
50000	Segmentata	+2
75000	Segmentata	+3
22000	Plate	+1
48000	Plate	+2
80000	Plate	+3

Chi Token

Chi tokens come in many forms including necklaces, rings, bracelets, and very rarely as weapons. They will add 1 chi for every level of the possessor. A fifth level person would have an additional five chi added to their normal total. A person who is not aware of their chi will not notice any change. The chi token will be very durable though and will not break under normal circumstances even if made of a very fragile material. An Oriental Monk will be able to detect a chi token on sight and will feel drawn to it. This does not mean that they are involuntarily compelled towards the item but that it will seem to radiate a contentment and warmth to them.



The token's chi will regenerate at a rate of one per day once used.

If the wearer takes it off and gives it to someone else it will decrease to the wearer's level immediately, or increase to the level of the new wearer at a rate of one point per day.

dinarii	Rarity:
250000	Rare, found mainly in the Far East

Fire Arm (Tonitrus Gravis)

Called “Painful Thunder” by westerners, guns are thought to be a dishonorable weapon in the Jade Empire. Their development has mostly been kept alive by military men and artisans who see a potential that is just out of reach.

Although some improvements have been made over the centuries, much of the dangers still exist. The gun is essentially a short barrel loaded with a round slug, stone or iron, with a wooden handle. Firing the weapon requires a flame to be applied to a small hole in the rear of the barrel, a breech, igniting the powder. In the case of the spear cannon, a similar approach has been taken but on a larger scale. The spear cannon is often lit by its crew of three men who then run away. Often, the spear cannon is destroyed in the firing. Firearms, in general, are usually only used in desperate cases or for show as a means to impress.

The primitive fire arm takes nearly four rounds to reload by a highly trained individual and may take longer by those untrained in its function. The spear cannon takes 15 rounds to reload. Either of these weapons are dangerous to use, exploding in the face of the user as commonly as striking the intended target. To reflect this, the weapon will fumble on an

attack roll of 1-5 (see fumble table). Consult the following table for the results of the fumble.

dinarii	Rarity	Dmg	Rng	Wt	Type	Reload Time
20,000	Rare	+4	15 yd	15 lb	Fire Arm	4 rounds
Primitive breech firing firearm						
60,000	Unc.	+10	30 yd	180 lb	Fire Arm	15 rounds
Spear Cannon used occasionally by armies. A bamboo and iron barrel stuffed with a load of spears and fired at the advancing army. Seldom used since forced chamber explosions are quite common.						

D20	Fire Arm Fumble Effects
1-6	Misfire; lose attack and takes an additional 2 rounds reloading.
5-10	Weapon damaged, suffering -1 to hit.
11-14	Weapon damaged, suffering -2 to hit.
15-18	Jam; take 10 rounds to clear the barrel; Weapon damaged for -3 to hit and -1 to damage.
19-20	Weapon Explodes; user of the weapon takes +3 ballistic damage.

Flying Carpet (Lapsus Tapeta)



Flying carpets were first produced in the Kushan Empire about 180 years ago. They make some nervous since there is nothing in the way of hand rails or restraints to keep a person seated however they are a very convenient form of transportation. They are made from a rare form of wool from a creature that lives in the Himalayas, combined with the finest silk. A master weaver takes up to two years to construct the basis of the carpet for an Artificer to work with. The artificer must be skilled in weaving as well and it takes anywhere from six months to two years to finish the flying carpet.

Flying carpets come in many sizes ranging from two feet square to ten feet long by eight feet wide. They cannot exceed these dimensions and maintain the enchantments.

Many have tried only to fall to their death. A carpet is able to carry 1,000 pounds plus another 200 for every point of intelligence bonus of the pilot. The pilot must make a Difficulty 10 Knowledge (supernatural) check every time they use the carpet. Each time the carpet lands the pilot must make another check to make it fly again. The carpet may only operate for 8 hours at a time then must be deactivated for 12 hours. The pilot must also have a Piloting skill if they wish to do more than the most basic maneuvers.

Simple flight is no problem but any emergency (high winds, attacks, etc) requires a Piloting skill check.

The maintenance cost to upkeep a carpet is between 300-1200 dinarii per month of normal use. To repair a carpet can often mean up to 20% of the price. Mend II can be used to repair the carpet at x5 the casting cost.

dinarii	Rarity	Performance
300,000	Uncommon	Fly 30 ft. (average), Toughness +3
600,000	Rare	Fly 60 ft. (average), Toughness +6
1,200,000	Very Rare	Fly 90 ft. (average), Toughness +9

Glow Stick (Bacillum Lucidum)

Glow sticks are a common means of lighting. A glow stick is 12-24 inches in length and may function as a lantern or as a directed beam of light. The lantern will light up to a 40' area while the beam will go in one direction for approximately 70'. A glow stick is usually activated by the command of the person holding it, commonly Lux to activate and Caligo to deactivate.

dinarii	Rarity
300	Common, found in markets

Glück Gold



These are usually pieces of jewelry that are always made of gold. The gold is enchanted so that a character may add 1 point to any roll for each level they possess. If a fifth level character possesses a Glück Gold item then they may add up to 5 to any roll such as saves vs. stats, skill checks or attacks. The amount added may be declared after a roll.

These items are very treasured amongst the Norse and they seldom give them up willingly to anyone. Once spent, the points will regenerate at a rate of one per day until they reach the level of the wearer. If the wearer takes it off and gives it to someone else it will decrease to the new level immediately or increase to the level of the new wearer at a rate of one point per day.

dinarii	Rarity
50000	Uncommon, found in the northern Roman Empire and the Kingdoms of Skandia

Golems (Homo Artificiosus)

Golems are animated statues of one type or another. They do not occur naturally and must be created either by an artificer or Medicina Maga spell caster. The original idea for the golem came from the Jewish cult as a means for replacing slaves. Due to the expense of the initial purchase of materials, time and rental of workshops, as well as maintenance costs, golems have not replaced slaves yet. Efforts are always underway to find ways to produce golems more inexpensively and people may run across customized efforts along these lines. For instance, the Chinese are rumored to have a number of prototype paper golems that are extremely cheap but not very durable. The experts in golem construction are still the Romans.

The maintenance costs indicated in the table above reflect the cost if the golems are in use. If they are stored then the maintenance costs are negated. One of the factors in expense is the wear and tear of the different types. Iron golems rust, clay golems dry up and flake, flesh golems deteriorate through neglect of sensing pain, stone golems chip and crumble, and wood golems suffer from dry rot.

All these conditions are remedied only with the replacement of original materials. For instance, a clay golem cannot be made from simple clay. It must have specific clay from specific rivers with a mix of minerals, color, texture and properties. Just as a clay jar can be made from any mud, the quality is reflected by the clay used. China has some of the best clay for golem construction. As with any maintenance costs, they can be increased or decreased depending on many conditions.

Part of the maintenance cost is also the permits. Most magistrates in the Roman Empire require the registration and payment of permitting fees annually. The magistrate also expects the owner to cover the cost of any damage caused by the golem regardless of who is to blame. This can add up if the golem is sent on frequent raids against enemies, since collateral damage is a concept far beyond a golem's ability to comprehend. Fines may be assessed if the golem is used inappropriately. The owner is held accountable for any crimes the golem commits, and if the golem is used to commit a murder it is treated the same as a dagger's involvement.

Type	dinarii*	Maintenance Cost
Clay, Lesser	60,000	450/month
Flesh, Lesser	80,000	300/month
Iron, Lesser	250,000	2000/month
Stone, Lesser	300,000	1000/month
Wood, Lesser	10,000	50/month

*Initial costs for greater golems are double the listed value, though maintenance costs are the same.

Magical Weapons (Tellum Magum)

Magical weapons can be created in a number of ways including by artificers, alchemists, spell casters and skilled craftsmen. Some materials have innate magical properties but they are extremely rare. Acquiring these materials may reduce the cost of building a weapon, if they can be located. As with armors, when a weapon is commissioned the local praetor will be notified and this information may be passed on to the Praetorian Guard.

Weapons may only be repaired by an artificer, armor smith or alchemist craftsman. They may also be repaired by the Mend II spell.

Magical weapons may come in a number of forms but the price will remain relatively the same. Narrators should feel free to adjust the prices up or down due to availability. A time of war will drive the price of weapons up. A shortage of metal will do likewise.

dinarii	To Hit Bonus
2000	+ 1
4000	+ 2
6000	+ 3
12000	+ 4
20000	+ 5
50000	+ 6
100000	+ 7
500000	+ 8

dinarii	Damage Bonus
5000	+ 1
30000	+ 2
80000	+ 3
200000	+ 4
400000	+ 5
800000	+ 6

Potions (Potes)

Potions, unless otherwise stated, last for one day. For example, if you apply a potion of Invulnerability, it will last for 24 hours or until the protection is otherwise canceled or destroyed. Of course, such time limitations do not apply to effects like healing, burning from fire, etc.

The price shown in the accompanying table is for a bottle with the maximum amount of doses. In other words, 80000 dinarii is for eight doses of Teleport. The price may be modified in the description below, as for Stat Raisers.

dinarii	Potion	Rarity	Doses
2000	Alipedis	Common	3-30
40000	Command	Uncommon	1-4
30000	Fly	Uncommon	2-8
24000	Forgetfulness	Common	1-4
35000	Forms	Common	2-12
900000	Gate	Rare	1-4
50000	Haste IV	Common	1-4
90000	Healing III	Uncommon	4-16
25000	Healing I	Common	3-18
200000	Healing (Full)	Rare	2-16
1 Million	Intangibility	Very Rare	1
40000	Invulnerability	Uncommon	1-6
60000	Mend II	Uncommon	1-8
15000	Oil of Planus	Common	1-4
18000	Plant Control	Common	1-10
2 Millions	Potion of Cures	Very Rare	1
30000	Rend	Common	2-8
4000	Smoke Bottle	Common	1
10000	Speak With Animals	Common	1-4
400000	Spirit Point Bottle	Rare	1-100
300000	Stat Raiser	Rare	1-4
80000	Teleport	Uncommon	1-4
45000	Tongues	Uncommon	3-18
70000	Wall of Fire	Uncommon	1-4
200000	Wall of Stone	Rare	1-6

Alipedis



This potion is used by the legion as a means to run their soldiers great distances without rest. One dose will allow the imbiber to run for four hours without rest. It tastes like apples but has a mineral aftertaste. The consistency is like fruit juice.

Command

This potion will allow the imbiber to issue a command that will compel the listeners to do their biding. The listeners receive a Will save vs. a Difficulty of 10 + ½ the imbiber's level + the imbiber's Charisma. If the listener fails then they must perform the command even if it means their death. Use of this potion in the Empire warrants the death penalty. Control will last one day per dose used. The victim receives a new save each day if controlled for more than one day. This potion looks like a dark tea and is very bitter.

Fly

The fly potion will allow the imbiber to fly for one day. They will have a movement rate of 40 ft. but will be somewhat clumsy in the air compared to birds (clumsy maneuverability). Fly will only allow the imbiber to carry 1/2 of their normal encumbrance with them. This potion is carbonated and taste of citrus.

Forgetfulness

Forgetfulness will cause the imbiber to forget everything that has occurred for the last 24 hours unless a Difficulty 15 Will save is made. This potion is a clear watery liquid that tastes faintly of lemon. It may be mixed with other liquids. It may also be made in a stronger concentration to make the imbiber forget for a longer period. This will double the cost of the potion. A Forgetfulness potion that causes total amnesia will leave a person's skills intact but they will forget how they learned them and everything about their past. Such a potion costs triple the base price.

Forms

This potion allows the imbiber to take on the form of an animal. This will give them the physical abilities of that animal (i.e. the power of flight for a hawk). They will be able to stay in this form for 1 day and then revert to their original form. If they are killed in this form they will revert to their original form, unconscious but unharmed. They will then sleep for eight hours unless a strong effort is made to wake them. A forms potion is usually referred to by the animal it allows transformation into; i.e. Hawk Form, Wolf Form, Rat Form, etc. The imbiber may quit the form at any point before

the 24 hour period expires but then may not retake the form. By giving up the form they finish the effects of the potion. This potions is black and thick but has almost no flavor, although some claim to taste a faint almond flavor.

Gate

Gate functions as the Tenebrae Magae spell Gate (see "Gate" on page 204). The Gate will last for 1 hour. This potion is not drunk but poured out to form an arch or gateway. If a person attempts to drink it the potion will be ruined.

Haste IV

Haste IV functions as the Sanguis Magus spell of the same name (see "Haste IV" on page 193). This potion will only last for five rounds then exhaust itself. It has a very light body and tastes strongly of cherry.

Healing

Healing potions will not straighten broken bones but merely mend them. If the bones are not set before the potion is applied then the bones will heal crooked. Healing potions act as the heal spells of the same level.

Full Heal will heal all damage to a person's body. Again, it will not heal broken bones or sew arteries but is merely a means of accelerated healing. Healing potions almost always look like amber honey and have a cloying sweet flavor.

Intangibility

Intangibility functions like the Aerarii Magici spell of the same name (see"Intangibility" on page 163). This potion will last for 1 hour per dose and grants all the abilities of the spell. It is a berry flavored potion resembling a liqueur.

Invulnerability

This potion has the properties of the Tenebrae Magae series of Invulnerability spells (see "Invulnerability I" on page 197). It will last one day before fading or being destroyed. The cost of the potion in the table above is for Invulnerability I. For each increase in the spell the cost doubles. For instance, Invulnerability II is 80000 dinarii. This potion is thick green liquid that is applied to the body.

Mend II

Mend II works in much the same manner as the Medicina Maga spell of the same name (see "Mend II" on page 167). This potion will affect one area of armor, 1 cubic foot or a single small object (sword, dagger, etc) per dose. It will not affect living tissue and thus cannot be used to mend items like bone. This potion is applied to the object. It is a brown, thick paste and tastes like dirt.

Oil of Planus

This potion will cause a 30' by 30' area to become absolutely smooth and slippery. Anyone caught within the area must make a Difficulty 15 Reflex save to remain upright every round they do not stand absolutely still. Any movement they make will require another save. Once on the ground they must make another Difficulty 15 Reflex save to reach the edge of the effect. The Oil, once deployed, leaves no discernible appearance to the affected area. In the bottle it has the appearance of a golden oil smelling faintly of fish.

Plant Control

The plant control potion progresses in the same manner and has the same abilities as the spell series in the Natura Maga realm (see "Plant Control I" on page 177). This potion will double in price for each type of Plant Control above I. For instance, Plant Control II costs 36000 dinarii and Plant Control III costs 72000 dinarii. The potion effects will last one day unless limited by the spell (i.e. a single command). The potion has an earthy aroma and tastes of walnuts.

Potion of Cures

A potion of cures is a panacea and will heal all manner of malady except for insanity. This potion, once applied/ imbibed, will set bones, mend arteries, heal muscle and even raise someone from the dead with no ill effects. One dose will do all this. It will not bring someone back from a natural death, i.e. heart attack, old age or disease. It will heal a disease if the person is still alive. It is made from a rare plant only found in the heart of Africa. The plant has been dubbed Panacea. The potion has no taste but has the odor of fresh baked bread and the consistency of alcohol.

Rend



Rend is the reverse of a Mend spell (see "Mend I" on page 165) and will disintegrate matter. It will only affect one cubic foot per dose. It must be applied to the object and will not affect living tissue (i.e. can't disintegrate a persons arm). This potion has the consistency and color of bright red paint. It has an extremely unpleasant acidic taste.

Smoke Bottle

The smoke bottle comes from the eastern provinces but has been put to good use in the legions and with mercators. It is

used mostly as a means to conceal escapes or attacks. Once opened it cannot be stoppered again and will produce smoke for approximately 15 minutes. It can be extremely dangerous in an enclosed space due to carbon monoxide poisoning. It is primarily used for battle fields and off the aft of ships as a means of mercators attempting to escape pirates. The color of the smoke is designated at purchase and can be coded for coordination purposes.

Speak With Animals

This potion will allow the imbiber to speak with an animal of one type for 30 minutes. The potion will not imbue the animal with any intelligence. If the imbiber tries to talk with earth worms then they will most likely not have much to say and will not be very rational. The intelligence of larger animals is left to the Narrator to play. This potion has the consistency of thin oatmeal and a strong orange flavor.

Spirit Point Bottle

A spirit point bottle simply stores spirit points that a caster of any realm may use. They may not be transferred out to another object but they may be absorbed by the spell caster to their capacity. Once emptied they may be used to store spirit points but the total may never exceed 100 sp.

Stat Raiser

Stat raisers will raise one stat of a person by 1 point for one day. In rare cases the stat raiser is permanent (about 5% of the time). This potion has a strong mint flavor with the consistency of water. It has a berry red color.

Teleport

Teleport works much the same as the Medicina Maga spell (see "Teleport" on page 175). This potion must be drunk, then a location thought of. It will not teleport across large bodies of water but will work across geographical features such as rivers and ponds. The potion has the consistency of milk and has the flavor of strawberries.

Tongues

Tongues works much like the first level spell of the same name (see "Tongues" on page 166). The potion must be imbibed and then a the target speaker must say a few words. Once a conversation is struck up the imbiber will be able to communicate in that language for the duration of the day. The potion will not allow communication with animals or plants. The target must speak a recognizable language. The potion as the consistency of water and a tart flavor.

Wall of Fire

The Wall of Fire potion is a dark red, oily potion that is meant to be flung away from the user. The potion will create a 10 foot tall x 1 foot think x 10 foot wide wall of flame. Additional sections may be set up per dose. It will inflict +1 fire damage per level of the user (plus the normal chance of catching fire) to any who attempt to pass through it.

Wall of Stone

This potion is poured in front of the user along the path the wall will take. It will then create a 10' tall x 1' thick x 10' long wall. In order to extend the length of the wall 10' another dose must be used. The wall will be permanent and will become a normal wall once in place. The wall will have its own damage track and a toughness rating of +8. This potion will appear as a think ooze with an extremely bitter taste. It is not meant to be drunk but instead poured out in the path the wall should follow.

Scrolls (Volumen Magum)

Key: (C)ommon, (U)ncommon, (R)are, (V)ery Rare

(F)ire-must be burnt to be used, (C)onditional - must be attached or fit some other condition for use.

Scrolls are almost entirely a product of the Jade Empire. The most common means for a scroll to function is to have it burned. This sometimes requires fire to be applied to it and at others it will consume itself. Scrolls will usually have a condition on them (must be pinned to a corpse in the case of create Kuang-Shi) or a duration (Guards & Wards lasts 24 hours from use). If the condition is altered, i.e. the scroll removed from the Kuang-Shi, then it will burst into flame or no longer hold any power.

dinarii	Spell	Rarity	Use
4000	Create Kung-Shi	U	C
2000	Cure Disease	C	F
1000	Cure Insanity	C	F
10000	Full Heal	U	F
24000	Guards & Wards	R	F
32000	Iron Repulsion	R	C
40000	Minor Creation	R	F
1000	Neutralize Poison	C	F
9000	Plant Control IV	U	C
30000	Protection from Demons	R	F
25000	Protection from Ghosts	R	F
40000	Regeneration	V	F
8000	Stun	C	F
2000	Suspension	C	C
12000	Thought Shield	U	C



Create Kung-Shi

The user of this scroll must attach it to a corpse. As long as it is pinned to the corpse it will be animated and obey the commands of the person who pinned the scroll to the corpse. A person may control up to 30 Kuang-Shi plus an additional 6 per point of the user's Wisdom. The scroll performs as the spell of the same name.

Cure Disease

Same as the spell “Cure Disease” on page 167.

Cure Insanity

Same as the Spell “Cure Insanity” on page 170.

Full Heal

Heals all damage to a person. It will not cure disease, cure poison or cure insanity.

Guards & Wards

Same as the spell “Guards & Wards” on page 183.

Iron Repulsion

Same as the spell “Iron Repulsion” on page 194. It is in effect as long as the user wears it pinned to the outside of their clothing.

Minor Creation

Same as spell “Minor Creation” on page 175. This creation will last until the scroll's user dispels it or is killed.

Neutralize Poison

As the spell “Neutralize Poison” on page 170.

Plant Control IV

The scroll must be pinned to the vegetation. If it is removed or destroyed then the vegetation is no longer mobile. Otherwise, it is the same as the spell “Plant Control IV” on page 180.

Protection from Demons

Same as the spell “Protection from Demons” on page 204.

Protection from Ghosts

Same as the spell “Protection from Ghosts” on page 201.

Regeneration

For more information see “Regeneration” on page 194.

Stun

Stun scrolls may be set on fire and thrown into an area to stun all creatures in that area, or it may be used as the spell. For more information see “Stun” on page 196.

Suspension

As long as the scroll is pinned to the body, the suspension will be in effect making the person appear freshly dead. For more information see the spell “Suspension” on page 170.

Thought Shield

As with Iron Repulsion this scroll must be worn on the outside of the user's clothing. Otherwise it functions like the spell “Thought Shield” on page 193.

Scrying Crystal (Crystallus Visio)

The crystallus is a device that serves two purposes. The first is for viewing, or scrying, from a distance. It will not allow one to see through walls but it will allow the viewer to see through open doors and windows. Also, while scrying, the viewer will not be able to hear anything from the area viewed. The second function is as a communication device. The crystallus needs to be touched to another in order to sync



the two devices but then visual and audio communication are possible.

The legionary crystallus, called this because they are commonly used by the legions, is a smaller simpler version. It will fit in a man's palm and is about three inches in diameter. It may be made from almost any type of rock; most Roman artificers use hematite while jade is the preferred Chinese material. The civilian crystallus is 14-20 inches in diameter and cannot be moved unless an artificer supervises. If it is then it will lose all its synchronizations and will need to be synchronized again. These are commonly used in most major cities and frontier forts.

In order to use the crystallus a person must look into the crystal and concentrate for 10-15 minutes. A Difficulty 10 Knowledge (supernatural) roll must be made and then the user may scrye or communicate through a synchronized crystallus. These crystals are seldom left unattended.

dinarii	Rarity	Range
90000	Common, legionary mobile	100 mi
300000	Uncommon, civilian stationary	1000 mi

Spear of Lightning (Hasta Fulminea)

This spear is used in the legions at times as a special weapon. Only cohorts who have received specialized training will use these weapons but they are often one of the more formidable weapons the Empire has at its disposal. Possession of these weapons are restricted in the civilian population but bodyguards and patricians can purchase a permit.

They can be used to stab as with a normal spear and all their range and damage are like a normal spear (see"Weapons" on page 205).

However, when they are thrown, they become a lightning bolt like the Artis Candidae spell (see "Lightning Bolt" on page 158). All pluses/minuses to hit apply. Note that the lightning will behave just like natural lightning and seek the quickest ground. If the caster is standing in water, using this weapon will most likely result in a discharge to their own body before it reaches the intended target.

dinarii	Rarity
1500	Common, +1 to hit.
4000	Uncommon, +2 to hit.
6000	Rare, +3 to hit,+ 1 to damage.

Sword of Piercing (Gladius Acutus)

Often referred to merely as an Acutus, this sword comes in many forms. The Barbarians of the north have their own names for this weapon but its effects are the same. It cuts through almost any substance. If the wielder rolls a natural 20 it will sever whatever it was aimed at. An exceptional Acutus will also do this on a 19 and even rarer an 18. If it is a limb or an attending object that is being severed, the target may make a Fortitude save vs. a Difficulty of 15 + the sword's total damage bonus to avoid this. These attacks may still be parried or blocked by another weapon since the sword is aimed at the wielder unless the attack is specifically a sundering attempt on the blocking weapon.

Most swords of this type also have a +3 to hit and a +1 to damage.

dinarii	Rarity
15000	Sever on 20; Uncommon
30000	Sever on a 19-20, Rare
60000	Sever on an 18-20, Very Rare

Tortoise Shield (Chelys Scutum)

The Tortoise Shield is formidable as a +2 scutum but gains in power when eight or more lock shields. If this occurs then a wall of force is created that will last for five rounds, at which time the shields must be lowered for one round and repositioned. It can then be reestablished for another five rounds. This may be repeated for a number of times equal to 10 plus twice the lowest Constitution score of the group. For instance, if the lowest Con is +2 then it may be done 14

times but then the person must rest for 14 hours. All members of the group will need to rest for a number of hours equal to the number of times the Chelys is activated.

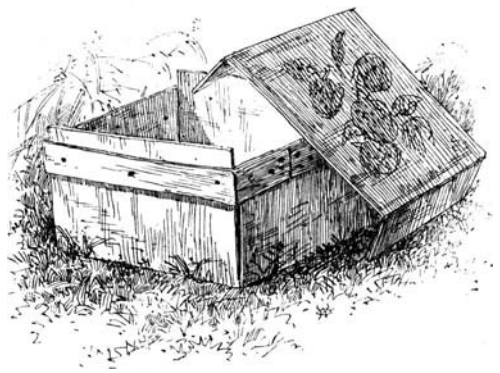
The wall may be moved with the soldiers forcing opponents in front of them. The wall may be pushed against. Once the wall becomes disabled (+8 Toughness bonus) each shield must be mended with a Mend II spell.

dinarii	Rarity
25000	Uncommon, only allowed to the Legions

Vessel of Mercury (Arca Mercuriale)

This device is constructed either by a high level Aerarius Magicus with the help of a master carpenter or by an Artificer who is a master carpenter. These items, usually boxes, come in three sizes, one cubic foot, three cubic feet and six cubic feet. They will hold up to six times their size and will weigh a sixth the weight. For instance, a one cubic foot box will hold up to six cubic feet of gold. That would translate to 7224 lbs of gold but in the box it would only weigh 1204 lbs.

Any materials that might spoil will be preserved in these vessels indefinitely. A person put in one, though, will begin to feel ill effects after 1 hour. They must make a Fortitude save versus a Difficulty of 10 +1 for each hour in the vessel or die. Once the vessel is sealed it will not allow anything from the inside to exit unless the vessel is opened from the outside.



Supernatural creatures may be able to use other means to escape and spells like teleport and gate will allow escape, but no form of intangibility will allow the person inside to pass through the walls of the container. In most of the containers air will become an issue as well for living creatures.

Some rare containers will cut the weight by as much as 1/ 12 the weight of the objects contained inside. These are rare but possible to obtain in the Empire.

The one cubic foot version comes in many forms including a backpack. The backpacks are often rented to Legionarius at a rate of 100 dinarii per year. The packs last for several decades, allowing the user to pay the investment back.

dinarii	Rarity
10000	Common, 1 cubic foot
50000	Common, 3 cubic feet
100000	Uncommon, 6 cubic feet

Wands (Virga Maga)

Although wands have not been very popular in the past, they have become more so within the past fifty years. They have become a popular item for manufacture in the eastern provinces of Aegyptus, Parthia and Mesopotamia. Just about any spell effect may be incorporated in a wand. Also, the wands come in two different types, charged and spirit point driven. In the charged form they carry a number of spirit points that cannot be removed but power the wand. This is usually expressed in the number of times the wand may be activated at a sixth level casting. Anyone may use a charged wand, even if they do not have any spell casting capability. When the charges are depleted they must find someone who is a Realms spell caster, any Realms spell caster, and they may put spirit points into the wand for storage as charges. For example, a Sanguis Magus spell caster may add one charge to a Gust wand by spending 2 spirit points. Most wands will hold at least 10 charges, usually 20 and rarely 30. Wands powered by charges usually cost 1/2 again as much as spirit point driven wands.

Spell point driven wands may only be used by a spell caster of any realm. The spell caster spends the points for the spell effect; i.e. 2 spirit points for a Gust spell. It will usually cast at the wand user's level and spell point costs will reflect that. Wands of this nature are usually used by spell casters to perform spells from outside their realm.

The list here is used as a example of pricing and rarity of some wands that will be found as products in the Roman Empire.

dinarii	Rarity	Function
15000	Common	Gust, Natura Maga
30000	Common	Heal I, Medicina Maga
50000	Common	Mend II, Medicina Maga
60000	Common	Telekinesis, Sanguis Magus
10000	Common	Glow/Darkness, Sanguis Magus
12000	Common	Wolf Form, Medicina Maga, Wand will change with the user, User can change back to original form at will
60000	Common	Domination, Sanguis Magus, Illegal

dinarii	Rarity	Function
75000	Uncommon	Dissipate, Aerarius Magicus
55000	Uncommon	Stun, Tenebrae Magae
90000	Uncommon	Bolt, Ars Candida
140000	Uncommon	Full Heal, Medicina Maga
180000	Uncommon	Ice Bolt, Tenebrae Magae
200000	Rare	Death Shroud, Tenebrae Magae
400000	Rare	Lightning Bolt, Ars Candida
1000000	Rare	Resurrection, Medicina Maga

Magical Elements



Elementa maga are those substances that either aid in the storage of magical energy, have magical properties, aid the channeling of magical energy or actually possess some magical energy. These materials are not always rare but may require a skilled artificer or alchemist to use these traits. In some cases, the absence of magic makes the material's properties unnoticed.

Artificers take these materials and use them for the creation of magical items, potions and weapons. Due to the dangerous nature of many of these materials, artificers often die after a few decades of exposure. The Artificer's Guilds around the Empire work closely with physicians in attempts to treat or prevent the illnesses that accompany exposure.

The list here should not be considered exhaustive but outlines the uses, cost and properties of many different types of magical materials.

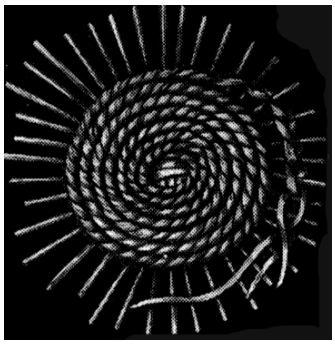
Amber



This stone is a product of the dioecesis of Germania Magna and difficult to acquire purely because of the demand amongst non-artificers. Amber is desirable for its beauty and the vast number of myths that surround it. Many of the most prominent patricians in Roma are convinced that it will increase their beauty merely as a property of the stone. Artificers can take these gems and create effects of healing, protection from disease, slow aging (although it more often is the appearance of age rather than the effects) and as a means to imbue the Attractive feat.

Rarity	Properties	Cost
Rare	Healing, Ward against Disease and Aging, Beauty	20000 dinarii

Asbestos



Asbestos is most commonly mined by slaves in Hispania and to a far lesser degree in Achaea. It is an Extremely dangerous material to be exposed to over a long period of time. I t will cause a number of lung ailments that the Romans are aware of. They supply breathing membranes for their asbestos slaves but it still is quite dangerous for prolonged exposure. Specialists in anti-magic often must deal with these same ailments and the Artificer 's Guilds around the Empire work with physicians and each other to develop better protection.

Asbestos is used by the artificer as an anti-magic element but it is also used extensively as insulation in homes and as padding in armor. It is also used to make dinner linens and rags since they need only be thrown into the fire to cleanse them. All this use pushes the price up and the availability down, and mining of asbestos has been increased due to the uses in artificery. Despite the element's desirable attributes, it is extremely difficult for artificers to work with. Any use of this element adds a -2 to the creation modifier for an artificer.

Rarity	Properties	Cost
Common	Ward against Magic and Fire, General Protection	200 dinarii/lb

Calcanthus

The Romans collect water that seeps through copper mines. The copper dyes the water blue. The sulfur in the minerals turns into a combination of oxygen and sulfur called “sulfate” and sulfate in water makes sulfuric acid. This blue water is called calcanthus by the Romans and it possesses some rather strange magical properties. It can be dried to make a copper sulfate mineral of the same light blue color called chalcanthite.

Rarity	Properties	Cost
Uncommon	Cold, Electricity, Psychic	400 dinarii/qt

Conium Maculatum



Commonly called hemlock, the root of this plant can be used to manufacture a powerful yet entirely mundane poison. In the hands of an artificer the plant can be used to create poisons targeted for specific people (assuming a sample of blood is available), invisibility or chameleon effects and the effect of an area of darkness.

Rarity	Properties	Cost
Uncommon	Poison, Stealth, Darkness	400 dinarii/qt

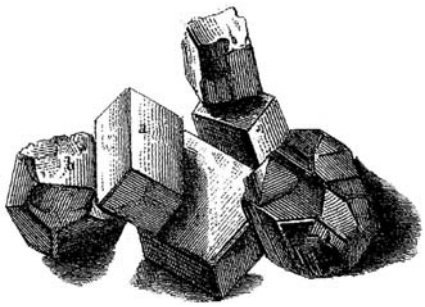
Gunpowder

Gunpowder is imported from the Jade Empire and is very difficult to acquire in any large amounts. The Chinese government is very secretive of the process and will pursue and execute anyone breaking the law against sharing alchemic secrets. Although primitive firearms are sometimes used they are not favored as they are violently unreliable. One in every three times a firearm is discharged it will either jam the bullet in the barrel or explode, wounding or killing the wielder. They require the use of fire, and although magic has been looked into as an alternative firing mechanism, it is still considered far too little advantage compared to the risk. At times, legionary engineers will use black powder for blasting but again, it is very expensive and dangerous.

When gunpowder is used in conjunction with another component, as long as it does not have fire properties, it will decrease the creation modifier by 1 per dose used, making it easier to create the object.

Rarity	Properties	Cost
Very Rare	Thunder, Lightening, Fire, Increased Damage for Weapons	20000 dinarii/oz.

Jade



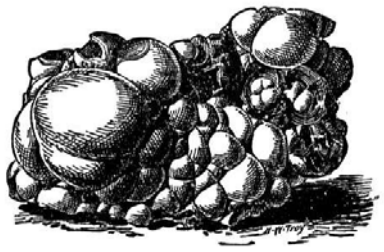
Jade is rare enough, even without the drain artificers put on sources. In the Jade Empire an alchemist must receive a permit from the Emperor in order to use it. This is due to the destruction of the jade in the object creation process.

