ULLAGO'S SURPRISE

Demorean Agent Ullago

Movement of Party

GIDA, EGYPT

Point of Arrival

Pyramids of Giza - 2 Miles

5d

5c

5b

9

6

3

1

4

7

8

1

8

5a

1

2

2

2

2

2

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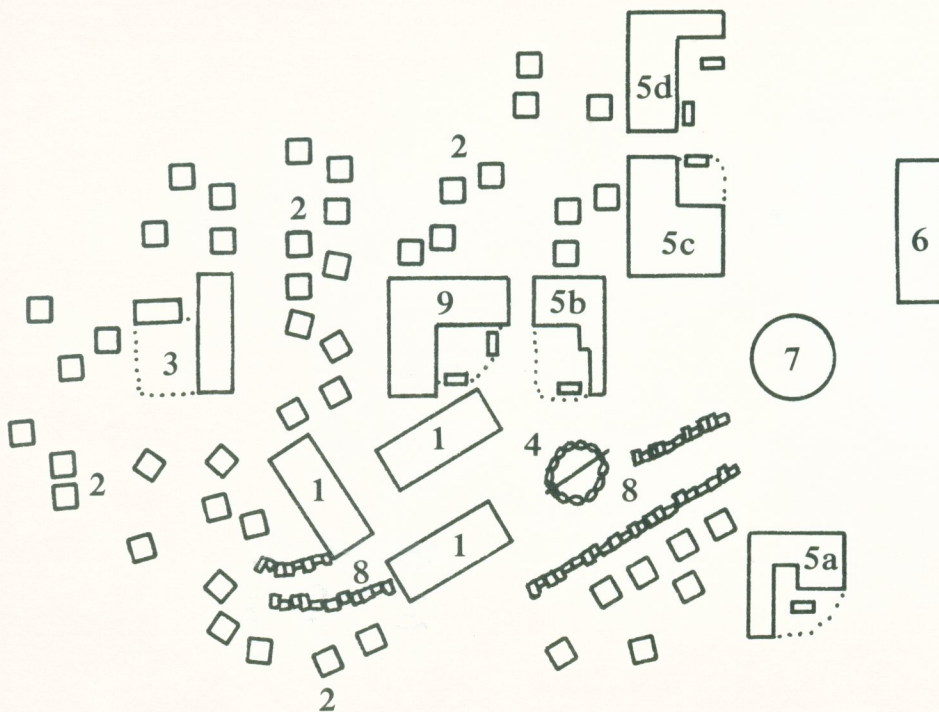
One Inch = 25 Yards

The Cleopatra Gambit
by Ethan Sharp & Garry Spiegle

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CREDITS

PART I: Introduction

Those foul Demoreans have openly invaded Gida, a small Egyptian town in the shadow of the great pyramids! What are their plans? Perhaps they're about to murder Cleopatra, Queen of Egypt? Or is there an even more sinister plot foot?

Well, friends, it's going to be up to you to find out. As agents of the Time Corps, only you can prevent the Demoreans from altering the course of history for their own vile purposes.

Prepare for your trip to the cradle of civilization—and make sure nobody robs the cradle!

The Cleopatra Gambit is a TIME-MASTER™ Adventure for two to eight players. If you're going to take part in this adventure as a player, stop reading now. If you are running this adventure as a Continuum Master, read the entire booklet before starting the adventure.

GETTING READY TO PLAY

The Cleopatra Gambit contains a complete TIMEMASTER™ adventure, maps, pregenerated characters, and full nonplayer character information.

The maps on pages 15-18 are for use with the adventure encounters. Using a dull bread knife, pry the staples up and remove the maps when you are ready to play. Be sure to carefully bend the staples back down. More maps are included on the inside booklet covers.

If your players don't have their own TIMEMASTER characters, you may want to let them choose a character from the *Pregenerated Characters* list located on pages 31 and 32.

Read the *Player's Briefing* and *CM's Plot Summary* from this section to get an overview of the adventure.

If you have questions about rules, check the *Travelers' Manual.* For extra background information on the period of history that provides this adventure's setting, read pages 10-13 in the *Guide to the Continuum.*

Reading the Encounters

This adventure is divided into four adventure sections, each containing

boxed text, CM's notes, Hints for the PCs, Encounter Background, and NPC Statistics.

Read the **boxed text** out loud to the players as they begin each encounter. This text describes the situation that confronts the characters. Don't read any other encounter text to the players. It's for your eyes only!