In addition, the Chinese hold jade as very precious. The Romans hold it precious as well but more from a material worth point of view. It has worth but if they can get something of greater wealth (a magical item) then they are willing to allow it.

Jade is found mainly in Cisalpine, Scythia and the Kushan Empire, with some sources in China. Prospecting for this stone is quite popular amongst the Chinese and entire missions will be planned to find a jade mine at the end of the journey. Some of these people are never heard from again.

Rarity	Properties	Cost
Rare	Health, Mind, Nature	30000 dinarii

Magnesia



Magnesia is a form of magnesium oxide also called periclase. Magnesia is also a city located in the province of Lydia, where the greatest amount of magnesia is mined. Magnesia naturally exhibits magnetic properties. The only difficulty in obtaining this element is the distance of transporting from Lydia. For this reason, a number of artificer fabricate (workshops) dealing with objects that use magnesia are located in or around the Oriens.

Rarity	Properties	Cost
Uncommon	Magnetism, Levitation, Flight, Location, Direction, Electricity	1200 dinarii



Mandrake.
a, leaf; *b*, fruit; *c*, root; *d*, section of flower.

Mandrake

Mandrake is a highly illegal substance even for artificers to possess. At times, if Conium Maculatum is not available, a medico may have a small amount for the purposes of euthanasia. This root, man shaped and having a large number of superstitions about it, is difficult to come by. It may be used for a number of magical effects in the hands of an artificer. It can be used to create a slaying effect with a weapon, although the blood of a member of the target race is required. It is also used to change shape into the semblance of another person or species, in all manners of death magic, in potions to cause insanity and enhance effects of natural armor. Mandrake is difficult to work with and will cause an addition -1 to the creation modifier.

Rarity	Properties	Cost
Rare	Slaying Magic, Shape Changing, Death Magic, Natural Armor, Insanity	800 dinarii/root

Mercury

Mercury is extracted from a mineral called cinnabar. This is a Persian word for "Dragons Blood" and Parthia is one of the Empire's primary sources for mercury. Another important source for the Romans is in Hispania. Great care must be taken in handling mercury since over time the fumes and contact will eventually cause madness and death. Fabricae that use mercury are unpopular for this reason but it is one of the only haste components for an artificer to work with.



Rarity	Properties	Cost
Rare	Haste, Shape Changing, Illusion, Psychic, Poison	2200 dinarii/qt

Oil

Petroleum oil is not commonly sought or used in the Roman Empire. It is easier to acquire in the Jade Empire. The rarity of this substance is mostly due to the fact that few people go through the effort to find, recover and transport a material that has little demand. Remote pools are said to exist in Dacia and Arabia.

Rarity	Properties	Cost
Rare	Fire, Darkness, Lubrication, Haste	1200 dinarii/qt

Naptha

Naptha comes to the empire from ancient Greek and Assyrian sources. It is illegal to own it in any quantity in the Roman Empire except for military and certain guilds. This law is usually only enforced with a fine and it is not closely observed. However, naptha does not have many common uses for the law abiding citizen. It can be acquired from Legionary officers willing to look the other way for bribes or amongst the nefarious underside of any Roman city.

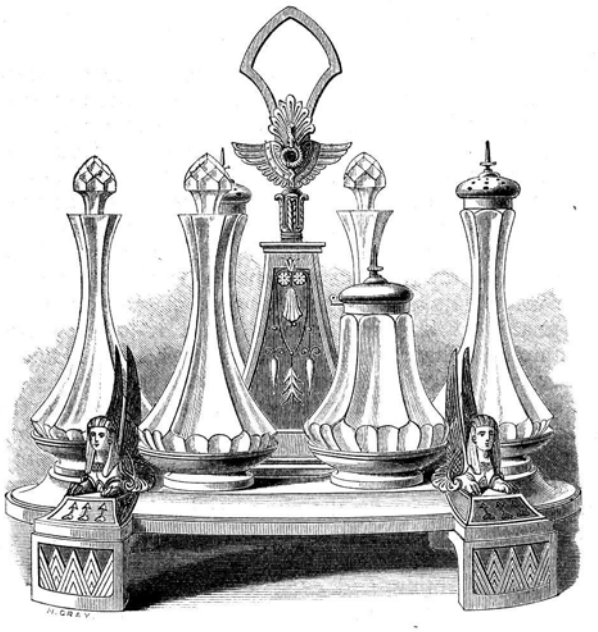
Rarity	Properties	Cost
Uncommon	Fire, Poison, Slow, Climbing	2000 dinarii/qt

Phosphorous

Phosphorous comes from many sources and is used quite commonly by artificers. Phosphorous is not dangerous to work with in the immediate sense but can cause ecological damage to the area where it is used repeatedly. This has caused issues with fabricae (factories and workshops) located in the centers of cities or near rivers. Excessive quantities of phosphorous in the water will cause uncontrolled growth of algae, bringing a host of ecological problems.

Rarity	Properties	Cost
Uncommon	Light, Heat, Plant Growth, Disintegrate	1200 dinarii

Sulfuric Acid



Sulfuric acid is used in the plating processes of the Roman mints. The coins are made of copper or brass, then coated with a thin layer of precious metal. To the common public it is somewhat difficult to procure and often expensive to manufacture. Care must be taken as the acid will cause severe burns if it comes into contact with bare skin.

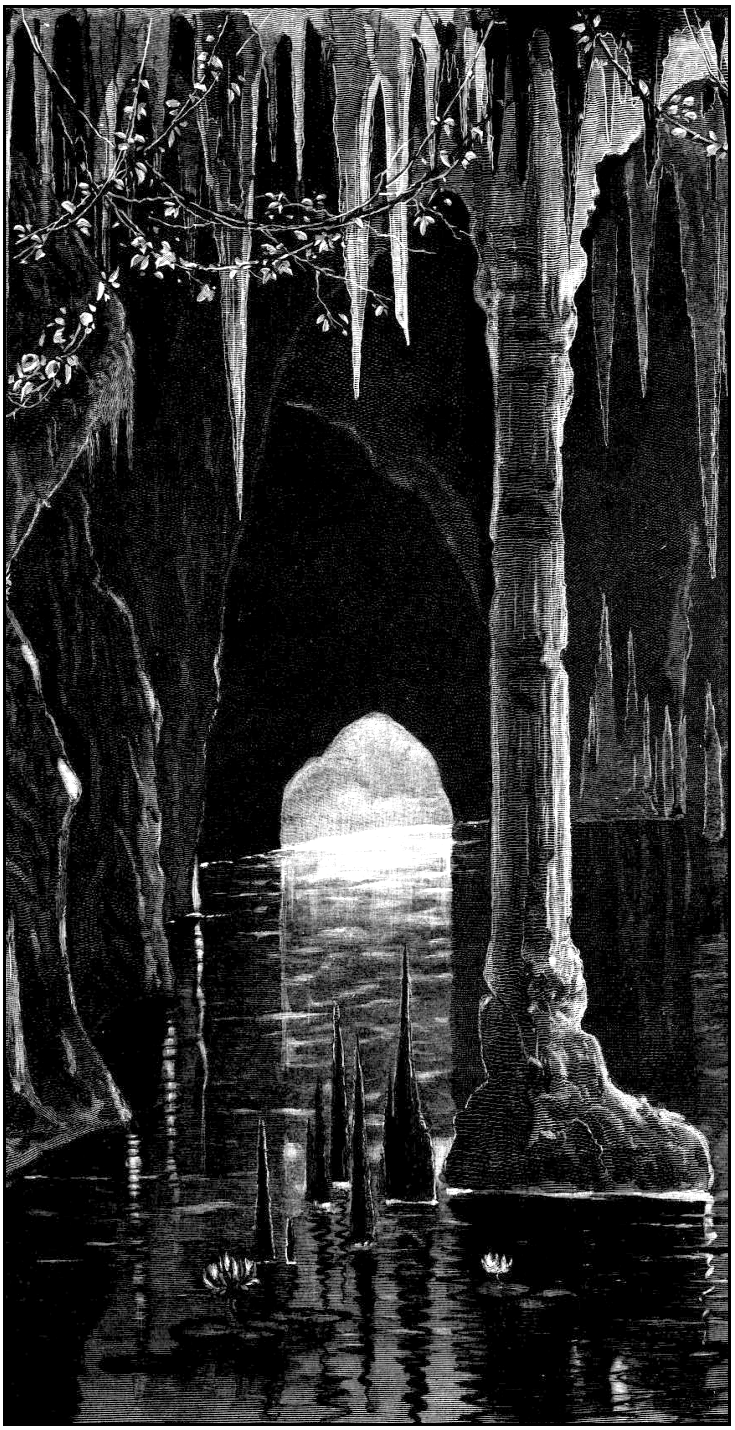
Rarity	Properties	Cost
Uncommon	Spell Point Storage, Spell Absorption, Spell Storage, Entropy, Poison Gas	3000 dinarii/qt

Uranium



The most dangerous, desired and rare of materials, there are very few known sources of uranium. The material is mined and the only publicly known source of it is somewhere in Scythia. It is desired by artificers because it will decrease the creation modifier by 4 and may be combined without ill effect with any product of the artificer. There is a side effect though, it is that uranium causes the eventual death of the artificer. They may use it a number of times equal to their Constitution +5. Each time their Constitution will be reduced by one point. Some spells may heal the damage but regardless, due to the power of this material, after 6 - 8 years of working with it the effects will become permanent.

Rarity	Properties	Cost
Very Rare	Spell Enhancement, Spell Storage, Accuracy, Armor Hardening	50000 dinarii



Chapter IX : Friends & Foes

Chapter IX: Friends & Foes

Far more dangerous than the creatures which have sprung up in the time since Constantine are the humans and their goals. Fellow man can be far more destructive and dangerous than even a giant on a rampage.

The beasts that are detailed here have often been created or transported to earth by one of the rogue magi of the Saeculum Magorum, the time of the mages. Many of the magi of that time created guardians or summoned them from other planes as they could not trust the humans of this world to protect them. When their time past, these creatures became free from all bonds. Some went into the world and multiplied while others died or were forced from earth. Some priests believe that certain of these creatures have always been here but have gone unseen or only occasionally glimpsed. This belief is backed by the stories of the gods, their creation, and their part in the creations of the monsters. It is difficult to say which is the truth and most agree that it does not matter as the beasts live in the lands of the Empire now and must be dealt with.



Alfar

"As we traveled near Troldheim in the lands of Skandia we came upon an exceptional city, situated overlooking the sea. Its walls were of formidable height and well manned. Approaching the gates we were greeted by a tall warrior very beautiful to look upon. He greeted us in the language of the Skandians and when we haltingly answered in broken phrase, he responded in Latin. He asked that we relinquish our weapons and come inside the city.

Once inside we found soaring buildings and colorful facades. The people all about were curious of us but unafraid. We met their leader, Hjellar, and he told us of a threat of Svartálfar to the north. He offered to let us winter in his care and we were obliged being tired of our journeys." - Sextus Tullius, Of the North

The Alfar are broken into two different groups. The Ljosálfar are the elves of light from the Norse and German mythology. They are as tall as a man and very beautiful. They are skilled warriors but not as powerful as a man. The common belief among the Norse is that they pursue evil to this plane (Midgard). The truth of the matter is that the Ljosálfar prefer to wait in their city, Aflame, on the southern border of Troldheim awaiting an unknown event. They will aid humans at times, although their aid comes at a price.

The Svartálfar are the second kind of Alfar sometimes referred to as the Black Alf. They are the opposite of the Ljosálfar in that they seldom help any but themselves. It is rumored that they were banished from Aflame due to some treachery against the Skandian gods, who all Alfar worship. They are terribly intelligent, and are often behind some of the most fearsome acts of violence and terror in the north. They hire themselves out to the highest bidder as warriors of no conscience and little morals. The Svartálfar live in an underground city called Svartheim somewhere on the border with Finland. Few ever get to visit the city but those who have tell of beautiful crystal caves and magical wonders that boggle the mind. The legends of the Norse say that if the Svartálfar are exposed to sunlight they will turn to stone, but this is not true. The Svartálf of the modern Empire shuns the sun but is not poorly affected by it. Truly, the greatest weakness of the Svartálf is their overconfidence. They believe all mortals to be beneath them. They view most mortals to be worthy only of being their slaves. Those they consider worthy to work for are usually only the most powerful, wealthy and intelligent of a race. The Svartálfar will abandon their employer if they believe they are losing. The Svartálfar do not believe in lost causes.

In addition to being skilled warriors the Svartálfar and the Ljosálfar are skilled craftsmen. They are not as skilled as the Dwarves but are none the less better than the average human craftsmen. How each race deals with trading their goods depends on what they want or need. The Ljosálfar deal for silver and precious metals although occasionally, must trade for food. The Svartálfar value gems, iron and wood. In truth, they may even deal for services such as retrieval of rare items or materials. Much of it depends on the needs of the craftsman and the community.



The Alfar were first sighted nearly 400 years ago by the Skandians. They seem to be immortal in that they do not die of old age, although they may be slain with weapons or die of illness. They are found in their homelands, Skandia and throughout the Roman Empire. Groups of Svartálfar have been found in the employ of the Alkasatians and the Jade Empire as well as less reputable Romans. Romans typically prefer to employ the more difficult Ljosálfar as body guards and advisers, since they take their contracts more seriously than their darker brothers. Many Romans are rejected by Ljosálfar warriors and advisors because they have a "taint" on them. Usually this refers to cowardice or a tendency for deceit. Alfar are said to be able to smell the taint of a persons soul. Whether this is true or not has not been proven.

The Ljosálfar value truth, bravery, and a sharp mind. They feel the Svartálfar are not without these merits but that they sometimes forget themselves. Humans are viewed as children still finding their way and in need of guidance which the Alfar should supply. The Ljosálfar are known especially for their ships. These are not for sale but they will transport people if their cause is just and they have the fare. The ships are magical and are capable of moving against the wind or even with no wind. They are self repairing and nearly unsinkable. The Roman navy is desperate to get their hands on one of these ships or even better the knowledge of how to construct them. The Skandians desire them just as much but respect the Ljosálfar as agents of the gods. The Alfar do not discriminate between women and men in any way. All Alfar are free to pursue whatever profession they wish. This occasionally leads to problems with the humans. An Alfa, a female Alf, will not tolerate being condescended to which gains them a reputation for haughtiness among humans. Their long lives also lead to cultural misunderstandings with Romans, who have difficulty dealing with beings who are able to remember Constantine.

The Ljosálfar are ruled by two kings who are each elected for 20 years. Each election is offset by 10 years so that there is always someone who is experienced on the throne. Everyone who is present in Aflame is allowed to vote. The Svartálfar have only one king who rules until he dies. He may be challenged at any time by any Svartálf to single combat. The battle is to the death and if the current king is defeated the winner is able to name the new king. This often leads to a rash of change of leadership for the Svartálfar and helps keep them from becoming too organized and taking over neighboring Finland.

The Alfar have recently established embassies in the Roman cities of Roma, Constancia and Aelios. The have had embassies in the Skandian kingdoms for nearly 150 years.

Ljosálfar wear a form of studded leather armor and a banded armor helmet. Svartálfar wear a light chain and a plate helm.

Physical & Social Appearance: Alfar

Height: 5'6" - 6'

Weight: 150 lbs - 200 lbs

Eye Color: Blue, Grey, Black

Skin Color: White (Ljosálfar), Black (Svartálfar)

Hair Color: Blond (Ljosálfar), Black (Svartálfar)

Social Organization: Hierarchical

Alfar, Ljosálfar

Type: 5th Level Humanoid (Elf)

Size: Medium

Speed: 30 ft.

Abilities: Str +2, Dex +5, Con +1, Int +2, Wis +3, Cha +0

Skills: Craft (shipwright) 8 (+10), Navigate 8 (+13), Notice 8 (+11), Stealth 8 (+13)

Feats: Attack Focus (sword), Attack Specialization (sword), Attractive B, Heavy Armor Training B, Light Armor Training B, Night Vision B, Weapon Training B

Traits: Darkvision 60 ft., Detect Taint

Combat: Attack +8 (+3 base, +5 Dex) (+9 with sword), Damage +6 (sword) or +3 (crossbow), Defense: Dodge/Parry +8/+5 (+3 base, +5 Dex or +2 Str), Initiative +5

Saving Throws: Toughness +2 (+1 Con, +1 leather armor), Fortitude +2 (+1 base, +1 Con), Reflex +9 (+4 base, +5 Dex), Will +4 (+1 base, +3 Wis)

Spirit Points: 50

Detect Taint: Ljosálfar can sense a person's vice nature simply by observing them for a few minutes. They can also tell immediately whether the person they look upon has acquired any corruption.

Alfar, Svartálfar

Type: 5th Level Humanoid (Elf)

Size: Medium

Speed: 30 ft.

Abilities: Str +3, Dex +4, Con +2, Int +2, Wis +2, Cha -1

Skills: Craft (blacksmith) 8 (+10), Intimidate 8 (+7), Notice 8 (+10), Stealth 8 (+12)

Feats: Attack Focus (warhammer), Attack Specialization (warhammer), Heavy Armor Training B, Light Armor Training B, Night Vision B, Weapon Training B

Traits: Darkvision 60 ft., Detect Taint, Supernatural Resistance 13

Combat: Attack +7 (+3 base, +4 Dex) (+8 with sword), Damage +7 (sword) or +5 (shortbow), Defense: Dodge/Parry +7/+6 (+3 base, +4 Dex or +3 Str), Initiative +4

Saving Throws: Toughness +5 (+2 Con, +3 chain armor), Fortitude +3 (+1 base, +2 Con), Reflex +8 (+4 base, +4 Dex), Will +3 (+1 base, +2 Wis)

Spirit Points: 50

Detect Taint: Svartálfar can sense a person's vice nature simply by observing them for a few minutes. They can also tell immediately whether the person they look upon has acquired any corruption.

Amazon

"They strode across the field as visions of beauty. Swift but deadly we could not evade them nor could we capture them. Deadly with bows as well as sword they wore heavy armor of the infantry. Later I would learn of their homes on the shores of the Pontus Euxinus and the sister who had colonized Africa. The size of these woman would always be the first thought of any outsider followed by comments on their beauty." - Epicydes of Athens

The Amazons are a tribe of women who have forsaken men in favor of self reliance. The legends of these beautiful and strong women appear in a number of cultures but in the eleventh century of the City the first of their cities were discovered near Pontus Euxinus (the Black Sea). Soon after that another city was found in central Africa. These appear to be two very different tribes of Amazons. The Euxinus Amazons are Greek speaking and culturally, they are highly Hellenized. They view men as natural slaves who are incapable of taking care of themselves. The Euxini believe that they best serve the human race by keeping men subservient to women. To this end boy babies are often left exposed in the tradition of girl babies of Sparta if viewed to have undesirable traits. Male slaves are tolerated but only to the extent of their position. In other words, they are free to do as they will as long as they perform their duties and obey any woman. This practice has been going on for generations, almost 300 years, and it has had an impact on the men of the Amazons. They are considered superior slave stock in other cultures for their docility.



The Euxini Amazons organize themselves into native born warriors called Amazons, the Perioeci or women who joined the Amazons from other civilizations, and men who are slaves. The Perioeci often fill the role of merchants, traders and ambassadors. They also handle the slave trades. All women in the Euxini city-states can vote. They elect their queens who rule over the city-state and then the queens gather every ten years in secret to elect four Tetrachs to rule the Amazons in all matters. These Tetrachs can be removed at any time by the queens.

There are 34 Euxini Amazon city-states around the Pontus Euxinus (Black Sea) centered mostly on the northern coast. The chief of these are the Aindi and Xanthisi. They are seldom at odds and in the Euxini wars the Romans were very surprised to face such a unified front from a confederation.

The African Tribes of Amazons are called the Black Amazons due to the dark color of their skin. The Romans have only had distant contact with the Black Amazons, infrequently trading cotton and linen for Amazonian gold. Little is known of their lifestyle. They do accept women from outside their tribe, but they are kept as second class citizens. Men are treated less harshly by the Africans although the practice of exposure is still in use. All the Black Amazons are ruled by one Matriarch, chosen from a generation and raised to replace the current ruler. She trains with the Matriarch and learns from her experience but is seldom of the Matriarch's own blood.

The Amazons train from childhood to perfect their fighting skills since they expect to be challenged at all points by men. They believe that Artemis, the Greek goddess of the hunt, gave them their extraordinary strength and agility. Even though they all train from an early age, not all become warriors. It is only the best that are allowed to fight although all are prepared to fight. At the age of twelve, they are separated into two groups, those who will continues to train for war and those who will find other tasks in the Amazon society.

Amazons wear a form of banded armor not unlike the Lorica Segmentata of the Legion.

Physical & Social Appearance: Amazon

Height: 5'6" - 6'

Weight: 110 lbs - 200 lbs

Eye Color: Human

Skin Color: White to Brown

Hair Color: Human

Social Organization: Matriarchal

Amazon (4th Level Warrior)

Type: 4th Level Humanoid (Human)

Size: Medium

Speed: 30 ft.

Abilities: Str +4, Dex +4, Con +2, Int +0, Wis +2, Cha +2

Skills: Notice 7 (+9), Intimidate 7 (+9), Ride 7 (+11), Sense Motive 4 (+6), Stealth 7 (+11)

Feats: Attack Focus (bow), Attack Specialization (bow), Attractive, Heavy Armor Training, Light Armor Training, Precise Shot, Shield Training, Weapon Training

Traits: Human Background Traits

Combat: Attack +8 (+4 base, +4 Dex) (+9 with bow), Damage +6 (short sword) or +7 (spear), or +8 (bow), **Defense**: Dodge/Parry +9/+9 (+4 base, +1 shield, +4 Dex or +4 Str), Initiative +4

Saving Throws: Toughness +6 (+2 Con, +4 banded mail), Fortitude +6 (+4 base, +2 Con), Reflex +5 (+1 base, +4 Dex), Will +3 (+1 base, +2 Wis)

Spirit Points: 20

Bestia Gigantea

"As we trailed the beast through the undergrowth we came across conflicting tracks. At first our native hunter seemed to think it was merely old tracks but as we realized how deep we were getting into the thorn bushes, the look of concern grew on his face. It was then that we heard the snuffling, like that of a boar but with deep throated menace. I can say I was afraid despite the hunters reassurances. It seemed a ridiculous profession to attempt to capture these beasts alive for the arena. Then, out of the depths of the thickest thorns came two large bulls. At least I thought them bulls but they were boars of immense size. They ran down the native hunter just inches in front of me. The other hunters used the coated spear to tranquilize the beasts but not before one mauled the leg of one of the hunters. My skills as a physician were welcomed that day." - Sextus Tullius

Giant beasts are in high demand throughout the Roman Empire for their entertainment value in the arena. There are even those who domesticate these creatures. The list here is only meant to be representative and there are many forms of giant beasts being discovered every day. The Bantu tribes of southern Africa have spoken of giant bees, cats, wolves and slugs to name a few. The ones most commonly used in the Empire are listed here.

Aper

The giant boar is used in the arena against four gladiators, specifically bestarii. However they are also highly prized for their delicious meat. They are usually not raised in captivity but hunting preserves are maintained in western portions of North Africa where they thrive.

Aper

Type: 7th Level Animal

Size: Large

Speed: 40 ft.

Abilities: Str +6, Dex +0, Con +4, Int -4, Wis +1, Cha -1

Skills: Notice 10 (+14), Survival 0 (+1)*

Feats: Endurance, Iron Will, Night Vision B, Track

Traits: Ferocity, Scent

Combat: Attack +4 (-1 size, +5 base), Damage +9 (gore), Defense: Dodge/Parry +4/- (-1 size, +5 base), Initiative +0

Saving Throws: Toughness +9 (+2 size, +4 Con, +3 natural), Fortitude +9 (+5 base, +4 Con), Reflex +5 (+5 base), Will +8 (+5 base, +1 Wis, +2 Iron Will)

Spirit Points: 10

Ferocity: An aper is such a tenacious combatant that it continues to fight without penalty even when reduced to "disabled" or worse condition on the damage track.

Skills: An aper gains a +4 bonus to Survival checks when tracking by scent.

Formica

The giant ants are a disaster waiting to happen. They are hunted for the danger they pose to farmers and for the vast hoards of sugar they maintain. They have not been domesticated due to their destructive nature and the problems of containing them. As with the Aper, small "ranches" of Formica are sometimes cautiously kept, but this is rare, since a single colony can strip a 500 acre grain farm over night. Combine this with their territorial nature and entire villages can be wiped out swiftly. Formica warriors are popular in the eastern arenas but due to their sensitivity to cold they are seldom exported north. Workers, smaller than the warriors, are not thought of as useful in the least and are not used in the arena since they seldom fight.

Formica Soldier

Type: 3rd Level Vermin

Size: Medium

Speed: 40 ft., climb 20 ft.

Abilities: Str +7, Dex +1, Con +5, Int -, Wis +1, Cha +0

Skills: Climb 0 (+15), Survival 0 (+1)*

Feats: Improved Grab B, Track B

Traits: Pheromone Trail, Scent, Vermin Traits

Combat: Attack +3 (+2 base, +1 Dex), Damage +9 (bite),
Defense: Dodge/Parry +1/- (+2 base, +1 Dex), Initiative +1

Saving Throws: Toughness +9 (+5 Con, +4 natural), Fortitude +8 (+3 base, +5 Con), Reflex +2 (+1 base, +1 Dex), Will +2 (+1 base, +1 Wis)

Spirit Points: 20

Pheromone Trail: Formicae are able to lay a trail of pheromone that can be followed by other Formicae of their hive, giving them a +14 bonus to survival checks to avoid getting lost.

Skills: *Formica have a +4 racial bonus on Survival checks when tracking by scent and a +8 racial bonus on Climb checks. A formica can always choose to take 10 on Climb checks, even if rushed or threatened.

Mus

Very popular as a domesticated animal, the giant rat is used in sewer maintenance and to hunt down pests. They are also sent to the arena but are much more useful in other aspects of the Empire's economy. They can be trained for a number of tasks and have been used as guards, hunters and draft animals for decades in Africa. Only recently have they come to the north and eastern parts of the Empire. Some problems have arisen in the north due to inexperience with the animals



and some Mus have gone feral. Also, rabies is a problem with these giant animals.

Mus

Type: 2nd-level Animal

Size: Medium

Speed: 50 ft., climb 20 ft.

Abilities: Str +1, Dex +5, Con +7, Int -5, Wis +1, Cha -3

Skills: Acrobatics 1 (+6), Climb 0 (+13), Notice 4 (+5), Stealth 0 (+9), Swim 0 (+13)

Feats: Evasion, Night Vision B

Traits: Digging, Scent

Combat: Attack +6 (+1 base, +5 Dex), Damage +2 (bite), **Defense**: Dodge/Parry +6/- (+1 base, +5 Dex), Initiative +5

Saving Throws: Toughness +8 (+7 Con, +1 natural), Fortitude +10 (+3 base, +7 Con), Reflex +8 (+3 base, +5 Dex), Will +4 (+3 base, +1 Wis)

Spirit Points: 10

Digging: Via biting, claws and digging the Mus can tunnel at a rate of ten feet per hour through earth, five feet per hour through construction materials (concrete, timer) and one foot per hour through rock. The tunnels are irregular following weaknesses in the material. Tunnels are 1-2' in diameter, large enough to allow the skull of the Mus to pass.

Skills: Mus have a +8 bonus on Swim checks. Mus have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened. Mus use their Dexterity modifier for Climb and Swim checks.

Scorpios

The giant scorpion is a thing of nightmares. It is cunning, hideous and powerful all at the same time. To the people of the north Africa provinces they are a bane and a menace. They hunt herds of sheep and cattle and do not prey on the weak and old but go for the strongest and biggest as though to test their strength. If a creature wanders into the vicinity of their den they come out to attack it. The scorpios may be satisfied with driving off the intruder but it is even money that it will pursue the creature until one of them is dead.

There is a new trend in the scorpios that has alarmed the venates in Africa. They have begun to hunt in packs. Only two sightings of this type of behavior have been reported but it would increase their threat presence to the farmers many fold.

Scorpios sometimes den in the ground by creating a burrow. It takes one day to create and will be approx. 10'x10'x10'.

Scorpios

Type: 6th Level Vermin

Size: Large

Speed: 40 ft.

Abilities: Str +5, Dex +2, Con +5, Int -, Wis +0, Cha -4

Skills: Climb 0 (+8), Notice 0 (+4), Stealth 0 (+0)

Feats: Double Strike B, Improved Grab B

Traits: Constrict, Darkvision 60 ft., Poison, Vermin Traits

Combat: Attack +5 (-1 size, +4 base, +2 Dex), Damage +7 (claws or grapple) or +7 plus poison (sting), Defense: Dodge/Parry +5/- (-1 size, +4 base, +2 Dex), Initiative +2

Saving Throws: Toughness +13 (+2 size, +5 Con, +6 natural), Fortitude +10 (+5 base, +5 Con), Reflex +4 (+2 base, +2 Dex), Will +2 (+2 base)

Spirit Points: 30

Poison: A scorpios has a poisonous sting. The initial and secondary damage for this poison are both 1 Con, and the Fortitude save Difficulty is 18. The save Difficulties are Constitution-based. The indicated damage is initial and secondary damage.

Skills: A scorpios has a +4 racial bonus on Climb, Stealth and Notice checks.



Cyclops

"A storm drove us to ground as we crossed the African desert. Our guides became fearful as did the legionarius we traveled with. Everyone knew the legends of the area. The Cyclops wandered these wastelands feeding on the

unwary traveler. Then, through the sand and wind I heard a roar unlike that of any animal I had heard in my life time. A dim form came forward and slowly that form took shape: a giant of some ten to twelve feet in height with a shaggy main of grease-snarled locks. A single eye adorned its otherwise grotesque and almost deformed face. Its musculature was overbearing for its size, enormous as it was, so as to make a man seem even smaller in comparison. Its hands were gnarled and in one of them it easily carried half of a tree. Trimmed of all branches and hardened in fire it still confounded me where he would find such an implement in this waste. Without pausing it swept up one of the locals and walked off into the storm. Over the howling wind we heard his screams and the crunching of bones which made pale our cowardice." - Sextus Tullius

The cyclops began as an experiment at trying to improve giants to make them more pliable and easy to control. This was done by Timon, the infamous twelfth century master of magical husbandry. He admitted that the cyclops was both his greatest success and his greatest failure. When he purposely released his stock in Cyrenaica many thought he was mad and the government knew he was criminal. He followed his creatures shortly thereafter fleeing the praetorians.

The cyclops is a powerful brute standing over 20' tall. They live in family groups of about 6-10 since an area of their territory cannot support many more. They consume incredible amounts of meat when they can get it and foliage when the must. They can digest just about any form of vegetation or meat and have a high tolerance for spoilage.

They eat humans, the horses they ride and anything else they come across. They consume up to 600 lbs of meat in a day if they can find it.

The family structure is centered on an alpha male, usually the strongest. Although outright combat is not engaged in, frequent challenges are proffered. The lesser males are allowed to mate as long as the alpha is not present. The alpha takes precedence over any and all decisions and privilege.

The primary ranges of the cyclops are the north African salt trade routes. They have been slowly expanding into the east through Aegyptus. The more aggressive push has been south and pressure has been put on the populations of Bantus, Berber and the Empire of Ghana in the resulting conflicts.

In combat, the cyclops wears leather hide armor and uses an iron bound club. Although no one has been able to observe them closely in their natural camps, it is thought they use tools beyond crude weapons. Other scientists of the day claim it proves nothing and that, much like Timon, they are anthropomorphizing the creatures. Either way, they are formidable.

The Berbers have had some success in dealing with the cyclops and convincing them to fight alongside them. This does not seem to be so much of an "against the Romans" belief as a mercenary agreement. The Berbers supply food and drink along with metal armor and weapons and they receive a mobile fortress capable of hurling rocks, tearing down fortifications and crushing the most formidable opponents. Fortunately for the Romans this is not a common practice yet.

The cyclops wears thick layers of hides that protect it from damage.

Physical & Social Appearance: Cyclops

Height: 19' - 20'

Weight: 2400 lb. - 3000 lb.

Eye Color: Human

Skin Color: White to tan

Hair Color: Human

Social Organization: Family

Cyclops, Cyrenaician

Type: 8th Level Humanoid (Giant)

Size: Huge

Speed: 60 ft.

Abilities: Str +8, Dex +3, Con +7, Int -1, Wis +2, Cha +0

Skills: Notice 5 (+7), Survival 6 (+8)

Feats: Cleave, Great Cleave, Heavy Armor Training B, Light Armor Training B, Night Vision B, Track, Weapon Training B

Traits: Detect Invisibility, Scent

Combat: Attack +7 (+6 base, -2 size, +3 Dex), Damage +13 (iron bound greatclub) or +10 (unarmed) or +12 (thrown boulder), Defense: Dodge/Parry +7/+12 (+6 base, -2 size, +3 Dex or +8 Str), Initiative +3

Saving Throws: Toughness +17 (+7 Con, +6 size, +2 natural, +2 hide armor), Fortitude +13 (+6 base, +7 Con), Reflex +5 (+2 base, +3 Dex), Will +4 (+2 base, +2 Wis)

Spirit Points: 200

Detect Invisibility: A cyclops can see invisible creatures and objects with a Difficulty 15 Notice check.

One Eyed: Because a cyclops possesses only a single eye, it has poor depth perception, and suffers a -2 penalty on all ranged attacks.

Rock Throwing: The range increment is 180 feet for a giant's thrown rocks.

Devil (Oriental), Kuei

"As we loaded the cargo of silk bound for the Damascus a Chinese man came dancing up. He seemed drunk and could not hold a tune. Considering the part of Ch'ang-an that we were in this was not too surprising. Antinious laughed and tried to clap and keep beat with the man but Antinious was no musician either. I told him to ignore the crazy man since we must leave with our escorts soon for the border. He had better not expect me to load all this by myself. Then, like lightning, the Chinese sobered and drove a thin blade into Antinious' chest. By the law, we were

not allowed to be armed or armored but I would not stand by and let my friend be slaughtered. I fought the man and just as I got the upper hand he went limp and his eyes seemed to clear. He could not remember anything or why we were fighting. He even accused me of trying to rob him. I did not know this man but I will miss Antinious' clapping." - Report to the Ch'ang-An guard

These demons plague the Chinese people causing destruction and deception in their wake. Many of these demons try their best to influence people without their direct knowledge. Others are summoned to do the will of evil people, usually to kill a rival. Killing is not their only goal, though, and at times they will destroy a person's life, cause sadness or even simply spoil food, depending on their power.

These devils are more of an annoyance than an outright threat. They can be quite dangerous, though, and will attack if their mischief is not allowed to run its course. They must manifest entirely on this plane to affect anything on this plane, so they may not reach into the Earthly plane then pull something to the Ether. They can only use their powers while on this plane. They are able to travel through the Ether and make observations on the Earthly plane from the Ether. This makes them valuable spies, and since they are relatively easy to bribe (a free hand in causing mischief), they can at times be controlled. Still, the price is sometimes high when they look to their employers camp for their entertainment. Why they are so driven by this chaos and mischief is a mystery.

Their favorite trick is to hypnotize people into performing their deepest desires, whether that be streaking in public or killing their boss. The Chinese Warlords of southwest Asia sometimes employ these demons to gather intelligence, guard a treasure or kill a rival.

Possession is their final trick and their best means to manifest on this plane to cause true mischief. They possess those weak of faith and are able to inhabit these bodies for a number of weeks equal to their level. After this the possessed is able to attempt another save; if successful they are freed and the demon may not possess them again. If they fail again then they will be under the Kuei's power for another period of the demon's level in weeks. While possessing a mortal's body the demon may be slain and thus destroyed.

The Kuei is believed to be the negative (yin) portions of people's souls. They are evil and do evil purely for spite.



Some foreigners believe that the Manes Atrox (see "Manes Atrox" on page 254) are somehow connected to the Kuei but the Chinese refuse this explanation.

Kuei are able to harden their victims' skin to offer protection from weapons much like the Medicina Maga Barkskin spell.

Physical & Social Appearance: Kuei

Height: 5'6" - 6'6"

Weight: 110 lb. - 180 lb.

Eye Color: Black

Skin Color: White to Brown

Hair Color: Black

Social Organization: Servant

Kuei

Type: 7th Level Outsider (Extraplanar, Vice)

Size: Medium

Speed: 30 ft.

Abilities: Str +5, Dex +3, Con +5, Int +6, Wis +5, Cha +2

Skills: Bluff 10 (+12), Climb 10 (+15), Diplomacy 10 (+12), Intimidate 10 (+12), Jump 10 (+15), Knowledge (any two) 10 (+16), Notice 10 (+15), Perform (oratory) 10 (+12), Search 10 (+16), Sense Motive 10 (+15), Stealth 10 (+13)

Feats: Attack Focus (claws), Fascinate, Suggestion

Traits: Bad Luck, Darkvision 60 ft., Demonic Speed, Possession, Scent, Spell-like Abilities

Combat: Attack +10 (+7 base, +3 Dex)(+11 w claws), Damage +9 (claws or bite), Defense: Dodge/Parry +10/- (+7 base, +3 Dex), Initiative +3

Saving Throws: Toughness +10 (+5 Con, +5 natural), Fortitude +10 (+5 base, +5 Con), Reflex +8 (+5 base, +3 Dex), Will +10 (+5 base, +5 Wis)

Spirit Points: 100

Bad Luck: A kuei may inflict bad luck on a person with a standard action. The player rolls 2 dice for all actions and takes the worst result. This lasts 1 month for every level of Devil. Character are allowed a Difficulty 15 Will save to negate this effect. The curse can be broken by an adept that casts Clerical magic with either the Purification Ritual or Initiate feat. This is resolved by an opposed level check between the kuei and the adept.

Demonic speed: By spending 5 spirit points per round a kuei can gain an extra attack action and double its movement rate.

Possession: Target must make a Difficulty 15 Will save. If they fail then they will be possessed for a number of weeks equal to the level of the demon before they may attempt to save again. The kuei retains its mental ability scores, skills based on mental abilities, spells, and feats with mental effects and gain the target's physical ability scores, skills based on physical abilities, and feats with physical effects. A person can live out their entire life in this manner. A priest or monk may attempt to drive the demon out of a person with a Difficulty 18 Knowledge (religion) skill check. The will save Difficulty is Charisma based, and the Knowledge (religion) skill check Difficulty is Wisdom based.

Spell-like Abilities: A kuei can cast the following spells at will: the Medicina Maga spell Bark Skin and the Tenebrae Magae spell Gate.



Dwarf

"As we passed the dunes we saw a clan of small men and women, no higher than three feet. They all had large noses and dark features. When they saw us they dropped their grisly meal of the party holy men we had been sent to find and came running at us. They were clothed in the finest of mail and used small hammers. At first I found it hard not to laugh at them as they came on but then Poenius, my friend, fell dead with his stomach ripped open. I then fought for my life as the others in my maniple did. The battle was fierce and in the end we did not defeat them as much as drive them off. On the ground lie three of my friends and an equal number of Dwarves. May Mars curse them!" - Tadius of Antiochia, XXXII Legion Oriens

Dwarves have been a part of Norse and Germanic myths for thousands of years. They are usually thought of as helpful if somewhat grumpy. In some areas they are believed to switch their young with that of human babies. They are considered great craftsmen, extremely wealthy and very secretive.

In the current day the Dwarves are broken into three major groups, the Northern, Western and Eastern. They all seem to have originated in Germania or southern Skandia and migrated outwards from there.

Northern Dwarves are the most amenable of the race. They work closely with the Skandians, creating weapons, tools and devices in a healthy trade. On rare occasion they share their crafting skills with humans artisans but usually demand a high price. They live in hills in remote areas but usually attend markets that the humans hold to trade their goods.

Although the Skandians claim that the Dwarves have been present all of their history back to the Creation, evidence suggests that they have only been actively dealing with humans for four hundred years. These dwarves are bitter enemies of the Atrox and seek to aid the humans in eliminating them from Skandia. Although the Northern Dwarves seem to have an agenda, they are not sharing their goals with anyone.

The western Dwarves inhabit Germania and Gallia mainly with kindred scattered all over Europa. They are a family oriented secretive people, although they do trade with nearby, well known humans. They are not above stealing babies of those they do not like but prefer to force parents to trade their children to them. What happens to the children is a point of conjecture. On the best side they are assimilated into the dwarfish family and continue to see their parents as they learn dwarf ways and grow older. As adults they may rejoin human societies for short periods. On the worst side they are eaten or changed into a dwarf. If they are changed then they lose all connection with humanity and possibly event heir memories.

Different groups of Western Dwarves behave in their own ways, keeping their ancestral customs. Even more so than their northern cousins the Western Dwarves are master weapons and armor smiths. They trade these items at steep prices but they are worth it. A dwarf weapon can go for two to three times the price of similar human made items based on appearance alone. The Western Dwarves work in diamond and platinum in a level of skill that humans have yet to attain. In addition, they are able to craft powers and abilities into weapons and armor that human artificers can only dream of.

Finally, there is the most despised and dreaded dwarf, the Eastern Dwarf. Called by many names these are dwarf clans that have migrated out of the west and into Scythia, Asia Minor, Arabia and Aegyptus. They hunt as packs on the weak and unarmed using their skills to alter themselves to their task. They attack lone caravans or travelers depending on their numbers to overpower their prey. Once enough dwarves are on the hapless being they begin feasting, sometimes before the person is dead. The Eastern Dwarves are not particular in their meat; they prefer humans but will settle for their own kind or food-beasts. They den near caravan routes in the desert hollowing out caves in the sand or rock. They each have their own space within the common cave. In the den they create some of their most terrifying tools, razor teeth. Their razor teeth allow them to bite through the toughest armor and flesh. A single dwarf may feed on up to 30 lbs of meat in a day, often eating more than their own weight. Magi are stumped as to how this is accomplished.



Those victims not killed are transformed into dwarves themselves. This is accomplished by feeding them specially laced food that slowly (over 1-4 weeks) changes the human into a dwarf. Once a dwarf, a madness seems to grab them causing them to attack and devour at a ravenous rate. The Eastern Dwarves are more information brokers than craftsmen. They are looked upon as an infestation but their abilities also make them very good at spying. In the case of the more civilized clans of Eastern Dwarves this has proven quite lucrative.

In the West and North the Dwarf is tolerated if not celebrated for the niche they fill in the social environment. Some amount of suspicion, due mostly to their secretiveness, is directed their way but for the most part they are considered as much a part of the village or city they are near as the local temples. The Eastern Dwarf though, is considered a pest and the minion of evil men. They revel in the mayhem they cause and think of little more than their next meal. There are rare exceptions that have maintained part of their sanity and look

to use mankind to their advantage by selling the information that they so easily obtain.

Dwarves wear a steel helm and studded leather armor.

Physical & Social Appearance: Dwarf

Height: 2 - 2'8"

Weight: 10 - 40 lbs

Eye Color: Brown or Black

Skin Color: White

Hair Color: Black

Social Organization: Clan

Dwarf (1st Level Warrior)

Type: 1st Level Humanoid (Dwarf)

Size: Small

Speed: 20 ft.

Abilities: Str -1, Dex +3, Con +3, Int +1, Wis +2, Cha -2

Skills: Appraise 4 (+5), Craft (gem cutting) 4 (+5), Craft (metalworking) 4 (+5), Craft (stonemasonry) 0 (+3), Knowledge (physical sciences) 4 (+5), Notice, Search 0 (+3)

Feats: Great Fortitude B, Improved Strike, Light Armor Training, Night Vision B, Talented (Craft [stonemasonry] and Search) B, Tough, Weapon Training

Traits: Natural Invisibility, Transformation

Combat: Attack +5 (+1 base, +1 size, +3 Dex), Damage +1 (sword), +1 (bite), +0 (unarmed), or +3 (wand of bolts), Defense: Dodge/Parry +5/+1 (+1 base, +1 size, +3 Dex or -1 Str), Initiative +3

Saving Throws: Toughness +5 (+3 Con, -1 size, +2 studded leather, +1 tough), Fortitude +7 (+2 base, +3 Con, +2 Great Fortitude), Reflex +3 (+3 Dex), Will +2 (+2 Wis)

Spirit Points: 20

Transformation: If offered food by a dwarf a person is best to refuse it. They often lace their food with magic that causes a human to transform into a dwarf who they then use for a slave. The transformation takes 1-4 weeks to occur. A Difficulty 15 Fortitude save will prevent the transformation.

Natural Invisibility: Dwarves can become invisible at will but it only lasts for four rounds. Also the invisibility drops if they attack. It is usually used as an escape method. Once they have activated the invisibility they may not activate it again until four rounds have gone by. For instance, four rounds of invisibility are followed by four rounds of visibility.

Elementals

No one is sure of the source of elementals. One theory is that they come from a plane outside of Earth. Another is that they exist in spirit in earth's natural setting, and obtain a distinct form through a magus' force of will. In any case, they are temperamental, uncooperative creatures who seek to return to their base state as quickly as possible.

Despite the implied construct intelligence, elementals carry a great deal of personality with them. This lends credence to theory that they are unique individuals, not merely constructs brought forth from a magus' spell.

During the Saeculum Magorum they were used as guards for rogue Natura Maga magi. This was a dangerous prospect at best. Since this time there have been suspected cases of elemental manifestations. These do not last long but can be horribly destructive in their short stay.

Air Elementals

Air elementals have an indistinct form, looking like a column of air. They cause a disturbance as they move and can sometimes be spotted. They have a wispy voice that sounds like wind through tree tops.

Air elementals do not vary so greatly in statistics from type to type. All air elementals have an innate control of air and how it flows. They are able to draw all the air from an opponent's lungs so as to suffocate them, although it requires hitting the opponent to do so. The way to foil this attack is to stand in the center of the elemental's column, since it cannot remove air from itself without losing its form.

Air elementals are enemies to all earth based elementals. They take x4 damage from earth based attacks such as earth bolt. Air elementals are very chaotic and perhaps just a bit silly. They take great delight in all manner of pranks but especially those that cause confusion. When an air elemental dies, it leaves behind 1-6 diamonds worth at least 3000 dinarii each.

Air Elemental, Small

Type: 2nd Level Elemental (Air, Extraplanar)

Size: Small

Speed: Fly 100 ft. (perfect)

Abilities: Str +0, Dex +3, Con +0, Int -3, Wis +0, Cha +0

Skills: Notice 5 (+5)

Feats: Improved Initiative B, Move-By Action

Traits: Air Mastery, Darkvision 60 ft., Elemental Traits, Gaseous Form, Whirlwind

Combat: Attack +5 (+1 size, +1 base, +3 Dex), Damage +1 (slam), Defense: Dodge/Parry +5/- (+1 size, +1 base, +3 Dex), Initiative +7

Saving Throws: Toughness +0 (-1 size, +0 Con, +1 natural), Fortitude +0 (+0 base), Reflex +6 (+3 base, +3 Dex), Will +0 (+0 base)

Spirit Points: 50

Air Elemental, Medium

Type: 4th Level Elemental (Air, Extraplanar)

Size: Medium

Speed: Fly 100 ft. (perfect)

Abilities: Str +1, Dex +5, Con +2, Int -3, Wis +0, Cha +0

Skills: Notice 7 (+7)

Feats: Dodge Focus, Improved Initiative B, Move-By Action

Traits: Air mastery, Darkvision 60 ft., Elemental Traits, Gaseous Form, Whirlwind

Combat: Attack +8 (+3 base, +5 Dex), Damage +3 (slam), Defense: Dodge/Parry +9/- (+3 base, +5 Dex, +1 dodge), Initiative +9

Saving Throws: Toughness +3 (+1 natural, +2 Con), Fortitude +3 (+1 base, +2 Con), Reflex +9 (+4 base, +5 Dex), Will +1 (+1 base)

Spirit Points: 100

Air Elemental, Large

Type: 8th Level Elemental (Air, Extraplanar)

Size: Large

Speed: Fly 100 ft. (perfect)

Abilities: Str +2, Dex +7, Con +3, Int -2, Wis +0, Cha +0

Skills: Notice 11 (+11)

Feats: Dodge Focus, Improved Initiative B, Lightning Reflexes, Move- By Action

Traits: Air Mastery, Damage Reduction 2/supernatural, Darkvision 60 ft., Elemental Traits, Gaseous Form, Whirlwind

Combat: Attack +12 (-1 size, +6 base, +7 Dex), Damage +6 (buffet), Defense: Dodge/Parry +13/- (-1 size, +6 base, +7 Dex, +1 dodge), Initiative +11

Saving Throws: Toughness +7 (+2 size, +3 Con, +2 natural), Fortitude +5 (+2 base, +3 Con), Reflex +15 (+6 base, +7 Dex, +2 Lightning Reflexes), Will +2 (+2 base)

Spirit Points: 200

Air Elemental, Huge

Type: 16th Level Elemental (Air, Extraplanar)

Size: Huge

Speed: Fly 100 ft. (perfect)

Abilities: Str +4, Dex +9, Con +4, Int -2, Wis +0, Cha +0

Skills: Notice 19 (+22)

Feats: Cleave, Dodge Focus, Improved defense, Improved Initiative B, Lightning Reflexes, Move-By Action, Skill Focus (Notice)

Traits: Air Mastery, Damage Reduction 2/supernatural, Darkvision 60 ft., Elemental Traits, Gaseous Form, Whirlwind

Combat: Attack +19 (-2 size, +12 base, +9 Dex), Damage +10 (slam), Defense: Dodge/Parry +20/- (-2 size, +12 base, +9 Dex, +1 dodge), Initiative +13



Saving Throws: Toughness +10 (+4 size, +4 Con, +2 natural), Fortitude +9 (+5 base, +4 Con), Reflex +21 (+10 base, +9 Dex, +2 Lightning Reflexes), Will +5 (+5 base)

Spirit Points: 400

Air Mastery: Airborne creatures take a -1 penalty on attack and damage rolls against an air elemental.

Gaseous Form: An air elemental is composed wholly of animated air. It is permanently in gaseous form. Despite being permanently gaseous, an air elemental is able to manipulate physical objects by using finely directed winds. At melee range it can direct focused winds of such intensity that they are effectively as powerful as slam attacks. An air elemental can use its supernatural powers despite being gaseous. Discerning an air elemental from natural gusts of wind requires a Difficulty 15 Notice check. Air Elementals attempting to hide in an area with mist, smoke or other gas gain a +20 bonus on Stealth checks.

Spells: An air elemental can cast the following Natura Maga spells whose levels are less than or equal to its own; Gust, Wind, Tornado, Hurricane

Whirlwind: The elemental can transform itself into a whirlwind once every 10 minutes and remain in that form for up to 1 round for every 2 levels it has. In this form, the elemental can move through the air or along a surface at its fly speed.

The whirlwind is 5 feet wide at the base, up to 30 feet wide at the top, and up to 50 feet tall, depending on the elemental's size. The elemental controls the exact height, but it must be at least 10 feet.

Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the elemental moves into or through the creature's space.

Creatures one or more size categories smaller than the elemental might take damage when caught in the whirlwind (see table for details) and may be lifted into the air. An affected creature must succeed on a Reflex save when it comes into contact with the whirlwind or take the indicated damage. It must also succeed on a second Reflex save or be picked up bodily and held suspended in the powerful winds, automatically taking the indicated damage each round. A creature that can fly is allowed a Reflex save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful. The Difficulty for saves against the whirlwind's effects varies with the elemental's size (see table). The save Difficulty is Strength-based.

Creatures trapped in the whirlwind cannot move except to go where the elemental carries them or to escape the whirlwind.

Creatures caught in the whirlwind can otherwise act normally, but must succeed on a Difficulty 20 Concentration check to use a supernatural power. Creatures caught in the whirlwind take a -2 penalty to Dexterity and a -2 penalty on attack rolls. The elemental can have only as many creatures trapped inside the whirlwind at one time as will fit inside the whirlwind's volume.

The elemental can eject any carried creatures whenever it wishes, depositing them wherever the whirlwind happens to be. A summoned elemental always ejects trapped creatures before returning to its home plane.

If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the elemental and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment. Those caught in the cloud must succeed on a Difficulty 19 Concentration check to use supernatural powers.

An elemental in whirlwind form cannot make slam attacks.

Air Elemental Size and Whirlwind Traits

				-----Whirlwind-----	
Elemental Size	Height	Weight	Save Difficulty	Damage	Height
Small	4 ft.	1 lb.	11	+1	10-20 ft.
Medium	8 ft.	2 lb.	13	+2	10-30 ft.
Large	16 ft.	4 ft.	16	+4	10-40 ft.
Huge	32 ft.	8 lb.	22	+6	10-50 ft.

Earth Elemental

Earth elementals are the most lawful and the solitary of the elementals. Their power is respected by all other elementals except for air, their opposed element. An earth elemental takes x4 damage from air based attacks.

When an earth elemental is summoned or manifests, it immediately burrows into the ground if at all possible. It searches for precious stones or magma flows to hide itself in. This can cause serious earthquakes if precautions are not taken.

When earth elementals are slain they leave behind 1-4 precious stones of no less than 5000 dinarii each.

Earth Elemental, Small

Type: 2nd Level Elemental (Earth, Extraplanar)

Size: Small

Speed: 20 ft., burrow 30 ft.

Abilities: Str +3, Dex -1, Con +1, Int -3, Wis +0, Cha +0

Skills: Notice 5 (+5)

Feats: Attack Focus (slam)

Traits: Darkvision 60 ft., Earth Glide, Earth Mastery, Elemental Traits

Combat: Attack +1 (+1 size, +1 base, -1 Dex) (+2 with slam), Damage +5 (slam), Defense: Dodge/Parry +1/- (+1 size, +1 base, -1 Dex), Initiative -1

Saving Throws: Toughness +3 (-1 size, +1 Con, +3 natural), Fortitude +4 (+3 base, +1 Con), Reflex -1 (+0 base, -1 Dex), Will +0 (+0 base)

Spirit Points: 50

Earth Elemental, Medium

Type: 4th Level Elemental (Earth, Extraplanar)

Size: Medium

Speed: 20 ft., burrow 30 ft.

Abilities: Str +5, Dex -1, Con +3, Int -3, Wis +0, Cha +0

Skills: Notice 7 (+7)

Feats: Attack Focus (slam), Cleave

Traits: Darkvision 60 ft., Earth Glide, Earth Mastery, Elemental Traits

Combat: Attack: +2 (+3 base, -1 Dex) (+3 with slam), Damage +8 (slam), Defense: Dodge/Parry +2/- (+3 base, -1 Dex), Initiative -1

Saving Throws: Toughness +7 (+3 Con, +4 natural), Fortitude +7 (+4 base, +3 Con), Reflex +0 (+1 base, -1 Dex), Will +1 (+1 base)

Spirit Points: 100

Earth Elemental, Large

Type: 8th Level Elemental (Earth, Extraplanar)

Size: Medium

Speed: 20 ft., burrow 30 ft.

Abilities: Str +7, Dex -1, Con +4, Int -2, Wis +0, Cha +0

Skills: Notice 11 (+11)

Feats: Attack Focus (slam), Cleave, Great Cleave

Traits: Damage Reduction 2/supernatural, Darkvision 60 ft., Earth Glide, Earth Mastery, Elemental Traits

Combat: Attack +4 (-1 size, +6 base, -1 Dex) (+5 with slam), Damage +13 (slam), Defense: Dodge/Parry +4/- (-1 size, +6 base, -1 Dex), Initiative -1

Saving Throws: Toughness +11 (+2 size, +4 Con, +5 natural), Fortitude +10 (+6 base, +4 Con), Reflex +1 (+2 base, -1 Dex), Will +2 (+2 base)

Spirit Points: 200

Earth Elemental, Huge

Type: 16th Level Elemental (Earth, Extraplanar)

Size: Medium

Speed: 30 ft., burrow 40 ft.

Abilities: Str +9, Dex -1, Con +5, Int -2, Wis +0, Cha +0

Skills: Notice 19 (+19)

Feats: Attack Focus (slam), Awesome Blow, Cleave, Great Cleave, Iron Will, Stunning Attack

Traits: Damage Reduction 2/supernatural, Darkvision 60 ft., Earth Mastery, Elemental Traits

Combat: Attack +9 (-2 size, +12 base, -1 Dex) (+10 with slam), Damage +13 (slam), Defense: Dodge/Parry +9/- (-2 size, +12 base, -1 Dex), Initiative -1

Saving Throws: Toughness +14 (+4 size, +5 Con, +5 natural), Fortitude +15 (+10 base, +5 Con), Reflex +4 (+5 base, -1 Dex), Will +7 (+5 base, +2 Iron Will)

Spirit Points: 400

Earth Mastery: An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a -4 penalty on attack and damage rolls. This bonus also applies to any Strength check the earth elemental must make when performing a rush. (These modifiers are not included in the stat block.)

Spells: An earth elemental can cast the following Natura Maga spells whose levels are less than or equal to its own; Tremor, Earthquake, Krakatoa.

Earth Elemental Sizes		
Elemental Size	Height	Weight
Small	4 ft.	80 lb.
Medium	8 ft.	750 lb.
Large	16 ft.	6,000 lb.
Huge	32 ft.	48,000 lb.

Fire Elementals

Fire elementals love to camouflage themselves within normal fires and are loathe to reveal themselves to anyone. They play this game of hide and seek with any they choose. They delight in causing a campfire to suddenly roar up or spontaneously combusting a person. To these vile creatures, it is all fun with a lesser creature. If they are unveiled or angered excessively, they appear as a column of flame.

Fire elementals are chaotic and love personal freedom. They strive to destroy any established form of government or order. They respond to might and power more than compassion or enticement. The fire elementals are mortal enemies of water elementals and take x4 damage from any water based attack.

When fire elementals are slain, they leave behind 1-4 rubies of no less than 5000 dinarii each.

Fire Elemental, Small

Type: 2nd Level Elemental (Extraplanar, Fire)

Size: Small

Speed: 50 ft.

Abilities: Str +0, Dex +1, Con +0, Int -3, Wis +0, Cha +0

Skills: Notice 5 (+5)

Feats: Dodge Focus, Improved Initiative B, Traits: Burn, Darkvision 60 ft., Elemental Traits, Gaseous Form, Immunity to Fire, Vulnerable to Cold

Combat: Attack +3 (+1 size, +1 base, +1 Dex), Damage +1 +1 fire (slam), Defense: Dodge/Parry +4/- (+1 size, +1 base, +1 Dex, +1 dodge), Initiative +5

Saving Throws: Toughness +0 (-1 size, +0 Con, +1 natural), Fortitude +0 (+0 base), Reflex +4 (+3 base, +1 Dex), Will +0 (+0 base)

Spirit Points: 50

Fire Elemental, Medium

Type: 4th Level Elemental (Extraplanar, Fire)

Size: Medium

Speed: 50 ft.

Abilities: Str +1, Dex +3, Con +2, Int -3, Wis +0, Cha +0

Skills: Notice 7 (+7)

Feats: Dodge Focus, Improved Defense, Improved Initiative B

Traits: Burn, Darkvision 60 ft., Elemental Traits, Gaseous Form, Immunity to Fire, Vulnerable to Cold

Combat: Attack +6 (+3 base, +3 Dex), Damage +3 +2 fire (slam), Defense: Dodge/Parry +7/- (+3 base, +3 Dex, +1 dodge), Initiative +7

Saving Throws: Toughness +3 (+2 Con, +1 natural), Fortitude +3 (+1 base, +2 Con), Reflex +7 (+4 base, +3 Dex), Will +1 (+1 base)

Spirit Points: 100

Fire Elemental, Large

Type: 8th Level Elemental (Extraplanar, Fire)

Size: Large

Speed: 50 ft.

Abilities: Str +2, Dex +5, Con +3, Int -2, Wis +0, Cha +0

Skills: Notice 11 (+11)

Feats: Dodge Focus, Improved Defense, Improved Initiative B, Move- By Action

Traits: Burn, Damage Reduction 2/supernatural, Darkvision 60 ft., Elemental Traits, Gaseous Form, Immunity to Fire, Vulnerable to Cold

Combat: Attack +10 (-1 size, +6 base, +5 Dex), Damage +6 +4 fire (slam), Defense: Dodge/Parry +11/- (-1 size, +6 base, +5 Dex, +1 dodge), Initiative +9

Saving Throws: Toughness +7 (+2 size, +3 Con, +2 natural), Fortitude +5 (+2 base, +3 Dex), Reflex +11 (+6 base, +5 Dex), Will +2 (+2 base)

Spirit Points: 200

Fire Elemental, Huge

Type: 16th Level Elemental (Extraplanar, Fire)

Size: Huge

Speed: 50 ft.

Abilities: Str +4, Dex +7, Con +4, Int -2, Wis +0, Cha +0

Skills: Notice 19 (+22)

Feats: Dodge Focus, Improved Defense, Improved Initiative B, Iron Will, Lightning Reflexes, Move-By Action, Skill Focus (Notice)

Traits: Burn, Damage Reduction 2/supernatural, Darkvision 60 ft., Elemental Traits, Gaseous Form, Immunity to Fire, Vulnerable to Cold

Combat: Attack +17 (-2 size, +12 base, +7 Dex), Damage +10 +6 fire (slam), Defense: Dodge/Parry +18/- (-2 size, +12 base, +7 Dex, +1 dodge), Initiative +11

Saving Throws: Toughness +11 (+4 size, +4 Con, +3 natural), Fortitude +9 (+5 base, +4 Con), Reflex +19 (+10 base, +7 Dex, +2 Lightning Reflexes), Will +7 (+5 base, +2 Iron Will)

Spirit Points: 400

Burn: A fire elemental's slam attack deals bludgeoning damage plus fire damage from the elemental's flaming body. Those hit by a fire elemental's slam attack also must succeed on a Reflex save or catch on fire. The flame burns for 3 rounds. The save Difficulty varies with the elemental's size (see table). A burning creature can take a move action to put out the flame. The save Difficulty is Constitution-based.

Creatures hitting a fire elemental with natural weapons or unarmed attacks take fire damage as though hit by the elemental's attack, and also catch on fire unless they succeed on a Reflex save.

Gaseous Form: Fire elementals are composed wholly of animated fire, and gain the benefits of being permanently in gaseous form. Despite being permanently gaseous, a fire elemental can solidify portions of its body into ember-like fists and is therefore able to manipulate physical objects. A fire elemental can use its supernatural powers despite being gaseous.

Discerning a fire elemental from a natural fire requires a Difficulty 15 Notice check. Fire elementals attempting to hide in an area that contains fire gain a +20 bonus on Stealth checks.

Spells: A fire elemental can cast any Sanguis Magus fire spells whose levels are less than or equal to its own.

Fire Elemental Sizes

Elemental Size	Height	Weight	Burn Save Difficulty
Small	4 ft.	1 lb.	11
Medium	8 ft.	2 lb.	14

Fire Elemental Sizes			
Elemental Size	Height	Weight	Burn Save Difficulty
Large	16 ft.	4 lb.	17
Huge	32 ft.	8 lb.	22

Water Elemental

Water elementals are incredibly vain and pride themselves on their ability to take the shape of the creatures around them.

Water elementals are the most intelligent of all elementals. They do not enjoy manifesting on earth and do their best to flee to the nearest source of water unless the summoner stops them. Water elementals are devious and delight in playing complex schemes to the final conclusion, usually fatal. Fire elementals are the mortal enemies of water elementals and take x4 damage from fire based attacks.

When a water elemental is slain there is a great deal of water and 1-6 sapphires of at least 5000 dinarii each.

Water Elemental, Small

Type: 2nd Level Elemental (Extraplanar, Water)

Size: Small

Speed: 20 ft., swim 90 ft.

Abilities: Str +2, Dex +0, Con +1, Int -3, Wis +0, Cha +0

Skills: Notice 5 (+5), Swim 0 (+10)

Feats: Attack Focus (slam)

Traits: Darkvision 60 ft., Drench, Elemental Traits, Liquid form, Vortex, Water Mastery

Combat: Attack +2 (+1 size, +1 base) (+3 with slam), Damage +4 (slam), Defense: Dodge/Parry +2/- (+1 size, +1 base), Initiative +0

Saving Throws: Toughness +3 (-1 size, +1 Con, +3 natural), Fortitude +4, Reflex +0, Will +0

Spirit Points: 50

Water Elemental, Medium

Type: 4th Level Elemental (Extraplanar, Water)

Size: Medium

Speed: 20 ft., swim 90 ft.

Abilities: Str +3, Dex +1, Con +3, Int -3, Wis +0, Cha +0

Skills: Notice 7 (+7), Swim 0 (+11)

Feats: Attack Focus (slam), Cleave

Traits: Darkvision 60 ft., Drench, Elemental Traits, Liquid form, Vortex, Water mastery

Combat: Attack +4 (+3 base, +1 Dex) (+5 with slam), Damage +6 (slam), Defense: Dodge/Parry +4/- (+3 base, +1 Dex), Initiative +1

Saving Throws: Toughness +7 (+3 Con, +4 natural), Fortitude +7 (+4 base, +3 Con), Reflex +2 (+1 base, +1 Dex), Will +1 (+1 base)

Spirit Points: 100

Water Elemental, Large

Type: 8th Level Elemental (Extraplanar, Water)

Size: Large

Speed: 20 ft., swim 90 ft.

Abilities: Str +5, Dex +2, Con +4, Int -2, Wis +0, Cha +0

Skills: Notice 11 (+11), Swim 0 (+13)

Feats: Attack Focus (slam), Cleave, Great Cleave

Traits: Damage reduction 2/supernatural, Darkvision 60 ft., Drench, Elemental Traits, Liquid form, Vortex, Water Mastery

Combat: Attack +7 (-1 size, +6 base, +2 Dex) (+8 with slam), Damage +11 (slam), Defense: Dodge/Parry +7/- (-1 size, +6 base, +2 Dex), Initiative +2

Saving Throws: Toughness +10 (+2 size, +4 Con, +4 natural), Fortitude +10 (+6 base, +4 Con), Reflex +4 (+2 base, +2 Dex), Will +2 (+2 base)

Spirit Points: 200

Water Elemental, Huge

Type: 16th Level Elemental (Extraplanar, Water)

Size: Huge

Speed: 20 ft., swim 90 ft.

Abilities: Str +7, Dex +4, Con +5, Int -2, Wis +0, Cha +0

Skills: Notice 19 (+22), Swim 0 (+15)

Feats: Attack Focus (slam), Cleave, Great Cleave, Greater Attack Focus (slam), Iron Will, Skill Focus (Notice)

Traits: Damage Reduction 2/supernatural, Darkvision 60 ft., Drench, Elemental Traits, Liquid form, Vortex, Water Mastery

Combat: Attack +14 (-2 size, +12 base, +4 Dex) (+16 with slam), Damage +15 (slam), Defense: Dodge/Parry +6/- (-2 size, +12 base, +4 Dex), Initiative +2

Saving Throws: Toughness +13 (+4 size, +5 Con, +4 natural), Fortitude +15 (+10 base, +5 Con), Reflex +9 (+5 base, +4 Dex), Will +7 (+5 base, +2 Iron Will)

Spirit Points: 400

Drench: The elemental's touch puts out torches, campfires, exposed lanterns and other open flames.

Liquid Form: A water elemental is composed wholly of animated water, and gains the benefits of being permanently in liquid form. Water elementals can't enter or pass through oil, or travel more than 180 ft. away from the source of water from which they were summoned. Despite being liquid, a water elemental has mass and weight and can manipulate physical objects normally. A water elemental can use its supernatural powers despite being liquid.

Discerning a water elemental from natural water requires a Difficulty 15 Notice check. Water elementals attempting to hide in water or a similar aqueous liquid gain a +20 bonus on Stealth checks.

Vortex: The elemental can transform itself into a whirlpool once every 10 minutes, provided it is underwater, and remain in that form for up to 1 round for every 2 levels it has. In vortex form, the elemental can move through the water or along the bottom at its swim speed. The vortex is 5 feet wide at the base, up to 30 feet wide at the top, and 10 feet or more tall, depending on the elemental's size. The elemental controls the exact height, but it must be at least 10 feet.

Another creature might be caught in the vortex if it touches or enters the vortex, or if the elemental moves into or through the creature's space.

Creatures one or more size categories smaller than the elemental might take damage when caught in the vortex (see table for details) and may be swept up by it. An affected creature must succeed on a Reflex save when it comes into contact with the vortex or take the indicated damage. It must also succeed on a second Reflex save or be picked up bodily and held suspended in the powerful currents, automatically taking damage each round. An affected creature is allowed a Reflex save each round to escape the vortex. The creature still takes damage, but can leave if the save is successful. The Difficulty for saves against the vortex's effects varies with the elemental's size. The save Difficulty is Strength-based.

Creatures trapped in the vortex cannot move except to go where the elemental carries them or to escape the whirlwind. Creatures caught in the whirlwind can otherwise act normally, but must succeed on a Concentration Difficulty 15 check to use a supernatural power. Creatures caught in the whirlwind take a -4 penalty to Dexterity and a -2 penalty on attack rolls. The elemental can have only as many creatures trapped inside the vortex at one time as will fit inside the vortex's volume.

The elemental can eject any carried creatures whenever it wishes, depositing them wherever the vortex happens to be. A summoned elemental always ejects trapped creatures before returning to its home plane.

If the vortex's base touches the bottom, it creates a swirling cloud of debris. This cloud is centered on the elemental and has a diameter equal to half the vortex's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment.

Those caught in the cloud must succeed on a Difficulty 20 Concentration check to use a supernatural power.

An elemental in vortex form cannot make slam attacks.

Water Elemental Sizes and Vortex Traits

			-----Vortex-----		
Elemental Size	Hgt	Weight	Save Diff.	Damage	Hgt
Small	4 ft.	34 lb.	11	+1	10-20 ft.
Medium	8 ft.	280 lb.	13	+2	10-30 ft.
Large	16 ft.	2,250 ft.	16	+4	10-40 ft.
Huge	32 ft.	18,000 lb.	22	+6	10-50 ft.

Water Mastery: A water elemental gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental takes a -4 penalty on attack and damage rolls. (These modifiers are not included in the stat block.)

A water elemental can be a serious threat to a ship that crosses its path. An elemental can easily overturn small craft (5 feet of length per level of the elemental) and stop larger vessels (10 feet long per level). Even large ships (20 feet long per level) can be slowed to half speed.

Spells: A water elemental can cast any Water or Ice spells whose levels are less than or equal to its own.

Skills: A water elemental has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Fairies

"It was as though we looked down on a field of stars from our perch in the tree blind. The fairies had met as the druid said they would. I had not dared to hope that he was correct but there I sat with two hunters from the Emperor's court. He wished us to bring him a faerie that he might learn the secret of immortality. As the hunters prepared their nets I was captivated by their dance, that of a great ring floating but a small distance over the ground. They shimmered as with moonlight and filled the glade with a court of shadows dancing in time to the music that moved me to tears. The hunters sprang as I was unable to move a muscle they seemed to descend at a decreasing rate until they floated as well. I heard their laughter from my perch and saw them slowly join the procession. At this time I became weary and fell asleep despite careful preparations that day. The next morning I awoke to see two nets, the armor and weapons of the hunters, and their clothes lying in the glade. They were never seen again. I now know why the druid had laughed at us." - Sextus Tullius

The fairies inhabit a number of lands peopled by different cultures. For the most part they tend to favor the Skandians and the inhabitants of northern Europa. No one is sure as to their origin but it is believed that they existed, in far fewer

numbers, into antiquity. Within the past 500 years it is believed that their numbers have increased.



It is not known if they are capable of bearing children although it is believed they do. However, there are two documented, more sinister ways of making more fairies. The first is much like their cousins, the Dwarves, in that they trade for human children and then transform them into fairies. The second is to capture or lure human adults into their faerie dance where they are transformed into fairies. It is not believed that this race ages or suffers from sickness. Sextus Tullius documented several fairies killed from predators, specifically falcons and eagles, in his works on magical creatures of the Empire.

Fairies have the ability to levitate targets, put people and animals to sleep, and transform people into other forms temporarily and fairy form permanently. In general fairies avoid combat not so much from fear but because it is not part of their culture. They value life givers and plant tending

skills far more than warrior skills. The fairies' place in nature is as a tender of the forest and field. They protect the wild and help people with husbandry, livestock and agriculture if the humans agree to live in harmony with the wild creatures. They have few means to force humanity to do the right thing but they have persuasive powers.

Dark Fairies are a bane on all around them. They are fairies who believe that mankind was a mistake and they are the true form that nature meant to rule the earth. For this reason they use their powers for evil and to cause mischief. They cause milk to sour, age people or cause all manner of mechanical failure. The Fairies and the Dark Fairies carry an active war against each other. They would sooner fight than talk.

What makes the issue more difficult for humans is that both kinds of fairies look alike. A fairy stands between five and nine inches tall and has a glow around them. The only means to distinguish dark fairies is by the silver tint to the normally golden glow. Fairies may have transparent membranous wings. Those without wings often build a den that the winged fairies will live in. Not much is known of their social structure but a King and Queen seem to be elected and deal out justice to fairies and non-fairies alike. They are elected and deposed at the whim of the pride.

Fairies are looked upon by the northern European people as a mixed blessing. Some embrace them and have nothing but good experiences with the local prides but others have known nothing but Dark Fairies and their deadly pranks.

Faeries wear a magical gossamer cloak that protects them from damage

Physical & Social Appearance: Fairy

Height: 5" - 9"

Weight: 1 - 3 lbs

Eye Color: Blue or Grey

Skin Color: White

Hair Color: Black or Tan

Social Organization: Prides

Fairy

Type: 1st Level Fey

Size: Diminutive

Speed: 20 ft., fly 50 ft. (perfect)

Abilities: Str -4, Dex +7, Con +7, Int -1, Wis +5, Cha +1

Skills: Bluff 4 (+5), Handle Animal 4 (+5), Knowledge (herbalism) 4 (+3), Notice 4 (+9), Sense Motive 4 (+9), Stealth 4 (+23)

Feats: Attractive B, Lucky B, Skill Training

Traits: Beguile, Fairy Dust, Natural Invisibility, Spells, Transformation

Combat: Attack +11 (+4 size, +7 Dex), Damage see below (fairy dust), Defense: Dodge/Parry +11/+0 (+ 4 size, +7 Dex or -4 Str), Initiative +7

Saving Throws: Toughness +4 (+7 Con, -4 size, +1 magical cloak), Fortitude +8 (+7 Con, +1 Lucky), Reflex +10 (+2 base, +7 Dex, +1 Lucky), Will +8 (+2 base, +5 Wis, +1 Lucky)

Spirit Points: 45

Beguile: Fairies can make someone like them with the use of their magic. The target must make a Will save vs. a Difficulty of 10 + 1/2 the collective level of all fairies present. If they fail then they will view the fairies as friends. This effect will be dispelled if the Fairies attack the target or any companions of the target.

Fairy Dust: Fairies use several types of dust to disable attackers. Sneezing, sleeping, and dancing are only some. A target hit by fairy dust must make a Difficulty 15 Will save. If failed then they will perform the actions (i.e. sleep for sleeping dust) for 1d20/2 hours (round down). The save Difficulty is Wisdom based.

Natural Invisibility: Fairies can become invisible at will but it will only last for a number of rounds equal to their level. Also the invisibility will drop if they attack. It is usually used as an escape method. Once they have activated the invisibility they may not activate it again until four rounds have gone by. For instance, four rounds of invisibility are followed by four rounds of visibility.

Spells: A fairy can cast Illusion III at the cost stated in the fourth level Ars Venefica spell. See "Illusion III" on page 249.

Transformation: A fairy tribe may change an animal or person into a fairy permanently or into another form for 1 day per collective level of all fairies present. If the target is willing then no save is applied. If they resist then they may attempt a Will save vs. a Difficulty of 10 + 1/2 the level of the highest level fairy present + the highest level fairy's Wisdom, +1 per additional fairy participating. The form may be living or non-living (such as a rock) however the target will have all the traits of the target form. For instance, a rock will not be able to move, a bird would be able to fly.

Ghosts

"As I arose from the battle field, left for dead, I found all around me my comrades in arms. They seemed distressed and led me to a fallen Hunnic rider. He was not dead and at first I approached him in order to aid him but then a wail arose from the soldiers around me. They protested and pleaded for me to send him to them. It was then that I realized that I was surrounded by the dead. A force seemed to possess me and despite my strongest efforts I picked up a sword and ran the barbarian through. Like a weight lifted from my chest I was suddenly free and the sun shown in my eyes. I will never forget that day." - Account of Lucius of the XXIII Legion

A ghost's motivations are directly linked to its demise and any circumstances left unfinished. They are the product of the dead who cannot let go of living for lack of final resolution. Because of this, they often move through a set scene of their last moments in a futile attempt to resolve that in their life which could not be resolved before their death.

Most ghosts do not mean harm but are so desperate they are mad with the need to complete their mission. If a ghost's dilemma is resolved then the ghost will move on to its final rest. It must be said, though, that not all ghosts are well intentioned or wish to move onto their final reward, since their reward may likely be a punishment.

Ghosts are hit only by lead coated weapons. Ghost will throw objects about an area with no target in mind. They may strike a person by accident.



Ghost (Template)

"Ghost" is an acquired template that can be added to any aberration, animal, humanoid, monstrous humanoid, plant or supernatural beast. The base creature must have a Charisma of at least -2. a ghost uses all the base creature's statistics and special abilities except as noted here.

Type: The base creature's type changes to undead. Do not recalculate base combat bonus, saves or skills. If the base creature was a humanoid, it loses its background subtype (dwarf, elf, human, etc.) but retains its background traits.

Speed: Ghosts have a fly speed of 30 feet (perfect), unless the base creature has a higher fly speed.

Abilities: Same as the base creature, except the ghost has no Constitution because it is undead. The ghost retains its Strength but it only applies to attacks against other incorporeal or ethereal creatures. All ghosts receive at least a +2 increase in Charisma.

Skills: Ghosts have a +8 racial bonus on Notice, Search and Stealth checks.

Traits: A ghost retains all the traits of the base creature, although those relying on physical contact do not affect corporeal creatures. The ghost also gains the traits described below. The save Difficulty of a ghost's qualities is 10 + 1/2 the ghost's level (round down) + the ghost's Charisma, unless otherwise noted.

Frightful Moan: a ghost can emit a frightful moan like the fear effect of the Heart Shaping supernatural power. Doing so causes the ghost no fatigue.

Horrific Appearance: Any living creature within 60 feet that sees the ghost must succeed on a Fortitude save or immediately take 1 point of damage to all physical abilities. A creature that successfully saves against this effect cannot be affected by the same ghost's horrific appearance for 24 hours.

Malevolence: Once per round, the ghost can merge its incorporeal form with a living creature by touch. The target can resist the attack with a successful Will save. A creature that successfully saves is immune to that ghost's malevolence for 24 hours, and the ghost cannot enter the target's space. If the save fails, the ghost vanishes into the target's body and controls it as if using the Dominate supernatural power.

Manifestation: Every ghost has this ability. a ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a ghost manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested ghost can be harmed only by other incorporeal creatures, supernatural weapons or powers, with a 50% chance (11 or better on d20) to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently. A manifested ghost remains partially on the Ethereal Plane, where is it not incorporeal. A manifested ghost can be attacked by opponents on either the Material Plane or the Ethereal Plane; the Ethereal Plane can be reached through the use of the Plane Shift supernatural power. The ghost's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane. a ghost's Strength is given in parentheses for the sake of combat with other ethereal or incorporeal opponents.

When a ghost with adept levels is not manifested and is on the Ethereal Plane, its powers cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a ghost with adept levels manifests, its powers continue to affect ethereal targets and can affect targets on the Material Plane normally unless the powers rely on touch. A manifested ghost's touch powers don't work on non-ethereal targets unless specifically stated otherwise or were provided by this template.

An ghost has two home planes, the Material Plane and the Ethereal Plane. It is not considered extraplanar when on either of these planes.

Rejuvenation: It's difficult to destroy a ghost through simple combat. The destroyed spirit restores itself within eight days. a ghost that would otherwise be destroyed returns to its old haunts with a successful level check (1d20 + ghost's total level) against Difficulty 16. As a rule, the only way to get rid of a ghost permanently is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each ghost and may require a good deal of research.

Spells: Ghosts gain the ability to cast Life Sense and Telekinesis

Unnatural Aura: Animals, whether wild or domesticated, can sense the unnatural presence of the ghost at a distance of 30 feet. They do not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range. All ghosts have this ability.

Combat: A ghost retains the attacks of the base creature, although those relying on physical contact do not affect creatures unless they are incorporeal or ethereal. Against corporeal creatures, a ghost usually cannot deal physical damage at all. However, the ghost can use its special attacks, if any, when it manifests. a ghost gains a bonus to defense equal to its Charisma or +1, whichever is higher.

Saving Throws: A ghost's natural armor bonus to toughness is the same as the base creature's but applies only to incorporeal or ethereal encounters. When the ghost manifests, its natural armor bonus is +0.

Spirit Points: Increase the base creature's spirit points to 30 if they are not already higher.

Advancement: A ghost advances by heroic role, usually continuing in the role(s) it had in life.

Level Lag: 3.

Ghostly Equipment: When a ghost first forms, all its equipment and carried items usually become incorporeal along with it. In addition, the ghost retains items it particularly valued in life (provided they are not in another creature's possession).

The equipment passes harmlessly through corporeal objects or creatures. A supernatural weapon, however, can harm corporeal creatures when the ghost manifests, but any such attack has a 50% miss chance (11 or better on d20) unless the weapon has a supernatural quality that states otherwise (such as the Ghost Touch supernatural power). The original material items remain behind, just as the ghost's physical remains do. If another creature seizes the original items, the incorporeal copies fade away. This loss invariably angers the ghost, which stops at nothing to return the items to their original resting place.

Giants

"The sea chopped about the smaller boats making their travel difficult. The sky was leaden and wind strong and cold blew from the north. Across the channel strode a family of Giganteus, giants in the speech of the local German tribe. They had the look of men but their skin was the color of rusted metal and they had large amounts of hair, brown or black, all about their body. They were clothed in the skins of oxen, several sewn together to form crude tunics. They carried little metal except for weapons and these appeared to be made in the fashion, and perhaps by, the men of the north lands. They strode with confidence standing four times the height of the tallest man in the village we were camped in. Their stride was not more than double that of a man's though, due to their compact build and swarthy nature. They shuffled out of the channel and up on to the beach. This was the first of the migrations into Germania." - Sextus Tullius

Giants are slowly migrating through Scythia from the northern Skandian Kingdoms. Some giants have been found in Ommerike but they seem to be of an entirely different breed from the ones in Europa. Giants were first seen in the area of Troldheim around 350 years ago. It is believed that the Trold forced the family groups of giants to migrate south across the Baltic Sea or through Finland. This caused all manners of problems for the Skandians and today the Romans are dealing with the giants.



A giant eats close to three hundred pounds of food in order to subsist. It will ravage a land and can eat plant life, animals and even humans. They prefer to graze but will supplement their diet with domesticated animals. The giants usually live in small family groups and are highly territorial. They use primitive weapons like clubs and staves to fight with and make a hide armor out of cattle they kill. They have a primitive technology of hunter-gatherers which usually does not extend to metalworking. The Empire has laws against trading metal or metal implements with giants but it has been known to be done. With or without metal, the giants often eat their way through areas of Germania and Sarmatia with little to stop them.

Of late another tactic has been used. Giants are being recruited into the Legions, albeit in small numbers. This has met with mixed results since the giants have only a rudimentary understanding of war. To them, if they are not defending territory then they should not be fighting. This makes them great for defensive work but commanders want to use the giants for breaking opponent's lines. In addition a number of legionaries resent the giants as a challenge to their place in the Legions' strategy.

Giants carry everything they need with them, including any metals they have raided from Roman outposts and caravans they come across. If they find hills or mountains with suitable caves they may use such a site for a base or seasonal camp. They tend to migrate south and east going between a summer and winter camp. Those that get in their way do not soon forget it.

Giants wear layers of cow hides as armor. This is uncured and usually means you can smell a giant coming a long time before you see it.

Physical & Social Appearance: Giants

Height: 16' - 18'
Weight: 1800 - 3000 lbs
Eye Color: Brown
Skin Color: Brown
Hair Color: Black or Brown
Social Organization: Families

Giant

Type: 6th Level Humanoid (Giant)
Size: Huge
Speed: 50 ft.
Abilities: Str +8, Dex +1, Con +7, Int -1, Wis +2, Cha -1
Skills: Notice 7 (+9), Survival 6 (+8)
Feats: Dodge Focus, Skill Training, Track
Traits: Rock throwing
Combat: Attack +3 (+4 base, -2 size, +1 Dex), Damage +13 (studded club), +10 unarmed, or +12 (thrown boulder), Defense: Dodge/Parry +4/+10 (+4 base, -2 size, +1 Dex and +1 Dodge Focus or +8 Str), Initiative +1

Saving Throws: Toughness +15 (+7 Con, +4 size, +2 natural, +2 hide armor), Fortitude +12 (+5 base, +7 Con), Reflex +3 (+2 base, +1 Dex), Will +4 (+2 base, +2 Wis)

Spirit Points: 60

Rock Throwing: The range increment is 120 feet for a giant's thrown rocks.

Golem

Golems are borrowed from the Jewish cult's myths. The magi of the Empire were intrigued by the possibility of a cheap automaton that might be able to supplement or replace slaves. This has not been realized yet as the golems are expensive to construct and maintain. They are a highly desired item as a mainly Roman mechanism.

Golems are used to guard the wealth of mercators and as elite guards of the Emporium, an extensive market place on the Tiber in Roma. At times they have gained popularity with the Legions but the limited intelligence and will of the golem leaves the magus who must control it at risk. A well shot arrow may bring a golem to a sudden halt. For this reason, the golem is considered a specialized item with very limited and specific uses. These were popular guards for the rogue magi of the Saeculum Magorum and many lie about, mistaken for statues or the dead. Depending on their last orders these automatons can be quite dangerous to deal with.

The cost to create a golem is based on materials. The following table shows the construction cost although more money may be needed for bribes.

Very specific types of wood, iron, stone, clay and even flesh are required. This drives the prices up for the materials. A workshop is also needed in order to craft the form. Overall, this is one of the main driving forces behind the golem not replacing slavery.

Clay Golem

Clay golems usually appear as fat bald humans between six to twelve feet tall. They may be any clay shade (brown, red, grey, etc.). They have no eyes and are entirely made of clay. They wear a hardened form of clay plate and sometimes carry a great axe. They are resistant to damage from piercing and edged weapons and full damage by blunt weapons. They may be repaired with a Heal III.

Clay golems are the favorite guardians of the ancient Arabic nobility. They are still in use today by the wealthiest sultans as the most trusted harem guards.

Clay Golem, Lesser

Type: 6th Level Construct

Size: Medium

Speed: 20 ft.

Abilities: Str +5, Dex -1, Con-, Int -, Wis +0, Cha -5

Skills: -

Feats: Night Vision B, Weapon Training B

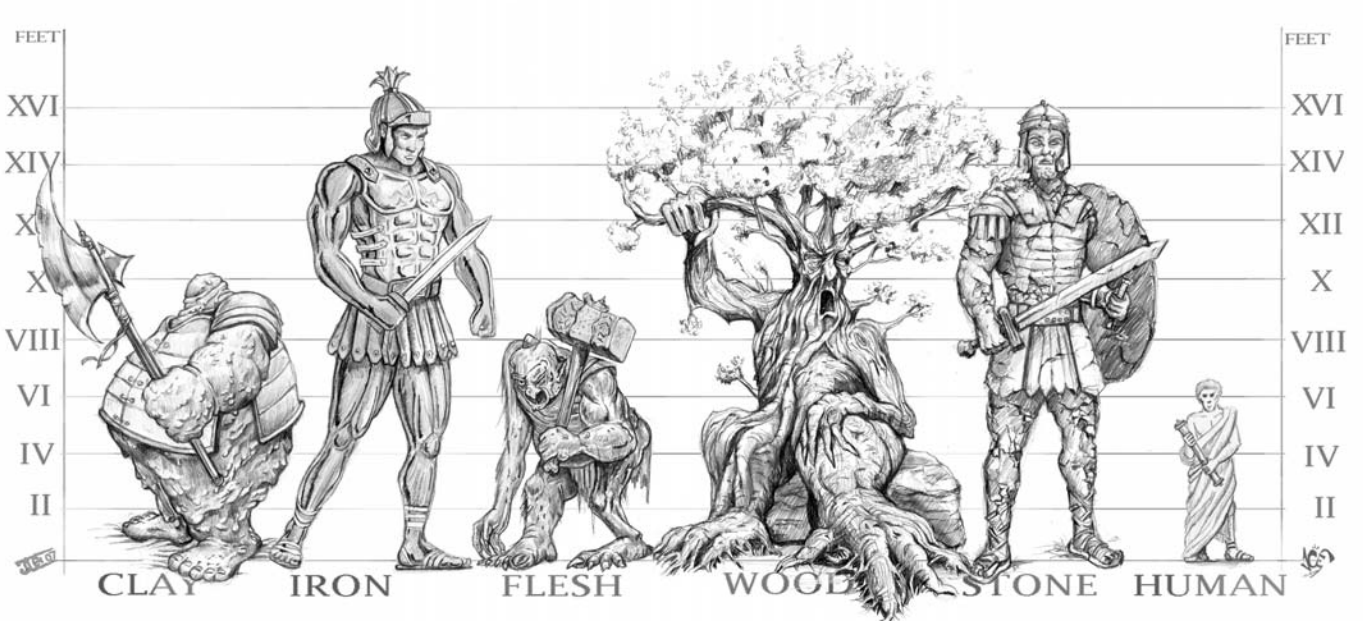
Traits: Berserk, Construct Traits, Damage Reduction 4/ bludgeoning, Darkvision 60 ft., Haste, Supernatural Immunity

Combat: Attack +3 (+4 base, -1 Dex), Damage +10 (slam or greataxe), Defense: Dodge/Parry +3/+9 (+4 base, -1 Dex or +5 Str), Initiative -1

Saving Throws: Toughness +6 (+1 construct, +5 natural), Fortitude +2 (+2 base), Reflex +1 (+2 base, -1 Dex), Will +2 (+2 base)

Spirit Points: 100

Berserk: When a clay golem enters combat, there is a cumulative 5% chance every five rounds that its elemental



spirit breaks free and the golem goes berserk (20 on d20 after the first 5 rounds, decreasing by 1 every 5 rounds after that). The uncontrolled golem goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. Once a clay golem goes berserk, no known method can reestablish control.

Haste: After it has engaged in at least 1 round of combat, a clay golem gains an extra action each round for a duration of up to 3 rounds. Because it is moving faster, it gains a +1 bonus to attacks and defense during this time.

Supernatural Immunity: A clay golem is immune to most supernatural powers. Spells that specifically weaken, shape or shatter clay do damage equal to their spell level to a clay golem.

Clay Golem, Greater

Type: 11th Level Construct

Size: Large

Speed: 20 ft.

Abilities: Str +7, Dex -1, Con-, Int -, Wis +0, Cha -5

Skills: -

Feats: Night Vision B, Weapon Training B

Traits: Berserk, Construct Traits, Damage Reduction 4/ bludgeoning, Darkvision 60 ft., Haste, Persistent Wound, Supernatural Immunity

Combat: Attack +6 (-1 size, +8 base, -1 Dex), Damage +15 (slam or huge greataxe), Defense: Dodge/Parry +6/+14 (-1 size, +8 base, -1 Dex or +7 Str), Initiative -1

Saving Throws: Toughness +10 (+2 size, +1 construct, +7 natural), Fortitude +3 (+3 base), Reflex +2 (+3 base, -1 Dex), Will +3 (+3 base)

Spirit Points: 200

Berserk: When a clay golem enters combat, there is a cumulative 5% chance every five rounds that its elemental spirit breaks free and the golem goes berserk (20 on d20 after the first 5 rounds, decreasing by 1 every 5 rounds after that). The uncontrolled golem goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. Once a clay golem goes berserk, no known method can reestablish control.

Haste: After it has engaged in at least 1 round of combat, a clay golem gains an extra action each round for a duration of up to 3 rounds. Because it is moving faster, it gains a +1 bonus to attacks and defense during this time.

Persistent Wound: Damage caused by a greater clay golem's slam attack cannot be healed through magic unless the casting adept succeeds on a Difficulty 19 adept level check. The Difficulty includes a +4 racial bonus.

Supernatural Immunity: A clay golem is immune to most supernatural powers. Spells that specifically weaken, shape or shatter clay do damage equal to their spell level to a clay golem.

Flesh Golem

Flesh golems appear as a mish-mash of several different humanoids. They wear double thick plate mail and are sometimes armed with a hammer or mace. They may be repaired with a Heal IV.

Flesh golems are a major step up from kuang-shi in that they do not rot and are much better at weapon use. Flesh golems were once used in Scythia as shock troops by the Alkasatians since they require no food, have no fear and can be reassembled if they are destroyed. The Alkasatian military commanders had the same problems as the Romans in controlling the golems properly. Some of these golems have survived until the present frozen in the ice of the mountains or secreted in the homes of Alkasatian families as guards.

Flesh Golem, Lesser

Type: 5th Level Construct

Size: Medium

Speed: 30 ft.

Abilities: Str +4, Dex -1, Con -, Int -, Wis +0, Cha -5

Skills: -

Feats: Night Vision B, Weapon Training B

Traits: Berserk, Construct Traits, Damage Reduction 2/ adamantine, Darkvision 60 ft., Supernatural Immunity

Combat: Attack +2 (+3 base, -1 Dex), Damage +8 (slam, hammer or mace), Defense: Dodge/Parry +2/+7 (+3 base, -1 Dex, or +4 Str), Initiative -1

Saving Throws: Toughness +5 (+1 construct, +4 natural), Fortitude +1 (+1 base), Reflex +0 (+1 base, -1 Dex), Will +1 (+1 base)

Spirit Points: 100

Supernatural Immunity: A flesh golem is immune most magical spells and power. In addition, certain powers and effects function differently against the creature, as noted below.

A supernatural attack that deals cold or fire damage slows a flesh golem so that it can only take partial actions for 7 rounds, with no saving throw.

A supernatural attack that deals electricity damage breaks any slow effect on the golem and heals 1 hit for every +3 damage the attack would otherwise deal. A flesh golem gets no saving throw against attacks that deal electricity damage.

Flesh Golem, Greater

Type: 9th Level Construct

Size: Large

Speed: 30 ft.

Abilities: Str +5, Dex -1, Con -, Int -, Wis +0, Cha -5

Skills: -

Feats: Night Vision B, Weapon Training B

Traits: Berserk, Construct Traits, Damage Reduction 2/adamantine, Darkvision 60 ft., Supernatural Immunity

Combat: Attack +4 (+6 base, -1 Dex, -1 size), Damage +11 (slam, huge hammer or huge mace), Defense: Dodge/Parry +4/+10 (+6 base, -1 size, -1 Dex, or +5 Str), Initiative -1

Saving Throws: Toughness +8 (+1 construct, +2 size, +5 natural), Fortitude +3 (+3 base), Reflex +2 (+3 base, -1 Dex), Will +3 (+3 base)

Spirit Points: 200

Supernatural Immunity: A flesh golem is immune most magical spells and power. In addition, certain powers and effects function differently against the creature, as noted below.

A supernatural attack that deals cold or fire damage slows a flesh golem so that it can only take partial actions for 7 rounds, with no saving throw.

A supernatural attack that deals electricity damage breaks any slow effect on the golem and heals 1 hit for every +3 damage the attack would otherwise deal. A flesh golem gets no saving throw against attacks that deal electricity damage.

Iron Golem

Iron golems appear as iron statues often shaped as the perfect Adonis. They usually stand between eight and sixteen feet tall. They typically wear double thick plate mail. Being constructed of iron, these golems are susceptible to rusting and corrosion. Although they may be formed in a number of shapes, the more delicate the structure the more susceptible to bent or broken parts. They may be repaired with fire of at least 1200 degrees Fahrenheit.

These golems are a favorite of Romans and Egyptians as guards for temples, tombs and palaces. They can be commanded to perform simple tasks, like keeping a tunnel clear or bailing water out of a cavern or pulling a lever when anyone but the creator enters the room.

Iron Golem, Lesser

Type: 9th Level Construct

Size: Medium

Speed: 20 ft.

Abilities: Str +7, Dex -1, Con-, Int -, Wis +0, Cha -5

Skills: -

Feats: Night Vision B, Weapon Training B

Traits: Breath Weapon, Construct Traits, Damage Reduction 4/supernatural, Darkvision 60 ft., Supernatural Immunity

Combat: Attack +5 (+6 base, -1 Dex), Damage +11 (slam or greatsword) or, Defense: Dodge/Parry +5/+13 (+6 base, -1 Dex or +7 Str), Initiative -1

Saving Throws: Toughness +8 (+1 construct, +7 natural), Fortitude +3 (+3 base), Reflex +2 (+3 base, -1 Dex), Will +3 (+3 base)

Spirit Points: 100

Breath Weapon: 10-foot cube; free action once every 4 rounds; cloud of poisonous gas lasting 1 round; Fortitude Difficulty 14 resists; initial damage 1 Con, secondary damage 1 Con. The save Difficulty is Constitution-based.

Supernatural Immunity: An iron golem is immune to most magical spells and powers. An iron golem that takes electricity damage from a supernatural attack must succeed on a Fortitude save equal to 10 + the damage of the attack or be slowed for 3 rounds. It can only take a single move or standard action per round and cannot move and attack in the same round during this time unless it charges. A supernatural attack against an iron golem that deals fire damage does no damage to it and instead breaks any slowing effect on the golem and grants it an immediate recovery check with a bonus equal to the damage of the attack. An iron golem is affected normally by rust attacks.

Iron Golem, Greater

Type: 18th Level Construct

Size: Large

Speed: 20 ft.

Abilities: Str +11, Dex -1, Con-, Int -, Wis +0, Cha -5

Skills: -

Feats: Night Vision B, Weapon Training B

Traits: Breath Weapon, Construct Traits, Damage Reduction 6/-, Darkvision 60 ft., Supernatural Immunity

Combat: Attack +10 (-1 size, +12 base, -1 Dex), Damage +19 (slam or huge sword), Defense: Dodge/Parry +10/+22 (-1 size, +12 base, -1 Dex or +11 Str), Initiative -1

Saving Throws: Toughness +13 (+2 size, +1 construct, +10 natural), Fortitude +6 (+6 base), Reflex +5 (+6 base, -1 Dex), Will +6 (+6 base)

Spirit Points: 200

Breath Weapon: 10-foot cube; free action once every 4 rounds; cloud of poisonous gas lasting 1 round; Fortitude Difficulty 19 resists; initial damage 1 Con, secondary damage 3 Con. The save Difficulty is Constitution-based.

Supernatural Immunity: An iron golem is immune to most magical spells and powers. An iron golem that takes electricity damage from a supernatural attack must succeed on a Fortitude save equal to 10 + the damage of the attack or be slowed for 3 rounds. It can only take a single move or standard action per round and cannot move and attack in the same round during this time unless it charges. A supernatural

attack against an iron golem that deals fire damage does no damage to it and instead breaks any slowing effect on the golem and grants it an immediate recovery check with a bonus equal to the damage of the attack. An iron golem is affected normally by rust attacks.

Stone Golem

Stone golems appear as stone statues. They usually stand between eight and sixteen feet tall. They typically wear double thick plate mail. They are perfect as guards in castles or estates with statuary. The secret of a golem guardian may be kept so well that the knowledge of its existence is forgotten until its trigger is activated. This can have disastrous results since the golem does not reason, it just reacts.

Any damage done to the golem must be repaired with Mend II. Stone golems are used in the same functions as the iron golem, but are favored as guards. The stone golem is often used to batter down the gates of fortified cities and/or castles.

Stone Golem, Lesser

Type: 7th Level Construct

Size: Medium

Speed: 20 ft.

Abilities: Str +6, Dex -1, Con-, Int -, Wis +0, Cha -5

Skills: -

Feats: Night Vision B, Weapon Training B

Traits: Construct Traits, Damage Reduction 2/-, Darkvision 60 ft., Supernatural Immunity, Slow

Combat: Attack +4 (+5 base, -1 Dex), Damage +9 (slam), Defense: Dodge/Parry +4/+11 (+5 base, -1 Dex or +6 Str), Initiative -1

Saving Throws: Toughness +7 (+1 construct, +6 natural), Fortitude +2 (+2 base), Reflex +1 (+2 base, -1 Dex), Will +2 (+2 base)

Spirit Points: 100

Slow: A lesser stone golem can use a slowing effect on a single target within line of sight as a free action once every 2 rounds. The effect has a range of 10 feet and affected creatures can only take a single move or standard action for the next 7 rounds. The affected creature cannot move and attack in the same round during this time unless it charges. A Difficulty 13 Will save negates this effect. The save Difficulty is Constitution-based.

Supernatural Immunity: A stone golem is immune to most magical spells and powers. Spells that specifically shatter, weaken, shape or soften stone do damage equal to their spell level to a stone golem.

Stone Golem, Greater

Type: 14th Level Construct

Size: Large

Speed: 20 ft.

Abilities: Str +9, Dex -1, Con-, Int -, Wis +0, Cha -5

Skills: -

Feats: Night Vision B, Weapon Training B

Traits: Construct Traits, Damage Reduction 4/-, Darkvision 60 ft., Supernatural Immunity, Slow

Combat: Attack +8 (-1 size, +10 base, -1 Dex), Damage +17 (slam), Defense: Dodge/Parry +8/+18 (-1 size, +10 base, -1 Dex or +9 Str), Initiative -1

Saving Throws: Toughness +12 (+2 size, +1 construct, +9 natural), Fortitude +4 (+4 base), Reflex +3 (+4 base, -1 Dex), Will +4 (+4 base)

Spirit Points: 200

Slow: A greater stone golem can use a slowing effect on a single target within line of sight as a free action once every 2 rounds. The effect has a range of 10 feet and affected creatures can only take a single move or standard action for the next 7 rounds. The affected creature cannot move and attack in the same round during this time unless it charges. A Difficulty 17 Will save negates this effect. The save Difficulty is Constitution-based.

Supernatural Immunity: A stone golem is immune to most magical spells and powers. Spells that specifically shatter, weaken, shape or soften stone do damage equal to their spell level to a stone golem.

Wood Golem

Wood golems may be carved to resemble most anything, but most of the time they are left to appear as natural trees. They have thick bark, which functions as armor.

Wood golems are often used to guard a wooded approach to a caster's abode. They are able to hide amongst living trees of the forest along the path until the intruders cross under or near them; then they pounce. Golems left by long dead magi have given rise to the myths of haunted woods or forests where people are known to disappear.

They wear no armor and seldom carry clubs. Any damage done to the golem must be repaired with Mend II.

Wood Golem, Lesser

Type: 4th Level Construct

Size: Medium

Speed: 30 ft.

Abilities: Str +3, Dex +0, Con -, Int -, Wis +0, Cha -5

Skills: -

Feats: Night Vision B, Weapon Training B

Traits: Construct Traits, Damage Reduction 2/slashing or adamantine, Darkvision 60 ft., Supernatural Immunity, Tree Disguise, Vulnerable to Fire

Combat: Attack +3 (+3 base), Damage +6 (slam or greatclub), Defense Dodge/Parry +3/+6 (+3 base, +0 Dex or +3 Str), Initiative +0

Saving Throws: Toughness +4 (+1 construct, +3 natural), Fortitude +1 (+1 base), Reflex +1 (+1 base), Will +1 (+1 base)

Spirit Points: 100

Tree Disguise: When standing still, wood golems can appear as normal trees if the observer does not make a Difficulty 23 Notice check.

Supernatural Immunity: A wood golem is immune to most magical spells and powers. Fire based spells affect it normally. Spells that specifically weaken, shape or warp wood do damage equal to their spell level to a wood golem.

Wood Golem, Greater

Type: 8th Level Construct

Size: Large

Speed: 30 ft.

Abilities: Str +4, Dex +0, Con -, Int -, Wis +0, Cha -5

Skills: -

Feats: Night Vision B, Weapon Training B

Traits: Construct Traits, Damage Reduction 2/slashing or adamantine, Darkvision 60 ft., Supernatural Immunity, Tree Disguise, Vulnerable to Fire

Combat: Attack +5 (+6 base, -1 size), Damage +9 (slam or huge club), Defense Dodge/Parry +5/+9 (+6 base, -1 size, +0 Dex or +4 Str), Initiative +0

Saving Throws: Toughness +7 (+1 construct, +2 size, +4 natural), Fortitude +2 (+2 base), Reflex +2 (+2 base), Will +2 (+2 base)

Spirit Points: 200

Tree Disguise: When standing still, wood golems can appear as normal trees if the observer does not make a Difficulty 23 Notice check.

Supernatural Immunity: A wood golem is immune to most magical spells and powers. Fire based spells affect it normally. Spells that specifically weaken, shape or warp wood do damage equal to their spell level to a wood golem.

Type	dinarii*	Creation Time*
Clay, Lesser	45,000	3 months
Flesh, Lesser	50,000	7 days
Iron, Lesser	200,000	6 months
Stone, Lesser	220,000	10 months
Wood, Lesser	8000	2 months
*Cost and creation times are doubled for greater golems.		

Harpies (Harpyiae)

"As we passed through a valley near the Wall of Hadrian the locals warned us of the Harpies of Caeryth Well. We took little heed as these tales did not describe them as fierce or overpowering. When we entered the vale it was littered with the bodies of men and animals. To be more precise, the skeletal remains of said beasts. We made haste to traverse the valley before the fall of night but were beset before we were more than half way through. The creatures had the wings and lower bodies of eagles and hawks while their upper bodies were that of beautiful women with blond hair. Some worked in tandem to lift from the ground those around me to dash them on the rocks. Others seemed to have sway of a man's senses. Only the women seemed unaffected and they made it possible for the rest of us to live beyond that day. These harpies of myth were all too real that summer evening." - Caelwynn the Bard

Harpies are believed to be another creation of Timon, the twelfth century master of magical husbandry, made as possible guards for the wealthy. Unfortunately, he must have failed, as these creatures are as volatile as legend makes them out to be. There are two types of harpies, the Aellites and Celaeno. The only difference between the two are the functions they perform in the flock and their appearance.



The Aellites are beautiful blond haired women with clean bodied wings of a hawk, while the Celaeno have the torso of an ancient crone, are filthy and have the wings of a carrion bird. The Aellites lure prey in and reproduce while the Celaeno gather food. The entire flock will fight if they are threatened.

Harpies reproduce by mating with birds and always produce female harpies or male birds. They kill any male birds when they hatch. However, every tenth generation requires a human mate. The flock will find a male and capture him, use

him, then kill him. Some flocks will go as far as to capture a boy and raise him to the proper age just for this purpose.

Some unsavory Romans keep Aellites for their own entertainment. This is looked on as perverse and dangerous and is against Roman Imperial law.

Harpies as a rule have little intelligence and do not use tools.

Their claws are formidable weapons in and of themselves while their mouths are very supple and make a good substitute for hands. Despite the look of intelligence sages do not believe that they even have a rudimentary language.

Harpies inhabit the Greek peninsula and the eastern coast lands of the Meditarraneum. Their numbers have been growing since their first sighting a little under 200 years ago.

They tend to flock in one area and feed on carrion. When they sense an advantage or feel threatened by intruders to their territory they attack. They nest in cave complexes that they sometimes share with other birds.

Physical & Social Appearance: Harpies (Aellites & Celaeno)

Height: 3' - 4'

Weight: 30 - 60 lbs

Eye Color: Blue/Brown

Skin Color: White/Grey

Hair Color: Blond/Grey

Social Organization: Flocks

Harpy (Aellites & Celaeno)

Type: 4th Level Monstrous Humanoid

Size: Small

Speed: 10 ft., Fly

Abilities: Str +2, Dex +2, Con +7, Int -4, Wis +1, Cha -1

Skills: Notice 4 (+5), Perform (sing) 4 (+3), Survival 3 (+4)

Feats: Ability Focus (Sing Song), Attractive B (Aellites only), Skill Training

Traits: Darkvision 60 ft., Sing Song

Combat: Attack +7 (+4 base, +2 Dex, +1 size), Damage +4 (claws) or +3 (thrown rocks), Defense: Dodge/Parry +7/+7 (+4 base, +1 size, +2 Dex or +2 Str), Initiative +2

Saving Throws: Toughness +7 (+7 Con), Fortitude +11 (+4 base, +7 Con), Reflex +6 (+4 base, +2 Dex), Will +2 (+1 base, +1 Wis)

Spirit Points: 25

Sing Song: The Aellites use this song to seduce men while the Celaeno use it to cause fear. In either case it only works on men. The victim receives a Difficulty 13 Will save or he falls under the effect. In the seduction he does not resist the Aellites in anything. He will not attack others but he will follow the harpy and perform tasks to gain her favor. In the case of the Celaeno it causes the man to become panicked and run away. A Celaeno harpy has a +4 bonus to hit anyone who has fallen under the influence of their song of fear. The victim can only flee, not act defensively or attack anyone. The save Difficulty is Charisma based.



Homo Rana

"It was a night, much like any other, as Fareeza and I walked along the banks of the Tigris. We were looking for a spot to be alone as her beauty was without equal. We found a place, near some reeds, when we heard a sound like the croaking of a great frog. We looked into the reeds and saw a nest of larvae swarming around the body of a soldier; they seemed to feed on it. At that point a creature resembling a frog but with the hands of a man and the eyes of a demon leapt from the water and grappled with me. Fareeza struck it with a rock and I was able to escape its grasp and flee with her. The creature pursued us with bounding leaps and nearly overtook us before we reached the guard at his station." - Account of Yasin, Citizen of Nippur to the Praetor Tobias Linnius

Infesting the rivers of the eastern Roman Empire and the Jade Empire, these frog men are becoming a greater threat than originally believed. They come in packs and may attack armed men, although they prefer the weak or helpless. The Homo Rana are used as house guards by the wealthy but many have escaped to the wild. They were originally sighted in the Euphrates several hundred years ago. After the initial sighting they seemed to disappear for over three centuries until just over three hundred years ago, when they came back with a vengeance. During this time they were seen as far west as the Nile but have since been pushed back into the

east and have enjoyed great success in the rivers of the Kushan Empire.

These creatures prefer semi-tropical and tropical rivers to inhabit and are amphibious. They lay eggs in stagnant pools and can produce up to 10 young in one hatching. However, they have a high mortality rate due to the relative ferocity of predators to their own fighting capability. In addition, many succumb to the same tropical diseases that humans do.

The Homo Rana have a primitive society usually based on the strongest ruling the rest. They accept members from the outside as easily as they eject members from the pack. It has been theorized that they have a primitive dialect but most domesticated Homo Rana are taught simple Latin commands.

In the wild they make simple tools and domesticated creatures can be trained to use most modern implements.

The Homo Rana are prized as guards due to their ability to reason, recognize friend from foe and the ability to spit a paralytic poison. They produce this powerful agent in glands located in the back of their throats. They can spray this poison as a mist for up to ten feet. After spraying once, the beast must wait for at least two hours before using it again.

This is one of the reasons they are more effective in packs. In the wild they would then drag the opponent under the water.

Homo Rana stand between three and three and one half feet tall with a rubbery dark green skin. Their eyes are over sized and allow them excellent night sight but poor vision during the day. They hunt mostly by smell and have webbed hands with opposable thumbs excellent for grasping.

Physical & Social Appearance: Homo Rana

Height: 3' 6" - 4'

Weight: 50 - 70 lbs

Eye Color: Black

Skin Color: Mottled Green

Hair Color: None

Social Organization: Clans

Homo Rana

Type: 2nd Level Humanoid (Homo Rana)

Size: Small

Speed: 20 ft., Swim 40 ft.

Abilities: Str +0, Dex +1, Con +6, Int -1, Wis +2, Cha -1

Skills: Jump 0 (+8), Notice 4 (+6), Survival 5 (+7), Swim 0 (+8)

Feats: Light Armor Training B, Skill Training, Weapon Training B

Traits: Paralytic Spray, Scent

Combat: Attack +3 (+1 base, +1 size, +1 Dex), Damage +0 (unarmed) or +2 (spear), Defense: Dodge/Parry +3/+2 (+1 base, +1 size, +1 Dex), Initiative +1

Saving Throws: Toughness +5 (+6 Con, -1 size), Fortitude +6 (+6 Con), Reflex +4 (+3 base, +1 Dex), Will +2 (+2 Wis)

Spirit Points: 15

Skills: Homo rana gain a +8 bonus on jump checks. A homo rana has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Paralytic Spray: Homo Rana may spray their paralytic poison once every two hours. If someone is hit with the spray then they must make a Difficulty 17 Fortitude save or become paralyzed. A victim who fails their save gets a new saving throw each round until they succeed.

Horses



These creatures are large proud horses. They appear as large draft horses and in the many natural colors of coats that horses have. There are three classifications of warhorse, light, medium and heavy. There are also standard riding horses which come in similar ranks but are not trained for war, will not fight, and will not wear armor. War-horses are trained for combat and will thus be somewhat more high strung than riding horses and more difficult to control. The information shown here is for a Heavy Warhorse which typically wear double weight plate armor.

The finest horses in the Roman Empire come from Thracia and Parthia although some are imported from Arabia.

Depending on the needs of the rider the origin of the horses will differ. The best war horses come from Thracia and Dacia while the best riding horses are often found in Arabia and Parthia. The Jade Empire has always had to trade with the northern barbarians for horses, never being able to develop their own domestic horse breeding programs.

See Horse on page 136 of *True20 Adventure Roleplaying* for more details and statistics for horses.

Kuang-Shi (Living Dead)

"I did not wish to go into the tombs and the stories had always been that few survived if not accompanied by a magus and sometimes not even then.

Rikos, my brother, insisted that we go as a way to show our manhood. We did not get far when it seemed the shadows moved. It was then that I realized that we were in an unsanctified area. I turned to run but impossibly strong hands grasped me and the smell of putrid flies filled my nose. I called out to Rikos but I heard only screams. Something shook me until I was unconscious. When I awoke the city prefects were standing over me. May I ask where my brother is?" - account of Petros of Thessalonica

The concept of the living dead has been vaguely bandied about by the Romans (Mortis Mobilis) but the true introduction came in the form of Tenebrae Magae practitioners visiting the Jade Empire in 1141 A.U.C. Here they observed a Taoist monk returning the dead to their ancestral village by animating the corpses. This was just the breakthrough that the Roman magi had hoped for. Within a few years the Romans had walking dead.

The Chinese do not use the dead in the manner that the Romans have entertained. For the most part a Taoist priest will use the power of the Kuang-Shi to return the dead to the ancestral village if a person dies while away. Some

despicable and evil priests will use this spell to their own nefarious ends. The Jade Empire has strict laws regulating the use of the Kuang-Shi, limiting it to returning the dead to a proper resting place.

At first this seemed appealing but then draw backs began to present themselves. First, if the person had died because of disease or other health reasons their condition would be spread with any they came in contact with. Secondly, they did not cease to rot. The odor and mess made them inappropriate or outright unusable in many situations.

Thirdly, their lack of will and intelligence made them almost useless except for the simplest of tasks. They made adequate guards if stationed at remote locations, useful for simple tasks like retrieving lost anchors, but they were only used by the most recluse and desperate, some would say depraved.

The Kuang-Shi are used for their strength and nigh indestructible bodies. Some Emperors have tried to use their disease inducing side effects to their advantage by marching them through the enemy's territory but it is seldom effective since controlling a large number of Kuang-Shi requires a formidable number of magi. Even then, it is almost impossible to execute military style maneuvers.

An alarming trend has been developing within the last 200 years. The Kuang-Shi seem to be awakening themselves in tombs around the Empire. They sometimes wander the land on their own mission, looking for family or whatever they could not find in life, or lie in wait guarding their tombs.

This has been growing in frequency and people have gone missing, both living and dead. What the cause is for these spontaneous Kuang-Shi is as yet unknown. Some believe it is the increased use of the living dead that has caused a sympathetic vibration within the world but none can say for certain.

Due to their slow speed and generally poor condition, the Kuang-Shi always go last in a round. As a Kuang-Shi's type increases it receives the following changes in its statistics: +1 to Strength, +2 Agility, and 50 fortitude points to all areas. The Kuang-Shi depicted here is level one. Since their brains are equally decrepit, they can only be given simple commands ("Guard", "Attack", "Run"). Kuang-Shi are immune to any piercing attacks and must be dismembered to be destroyed.

Kuang-Shi will continue to function until they are totally dismembered. If the FP for an area is reduced to negative the original FP then that area is cut through; i.e. with the current Kuang-Shi reducing its right hand to -50 will cut it off.



Kuang-Shi (Template)

"Kuang-shi" is a template added to any living creature with a physical body (referred to as the base creature). It uses the base creature's statistics and abilities except as noted here.

Level: Remove all levels in heroic roles (if any) from the base creature. A 1st level humanoid that becomes a kuang-shi becomes a 1st level undead.

Type: The creature's type changes to undead.

Speed: If the base creature can fly, its maneuverability drops to clumsy.

Abilities: A kuang-shi's Strength increases by +2, its Dexterity decreases by 1, it has no Constitution or Intelligence, its Wisdom changes to +0 and its Charisma changes to -5.

Skills: A kuang-shi has no skills.

Feats: A kuang-shi loses all feats of the base creature except Weapon Training and gains Tough as a bonus feat.

Combat: A kuang-shi has the same base attack bonus as an adept of its level. A kuang-shi retains all the natural weapons, manufactured weapon attacks of the base creature. A kuang-shi also gains a slam attack.

Damage: Natural and manufactured weapons deal damage normally. A slam attack deals damage depending on the kuang-shi's size. Use the base creature's slam damage if it's better.

Size	Damage
Fine	-4
Diminutive	-1
Tiny	+0
Small	+1
Medium	+2
Large	+3
Huge	+4
Gargantuan	+6
Colossal	+8

Traits: A kuang-shi loses the traits of the base creature, although it retains any traits that improve its melee or ranged attacks. A kuang-shi gains the following traits.

Immunities: Kuang-shi are immune to poison, sleep, paralysis, stunning, disease, and mind-influencing effects (including mind influencing powers). They are not subject to critical hits, non-lethal damage, ability damage, ability drain or any effect requiring a Fortitude save, unless it works on inanimate objects.

Sense Life: A kuang shi can constantly sense life as per the Tenebrae Magae spell.

Saving Throws: A kuang-shi has the same Toughness save based on its size, with a bonus equal to half its level. Kuang-shi also get a natural armor bonus based on their size. Its Will is its good save, and Fortitude and Reflex are normal.

Size	Natural Armor
Small or smaller	+0
Medium or Large	+1
Huge	+2
Gargantuan	+3
Colossal	+5

Spirit Points: The kuang-shi's spirit point total changes to 20

Advancement: A kuang-shi does not advance in level.

Level Lag: None (once something becomes a kuang-shi it does not generally gain any more levels).



Manes Atrox

"As we climbed into the cave, Mikko, my brother, handed me my father's sword. Father had been taken by Surma, the god of Death that dwelled in this cave. Whether it was truly Surma or some foul lesser monster it would trouble this world no more. We descended to find an open cave with a green light bathing the walls. There at the center was our father in the embrace of Surma. It was a creature of mists and darkness, at once having no form and a terrible visage. It held my father in place while tendrils of mist bore into his body seeming to draw the life from him. A malformed mouth lay over his right eye chewing into the socket. I froze in horror of the scene but my brother leapt forward with a mighty cry. His stroke aimed for my father to end what could only be horrible suffering. At the crunch of bone I was moved to action and charged into the fray myself. My father's sword bit into the beast where my brother's sword passed through. Our battle seemed to last for hours with blows traded back and forth. Mikko was run through by Surma's obsidian sword but Mikko held it in him giving me the stroke I needed. I slew the beast and from its treasure I took my

weregild." - Account by Sextus Tullius of an encounter with a Manes Atrox

The Manes Atrox, Devil Terror, commonly called a Terror, is an infestation from an alternate dimension, or so the magi theorize. In truth, no one know their true origins but many have myths and beliefs to explain them. The first documented case of a Terror was in Skandia in the village of Trondheim over 300 years ago. During the possession, the primary form of operation for the Atrox, the victimized girl poisoned a well and grain supply killing 120 people before she was discovered. A druid was called on and was successful in driving the Atrox out of the girl but not before it killed her. The druid died shortly thereafter as a result of his efforts.

In Skandia the Atrox usually take corporal form outside of humans as monsters from their mythology. Grendals and their kin are a product of the Atrox. They tend to make their dens over natural resources, such as wells, mines, and in forests of glens suitable to farming or herding. Magi are baffled as to this behavior as it seems to deny all reasonable animal behavior and invite conflict. The Norse do not delve as deeply into the Atrox's motivations but merely say they are dark elves or evil faerie kin bent on mischief. It is the custom of the Norse to send small contingents of men to deal with a Terror, usually no more than six, since it is believed that the Terror will not show itself to more than that.

The other hot spot of Atrox activity is in Africa, centered mostly in the south. The Bantu and Abyssinian know the Atrox well. The Atrox behave slightly different here, preferring to possess and consume a host as it sows chaos and discontent. It will usually possess the weak willed then slowly consume their bodies as it fuels its magic. While possessing the body of the human, the Atrox will attempt to start wars, encourage blood feuds, jealousy, greed and all manner of conflict between nations, tribes and even individuals. It has powerful spells of enthrallment. The magi of the Empire have even gone as far as to propose that these Atrox should be classified as Atrox Australis to differentiate them from the Atrox found in Skandia. This is due to their different tactics rather than any differing powers. The Africans view them as evil spirits (Loa) that have not found peace and have been sent against the living by Legba, guardian of the gates that separate man form the land of the gods. They believe that they hate the living and this is their way of seeking to destroy them, but why Legba helps them is known only to him.

Both northern and southern Atrox are an encroaching threat to the Roman Empire. As far as is known the Atrox do not trouble the Jade Empire and that in itself has raised suspicions as to their involvement. There are some who think the Kuei are Atrox but this is not popularly accepted amongst the Chinese.

The possession of the living, both animal and man, is one of the primary powers of the Atrox. They prey upon the weak willed and force them to do their bidding. The unsophisticated innocence of children and animals are favorites of the Atrox, although greed is also a gateway for them. Their second most noted ability is the power to change shape. They may take any form, living or inanimate, that they can imagine. They may appear as a stone or a multi-tentacled abomination. The latter is one of their favorites as it strikes terror into those who would stand against them.

Their natural state can only be guessed at but some believe that they are beautiful beyond words so as better to seduce humans and lure them into their clutches.

Although Terrors will not usually use weapons they are quite fond of magical devices and wands. They will usually discard any weapons or armor to the back of their lair but magical devices they keep close for use and to gloat over.

Their obsession with such items puzzles those unfortunate to observe the Atrox at close distances.

Physical & Social Appearance: Manes Atrox

Height: 6 - 9'

Weight: 100 - 400 lbs

Eye Color: Any

Skin Color: Any

Hair Color: Any

Social Organization: Solitary

Manes Atrox

Type: 14th Level Outsider (Extraplanar, Shapeshifter, Vice)

Size: Medium

Speed: 50 ft.

Abilities: Str +5, Dex +6, Con +8, Int +6, Wis +5, Cha +4

Skills: Bluff 17 (+21), Climb 17 (+22), Concentration 17 (+22), Diplomacy 17 (+21), Intimidate 17 (+21), Jump 17 (+22), Knowledge (religion) 17 (+23), Knowledge (supernatural) 17 (+23), Notice 17 (+22), Search 17 (+23), Sense Motive 17 (+22), Stealth 17 (+23)

Feats: Blind-Fight, Cleave, Great Cleave, Heavy Armor Training B, Improved Initiative, Iron Will, Light Armor Training B, Weapon Training B

Traits: Change Shape, Darkvision 60 ft., Frightful Presence, Manifestation, Possession, Spells, Variable Natural Armor

Combat: Attack +20 (+14 base, +6 Dex), Damage +8 (tentacle slam) or +9 plus Possession (bite), Defense: Dodge/Parry +20/+19 (+14 base, +6 Dex or +5 Str), Initiative +9

Saving Throws: Toughness +18 (+8 Con, +10 natural), Fortitude +17 (+9 base, +8 Con), Reflex +15 (+9 base, +6 Dex), Will +16 (+9 base, +5 Wis, +2 Iron Will)

Spirit Points: 250

Change Shape: A Manes Atrox can assume the form of any Medium sized creature or object at will as a standard action. If it uses this power to impersonate a specific person or item, the Atrox gets a +10 bonus on its Disguise check.

Frightful Presence: An Atrox has the ability to reveal its true appearance for a short period of time. During this time anyone viewing it, either while possessing someone or in its natural form, that has fewer levels than the Atrox must succeed on a Will save (Difficulty 18). Those who succeed remain immune to that Atrox's frightful presence for 24 hours. On a failure, creatures with 4 or less levels become panicked for 1 round per point by which they failed their Will save, and those with 5 or more levels become shaken for 1 round per point by which they failed their Will save. Anyone rolling a natural one on their Will save will suffer some form of insanity. The save Difficulty is Charisma-based. Manes atrox ignore the frightful presence of other Atrox.

Manifestation: A manes atrox are incorporeal in their natural state. While incorporeal they are invisible and unable to interact with physical objects. An atrox may become corporeal for a day for every 10 spirit points they spend. They do not regenerate spirit points and must feed on a living sentient creature to replace points spent. When incorporeal, they may not pass through lead.

Possession: The Atrox must bite the Target; The target must then make a Difficulty 21 Will save or become possessed. An adept that casts clerical magic may attempt to drive the demon out of a person with a Difficulty 22 Knowledge (religion) skill check. If they fail then they may not attempt again but if they succeed the Atrox is driven out. Once possessed, the victim will not be freed until a priest, shaman or druid frees them. Anyone possessed by the Manes Atrox gains its mental ability scores, skills based on mental abilities, spells, and feats with mental effects and gain the target's skills based on physical abilities, and feats with physical effects, plus the higher physical attributes between the one possessed and the Atrox. For instance, if the human possessed by the Atrox has a -1 Strength then, while possessed, the human will have a +5 Strength. The Will save Difficulty is Charisma based and the Knowledge (religion) check Difficulty is Wisdom based.

Spells: A manes atrox can cast the following Tenebrae Magae spells: First level; Oath I, Stun, Invisibility I, Cast Darkness, Second Level; Invisibility II, Dancing Light, Sleep I, Third Level; Plague.

It can also cast the following Ars Venefica spells: First Level; Mind See, Emotions I, Telepathy, Illusion I, Second Level; Emotions II, Illusion II, Hypnosis, Third Level; Confusion, Mass Hypnosis.

Variable Natural Armor: Due to their ability to transform, the Atrox can build armor to its needs. The above armor represents its maximum capabilities.



Minotaur

"In ancient tales it is said that the Minotaur of Crete obeyed the king. This was not so upon my visit to this island province. The Minotaur wander the isles of the eastern Meditarraneum in small family groups. They are powerful swimmers and sometimes build small rafts. They seem to know instinctively where land is and their way through any path. They are powerful, standing eight to ten feet tall, with the body of a human. When on Crete, we stumbled upon a family grazing and the Bull immediately charged me and the two legionarius who were my escort. The Bull made quick work of the legionarius and I believe I was only allowed to escape due to my unimposing appearance." - Diotimus the Greek

The minotaur can be domesticated to serve humans but they are very resistance to it. They prefer to roam free amongst the island groups of the eastern Mediterraneum. When they are domesticated, it is for duties like hard labor and guarding. They are never trusted slaves as they are known to turn on their masters if they sense the slightest weakness.

Although they are hunted in the wild their numbers have steadily grown since they were first sighted in the eleventh century of the city.

Another possible destination is the arena. They are known for their ferocity and many a human opponent has fallen under their attacks. Taurus, a famous thirteenth century minotaur of the arena, actually won fame and fortune for his Roman masters. In his time he was able to win such victories and the hearts of the mob that he was retired with honors.

This was a first for the beasts of the arena but has not set a trend. It is possible but very rare that a beast can win its freedom.

Wild families of minotaur have begun to spread to the provinces in Aegyptus and Achaea. This has not caused concern yet but it is only a matter of time before the minotaur begin raiding human settlements. The dominant male forms groups of raiders, sometimes working with neighboring families, and together they raid for worked materials like metal, tools and food. Minotaur are nomadic and prefer to have several camps to hunt from but usually have one base for an area. This is where they store loot taken in raids. From these caches they carry on trade with locals, often trading back the same goods taken.

Minotaur live about thirty years before dying of old age.

Both males and females fight if necessary but the females are usually caring for the young and getting them to safety.

Although the minotaur use tools they seldom make them.

They make rafts to cross water but these are seldom sea worthy and not used regularly. Many of the magistrates are concerned now that minotaur have been sighted on the mainland.

Physical & Social Appearance: Minotaur

Height: 6' 6" - 7'

Weight: 260 - 320 lbs

Eye Color: Brown

Skin Color: Tanned

Hair Color: Brown

Social Organization: Family

Minotaur

Type: 6th Level Monstrous Humanoid

Size: Medium

Speed: 30 ft.

Abilities: Str +5, Dex +1, Con +7, Int +0, Wis +2, Cha +1

Skills: Intimidate 5 (+13), Notice 9 (+11), Search 4 (+8)

Feats: All-Out Attack, Great Fortitude, Heavy Armor Training B, Light Armor Training B, Skill Focus (Intimidate), Track B, Weapon Training B

Traits: Darkvision 60 ft., Natural Cunning, Powerful Charge 12, Scent

Combat: Attack +7 (+6 base, +1 Dex), Damage +10 (greataxe) or +7 (gore), Defense Dodge/Parry +7/+11 (+6 base, +1 Dex or +5 Str), Initiative +0

Saving Throws: Toughness +9 (+7 Con, +2 natural), Fortitude +11 (+2 base, +7 Con, +2 Great Fortitude), Reflex +6 (+5 base, +1 Dex), Will +7 (+5 base, +2 Wis)

Spirit Points: 30

Natural Cunning: Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This prevents them from ever becoming lost, and enables them to track enemies. Further, they are never caught flat-footed.

Powerful Charge: A minotaur typically begins a battle by charging at an opponent, lowering its head to bring its mighty horns into play. In addition to the normal benefits and hazards of a charge, this allows the beast to make a single gore attack with a +5 attack bonus that deals +12 damage.

Skills: Minotaurs have a +4 racial bonus on Search, and Notice checks.



Nymphs

"As our ship sank off the coast of the dioecesis of Sicilia we all thought our lives lost to the wrath of Neptune. As we found ourselves in the sea, waves lapping about us, I saw a most beautiful young woman with features tinted blue and green. She rode a dolphin and took me up with her, my companions were taken up by others of her kind. Through the storm, as though it had no effect on them, they sped to the nearest shore. When there, she looked into my eyes which filled with her voice, "So my sisters and I have saved you from Neptune, you must perform a task for us." So filled with a passion to do her bidding I knew no natural source could so compel me. "You will seek out the Satyrs of this isle and rescue our sister, Adonia. Do this and your heart will be freed." Thus began our fellowship to free Adonia from the grasp of the Satyr bandit, Kastas." - Tribune Caius Gallus

Nymphs come in several forms such as Oceanids (Ocean), Nereids (Water), Naiads (Sea), Dryads (Trees), Hamadryads (Forests), and Oreads (Mountains). These creatures supposedly serve the gods in the Greek and Roman pantheons but some have begun to think they have their own

agenda. They seem to be moving against the provinces of the near East and parts of the Kushan Empire. The use the Homo Rana in their schemes but what their eventual goals are have yet to be revealed. At times their actions seem to help humans and the Empire but they do not have any discernible allegiance.

The nymphs' ability to compel men to do their bidding is legendary. It has taken a more potent form in these creations. They have the ability to mesmerize men, some say with their beauty others with magic, but whatever the source they control men. Their powers do not seem to extend to women but they often find allies amongst women of the Empire. In this way they maintain an extensive network of spies and agents that can move amongst the human governments without detection.

Not much is known of their organizations but some believe they are democratic in that the tribes elect representatives to rule in council. They meet on the solstice and equinox in order to plan. No males have ever been seen and it is believed that nymphs, like their name sake, are immortal but no proof has been found for this.

Nymphs have an affinity for types of terrain as discussed before. This affinity allows them certain abilities when interacting with it. Oreads are able to move through earth as though it were water. Nereids, Oceanids and Naiads live in rivers, oceans and seas respectively and are able to breath underwater and swim at high speeds. The Dryads and Hemadryads are often confused and usually only experts can tell them apart. In mythology they are tied to a single tree but in the modern world they are capable of moving from tree to tree or forest to forest. They use the trees to regenerate from wounds, sleep and hide. If the tree they are hiding in is destroyed then they die as well. This merging ability defies all the Roman magi know of magic.

The praetorians believe that the nymphs and the druids have been conspiring to overthrow the Empire but they have no proof. It is very difficult for the praetorians to infiltrate the secret orders of the druids and have little hope of doing likewise with the nymphs. The nymphs often capture praetorians and send them back as spies of their own.

If given a choice a nymph will run or hide before confronting humans. At times they can be helpful but it is equally likely that they will enthrall a man to do their bidding. Nymphs were first sighted back into mythic ages. No one is quite sure when the nymphs first began meddling in the affairs of humans but the effects have been felt in the past century the heaviest. The most notable of these has been their suspected involvement in the Saeculum Magi.

Nymphs do not wear armor.

Physical & Social Appearance: Nymph (Oceanid, Nereid, Naiad, Dryad, Hamadryad, and Oreads)

Height: 5' -5'5”

Weight: 90 - 125 lbs

Eye Color: Brown, Green, Blue

Skin Color: Brown, Tanned

Hair Color: Brown, Black, Blond

Social Organization: Democratic

Nymph (Oceanid, Nereid, Naiad, Dryad, Hamadryad, and Oreads)

Type: 4th Level Fey (Aquatic [Nereids and Oceanids only])

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +2, Con +2, Int +5, Wis +3, Cha +6

Skills: Bluff, Diplomacy, Intimidate, Medicine, Notice, Perform (acting), Perform (oratory), Sense Motive

Feats: Animal Empathy B, Attack Focus (dagger), Attractive B, Dodge Focus, Trailblazer B, Weapon Training B

Traits: Change Other, Enthrallment

Combat: Attack +4 (+2 base, +2 Dex)(+8 with supernatural dagger), Damage +4 (supernatural dagger), Defense: Dodge/Parry +5/+5 (+2 base, +2 Dex, +1 Dodge Focus or +0 Str and +2 supernatural dagger), Initiative +2

Saving Throws: Toughness +2 (+2 Con), Fortitude +3 (+1 base, +2 Con), Reflex +6 (+4 base, +2 Dex), Will +7 (+4 base, +3 Wis)

Spirit Points: 70

Change Other: Nymphs have the ability to turn men into satyr. The victim must be touched then the nymph and they must make a Difficulty 18 Fortitude save. There is no effect if failed.

Enthrallment: A nymph may attempt to control a man by first using social interaction to achieve a friendly or helpful reaction (see Social Actions on page 92 of *True20 Adventure Roleplaying*). Then the target must make a Difficulty 18 Will save. If they do not succeed they must obey the commands of the nymph ecstatically. The effect lasts a number of days equal to the nymph's level. She may attempt to retain control at the end of the time if she is present. She must repeat the process to retain control. The save Difficulty is Charisma based.

Supernatural dagger: Every Nymph has a its own dagger which gives her a +3 to hit and to damage and a +3 bonus to parry.



Phoenix

"As we crested the hill in Pannonia, a light which appeared to be the dawn shown in the east even though it had only past midnight. As my patrol looked about we saw burned stumps and a small cave niche. I had heard the legends and yelled for the others to find cover but it was too late. The Phoenix descended on me and my comrades with the speed of the winds. It seemed to be made of fire and its tail was long and elegant. The space all about me was filled with a golden light as that of the rising sun. Weapons that struck it burst to flame or melted outright. I made it to the cave in time to see the bird, easily with a twenty foot wingspan, consume the ashes of my fallen maniple. When it had sated itself it flew off to its domains leaving me to wander back to the forts, alone and ashamed." - Analects of Lucius, Sodati XXII Legion

In myths the phoenix is a bird that inhabits Arabia and lives for 500 years. The myth is a product of the Aegypti and the bird is a sacrifice to the god Ra. After being sacrificed the spirit of Osiris burst from its bosom and the bird is reborn. It is often depicted with golden plumage or wreathed in fire.

Greek myths point to the 500 year life span and say that at this time the bird makes a nest of myrrh and frankincense then bursts into flames. From its ashes and those of the nest a new phoenix emerges to live 500 years. The Chinese call the phoenix Feng-huang and it is supposed to only appear in times of peace and prosperity. It is one of the celestial beings and usually appears as a benign emperor is about to ascend the throne. The phoenix represents the yin and yang, order and chaos of the universe. It lives in the sun and at times is represented as two birds, male and female, who have an immortal love for one another. The Feng-huang is immortal and does not age and die like the western phoenix.

These myths are somewhat reflective of the phoenix as it lives in Arabia and northern Africa in the modern Roman Empire. The bird lives only 13 - 16 years but in its death gives birth to a single chick. One year before the phoenix dies it lays a single egg. This is an egg it carries all its life then deposits on a nest made of smooth beads of glass, stones and precious gems. They also insolate it with asbestos if they can find it. The egg is deposited and then guarded and cared for a year. When the egg is about to hatch the mother bursts into ash. From the ashes, both mother and chick arise. Both are in their infancy but the mother may have gone through this cycle many times.

In their adult life, the phoenix covers a large range of territory. It is a solitary and very rare creature and emperors prize the new chicks for their gardens due to their beauty.

While hunting in their territory they use their aura, a radiant heat, to incinerate prey. This seems to tax them and they cannot use their aura more than three times in a row. They must then rest for seven hours before they can use it again. Even exhausted, the phoenix radiates a large amount of warmth but will not burn a person touching it. Arabic tribes are experimenting with taming these birds for mounts with asbestos harness and saddle. Little success has been had but they continue to try.

One of the reasons that the phoenix is so rare is its propensity to fight. Two adults will not share the same territory. They are sometimes sent out in the arena and battle to the death, with both often dying from wounds. In addition, brave or foolish souls seek out phoenix nests to steal the wealth contained there. This often turns out very badly for both the phoenix and the thieves. If a phoenix is killed before it lays its egg its body will burst into flame and reform as a chick.

The chicks can fly and will immediately attempt to flee its attackers. It is suspected that some of these birds can remember an attacker and later hunt them down.

When hunting, a phoenix will only eat meat that has been cooked. This has led to the misinterpretation that it is eating ash. Phoenix prefer to hunt creatures like cattle, sheep and other domesticated animals. They will eat humans but prefer to give them a wide birth since they have proven deadly.

How much the phoenix retains over its life cycle is still in question. Animal trainers have noted that phoenix in the imperial compound seem to learn and retain information over the cycles but others deny this claim citing erratic behavior of the birds after several incarnations.

The size of the phoenix is also generally overestimated. Encounters in the wild have them flaring their aura at night (their preferred hunting time) which tends to exaggerate their dimensions. They actually have a 10-12 foot wingspan and the shape of an eagle. Even by those who have suffered by them, the phoenix is considered a beautiful bird with elegant gold and red plumage. Its tail feathers are longer than an eagle's and far more impressive. It has keen golden eyes that somehow seem to look through a person.

The feathers of the Phoenix offer it protection against damage.

Physical & Social Appearance: Phoenix, Feng Huang

Height: 10' -12' wingspan

Weight: 26 - 35 lbs

Eye Color: Golden

Skin Color: Black

Hair Color: Gold & Red Feathers

Social Organization: Solitary

Phoenix, Feng Huang

Type: 12th Level Supernatural Beast (Fire)

Size: Large

Speed: 10 ft., Fly 60 ft. (perfect)

Abilities: Str +1, Dex +7, Con +5, Int -1, Wis +2, Cha -3

Skills: Notice 15 (+17)

Feats: Attractive B, Dodge Focus, Evasion, Improved Evasion, Improved Initiative, Iron Will, Night Vision B

Traits: Darkvision 60 ft., Rebirth, Superas ad Auras

Combat: Attack +18 (+12 base, -1 size, +7 Dex), Damage +5 (bite), or +4 (claws), Defense: Dodge/Parry +19/- (+12 base, -1 size, +7 Dex, +1 Dodge Focus), Initiative +11

Saving Throws: Toughness +9 (+5 Con, +4 natural), Fortitude +13 (+8 base, +5 Con), Reflex +15 (+8 base, +7 Dex), Will +8 (+4 base, +2 Wis, +2 Iron Will)

Spirit Points: 120

Superas ad Auras: This effect creates an aura of intense heat that radiates up to 5' per level of the phoenix away from it. For instance, a third level phoenix will affect a 15' radius centered on it. All within this area suffer +4 fire damage. They may only use the aura three times before they must rest for seven hours in order to regenerate their spirit points and use the Aura again.

Rebirth: If killed a phoenix will burst into flames and then rebirth itself from its ashes. It will be a chick (small 3rd level supernatural beast) and if it is killed within a day it will die permanently. At any point after the first day if they are killed they will be reborn.



Roc

"In seas to the west of Africa was where our ship met its doom. A simple merchant vessel, we had limited weapons. After a storm blew us off course we saw the shore of a strange land. It came upon us in a blur of speed. Landing at midships its wings blotted out the sun. Grasping the mast in its beak it snapped it off. Several of the crew fired bows at the beast to no avail. Then its wings began to beat, lifting the boat and creating a mighty wind. Many were crushed by debris but a small group of us made it to the island. The Roc, as we would later learn its name, tore the ship to kindling. We were stranded on the island for months giving us plenty of time to observe the beast. It attacked anything entering its territory with mindless ferocity. Whales, ships, sea serpents, anything it viewed as a challenge to its authority. In time we despaired of a ship getting close enough and built our own small rafts that we kept spread far enough to go unnoticed. Such creatures should never be permitted by the gods to live." - Report of a Roc attack on the Merchant Vessel DeCantos off Madagascar

The roc, sometimes called a rukh, is a native of the isle of Madagascar. From its first sighting off the coast of southern Africa they have spread to Arabia and western Africa. The roc stays close to the shore but hunts both large marine and land mammals. Some have initially thought the roc to be merely a Bestia Gigantea but it seems unlikely due to its formidable size far beyond those animals.

The roc attacks ships by dropping large rocks on them or lifting the smaller ships directly out of the water and dropping them back in. They are able to carry huge amounts of weight for long distances. People have tried domesticating these animals but it has been unsuccessful. The roc does not seem to be able to survive in captivity or reproduce. They die within a month of being confined.

Rocs are solitary birds. This is more out of necessity than out of temperament since they require such a large amount of food. They prefer solitary islands or mountains near the ocean giving them easy access to whales or large mammals.

The roc has a wingspan of over 70 feet and resembles an eagle. Its feathers are prized as well as many of its body parts by wealthy patricians. Their eggs are prized as delicacies and served boiled at banquets. This is damaging to the already small population since an adult roc is likely to have less than three clutches during its entire life. A roc lives for a formidable period of 80 years.

This effect creates an aura of intense heat that radiates up to 5' per level of the phoenix away from it. For instance, a third level phoenix will affect a 15' radius centered on it. They may only use the aura three times before they must rest for seven hours in order to regenerate their spirit points and use the Aura again.

Physical & Social Appearance: Roc

Height: 70' -80' wingspan

Weight: 130 - 160 lbs

Eye Color: Black

Skin Color: Pink

Hair Color: Brown

Social Organization: Solitary

Roc

Type: 18th Level Animal

Size: Gargantuan

Speed: 20 ft., fly 80 ft. (average)

Abilities: Str +12, Dex +2, Con +7, Int -4, Wis +1, Cha +0

Skills: Notice 21 (+29)

Feats: All-Out Attack, Double Strike, Iron Will, Move-By Action, Night Vision B, Skill Focus (Notice), Snatch, Wingover

Traits: -

Combat: Attack +11 (-4 size, +13 base, +2 Dex), Damage +16 (talons) or +18 (bite), Defense Dodge/Parry +11/- (-4 size, +13 base, +2 Dex), Initiative +2

Saving Throws: Toughness +17 (+6 size, +7 Con, +4 natural), Fortitude +18 (+11 base, +7 Con), Reflex +13 (+11 base, +2 Dex), Will +9 (+6 base, +1 Wis, +2 Iron Will)

Spirit Points: 300

Skills: Rocs have a +4 racial bonus on Notice checks.

Satyr

"Standing silent in the moonlight we realized what we saw were the satyr of legend. Walking upright like a man their bottom half was that of a goat. They had been created late in the thirteenth century as servants for the Celtic magi Urien the Black. After his death many of the satyr fled to the wilds to live a life of banditry. I could see that it was all too likely that we would be their next victims if we were discovered. At this point though, there was a mighty baying of a horn, a legionary signal as legionaries flowed out of the hills making quick work of the satyr. I have seldom been as happy to see the Legionary eagle as I was then." - Sextus Tullius

The satyrs of legend, called fauns by the Romans, were part of the entourage of the god Dionysis. They had an insatiable sexual appetite, an inclination to mischief and eternal youth. Their bodies were made up of the top half of a man and the hindquarters of a goat. They were particularly fond of nymphs in their sexual escapades but human women were also acceptable.



The modern satyr looks like and acts like the one out of myth. They were created by the nymphs but did not increase in number until the magus, Primus Domitius Paetus, "improved" on the satyr with his magic. He made them able to breed with human women and produce satyr offspring.

This allowed him to build his own army of satyr to protect his lands in Parthia. Since his time, nearly 110 years ago, the satyr have found their way to all parts of the Empire. Despite being discouraged and looked upon with suspicion, the satyr will hire out as soldiers, body guards and mercenaries. Satyrs are banned from Legionary service though. Since the fall of Paetus, times have been hard for the satyr and many have turned to banditry. This has given the satyr a bad reputation, not that it was very good to start with. They tend to target

ruins and forested areas as their lairs from which to attack travelers on roads.

Nymphs keep a number of satyr as guards and soldiery. It is suspected that this may be the way the nymphs reproduce but little is known of nymph society. In addition to guard duties, trading for the nymphs is often maintained through satyr colonies. The satyr colonies which serve the nymphs are located near or in the domain that the nymph colony controls. This provides some protection to both parties.

Unlike legend, the situation is almost reversed in that the nymph controls the social order while the satyr obeys, usually.

The satyr stands between five feet and five feet six inches tall. They have brown hair, and lots of it, covering most of their body. Their hoofed feet are excellent for uneven ground. They are not immortal but live 45 - 50 years. They may take human female captives as wives and tend to treat them well as long as they are able to satisfy the satyr's ardor.

Children are of little interest to the satyr and are often left to fend for themselves or follow along as best they can. This also assumes that the satyr is anywhere near for the birth.

Bearing a satyr child, even as the product of rape, is considered a very shameful thing to any family in the Roman Empire. The woman will often leave the child exposed, not fatal to a new born satyr, to grow up wild. This has led to a number of wild satyr wrecking havoc across many a province, begetting more satyr births.

The Roman Praetorian guard, serving in a police role and working with the Legions, occasionally form hunts for groups of bandit satyr. Wild satyr are often found naked running through the country side. The praetorians must be extremely careful since these bands of satyr set traps, using individuals to lead the unwary to them.

Physical & Social Appearance: Satyr

Height: 5' - 5'6"

Weight: 130 - 160 lbs

Eye Color: Brown

Skin Color: Tan

Hair Color: Brown

Social Organization: Bands

Satyr

Type: 5th Level Fey

Size: Medium

Speed: 40 ft.

Abilities: Str +0, Dex +1, Con +1, Int +1, Wis +1, Cha +1

Skills: Bluff 8 (+9), Diplomacy 8 (+9), Intimidate 8 (+9), Knowledge (life sciences) 8 (+9), Notice 8 (+16), Perform (wind instruments) 8 (+13), Stealth 8 (+13)

Feats: Dodge Focus, Night Vision B, Skill Focus (Notice), Tough, Weapon Training B

Traits: Damage Reduction 2/cold iron, Pipes

Combat: Attack +3 (+2 base, +1 Dex), Damage +2 (head butt) or +2 (short bow, crit +4), Defense Dodge/Parry +4/+3 (+2 base, +1 Dex, +1 dodge), Initiative +1

Saving Throws: Toughness +4 (+1 Con, +2 natural, +1 Tough), Fortitude +2 (+1 base, +1 Con), Reflex +5 (+4 base, +1 Dex), Will +5 (+4 base, +1 Wis)

Spirit Points: 20

Pipes: Satyrs can play a variety of magical tunes on their pan pipes. Usually, only one satyr in a group carries pipes. When it plays, all creatures within a 60-foot spread (except satyrs) must succeed on a Difficulty 13 Will save or be affected by either the Heart Shaping, Sleep or Suggestion supernatural powers as if they were cast by a 10th level adept (rank 13, Cha, save Difficulty 16, Heart Shaping +14, Sleep +14, Suggestion +14). The satyr chooses the tune and its effect. In the hands of other beings, these pipes have no special powers. A creature that successfully saves against any of the pipe's effects cannot be affected by the same set of pipes for 24 hours. The save Difficulty is Charisma-based.



Sciurus Giganteus

"We had just got the daily dole, see, and we decided to take a short cut back home. Thalamus went ahead of me and that was when they jumped him. I thought it was a gang but it was animals. Sciurus the size of a pony. They tore him to shreds before my eyes. I ran as quickly as I could to

get help but I was too late."- Micon the Greek reporting on the death of his friend

The Sciurus Giganteus are giant squirrels. They first began to appear near Roman settlements in Germania Magna about 200 years ago. They were mostly scavengers at first but as time passed and they spread beyond the borders of the dioeceses they began to prey on herd animal. Eventually they became bold enough to prey on humans. In the last 40 years the infestation of the Sciurus Giganteus has gone from bad to worse.

They hunt in packs and usually attack the unwary, weak or sick. They devour granaries and can devastate a provincia's supply of grain for the winter. Individually, they are not very formidable but in their packs they can be devastating.

They tend to nest in underground burrows, improvising with cellars or sewer when need be. Mus Giganteus are sometimes used to hunt their cousins and this has proven effective. The nests hold 2-3 young, while dens contain up to 24 adults willing to fight to the death for their young. The alarming part of this to the city prefects is that the Sciuri seem to be working together as a community.

Depending on their numbers, the Sciuri are anything from an annoyance to a threat. They hunt by night and as long as there is an adequate food supply they prefer to avoid humans. Unfortunately, having an adequate food supply means that their numbers will grow and the local food supplies will soon become inadequate. When this happens the flood gates are opened and the Sciuri overrun the local forces. Some small villages have disappeared overnight, leaving nothing but empty buildings and gnawed bones.

The Sciuri Gigantei have spread throughout the Empire and flourished with different levels of success. In Africa they have not taken hold as well due to climate and the experience of hunters. However, in the north across Germania Magna, Sarmatia and Scythia Magna they have been a plague. In the countryside they attack travelers and farms while in the cities they have become even more crafty. One tactic they use is to attack food vending stalls as the morning deliveries

show up, running off with what they can carry in their cheeks. The city prefects have their hands full trying to deal with this problem and often hire outside their office in order to increase the hunting parties. It is not glamorous work but it can mean good pay depending on how desperate the city is.

Sciurus Giganteus have no armor.

Physical & Social Appearance: Sciurus Giganteus

Height: 5' - 8'

Weight: 100 lbs - 200 lbs

Eye Color: Brown

Skin Color: Pink

Hair Color: Brown - Black

Social Organization: Pack

Sciurus Giganteus

Type: 2nd Level Animal

Size: Medium

Speed: 50 ft.

Abilities: Str -1, Dex +3, Con +0, Int -4, Wis +0, Cha -3

Skills: Climb 0 (+11), Notice 5 (+5), Stealth 4 (+7)

Feats: Night Vision B, Skill Training

Traits: Scent

Combat: Attack +4 (+1 base, +3 Dex), Damage +1 (bite), Defense: Dodge/Parry +4/- (+1 base, +3 Dex), Initiative +3

Saving Throws: Toughness +0, Fortitude +0, Reflex +6 (+3 base, +3 Dex), Will +0

Spirit Points: 10

Skills: Sciurus Giganteus have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened. Sciurus Giganteus use their Dexterity modifier for Climb checks.



Sphinx

"Creatures of incredible grace and power, I first saw them in the courtyards of the great temples in Thebes and about the Great Pyramids. They lounge in the sun with human, but distorted faces, pointed teeth and the golden eyes of a great cat. Their bodies are feline works of art slightly larger than a pony. The priests, when questioned, merely state that they have always been here but records show no such beasts in the time of Constantine. To prove to our party how well the temples were protected, the priests threw a

slave to the sphinx. To say they made quick work of the man is to belittle the skills of the sphinx." Diotimu the Greek

The Sphinx is another creature from legend which has surprised people with its appearance. In Greek legend the Sphinx sat on a rock at the approach to Thebes. She would ask a riddle of all travelers and if they could not answer she would strangle them. The Sphinx was a demon of death, destruction and bad luck. In Aegyptus and Arabia it was quite the different legend. The Sphinx was a creature of wisdom and strength that guarded the temples and served the gods of Aegyptus.

The modern sphinx came out of the deserts of Aegyptus and Arabia. The two breeds are compatible but slightly different in coloring. The Aegytus sphinx has a darker coat and, on rare occasions, blue eyes. The Arabian is somewhat smaller with longer legs made for running. Both have the head of a human and the body of a lion.

The sphinx have been adapted to guarding temples, palaces and homes and are common in northern Africa, Arabia and the near East. They have yet to be imported to other parts of the Roman Empire but it is rumored that the Jade Empire has taken an interest in these animals.

The sphinx is trained to accept passwords in the form of certain tones imbedded in a sentence. That is to say, it is the rhythm of the sentence combined with tones at certain points that allow a person to pass. These are often phrased as responses to riddles that the sphinx has been taught. The sphinx have excellent hearing which allows them to detect the tonal signatures. Sphinx can be trained to allow different privileges depending on the pass phrase given. For instance, one phrase may allow a person to pass without an escorted while another requires the sphinx to accompany the person. They are intelligent enough to make simple value calls like while escorting an individual, they would not allow them down certain passages or to take anything.

Sphinx come in male and female pairs and breeding them has become a craft in Aegyptus. They guard their sphinx quite closely and seldom allow a breeding pair outside of their borders. Sphinx breed for life and will not abandon their mate no matter the circumstances. If one dies the other will never take another mate.

A pair will raise their young together and to all observations are caring parents. However, after the first year they forcibly eject the cubs to survive or die on their own. A typical litter is 3 -5 cubs with up to 50% dying by the first year. This has made a requirement that sphinx are stored in pairs along with plenty of space.

Sphinx can speak although in the wild they often use their beautiful voices to croon to one another in mating calls. Some sphinx, for the amusement of humans, are taught to sing ballads and appear quite happy to comply. If a sphinx looses its mate then it will no longer croon or sing and has been known to stop speaking. It is not believed that they speak with full understanding but can be trained to far more complex commands than a dog.

The thick hide of the sphinx offers if protection in combat.

Physical & Social Appearance: Sphinx (Aegetian & Arabian)

Height: 45-50" at the shoulder

Weight: 430 - 660 lbs

Eye Color: Brown, golden, rarely blue

Skin Color: Pink

Hair Color: Tawny with white underbelly

Social Organization: Mated Pairs

Sphinx (Aegetian & Arabian)

Type: 8th Level Supernatural Beast

Size: Large

Speed: 40 ft.

Abilities: Str +5, Dex +3, Con +2, Int -3, Wis +2, Cha -1

Skills: Climb 0 (+9), Notice 6 (+12), Stealth 7 (+10), Survival 6 (+8)

Feats: Night Vision B, Skill Training (2), Track

Traits: Darkvision 60 ft., Rake, Scent

Combat: Attack +10 (+8 base, -1 size, +3 Dex), Damage +7 (claws), Defense: Dodge/Parry +10/- (+8 base, -1 size, +3 Dex), Initiative +3

Saving Throws: Toughness +9 (+2 Con, +2 size, +5 natural), Fortitude +8 (+6 base, +2 Con), Reflex +9 (+6 base, +3 Dex), Will +4 (+2 base, +2 Wis)

Spirit Points: 45

Skills: Sphinxes have a +4 racial bonus on Climb, Notice and Stealth checks.

Spirits

"For centuries the Comitia Magi have studied spirits only to find how little we know of them. It is obvious that they may be categorized into three major species, the undead, the nature, and the godly. The last, the godly, are not confirmed to exist but it is many times believed that their actions may be observed in an absence of other influences. The undead, or perhaps more appropriately the dead, are the spiritual remains of the logos, or soul, of the deceased. It is often limited in location or scope of what tasks it may perform. The more dangerous of the lot are the spiritus naturalis, a type of spirit bound to a type of terrain. It is not uncommon for the average man to be destroyed by his encounter with such a spirit." - from the Libraries of the Comitia Magi

Nature Spirits are worshipped as gods in different cultures and they have not forgotten the draw of that power. Nature Spirits are not inherently evil and some take their duties very seriously. They regulate the flows of rivers, growth of forests and many other parts of nature. Their numbers have

increased and some philosophers believe it is due to an increased use of magic. As they have become more bold some have sought to possess a human body, but they are still irrevocably linked to their original lake, glen or other land form.

They can be a difficult opponent since they have no corporeal form. Luckily, they stay in a limited area being linked to the land and unable to leave unless they possess a body. If this body is killed while they are away from their land then they will immediately be pulled back to that area. To permanently kill a Spirit one must drive a golden spear into the belly of the creature which they have possessed.



These spirits have the ability to heal almost any nonlethal damage to their host (i.e. aging, most diseases, minor wounds). Spirits do not have a corporeal form and therefore no armor or fortitude values are given for them. They may be warded against by a golden item.

The Spirits are not all evil though, quite the contrary, most are benevolent and only wish to live in the forest or mountain or glens in peace. However, a few remember the ancient times when they were corporeal and walked the Earth as gods. Their history claims that a great war occurred and in that war they rose to dominate primitive humans.

During this time a group of Spirits opposed to this action fought against them. In the end the battle rose out of control and a great flood was unleashed on the world. Many of the Spirits were weakened or destroyed. Only a handful of humans could be saved by their protectors placing them on a high mountain. Afterwards, the protectors of mankind vowed not to interfere. The threat was considered contained since the Spirits who would be gods had been thoroughly broken.

Physical & Social Appearance: Spirit

Height: Variable

Weight: --

Eye Color: --

Skin Color: Transparent

Hair Color: --

Social Organization: Solitary

Spirit

Type: 12th Level Fey (Incorporeal)

Size: -

Speed: 120 ft.

Abilities: Str -, Dex -, Con -, Int +7, Wis +6, Cha +7

Skills: Bluff 15 (+22), Concentration 15 (+21), Diplomacy15 (+22), Gather Information15 (+22), Handle Animal15 (+22), Intimidate15 (+22), Knowledge (life sciences) 15 (+22), Knowledge (any three) 15 (+22), Notice15 (+21), Search15 (+22), Sense Motive15 (+21)

Feats: Animal Empathy B, Clerical Magic (3), Improved Initiative B, Lucky B, Purification Ritual, Spirit Ritual

Traits: Clerical Magic, Natural Invisibility, Possession, Teleportation

Combat: Attack -, Damage -, Defense: Dodge/Parry +6/-(+6 base), Initiative +4

Saving Throws: Toughness +0, Fortitude -, Reflex -, Will +21 (+8 base, +6 Wis, +7 Lucky)

Spirit Points: 450

Clerical Magic: A spirit casts clerical magic as a Shaman of equal level.

Natural Invisibility: Spirits are naturally invisible but may become visible in any form they wish. They may appear as human, beast or element. This does not grant the spirit corporeal form.

Possession: Must be within 20' of Target; Target must make a Difficulty 23 Will save or become possessed for number of days equal to Spirit's level. The target may save after this period has elapsed. If they do not succeed then they will be possessed again for the same period. A possessed creature gains the spirit's mental ability scores, skills based on mental abilities, spells, and feats with mental effects and gain the target's physical ability scores, skills based on physical abilities, and feats with physical effects. An adept that casts clerical magic may attempt to drive the demon out of a person with a Difficulty 22 Knowledge (religion) skill check. If they fail then they may not attempt again but if they

succeed the spirit is driven out. The Will save Difficulty is Charisma based and the Knowledge (religion) check Difficulty is Wisdom based.

Teleportation: A spirit may teleport at will with no error.



Shade (Umbra)

"It was in the middle of the night as I set to writing a letter to the Censores about the conduct of a certain Senator that I will not name here. It seemed an unseasonable draft of cold suddenly came over me and the candle flickered, then died. I fumbled for a moment then felt cold hands on my head. The world grew dim and it was as though a silken curtain was pulled over my eyes. I remember only parts of the affair and when I returned to control I was standing over the baker's body. I am at a loss to explain how any of it happened." - Statement of Publius Severus to the Court

No one is positive about the origin of the shade but it is thought it comes from a realm of Shadows. This is the space between the planes of The Realms, the planes that the Roman magi draw power for their spells from. In any case, it is an utterly alien creature to the Earth and its ecosphere. The shade survives by leeching life force through possession of native creatures of the Earthly plane. The more intelligent the victim the more desirable a food source to the shade.

Shades are sometimes employed by powerful spell casters who wish to spy on or possibly assassinate a rival. Their powers of possession are useful when the spell caster does not wish to get their hands dirty.

A shade is extremely sensitive to light and will flee from it if it can. Torches and lanterns will do +1 damage per round, a magic source of light will do +2 damage per round and the sun will do +3 damage per round. This damage is not done to a shade when it possesses the body of a living creature, although it will still be sensitive to bright light and prefer shadows.

When it enters the Shadow Realm in its natural form, it can cover distances at a rate of 100 miles/hour. It may only enter or leave the Shadow Realm in areas of darkness. A shade gives off no heat and can blend with shadows perfectly making it 95% undetectable.

Physical & Social Appearance: Shade

Height: Variable

Weight: None

Eye Color: None

Skin Color: None

Hair Color: None

Social Organization: Solitary

Shade

Type: 5th Level Outsider (Extraplanar)

Size: Medium

Speed: fly 100 ft. (perfect)

Abilities: Str +0, Dex +6, Con +7, Int +0, Wis +1, Cha -2

Skills: Acrobatics 8 (+14), Notice 8 (+9), Search 8 (+8), Sense Motive 8 (+9), Sleight of Hand 8 (+14), Stealth 8 (+14)*

Feats: Evasion, Sneak Attack, Weapon Training B

Traits: Darkvision 60 ft., Discorporate, Possession

Combat: Attack +11 (+5 base, +6 Dex), Damage +1 (claws) or by weapon, Defense: Dodge/Parry +11/+5 (+5 base, +6 Dex or +0 Str), Initiative +6

Saving Throws: Toughness +6 (+6 Con), Fortitude +11 (+4 base, +7 Con), Reflex +10 (+4 base, +6 Dex), Will +5 (+4 base, +1 Wis)

Spirit Points: 200

Discorporate: A shade may become incorporeal on a round by round basis. i.e. the Narrator must determine if the shadow is tangible or intangible at the beginning of the round.

Possession: - Must hit target; The target must make a Difficulty 13 Will save or is possessed for number of days equal to shadow's level. Target may save after this period has elapsed. The shade retains its mental ability scores, skills based on mental abilities, spells, and feats with mental effects and gain the target's physical ability scores, skills based on physical abilities, and feats with physical effects. The save Difficulty is Wisdom based.

Skills: Shades gain a +8 bonus to stealth checks in areas of darkness or shadow.

Siren

"I had been chained under decks due to arguing with the captain over the route he had chosen. It was known for harboring pirates and even darker

creatures. Twilight was upon us when I heard the most unearthly beautiful choir singing to us. It filled the air and vibrated in my bones so that there was no way to ignore it. I would answer it or die. I saw the others go over the wales into the water but could only feel frustration at being unable to join them. The captain was the last to go, seeming to fight all the way. He gave me a final look as to say he was sorry I could not join him. As I struggled I realized distantly that my wrists were bleeding. As the ship sailed on without her crew I saw sitting on the rocks a trio of sirens. They had the bodies of women but wings grew from their backs. They now began to swoop down and drown the men strong enough to reach their island. The last I saw of them they had the first mate on the rocks and were devouring him. As I passed out of reach of their song I realized my hands were free but it did not stop me from weeping for want of their song." Statement of Didirius, Pilot of the merchant ship Mergus.

The legends of the sirens are part of the Greek mythos. The original legends tell of two sirens who lived in the western seas. Later the number was increased to three and moved to the west coast of Italia. They had the bottom half of a bird and the top half of a woman. They were reported to be beautiful and were able to lure men to their deaths by singing to them. They were believed to be the daughters of Phorcys, a sea god, or Achelous, a storm god.



In the modern Roman Empire, sirens are similar to their legendary predecessors but vary in a few ways. First, they are a race that reproduces via human males. Second, their powers of ensorcellment extend to illusion which allows them to move amongst human societies. Finally, they live throughout the world and move about quite a bit.

Sirens work at sea and on land and lure men to their service. They wish to gain power over humans in order to aggrandize themselves. Northern Africa has developed several cults centered on power-mad sirens looking for worshippers and wealth. They may work in groups in order to maximize the number of men they can control and spread their illusion power to effect as many people as possible.

The current and largest threat from the sirens comes from the Empire of Ghana in west Africa. The siren queen Marmara has built a religion with her at the head and her seven sisters as lesser goddesses. They have a temple at the edge of the Sahara where her worshippers, all male, travel to give sacrifice to her and help build her temples. Her temple is guarded by a flock of harpies, which often work with the sirens.

The powers of the siren are ensorcellment, shape shifting and the ability to cast illusion. They use the ability to shape shift in order to disguise themselves. They also use it as a means of escape but they cannot gain any magical powers from the change (they can fly as a phoenix but they will not rebirth if killed). If they are killed, fall asleep, or are knocked unconscious they return to their original form.

Their powers of illusion are like the Tenebrae Magae spell, Illusion III (see "Illusion III" on page 290) but last one day per level of the siren. Their powers of ensorcellment last one week per level of the siren.

Sirens wear a magical chain armor that is light and has a 0 armor modifier.

Physical & Social Appearance: Siren

Height: 5'5" - 5'8"

Weight: 80-100 lbs

Eye Color: Green

Skin Color: Tan

Hair Color: Brown

Social Organization: Hierarchal

Siren

Type: 7th Level Monstrous Humanoid (Shapeshifter)

Size: Medium

Speed: 20 ft., Fly 40 ft (average)

Abilities: Str +0, Dex +5, Con +0, Int +3, Wis +4, Cha +6

Skills: Bluff 10 (+16), Notice 10 (+14), Perform (sing) 10 (+19), Search 10 (+13), Sense Motive 10 (+14)

Feats: Attractive B, Fascinate (Perform), Heavy Armor Training B, Light Armor Training B, Move-by Action, Skill Focus (Perform), Weapon Training B

Traits: Darkvision 60 ft., Ensorcellment, Illusion, Shape Shifting

Combat: Attack +12 (+7 base, +5 Dex), Damage +13 plus poison (dagger or dart), Defense: Dodge/Parry +12/+7 (+7 base, +5 Dex or +0 Str), Initiative +5

Saving Throws: Toughness +4 (+4 supernatural chainmail), Fortitude +2 (+2 base), Reflex +10 (+5 base, +5 Dex), Will +9 (+5 base, +4 Wis)

Spirit Points: 80

Poison: The sirens use supernatural daggers that produce a sleep poison. If it scratches a target's skin then they must make a Difficulty 14 Fortitude save or fall asleep. This save must be made for each time the dagger inflicts damage to flesh. The sirens use the same poison on their darts as on their daggers.

Ensorcellment: Sirens must make their Singing skill check with any modifiers the Narrator may impose (someone else singing, noise, wounds, etc.). The target must make a Difficulty 19 Will save. The save Difficulty increases by +1 for each additional siren singing in a group since they are more powerful as a group. Those failing their Will save are under the control of the sirens for a period of weeks equal to their level. This power only affects males. If a man saves then he may not be affected for one day.

Shape Shifting: A siren may take the shape of any living creature she has seen. She will not get any of its knowledge or magical powers but will get all its physical attributes (Strength, Dexterity and Constitution). The ability to fly, breath underwater as with a fish, can all be used. They will return to their natural form when they sleep, are killed or knocked unconscious. It costs them 10 spirit points to take a shape but nothing to return to their natural form. Perform (acting) or Bluff skill checks may be needed to fool people if a known form is taken.

Illusion: This power costs 5 points to cast and lasts for one day per level of the siren. Multiple sirens may work together to extend this duration. In all other ways the power behaves like the Tenebrae Magae spell of the same name (see "Illusion III" on page 202).

Skeleton (Os Animatum)

Skeletons are illegal to create or own within the Roman Empire. They are considered obscene by the Censores and the Praetorian guard devote people to hunting down those that create them. They are a favorite tool of the cult of Hetam-munun from Alkasas and are often viewed as proof of their immorality.

Unanimated skeletons are a legal commodity and can be found from Aegyptus to Asia Minor. Animating the skeleton is definitely illegal, although there is a healthy black market trade for provincial governors or wealthy merchants looking to keep costs down.

Legionary commanders who find themselves hard pressed may consider animating skeletons but it usually requires a great deal of preparation in order to animate a skeleton properly. No flesh can be on the skeleton and this is often hard to achieve in battle. More common are the use of



skeletons as guards for crypts and tombs. Few people wish to live with a skeleton and no one wants to hear that their family member has been animated, as it is thought to bind the soul to the skeleton in some way. Magi have not found any proof of this though.

Skeleton

Skeletons appear both as the result of unexplained graveyard and tomb residents and as servants of powerful Tenebrae Magae practitioners. They recall little of their past life and are a poor choice for guard duty that requires much thought. They can only understand the simplest of command ("guard", "follow", "kill") and will be unable to fulfill complex commands involving multiple steps. They are usually employed with a Skeletal Hunter to do all the thinking.

Skeletons are usually equipped with simple stabbing or crushing weapons. All cultures have some form of undead and skeletons are usually fit into the local form. This is a type 1 skeleton for spell casting purposes.

Skeleton (Template)

"Skeleton" is an acquired template added to any living, corporeal creature with a skeletal system (referred to as the base creature). It uses all the base creature's statistics and special abilities except as noted here.

Level: Remove all levels in heroic roles (if any) from the base creature. A 1st level humanoid that becomes a skeleton becomes a 1st level undead.

Type: The base creature's type changes to undead.

Speed: Winged skeletons can't use their wings to fly. If the base creature flew supernaturally, so can the skeleton.

Abilities: A skeleton's Dexterity increases by +1, it has no Constitution or Intelligence, its Wisdom changes to +0 and its Charisma changes to -5.

Skills: A skeleton has no skills.

Feats: A skeleton loses all feats of the base creature except Weapon Training, and gains Improved Initiative as a bonus feat.

Combat: A skeleton retains the natural weapons, manufactured weapons of the base creature, except for attacks requiring flesh. A creature with hands gains a claw attack. A skeleton's base combat bonus is the same as an adept of its level.

Damage: Natural and manufactured weapons deal damage normally. A claw attack deals damage depending on the skeleton's size. (If the base creature already had claw attacks, use the skeleton claw damage only if it's better.)

Size	Claw Damage
Diminutive or Fine	-4
Tiny	-1
Small	+0
Medium	+1
Large	+2
Huge	+3
Gargantuan	+4
Colossal	+6

Traits: A skeleton loses the traits of the base creature, although it retains any traits that improve its melee or ranged attacks. A skeleton gains the following traits:

Damage Reduction 2/Bludgeoning: Skeletons lack flesh or internal organs.

Immunities: Skeletons are immune to cold, poison, sleep, paralysis, stunning, disease and mind-influencing effects (including mind influencing powers). They are not subject to critical hits, non-lethal damage, ability damage, ability drain or any effect requiring a Fortitude save, unless it works on inanimate objects.

Saving Throws: A skeleton has a Toughness save based on its size with a bonus equal to half its level (rounded down). It also gains a natural armor bonus to toughness based on its size. Its Will is its good save, and Fortitude and Reflex are poor saves.

Saving Throws: Natural armor bonus changes to a number based on the skeleton's Size:

Size	Natural Armor
Small or smaller	+0
Medium or Large	+1
Huge	+2
Gargantuan	+3
Colossal	+5

Spirit Points: A skeleton's Spirit Point total changes to 50.

Advancement: A skeleton does not advance in level.

Level Lag: None (Once something becomes a skeleton it does not generally gain any more levels).

Skeleton Warrior

Type 2 skeletons are one of the undead which are commonly employed by the less scrupulous magus. They are preferable to Kuang-shi as personal guards since they are less disgusting to be around. They have almost no knowledge of their past life although they may still have some of their old personality traits (talking in a thick accent, attempting to drink large amounts of ale, laugh at all jokes, etc.). They obey their creator absolutely but can only be given short

sentences or small paragraphs of commands. It is prudent to avoid situations where a judgment call is required.

Skeleton Warrior (Template)

"Skeleton Warrior" is an acquired template added to any living, corporeal humanoid or monstrous humanoid of 2nd level or greater with a skeletal system (referred to as the base creature). It uses all the base creature's statistics and special abilities except as noted here.

Type: The base creature's type changes to undead.

Speed: Winged skeleton warriors can't use their wings to fly. If the base creature flew supernaturally, so can the skeleton.

Abilities: A skeleton warrior's Strength and Dexterity increase by +1, it has no Constitution, its Intelligence changes to -1, its Wisdom changes to +0 and its Charisma changes to -5.

Skills: A skeleton warrior has the Stealth skill at maximum ranks.

Feats: A skeleton warrior retains all feats of the base creature, but looses any spells or other supernatural powers. It also gains Improved Initiative as a bonus feat.

Combat: A skeleton warrior retains the natural weapons, manufactured weapons of the base creature, except for attacks requiring flesh. A creature with hands gains a claw attack. A skeleton warrior retains the base creature's base combat bonus.

Damage: Natural and manufactured weapons deal damage normally. A claw attack deals damage depending on the skeleton's size. (If the base creature already had claw attacks, use the skeleton claw damage only if it's better.)

Size	Claw Damage
Diminutive or Fine	-4
Tiny	-1
Small	+0
Medium	+1
Large	+2
Huge	+3
Gargantuan	+4
Colossal	+6

Traits: A skeleton warrior retains the physical traits of the base creature, although it looses any traits based on mental ability. A skeleton warrior gains the following traits:

Damage Reduction 2/Bludgeoning: Skeletons lack flesh or internal organs.

Immunities: Skeleton warriors are immune to cold, poison, sleep, paralysis, stunning, disease and mind-influencing effects (including mind influencing powers). They are not subject to critical hits, non-lethal damage, ability damage, ability drain or any effect requiring a Fortitude save, unless it works on inanimate objects.

Sense Life: A skeleton warriors can constantly sense life as per the Tenebrae Magae spell.

Saving Throws: A skeleton warrior has a Toughness save based on its size with a bonus equal to half its level (rounded down). It also gains a natural armor bonus to toughness based on its size.

Saving Throws: Natural armor bonus changes to a number based on the skeleton's Size:

Size	Natural Armor
Small or smaller	+0
Medium or Large	+1
Huge	+2
Gargantuan	+3
Colossal	+5

Spirit Points: A skeleton warrior's Spirit Points increase to 100 unless they are already higher.

Advancement: A skeleton warrior advances in the warrior role.

Level Lag: +1

Skeletal Hunter

Skeletal Hunters are employed by powerful Tenebrae Magae as personal guards and captains of their armies. Skeletal Hunters have some memories of their past life and this may be troublesome to the creator of this undead, especially if the creature is given orders contrary to its past nature. Skeletal Hunters are bound to obey their masters but will look for room for interpretation. Commanding the pirate skeletal warrior to attack that village may result in a bloodbath and total razing of that village. The Skeletal Hunters are advantageous when complex commands are laid out that lesser undead would just be unable to follow. They are often put in command of groups of lesser undead in order to ensure the wishes of their master are carried out.

Skeletal hunters are type 3 skeletons for spell casting purposes.

Skeletal Hunter (Template)

"Skeletal Hunter" is an acquired template added to any living, corporeal humanoid or monstrous humanoid of fourth level or greater with a skeletal system (referred to as the base creature). It uses all the base creature's statistics and special abilities except as noted here.

Type: The base creature's type changes to undead.

Speed: Winged skeletal hunters can't use their wings to fly. If the base creature flew supernaturally, so can the skeleton.

Abilities: A skeletal hunter's Strength and Dexterity increase by +2, it has no Constitution.

Skills: A skeletal hunter gains a +4 bonus to survival and stealth checks.

Feats: A skeletal hunter retains all feats of the base creature, but looses any spells or other supernatural powers. It also gains Improved Initiative and Attack Focus for either bows or crossbows as bonus feats.

Combat: A skeletal hunter retains the natural weapons, manufactured weapons of the base creature, except for attacks requiring flesh. A creature with hands gains a claw attack. A skeletal hunter retains the base creature's base combat bonus.

Damage: Natural and manufactured weapons deal damage normally. A claw attack deals damage depending on the skeleton's size. (If the base creature already had claw attacks, use the skeleton claw damage only if it's better.)

Size	Claw Damage
Diminutive or Fine	-4
Tiny	-1
Small	+0
Medium	+1
Large	+2
Huge	+3
Gargantuan	+4
Colossal	+6

Traits: A skeletal hunter retains the traits of the base creature. A skeletal hunter gains the following traits:

Damage Reduction 2/Bludgeoning: Skeletons lack flesh or internal organs.

Immunities: Skeletal hunters are immune to cold, poison, sleep, paralysis, stunning, disease and mind-influencing effects (including mind influencing powers). They are not subject to critical hits, non-lethal damage, ability damage, ability drain or any effect requiring a Fortitude save, unless it works on inanimate objects.

Sense Life: A skeletal hunters can constantly sense life as per the Tenebrae Magae spell.

Saving Throws: A skeletal hunter has a Toughness save based on its size with a bonus equal to half its level (rounded down). It also gains a natural armor bonus to toughness based on its size.

Saving Throws: Natural armor bonus changes to a number based on the skeleton's Size:

Size	Natural Armor
Small or smaller	+0
Medium or Large	+1
Huge	+2
Gargantuan	+3
Colossal	+5

Spirit Points: A skeletal hunter's Spirit Points increase to 200 unless they are already higher.

Advancement: A skeletal hunter advances in the warrior role.

Level Lag: +2

Skeletal Lord

Skeletal Lords are some of the more respected undead, respected and feared. They tend to be commanders of undead forces. They are useful in this capacity since they retain much of their living personality and knowledge and obey the magus for the most part. The Skeletal Lord will obey its creator to the letter of the command but will insist on doing so with its own style. For example, using the skeletal remains of a barbarian raider would still make the Skeletal Lord obey the creator, but if commanded to take a village with minimal damage to property the Skeletal Lord will most likely raze and pillage the town. The Skeletal Lord may create more of its own kind under its own control. This may become a problem for the castor since the command not to kill the creator applies to the Skeletal Lords and not to the skeletons it creates. In general, it can be quite tricky to have this powerful a creation around.

Skeletal Lords are type 4 skeletons for spell casting purposes.

Skeleton Lord (Template)

"Skeleton Lord" is an acquired template added to any living, corporeal humanoid or monstrous humanoid of sixth level or greater with a skeletal system (referred to as the base creature). It uses all the base creature's statistics and special abilities except as noted here.

Type: The base creature's type changes to undead.

Speed: Winged skeleton lords can't use their wings to fly. If the base creature flew supernaturally, so can the skeleton.

Abilities: A skeleton lord's Strength and Dexterity increase by +3, it has no Constitution. It's Wisdom and Charisma each increase by +2.

Skills: A skeleton lord gains a +8 bonus to stealth checks.

Feats: A skeleton lord retains all feats and spells or powers of the base creature. It also gains Improved Initiative as a bonus feat.

Combat: A skeleton lord retains the natural weapons, manufactured weapons of the base creature, except for attacks requiring flesh. A creature with hands gains a claw

attack. A skeleton lord retains the base creature's base combat bonus.

Damage: Natural and manufactured weapons deal damage normally. A claw attack deals damage depending on the skeleton's size. (If the base creature already had claw attacks, use the skeleton claw damage only if it's better.)

Size	Claw Damage
Diminutive or Fine	-4
Tiny	-1
Small	+0
Medium	+1
Large	+2
Huge	+3
Gargantuan	+4
Colossal	+6

Traits: A skeleton lord retains the traits of the base creature. A skeleton lord also gains the following traits:

Control skeletons: A skeleton lord can control up to ten times its level worth of skeletons at any given time.

Create Skeletons: A skeleton lord may create up to its level of skeletons per day. Cleaned skeletons must be available, and they must all be of the same type. For example a 6th level skeleton lord could create six 1st level skeletons or three 2nd level skeleton warriors in a single day.

Damage Reduction 4/Bludgeoning: Skeletons lack flesh or internal organs.

Immunities: Skeleton lords are immune to cold, poison, sleep, paralysis, stunning, disease and mind-influencing effects (including mind influencing powers). They are not subject to critical hits, non-lethal damage, ability damage, ability drain or any effect requiring a Fortitude save, unless it works on inanimate objects.

Sense Life: A skeleton lords can constantly sense life as per the Tenebrae Magae spell.

Saving Throws: A skeleton lord has a Toughness save based on its size with a bonus equal to half its level (rounded down). It also gains a natural armor bonus to toughness based on its size.

Saving Throws: Natural armor bonus changes to a number based on the skeleton's Size:

Size	Natural Armor
Small or smaller	+0
Medium or Large	+1
Huge	+2
Gargantuan	+3
Colossal	+5

Spirit Points: A skeleton lord's Spirit Points increase to 300 unless they are already higher.

Advancement: A skeleton lord advances in a heroic role (usually adept).

Level Lag: +3



Terragena Alkasas

"As the cohort came over the hill they encountered fields of plants. These plants held one great pod the size of a large bag of grain. The skin of it was a deep green with red veins that covered the sack. The stem of the plant was large, as thick as a man's waist and stood one and a half times the height of a grown man. Suspended from the end of the stem was a single sac that contained a dimly outlined form. As we stood there, we saw several slaves led to a plant that then struck at their chest with a thorn, seeming to draw all the blood from their body in a rapid fashion. The men of the cohort were shaken at the sight. In another part of the field, we saw the plants give birth to a terragenan warrior, fully grown and ready to join the forces arrayed against us." - From the report of the Tribune Janus Gracchus.

The Terragena are the foot soldier of the Black Magi of the north, the Alkasatians. These ferocious warriors are grown on plantations in magical plants which are fed the blood of humans for nourishment. It takes nine moths for a plant to birth one Terragena but they emerge fully grown and trained.

Special tenders provide constant care for the plants and supervise the births. The Terragena have no gender but do

consume food. They are somewhat economical and require only half of the food of humans. They are slightly less intelligent than the average human and rule themselves, when appropriate, by simple rule of the strongest. The weak have no rights nor privileges.

Terragena are tall, usually standing more than six feet and weighing 230 pounds. They have no hair and rough tan skin the color of mud which protects them like armor. They are roughly humanoid shape but they have short necks and broad features. The Terragena only live ten years. It has been known for them to run off before this time, if they have survived battle, to die alone.

In the Alkasatian society the Terragena have no rights and any considering such a point would be thought seriously disturbed. Although used as guards in the highly dangerous political scene of Alkasas, Terragena seldom share the same quarters as their master. They will be kept nearby but out of sight.

In war they fight in their own units and are seldom mixed with the human slave troops of the Alkasas. They make formidable infantry but have difficulty with horses and other mounts. They are treated as shock troops and are sacrificed when men would not be. They are born ferocious and with just enough intelligence to be dangerous.

These are some of the most despised enemies of the Roman and Jade Empires. The Skandians do not look on them with much favor either. This is in part due to the Terragena's habit of eating their enemies and parading the skulls in front of any enemy survivors. When the Terragena battle they expect no quarter nor do they give any.

Although terragena can wear armor they are often sent into combat without since their skin offers good protection.

Physical & Social Appearance: Terragena Alkasas

Height: 6' - 6'5"

Weight: 230-260 lbs

Eye Color: Black

Skin Color: Tan

Hair Color: None

Social Organization: Hierarchal

Terragena Alkasas

Type: 2nd Level Monstrous Humanoid

Size: Medium

Speed: 30 ft.

Abilities: Str +6, Dex +3, Con +7, Int -2, Wis +1, Cha -3

Skills: Notice 5 (+9)

Feats: Heavy Armor Training B, Light Armor Training B, Skill Focus (Notice), Weapon Training B

Traits: -

Combat: Attack +5 (+2 base, +3 Dex), Damage +9 (battleaxe) or +8 (spear), Defense: Dodge/Parry +5/+8 (+2 base, +3 Dex or +6 Str), Initiative +3

Saving Throws: Toughness +8 (+7 Con, +1 natural), Fortitude +7 (+7 Con), Reflex +6 (+3 base, +3 Dex), Will +4 (+3 base, +1 Wis)

Spirit Points: 50



Trold

"In my time amongst the Northmen, I had heard many tales of the Trold. Descriptions varied widely from small, only reaching the height of a man's knee, to several feet taller than a man. All had a similarly horrible appearance and a bend towards cunning. They range from mischievous to downright vile, some misleading people other stealing babies and women. All seem to have the power of invisibility and are intelligent beyond the ken of mankind. They are strong far beyond human norms and are said to be able to eat anything from rock to rotting flesh. They live alone or in small families in hillsides and underground places. They can be good neighbors but only if watched closely. They will, on occasion, help men and even trade with them. They have a great craftsmanship with weapons and although they charge dearly, Trold weapons and armor are valued by the Northmen. I admit to the contrary nature of the reports and often wonder

where truth ends and legends begin." - From "My Journey Amongst the Northmen" by Sextus Tullius

The Trold or Trolls are a curse of the Norse. They are hairy giants that have forced their brethren, the Gigantas or giant, south into the provinces of Germania. They control the central portions of the northern Skandian peninsula. The Trold have fought for control of the area called Troldheim where they tolerate the human presence.

The Trold live in hills made of crystal and gold and from here will trade with humans. They are master craftsmen and are in direct competition with the dwarves who live closer to the humans. Still, Trolds are known for their expertise with weapons, especially the great swords of the Norse.

Although the Trold prefer to battle someone to asking them to leave they have become more reasonable with several of the neighboring kingdoms. The Trold have a number of kings themselves and this leads to them having difficulty fielding a unified force. The human kingdoms of Skandia are equally ill prepared to lay siege to the hills that the Trold live under. The Trold are also knowledgeable in hydraulics and machinery in general but seldom share their knowledge with others. They do build it into their own fortresses though making assault out of the question.

Raids are a common event. The Trold raid the humans for food and slaves while the Norse raid the trold for wealth. This is a cycle that the humans are losing. The Trold warrior is often worth more than three men in a fight and it can get worse if the terrain is on the Trold's side.

The Trold have a thick skin that offers them protection in battle. There appears to be little difference between the men and the women. They both fight with the same ferocity and even the children can be dangerous. A typical Trold hill holds 15- 20 adults and anywhere from zero to seven children.

Trolds may hire out to Skandians as warriors but it is considered bad luck to have one in a group of warriors. The Trolds are not trusted and are considered thieves despite their size. The lands of the Troldheim are dotted with ruins both of the Trold hills and ill fated attempts by humans to possess the land.

The trolds thick hair and gnarled stony skin offers protection against attacks.

Physical & Social Appearance: Trold

Height: 8' - 10'

Weight: 350-600 lbs

Eye Color: Brown, Black, Red

Skin Color: Grey

Hair Color: Brown, Black

Social Organization: Hierarchal

Trold

Type: 8th Level Humanoid (Giant)

Size: Large

Speed: 40 ft.

Abilities: Str +6, Dex +4, Con +6, Int -1, Wis +4, Cha -3

Skills: Bluff 6 (+3), Craft (metalworking) 7 (+10), Notice 6 (+10)

Feats: Cleave, Heavy Armor Training B, Light Armor Training B, Skill Training (2), Weapon Training B

Traits: Darkvision 60 ft., Skip Teleport

Combat: Attack +9 (+6 base, -1 size, +4 Dex), Damage +11 (two handed sword), +10 (trold spear), +7 (unarmed), Defense: Dodge/Parry +9/+11 (+6 base, -1 size, +4 Dex or +6 Str), Initiative +4

Saving Throws: Toughness +10 (+6 Con, +2 size, +2 natural), Fortitude +12 (+6 base, +6 Con), Reflex +6 (+2 base, +4 Dex), Will +6 (+2 base, +4 Wis)

Spirit Points: 100

Skip Teleport: Trolds can cast the Skip Teleport spell as the Medicina Maga spell (see "Skip Teleport" on page 172)

Skills: Trold have a +4 racial bonus to craft checks that involve metal.

Trold Spear: This supernatural spear returns to the thrower at the end of the round. Must have at least a +3 Strength to use this weapon.

Chapter X : Murder In Roma

Chapter X: Murder in Roma

This is a sample adventure for use with the Roma Imperious core rules. It is meant as an introductory adventure and the Narrator should feel free to expand on the scope of the scenario or to extend it beyond the initial adventure into a full campaign.

Premise

A powerful senator, Aulus Tadius Galba, has been accused of murdering his wife, Lydia, and of practicing illegal magic. The night of the murder he disappeared. Three days later the burial was to take place when Lydia's rotting corpse stood up and walked off into the east. Everyone was so shocked they did not stop her. A turmae (cavalry squad) was dispatched to retrieve her body.

The Praetorian Prefect Tiberius Didius Magnus is tasked with locating and capturing Tadius Galba. Once found, the fugitive must be transported to a waiting trial. The Praetorian Prefect is in a difficult spot as there are few in Roma he can trust. Tadius Galba is a vocal and powerful supporter of the Populares political party and Magnus believes that the opposing party, the Optimates, are behind the murder. For these reasons the Praetorian Prefect is recruiting from outside his own offices for foreigners and citizens of little political inclinations or connections in order to complete his mission. However, he requires a Praetorian officer be a part of the group he sends to investigate, preferably someone new to the ranks.

Magnus is very suspicious of the nature of this crime. He insists that the group get to the truth in this case, even if it means not capturing Tadius Galba. Second on their list, though, should be the capture of Tadius Galba if for no other reason than for questioning.

All the witnesses are still at the Domus Tadius. The party is given a decree signed by Magnus allowing them to arrest Romans, search their Domus and question them. He expects these powers not to be abused. The Praetorian assigned to this investigation is expected to maintain order and is in charge of the group.

Setting Characters

These are the cast of characters within the story. They should be used as needed to unfold the mystery. Much of their use depends on the group and the Narrator. Some of these characters will be used while others may not.

Julia Secunda

Sister to Lydia she is a young woman about to be married. She seems singularly unaffected by the death of her sister. She is much more interested in her impending marriage to Titus Postumius Macer, a linen merchant from Aegyptus. She has become involved in the cult of Cybelle.

Titus Postumius Macer

A mercator from Aegyptus, he has spent a good deal of time courting the eligible daughters of the patricians of Roma. He hopes to gain position and influence the Aediles into contracting him for Roma's supplies of linen. He is involved with the Cult of Hetam-munnun.

Julia Lydia

Born to the influential Senatorial family of Julius, Lydia has always been strong headed and bullied her husband, even in public. Considered the paragon of proper, she was nonetheless disliked by her peers and servants. She was fond of having discrete affairs with the most popular gladiators. The medicus who examined her body could not determine the cause of death but assumed she had died of poisoning.

Aulus Tadius Galba

Husband to Lydia, he is suspected of her murder. He is a Senator from an ancient and influential family. His wealth lies in vast estates in the eastern diocese that produce cotton. He was onto Postumius' plan and was about to expose him when Lydia was killed and he disappeared. He is still hiding within the city in the Ludus Magnus posing as a gladiator. He suspects one of the gladiators of murdering her and is trying to clear his name.

Larenthe

Larenthe is the owner of the gladiatorial school of Capua called Ludus Calix, or the Chalice. He is Sarmatian by birth and inherited a great deal of wealth from his father as well as the methods of training used by his people with the blade. His Ludus is known for excellent swordsmen. He is secretly involved in smuggling linen from Aegyptus with Postumius.

Praetorian Prefect Tiberius Didius Magnus

A middle aged man, Magnus is decidedly not of any political party and serves the Empire with extreme zeal. He is most often found in or about the Praetorian Camp directing the operations of the Praetorian Guard. He is noted for his original ideas, sometimes to his detriment, and for getting

the job done. He is an average sized man with black hair and a slight build. He radiates a sense of command and confidence. His interest in Tadius Galba is that of finding the truth and serving justice. He would never knowingly be part of a plot to disgrace the Senator.

Gerax

Lydia's personal bodyguard, Gerax may well have been personally responsible for Lydia's death. At the very least, he failed to protect her. He is currently involved with Tertia, Lydia's handmaid and closest thing to a friend. Gerax seems remorseful for what has happened and points out that he often escorted Lydia to the Colosseum for extended stays. He can only say that he took her to the rooms rented by the Ludus Magnus.

Fehid

An Aegyptus gladiator of unusual size, he is possessed by an Oriental Devil. He has great strength due to his state and has control over much of what Larenthe does. He is overly confident but not above fleeing to the mountains if discovered. He will attempt to escape to Aegyptus if possible. Fehid will try to play innocent until forced to expose himself. He will try to have anyone killed who noses around the death of Lydia. He killed her since she discovered what he truly was and threatened to reveal him to the Praetors.

Tertia

Handmaiden to Lydia, she is a confidant and companion. She walked into Lydia's cubiculum to see Tadius Galba kneeling over Lydia's body. He then chased her but she was able to get out to the safety of a vigil (policeman) before he caught her. She will do almost anything to ensure that Lydia's affair with Fehid remains a secret. Tertia herself is seventeen years old with brown hair and eyes. She is not as shy or deferring as a slave might be expected to be. She is helping Gerax administer the house until Tadius returns or the house is sold.

Plot Points

The plot points listed here are a quick bullet list of items in the story. The Narrator should feel free to eliminate some or rearrange them to fit the group that they are playing with.

o Macer is using Lydia's sister to gain access to the Legionary linen contracts that Tadius Galba currently controls. The Julius family controls the Aedile (government official) in charge of assigning the contracts.

o Fehid killed Lydia because she threatened to expose him as a Kuei (an evil spirit) possessing the human from of Fehid.

o Fehid is possessed by a Kuei, a type of devil, and is using the Familia Aegyptus as cover to travel around the Empire.

o Fehid is responsible for animating Lydia's corpse. It is currently hidden in the Ludus Magnus, safe from the possibility of a magical autopsy. The Kuei can possess the corpse if it finds it advantageous.

o Tertia suspects Fehid of murdering Lydia due to the correspondence she has been privy to. She is reluctant to expose her mistress' private affair with the gladiator.

o Fehid has used his magic to implicate Tadius Galba in the murder of his wife and later the reanimation of her.

Alternate Plots

These are plot lines that could be substituted as the Narrator sees fit. The alternatives can be mixed or applied partially.

Tadius Did It

Tadius Galba actually did it. He murdered his wife but then lost his nerve and ran. He is currently hiding in the Ludus Magnus near the Colosseum trying to book passage out of Roma. He had nothing to do with Lydia's reanimation and might have had more to do with the way she died.

Tadius Possessed

Tadius Galba was possessed by Fehid and did commit the murder. He is currently hiding in the Ludus Magnus trying to determine what he actually did and what Fehid's involvement is. He has some memory of Fehid and an attack but he is trying to find proof of Fehid's involvement.

Lydia in League with Fehid

Lydia is not dead. Fehid has used a Suspension spell to make her appear dead. They are planning on running off together. Fehid is destroying Tadius Galba in order to put his man, Macer, in the position to sweep Tadius' power into his pouch.

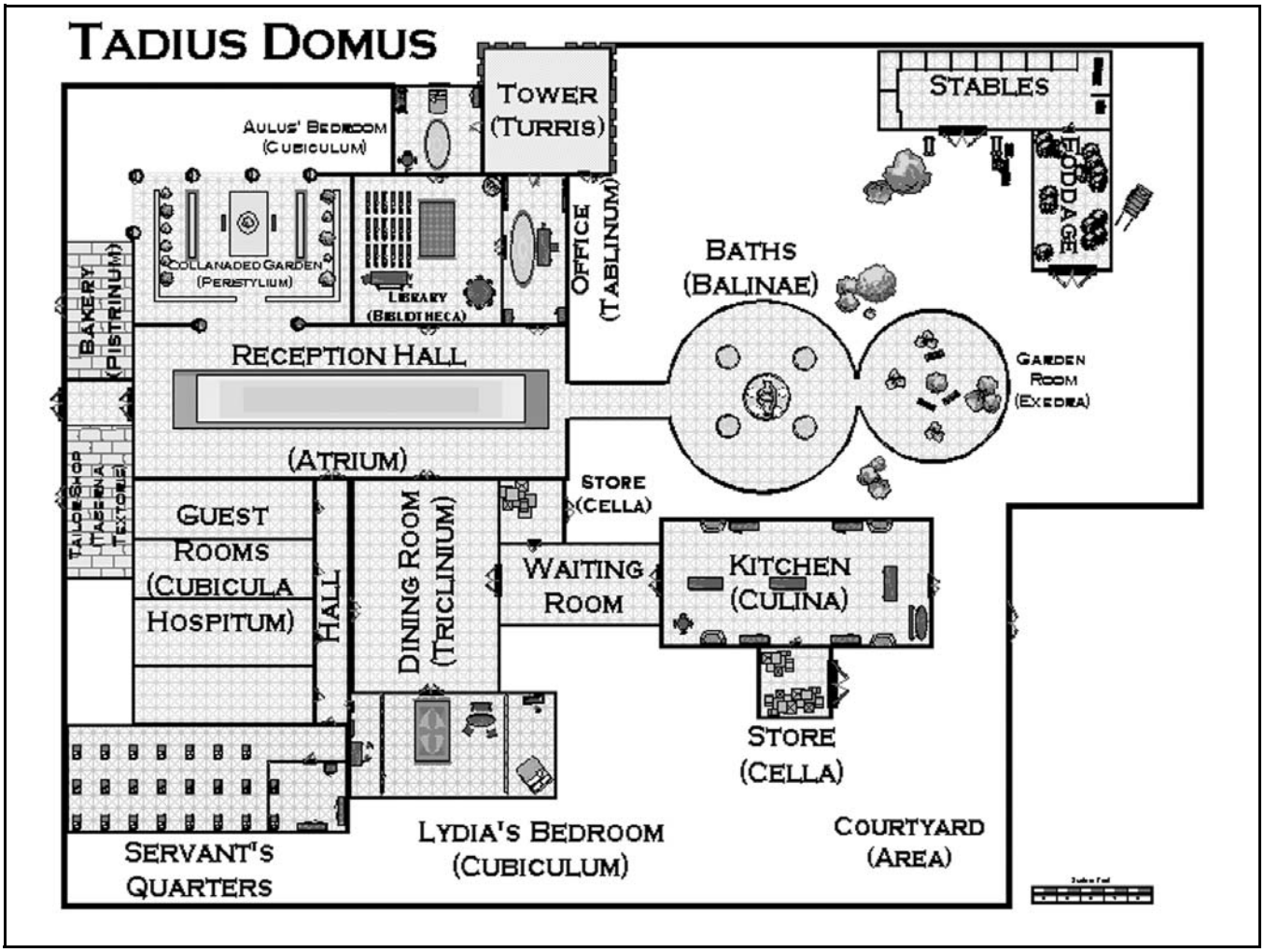
Macer Staged It

Macer, with the backing of Fehid, took advantage of Lydia's taste in men to kill her. Macer needs to destroy Tadius' collegium in order to get access to the Linen contracts he has via Lydia's father. The only way to do that is to see him exiled or executed and Macer does not care which one occurs.

Domus Tadius

The Domus Tadius is the House of Aulus Tadius Galba. It stands mostly empty at this point except for the witnesses required to stay there and servants who are still loyal to the family.

It is located on the southern side of Roma and is a formidable building with walls all around the grounds. It is located not far from the Emporium. As with most Roman Domus, shops are rented out along the front of the house but have no access to the house itself. In the front of the Domus Tadius are a



bakery and a tailor's shop. Areas of the Domus are purposely left undefined to allow the Narrator to place his own elements in the areas and expand the scope of the adventure if desired.

Bakery

The bakery is run by the Aelius family from Capua. Litius, the father and owner, recalls a visitor the night of the murder. He was clothed in a hooded heavy cloak but showed a flash of dark skin. Litius will offer the investigators free sweet bread.

Tailor Shop

Dias Fontinius has owned his shop for thirty years and is quite proud of his trade. An elderly man, he has nothing ill to say of Tadius Galba, but has plenty to say about Julia Lydia and her frequent midnight forays to the Colosseum. He implies all manner of impropriety on her part while making Tadius Galba appear pure and righteous. Dias has prepared the clothes for both Aulus and his Aulus' father.

Atrium

The Atrium is the entry hall to the Domus and contains a huge pool that traps rain water from a skylight in the roof. The walls are covered with murals of nymphs playing in the surf with Neptune. The floors are covered in white marble tiles.

Gerax meets the party here along with Julia Secunda and Tertia. Tertia appears to have been crying while Secunda looks rested and well refreshed. Gerax explains that the custodia, the caretaker of the house, has left and he now has taken the position. He offers the party a meal in the Triclinium (dining room) while they discuss the particulars.

Triclinium

The Triclinium is set with three couches and a low dining table that can be lifted out and replaced between courses. Servants have laid out a fresh assortment of fruits and nuts in preparation of the meal. The walls are covered with murals of Juno and views of a happy family taking their meals together.

During the meal, Gerax is very cooperative with the party, telling them of his mistress' frequent visits to the Ludus Magnus and her tristes with the gladiators there. This upsets Tertia and she frequently attempts to stop him. She eventually becomes so upset that she flees to Lydia's Cubiculum (bed room). Shortly thereafter she emerges with a box. If no one stops her she goes to the Culina (kitchen) and burns the contents. If stopped she protests that she is only throwing away trash. If the box is inspected it will yield trash but also a tightly bound packet of letters. It is a love correspondence between Fehid and Lydia. The final letter, dated six days ago, threatens to expose Fehid as a Kuei and Larenthe as his accomplice. She demands that Larenthe pay a sum of 100,000 dinarii in one weeks time. This letter has a response from Fehid simply stating, "No".

Tertia will be embarrassed but will also refuse to leave the party, insisting on having the letters back. Secunda, apparently overcome with embarrassment, will flee to the Exedra.

Bibliotheca

The bibliotheca (library) was once magnificent, with murals of Diana on the hunt all across the walls. In the corner of the bibliotheca is a shrine to the spirits of the Tadius family and a statue of Sol Invictus. The rest of the room contains tables and shelves of books and scrolls.

This room currently looks as though it has recently been sacked. Gerax explains that the house was broken into last night and, although they do not believe anything had been stolen, they cannot be sure without asking the old custodia. They are only just restoring order to the room. He notes that the area containing many of the maps of Roma and the surrounding areas were targeted.

A successful Difficulty 10 Investigation or Search skill check will reveal that the maps were the target and that the rest of the damage was merely cover.

Tablinum

This is Tadius' office and place of business. Rich drapes of velvet cover windows of glass. The desk and chairs are made of rare African woods and the rug is from the Oriens. Everything about this Tablinum speaks of opulence and wealth.

Gerax explains that the office was targeted by the criminals as well but they could find nothing missing. Much of the desk has been rifled and drawers broken in to. A successful Difficulty 15 Search skill check will reveal a hidden compartment containing a letter from Macer outlining a proposed sale of the linen contracts under Tadius' control. Also contained here is a letter penned by Tadius Galba himself telling of threats made by Macer and an associate if Tadius did not sell the contracts. Tadius fears for his life and suspects that Macer's associate is connected with the gladiators somehow.

Another successful Difficulty 15 Search skill check will reveal a secret door into the Turris (tower) on the north wall.

Balinae

The Balinae are opulent with marble floors heated by fires in the basement and carried by a series of ducts to the main room. There are four baths here and a fountain in the center of the room. The statue is of Apollo and a cherub.

The walls have a mosaic running up to the roof detailing the mountain of Olympus. There are no windows in this room but natural light of the Atrium and the Exedra make it well lit.

The statue is actually a lesser clay golem (see "Golem" on page 246) waiting to kill Tertia then Gerax. Without them there is no trail to Fehid and Larenthe. It will show itself by a surprise attack on Tertia. She has a dodge bonus of +3 and a +2 toughness save bonus. Once Tertia is dead the golem will turn on Gerax. If Gerax is killed (use the "Sample Tribal Warrior" on page 124) the golem will attempt to kill any who are attacking it.

If the party defeats the golem they may make a Difficulty 15 Knowledge (supernatural) or Knowledge (civics) skill check. If successful, they will find a plaque, required in order for the golem to function, indicating it belongs to the Familia Aegyptus.

Exedra

The Exedra is filled with small fruit trees and exotic plants. The walls have tall windows reaching from the floor to the ceiling some twenty feet above. The room itself is warm despite the windows being open and much of the humid heat of the Balinae carries over to this room. Waiting, concealed in amongst the planters and trees, are a gladiator (use the "Sample Gladiator" on page 122) and three satyr (see "Satyr" on page 261, use the minion rules for these satyr) sent by Fehid to finish the job if the golem failed. They will not fight to the death and if the satyr are out-numbered they will flee. If captured, the gladiator will refuse to reveal anything. A successful Difficulty 20 Intimidate skill check used to interrogate him will reveal he is working for Fehid.

Lying unconscious is Tadius Galba, filthy from the Ludus Magnus, and caring for him is Secunda. He can be brought to consciousness by a successful Medicine skill check. He will then produce documents he has stolen from Macer showing how he arranged for the Familia Aegyptus to come to Roma and a letter to Larenthe about the Kuei in Fehid.

Appendix A : Iridium to True20

Appendix A: Converting from The Iridium System to True20

This chapter consists of some notes on converting creatures from the Iridium System to *True20*. The following conversion notes are not hard and fast rules. Rather they serve as a set of basic guidelines and suggestions. Conversion between two gaming systems is more of an art than a science, so when in doubt, go with the option that "feels right."

Size

In *True20* a creature's size can have a profound effect on its game statistics. If you are converting a human character, then their size is Medium. Medium size generally has no significant game effects. To find the size category and game effects of other creatures, simply find their largest dimension (height, length or wingspan) listed in their Iridium System description and compare it to the Size table on page 119 of *True20 Adventure Roleplaying*.

Level

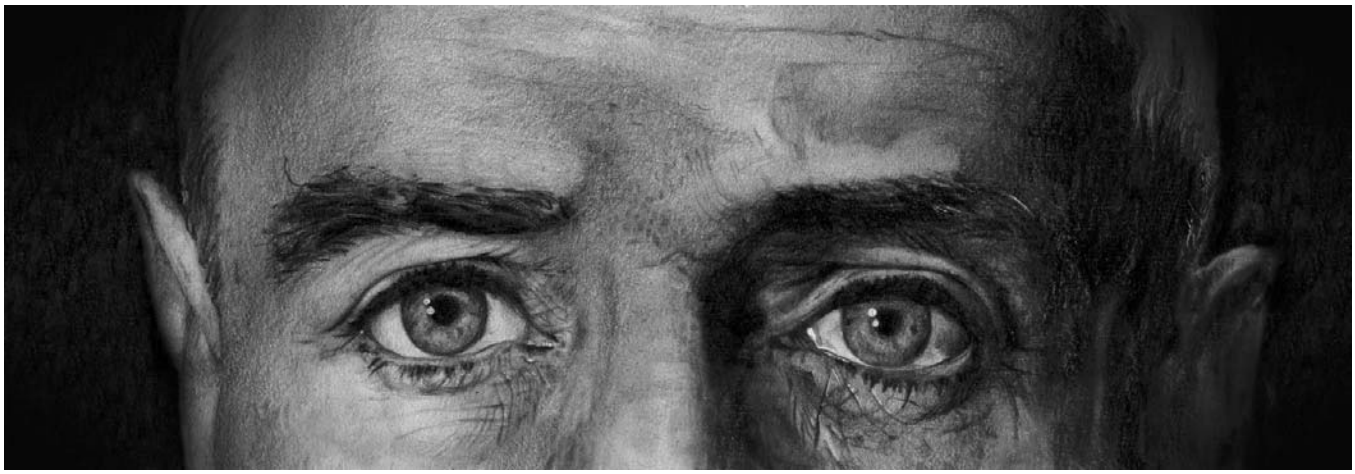
A character's *True20* level is the same as their Iridium character level.

Background Conversion

There is no real analogue to *True20* backgrounds in the Iridium system, so simply select one that seems the most appropriate. Since all characters in the Roma Imperious setting are human, just use the general human background for them in *True20*.

Class/Heroic Role Conversion

In the Iridium system, character classes are split into four major groups (Fighter, Thief, Intellectual and Performer). In *True20*, heroes are grouped into three "heroic roles" (adept, expert and warrior). The Iridium fighter classes correspond with the *True20* warrior role. Iridium Thieves, and non-magic-using Performer and Intellectual classes correspond with the *True20* expert. Finally, any Intellectual or Performer classes that make heavy use of magic in the Iridium system would correspond to the adept role in *True20*. This book presents an additional heroic role, the martial artist, which corresponds to oriental monks who use CHI magic in the Iridium system.



Creature Types

In *true20* non-unique creatures usually have no heroic role. Instead their statistics are based off of their creature type. Simply pick the creature type that seems most appropriate from Creature Types in Chapter 8 of *True20 Adventure Roleplaying*, beginning on page 120.

Speed & Movement Conversion

Humans in *True20* always have a base speed of 30 ft. For other creatures, double their Iridium system Movement Rate and round to the nearest multiple of 10 to get their *True20* speed in feet.

Ability Score Conversion

Strength: Subtract 10 from the creature's Iridium Strength score and divide by two (rounding down) to obtain the *True20* Strength score.

Dexterity: Average the creature's Iridium Agility and Dexterity then subtract 10 and divide by two (rounding down) to obtain the *True20* Dexterity score.

Constitution: Subtract 10 from the creature's Iridium Constitution score and divide by two (rounding down) to obtain the *True20* Constitution score.

Intelligence: Subtract 10 from the creature's Iridium Intelligence score and divide by two (rounding down) to obtain the *True20* Intelligence score.

Wisdom: Compare the creature's Iridium Wisdom, Piety and Will scores. Average the highest two of these three scores then subtract 10 and divide by two (rounding down) to obtain the *True20* Wisdom score.

Charisma: Subtract 10 from the creature's Iridium Charisma score and divide by two (rounding down) to obtain the *True20* Charisma score.

Appearance: Appearance is not a stat in *True20*, but is rather denoted by a feat. If the creature's iridium Appearance score is 17 or more, think about giving its *True20* version the Attractive feat.

Luck: Luck is not a stat in *True20*, but is rather denoted by a feat. If the creature's Iridium Luck score is 17 or more and its *True20* Charisma is a positive number, think about giving its *True20* version the Lucky feat.

A Special Note on Attributes for Turue20 Player Characters

True20 uses a point buy system for attributes, so each character begins with the same number of ability points based on level. If you are converting a player character from Iridium to *True20* the Narrator may require you to adjust your ability point total up or down to equal a total of 6 ability points plus one per 6 character levels.

Skill and Feat Conversion

The following table shows which *True20* skills correspond with which Iridium System skills. In some cases the equivalent of an Iridium system skill is a feat in the *True20* system. Use this table as a guideline for which skills and feats to take, and determine the exact number of skills and feats you have normally for a *True20* character.

Iridium Skill	True20 Skill or Feat
Fighter Skill Group	
Armor Use	Light Armor Training and/or Heavy Armor Training
Blind Fighting	Blind Fighting Feat
Blocking	Improved Parry Feat*
Disarming	Improved Disarm Feat
Dodge	Dodge Focus Feat
Draw Weapon	Quick Draw Feat
Hunting	Survival
Improvised Weapon	Improvised Weapon Feat*
Off Handed Fighting	Two Weapon Fighting Feat
Parrying	Improved Parry
Sea Warfare	Knowledge (tactics)
Siege Machinery	Knowledge (physical science)
Shield Use	Shield Training Feat
Targeting	Attack Focus or Precise Shot Feat
Thrown Weapon	Attack Focus Feat
Tracking	Track Feat
Two Weapon Fighting	Two Weapon Fighting Feat
Unarmed Combat	Improved Strike Feat
Weapon Proficiency	Weapon Training Feat
Wilderness Survival	Survival
Thief Skills:	
Acrobatics	Acrobatics
Back Stabbing	Sneak Attack Feat
Camouflage	Stealth
Climbing	Climb
Disarm Traps	Disable Device
Disguises	Disguise
Forgery	Craft (forgery)
Interrogation	Intimidate
Intimidation	Intimidate
Lip Reading	Sense Motive*
Locate Traps	Search
Meditation	Concentration
Move in Shadows	Stealth
Move Silently	Stealth

Iridium Skill	True20 Skill or Feat
Open Locks	Disable Device
Pick Pockets	Sleight of Hand
Poison	Craft (poison)
Smuggling	Smuggling*
Surveillance	Stealth
Tailing	Stealth
Tapping	Search
Performer Skills:	
Acting	Perform (acting)
Augury	Augury
Dancing & Courtly Dancing	Perform (dance)
Deception	Bluff
Diplomacy	Diplomacy
Etiquette	Diplomacy
Herbology	Craft (herbalism)
Initiate	Initiate Feat*
Journalism	Gather Information
Juggling	Sleight of Hand
Oratory	Perform (oratory)
Play Instrument	Perform (play instrument)
Purification Ritual	Purification Ritual Feat*
Seduction	Bluff
Singing	Perform (singing)
Spirit Ritual	Spirit Ritual Feat
Stage Magic	Perform (stage magic)*
Intellectual Skills:	
Appraisal	Appraise*
Arcane Lore	Knowledge (supernatural)
Armor Lore	Knowledge (armor lore)*
Bone Setting	Medicine and/or Bone Setting Feat*
Coded Message	Knowledge (coded messages)*
Cooking	Craft (cooking)

Iridium Skill	True20 Skill or Feat
Demonology	Knowledge (theology and philosophy)
First Aid	Medicine
History	Knowledge (history)
Horticulture	Knowledge (life sciences)
Investigation	Investigate*
Jewelry	Craft (jewelry)
Languages	Language
Law	Knowledge (civics)
Mapping	Craft (cartography)
Medicine	Medicine
Memory	Eidetic Memory Feat
Mythology	Knowledge (mythology)*
Navigation	Navigate*
Pathology	Medicine
Science	Knowledge (physical sciences)
Spell Direction	Attack Focus
Surgery	Medicine
Weapon Lore	Knowledge (weapon lore)*
Wilderness Lore	Survival
Craft Skills:	
Alchemy	Craft (alchemy)
Animal Training	Animal Handling
Armor Forging	Craft (blacksmithing)
Carpentry	Craft (carpentry)
Ceramics	Craft (ceramics)
Engineering	Knowledge (engineering)
Gunsmith	Craft (gunsmithing)
Jewelry Crafting	Craft (jewelry)
Leather Working	Craft (leatherworking)
Masonry	Craft (masonry)
Metal Working	Craft (blacksmithing)
Rope Use	Sleight of Hand

Iridium Skill	True20 Skill or Feat
Sculpting	Craft (sculpture)
Sewing	Craft (sewing)
Ship Repair	Craft (shipwright)
Tanning	Craft (tanning)
Wagon Handling	Drive
Weapon Forging	Craft (blacksmithing)
Movement Skills:	
Athletics	Jump and Climb
Flight	No skill
Horsemanship	Ride
Piloting	Pilot
Sailing	Drive
Skating	Winter Footwear Training
Skiing	Winter Footwear Training
Swimming	Swim
*New skill or feat presented in this book	

Armor Conversion

To get the *True20* toughness bonus for a suit of armor, or for a creature's natural armor, simply divide the Iridium System armor rating by ten.

Damage Conversion

To convert the damage for a weapon or creature from the Iridium system to *True20* you can either find the average damage that the weapon does and divide by five, or consult the accompanying table to convert from Iridium dice of damage to *True20* damage bonus.

Iridium Damage Dice	True20 Damage Bonus
1d6 or less	+0
1d8, 1d10, 1d12 or 2d6	+1
1d20, 2d8, 2d10 or 3d6	+2
2d12, 3d8, 3d10, 4d6 or 5d6	+3
3d12, 4d8, 4d10 or 5d8	+4
4d12 or 5d10	+5
5d12	+6

Spells and Supernatural Powers

Here are a few suggestions for converting Iridium System spells to *True20* supernatural powers. The following lists include the *True20* Powers that are most appropriate for representation of the spells used in each of the Iridium System's Realms of magic.

Aerius Magicus
Apport, Blink, Earth Shaping, Elemental Aura, Elemental Resistance, Elemental Strike, Fire Shaping, Light Shaping, Mind Touch, Phase, Second Sight, Severance, Shadow Shaping, Summon Elemental, Wind Shaping, Wind Walk, Teleport

Ars Candida
Beast Link, Cure, Cure Poison, Earth Shaping, Elemental Resistance, Elemental Strike, Enhance Sense, Fire Shaping, Identify, Light Shaping, Manipulate Object, Mind Touch, Move Object, Power Shaping, Shadow Shaping, Summon Beasts, Supernatural Weapon, Wind Shaping, Wind Shaping, Water Shaping, Summon Elemental

Ars Venefica
Heart Reading, Heart Shaping, Illusion, Light Shaping, Manipulate Object, Mind Probe, Mind Reading, Mind Touch, Move Object, Object Reading, Phase, Psychic Blast, Psychic Reflection, Psychic Shield, Scrying, Sense Minds, Sleep, Suggestion, Visions, Ward

Medicina Maga
Apport, Blink, Body Control, Cure, Cure Blindness/Deafness, Cure Disease, Cure Poison, Earth Shaping, Enhance Ability, Enhance Senses, Imbue Life, Imbue Unlife, Light Shaping, Phase, Self Shaping, Supernatural Strike

Natura Maga
Air Shaping, Beast Link, Cold Shaping, Earth Shaping, Elemental Aura, Elemental Blast, Elemental Resistance, Fire Shaping, Light Shaping, Metal Shaping, Purifying Light, Summon Beasts, Summon Elemental, Ward, Weather Shaping, Wind Shaping, Wind Walking

Sanguis Magus
Cure, Dominate, Drain Vitality, Elemental Strike, Enhance Senses, Enhance Self, Fire Shaping, Heart Reading, Heart Shaping, Illusion, Light Shaping, Manipulate Object, Mind Shaping, Move Object, Phase, Psychic Blast, Psychic Shield, Self Shaping, Shadow Shaping, Suggestion, Summon Beasts, True Sight

Tenebrae Magae
Cold Shaping, Elemental Strike, Enhance Senses, Fire Shaping, Heart Shaping, Illusion, Imbue Unlife, Light Shaping, Mana Shield, Second Sight, Sense Minds, Severance, Shadow Shaping, Sleep, Summon Outsider, Ward, Wind Shaping

Powers Available for Free-Form Iridium

This is a list of classes in the Iridium system that use Free-Form magic and the suggested conversion to *True20* powers.

Martial Artist Clan	Powers Available
Buddhist	Cure, Supernatural Strike, Wind Shaping, Wind Walk
Cha'an	Body Control, Combat Sense, Cure (applies to objects only), Supernatural Strike
Taoist	Body Control, Enhance Ability, Supernatural Speed, Supernatural Strike
Dragon Clan	Cure Disease, Dominate, Mind Touch, Supernatural Strike

Druidic Tribe	Common Powers Available
Carnutes	Beast Link, Cure, Cure Disease, Earth Shaping, Heart Shaping, Mind Shaping, Mind Touch, Nature Reading, Psychic Blast, Second Sight
Aedui	Beast Link, Earth Shaping, Elemental Resistance, Enhance Ability, Enhance Other, Fire Shaping, Mind Touch, Nature Reading, Second Sight, Suggestion
Veneti	Beast Link, Cloud Minds**, Earth Shaping, Elemental Resistance, Light Shaping, Elemental Strike, Energy Shaping, Second Sight, Water Shaping, Wind Shaping, Weather Shaping
Sequani	Beast Link, Bind Spirit*, Earth Shaping, Manipulate Object, Move Object, Nature Reading, Plant Shaping, Second Sight, Summon Spirit*, Water Shaping, Wind Shaping
Dumnonii	Beast Link, Body Control, Combat Sense, Earth Shaping, Elemental Resistance, Nature Reading, Second Sight, Supernatural Weapon, Truth Reading, Water Shaping
Morna	Beast Link, Bliss, Earth Shaping, Heart Shaping, Illusion, Light Shaping, Nature Reading, Scrying, Second Sight, Summon Spirit*
*Power from *True20 Worlds of Adventure*	

Druidic Tribe	Common Powers Available
** Power from *True20 Bestiary*	

Shaman Totem	Common Powers Available
Owl	Beast Link, Bind Spirit*, Cloud Minds**, Enhance Ability, Enhance Other, Nature Reading, Object Reading, Second Sight, Scrying, Summon Spirit*, Truth Reading, Visions, Wind Shaping, Wind Walk
Wolf	Beast Link, Bind Spirit*, Body Control, Cloud Minds**, Combat Sense, Enhance Ability, Enhance Other, Enhance Senses, Mind Touch, Nature Reading, Second Sight, Summon Spirit*, Supernatural Speed
Lion	Beast Link, Bind Spirit*, Dominate, Enhance Ability, Enhance Other, Enhance Senses, Heart Reading, Heart Shaping, Mind Touch, Second Sight, Summon Spirit*, Suggestion
Snake	Beast Link, Bind Spirit*, Calm, Cure Poison, Drain Vitality, Enhance Ability, Enhance Other, Harm, Second Sight, Summon Spirit*, Supernatural Speed, Supernatural Strike
Dragon	Beast Link, Body Control, Bind Spirit*, Combat Sense, Elemental Resistance, Elemental Strike, Enhance Ability, Enhance Self, Fire Shaping, Second Sight, Summon Spirit*, Supernatural Strike, Ward, Wind Shaping, Wind Walk
Phoenix	Beast Link, Bind Spirit*, Cure, Elemental Aura, Elemental Resistance, Elemental Weapon, Fire Shaping, Imbue Life, Second Sight, Summon Spirit*, Supernatural Strike, Wind Shaping, Wind Walk
Raven	Beast Link, Bind Spirit*, Cure Disease, Drain Vitality, Ghost Touch, Nature Reading, Second Sight, Scrying, Summon Spirit*, Truth Reading, Wind Shaping, Wind Walk
Jackal	Beast Link, Bind Spirit*, Cloud Minds**, Enhance Ability, Enhance Senses, Heart Shaping, Mind Shaping, Mind Touch, Psychic Shield, Second Sight, Sense Minds, Suggestion, Summon Spirit*
*Power from *True20 Worlds of Adventure*	
** Power from *True20 Bestiary*	

Priest's God	Common Powers Available
Alkasatian	
Seratos	Body Control, Drain Vitality, Ghost Touch, Harm, Imbue Unlife, Phase, Second Sight, Scrying, Supernatural Speed, Summon Spirit*, Teleport, Visions, Ward
Hetam-munum	Drain Vitality, Enhance Ability, Enhance Other, Harm, Imbue Life, Nature Reading, Plant Shaping, Second Sight, Severance, Sleep, Truth Reading, Ward
Uta-mem	Cure, Cure Blindness/Deafness, Cure Disease, Cure Poison, Elemental Resistance, Fire Shaping, Imbue Life, Mind Touch, Second Sight, Ward
Ustos	Body Control, Combat Sense, Elemental Aura, Elemental Resistance, Elemental Weapon, Fire Shaping, Light Shaping, Purifying Light**, Supernatural Speed, Supernatural Weapon, Ward
Anastos-mara	Body Control, Heart Shaping, Mind Shaping, Mind Touch, Psychic Shield, Second Sight, Self Shaping, Suggestion, Truth Reading, Ward
Skandian Gods	
Odin	Beast Link, Dominate, Mind Touch, Nature Reading, Object Reading, Scrying, Second Sight, Severance, Suggestion, Supernatural Weapon, Truth Reading, Visions, Ward
Thor	Elemental Blast, Elemental Resistance, Energy Shaping, Enhance Ability, Enhance Other, Supernatural Weapon, Ward, Water Shaping, Wind Shaping, Wind Walk, Weather Shaping
Freya	Beast Link, Earth Shaping, Enhance Ability, Enhance Other, Heart Shaping, Imbue Life, Nature Reading, Plant Shaping, Second Sight, Sleep
Freyr	Bliss, Calm, Heart Reading, Heart Shaping, Mind Touch, Second Sight, Sleep, Suggestion, Truth Reading, Ward
Tyr	Body Control, Combat Sense, Enhance Ability, Enhance Other, Heart Shaping, Second Sight, Supernatural Speed, Supernatural Strike, Supernatural Weapon, Ward
Loki	Blink, Body Control, Cloud Minds**, Fire Shaping, Illusion, Light Shaping, Mind Reading, Mind Touch, Second Sight, Self Shaping, Suggestion, Teleport, Water Shaping
Frigga	Cure, Cure Blindness/Deafness, Cure Disease, Cure Poison, Earth Shaping, Imbue Life, Mind Touch, Plant Shaping, Psychic Shield, Second Sight, Ward

*Power from *True20 Worlds of Adventure*

** Power from *True20 Bestiary*

Appendix B : True20 to Iridium

Appendix B: Converting from True20 to the Iridium System

This chapter consists of some notes on converting game material from *True20* to the Iridium System. The following conversion notes are not hard and fast rules. Rather they serve as a set of basic guidelines and suggestions. Conversion between two gaming systems is more of an art than a science, so when in doubt, go with the option that "feels right."

Level

A character's *True20* level is the same as their Iridium character level.

Background Conversion

There is no real analogue to *True20* backgrounds in the Iridium system so simply ignore the Tru20 background. All player characters in the Roma Imperious setting are human, so conversion of nonhuman races may be thematically problematic.

Class/Heroic Role Conversion

In *True20*, heroes are grouped into three "heroic roles" (adept, expert and warrior). In the Iridium system, character classes are split into four major groups (Fighter, Thief, Intellectual and Performer). Warriors in *True20* become Iridium system Fighters. Experts in *True20* become Intellectuals, Performers or Thieves based on their character concept. *True20* adepts with Intelligence as their key ability become Intellectuals and cast Spell magic. *True20* adepts with Charisma as their key ability become Performers, and probably use free-form magic. *True20* adepts who have Wisdom as their core ability may be Intellectuals or Performers, and will usually use the free-form magic system.

Ability Score Conversion

Strength: Double the creature's *True20* Strength score and add 10 to approximate the creature's Iridium Strength score. If you are converting a player character with a positive *True20* Strength score, roll 2d20. If either roll is higher than the converted value, use that number instead.

Agility: Double the creature's *True20* Dexterity score and add 10 to approximate the creature's Iridium Agility score. If you are converting a player character with a positive *True20* Dexterity score, roll 2d20. If either roll is higher than the converted value, use that number instead.

Constitution: Double the creature's *True20* Constitution score and add 10 to approximate the creature's Iridium Constitution score. If you are converting a player character with a positive *True20* Constitution score, roll 2d20. If either roll is higher than the converted value, use that number instead.

Dexterity: Double the creature's *True20* Dexterity score and add 10 to approximate the creature's Iridium Dexterity score. If you are converting a player character with a positive *True20* Dexterity score, roll 2d20. If either roll is higher than the converted value, use that number instead.

Intelligence: Double the creature's *True20* Intelligence score and add 10 to approximate the creature's Iridium Intelligence score. If you are converting a player character with a positive *True20* Intelligence score, roll 2d20. If either roll is higher than the converted value, use that number instead.

Wisdom: Double the creature's *True20* Wisdom score and add 10 to approximate the creature's Iridium Wisdom score. If you are converting a player character with a positive *True20* Wisdom score, roll 2d20. If either roll is higher than the converted value, use that number instead.

Charisma: Double the creature's *True20* Strength score and add 10 to approximate the creature's Iridium Strength score. If you are converting a player character with a positive *True20* Charisma score, roll 2d20. If either roll is higher than the converted value, use that number instead.

Appearance: Roll 3d20 and use the highest roll for the creature's Iridium Appearance score. If the *True20* version had the Attractive feat, increase any result below a 17 to a 17.

Luck: Roll 3d20 and use the highest roll for the creature's Iridium Luck score. If the *True20* version had the Lucky feat, increase any result below a 17 to a 17.

Skill and Feat Conversion

The following tables shows which *True20* skills correspond with which Iridium System skills. In some cases the equivalent of an Iridium system skill is a feat in the *True20* system. Use this table as a guideline for which skills to take, and determine the exact number of skills and feats you have normally for an Iridium character.

True20 Skill	Iridium System Skill
Acrobatics	Acrobatics
Bluff	Deception
Climb	Athletics or Climbing

True20 Skill	Iridium System Skill
Computers	Science
Concentration	Meditation
Craft	Pick an appropriate Craft skill
Diplomacy	Diplomacy or Etiquette
Disable Device	Disarm Trap or Pick Lock
Disguise	Disguises
Drive	Piloting or Sailing
Escape Artist	Acrobatics or Rope Use
Gather Information	Journalism
Handle Animal	Animal Training
Intimidate	Interrogation or Intimidation
Jump	Athletics
Knowledge	Pick an appropriate Intellectual skill
Language	Languages
Medicine	Bone Setting, Medicine or Surgery
Notice	Read Lips
Perform	Pick an appropriate Performer skill
Pilot	Pilot
Ride	Horsemanship
Search	Locate Traps or Tapping
Sense Motive	Deception
Sleight of Hand	Juggling or Pick Pockets
Stealth	Move in Shadows, Move Silently or Surveillance
Survival	Hunting, Wilderness Survival, or Wilderness Lore
Swim	Swimming

True20 Feat	Iridium System Skill
Attack Focus	Targeting
Blind Fighting	Blind Fighting
Dodge Focus	Dodge
Eidetic Memory	Memory
Endurance	Athletics
Heavy Armor Training	Armor Use
Improved Disarm	Blocking
Improved Parry	Parrying

True20 Feat	Iridium System Skill
Improved Strike	Unarmed Combat
Light Armor Training	Armor Use
Precise Shot	Targeting
Quick Draw	Draw Weapon
Run	Athletics
Shield Training	Shield Use
Sneak Attack	Backstabbing
Track	Tracking
Two Weapon Fighting	Off Handed Fighting or Two Weapon Fighting
Weapon Training	Weapon Proficiency

Armor Conversion

To get the Iridium System armor rating for a suit of armor, or for a creature's natural armor, simply multiply the *True20* toughness bonus by ten.

Damage Conversion

To convert the *True20* damage bonus for a weapon or creature from the *True20* system to dice of damage for the Iridium System, consult the accompanying table. Make sure you are using the base damage bonus for the *True20* version BEFORE the creature's Strength score gets added to damage.

True20 Damage Bonus	Iridium Damage Dice
+0	1d2, 1d3, 1d4 or 1d6
+1	1d8, 1d10, 1d12 or 2d6
+2	1d20, 2d8, 2d10 or 3d6
+3	2d12, 3d8, 3d10, 4d6 or 5d6
+4	2d20, 3d12, 4d8, 4d10 or 5d8
+5	4d12 or 5d10
+6	3d20 or 5d12

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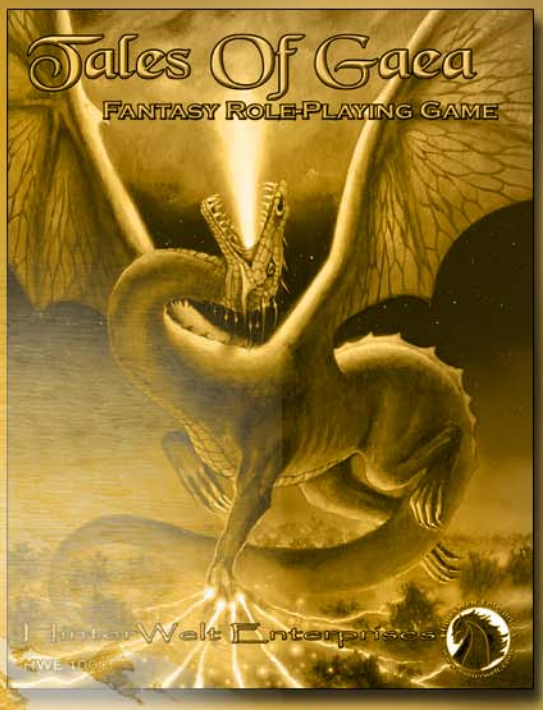
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