The **CM's Notes** describe in detail what happens during the encounter.

Hints for the PCs offers bits of information that clever PCs may discover during the encounter.

The **Encounter Background** explains how the encounter relates to the rest of the adventure. It also includes notes on NPCs' hidden motivations, as well as listings of the encounter's Significance Ratings.

NPC Statistics outline the major NPCs in the encounter. The adventure's most important NPCs are listed in this section.

MILITARY SUMMARY

Troops in *The Cleopatra Gambit* are identical to those listed in the *Guide to the Continuum* unless otherwise noted.

ABBREVIATIONS

The following abbreviations are used in this adventure:

STR	Strength	DEX	Dexterity
AGL	Agility	PER	Personality
WPR	Willpower	PCN	Perception
STA	Stamina	EX	Expert
SP	Specialist	CM	Continuum
MS	Master		Master

MAJOR NPC STATISTICS

The NPCs listed below appear frequently throughout this adventure. Copy their statistics onto a sheet of paper for easy reference.

Gaius Julius Caesar Ocavianus (Octavian)

STR	44	DEX	52	AGL	54
PER	78	WPR	60	PCN	78
STA	40	Unskilled	Melee: 49		

Current Stamina:
Wounds: 000000000000
Skills: Equestrian 92 (EX); Investigation 127 (MS); Sword 64 (SP); Dagger/Knife 64 (SP); Mounted Melee.
Significance: 375
Description: Octavian is the adopted nephew of Julius Caesar. After Caesar was assassinated, Octavian inherited his uncle's power and influence.

Octavian is of medium height, and is in his twenties. He wears his light hair in tight curls, the latest Roman style. He is headstrong and sometimes arrogant, but very capable. He probably won't pay a lot of attention to PCs' advice.

Louis Ancilliard Le Voleur

STR	70	DEX	80	AGL	70
PER	65	WPR	76	PCN	68
STA	72	Unskilled	Melee: 70		

Current Stamina:
Wounds: 000000000000000000
Skills: Sword 125 (MS); Long Barreled Gun 95 (SP); Pistol 95 (SP); Computers 114 (MS); Demolitions 104 (EX); Disguise 88 (SP); Electronics 121 (MS); Forgery 103 (EX); Gambling 89 (EX); Historical Specialty unknown; Investigation 85 (SP); Mechanics 128 (MS); Security Devices 121 (MS); Stealth 105 (EX); Theft 105 (EX).
Languages: English; French; German; Greek; Italian; Latin; Swedish.
PTs: Ignore Pain 47; Paranormal Memory 48; Adaptation 53; Time Shift 42
Significance: 10
Description: Since renegade time travelers are extremely secretive about their origins, little is known about Le Voleur. It's believed that he comes from T-O, as he has rarely operated on that timeline.

Le Voleur has the manners and attitudes of an 18th century Frenchman. He often dresses in green, his favorite color. He enjoys flamboyant clothing and jewelry, and he's very fond of works of art, fine craftsmanship, and tapestries. Le Voleur likes to live the "good life"—wealth, power,

and luxury are the pursuits that most interest him. He's also known as quite the ladies' man.

Le Voleur is about 5 feet, 11 inches tall. He is slim, and has blue eyes and rugged good looks. He's very good with most weapons, and is quite familiar with a variety of technologies, particularly in relation to time machines. Languages are his specialty.

PLAYERS' BRIEFING

Read the following text to your players before their characters start the mission.

Agents, you are about to embark on what we feel should be a fairly straightforward mission. Of course, as in all missions, you should be prepared for the ah, unexpected.

This mision will take you to Parallel T-1, where we have reason to believe a penetration has occurred at around 32 B.C. The location of the penetration seems to us to be located a few miles west of the great pyramids in Giza, which are near Giza, Egypt. It's quite possible that Queen Cleopatra is the target here.

But I'm afraid that's only a guess. We can't even be sure whether the penetration was caused by renegades or Demoreans, although we can be sure that it was a powerful penetration indeed. So, on the surface at least, this appears to be a fairly routine "search and repair" mission. On the surface.

Of course, the Time Corps expects you to follow up on any other irregularities you may come across during your investigaton.

If you're wondering about language implants, you'll be able to speak Egyptian, Latin, and Greek.

Each of you will be given the standard Time Corps stunner, but you can disguise it as any number of items, such as rings, bracelets, swords, or daggers. You can take up to 10 clips for your stunner, but you must be careful how you conceal them on your person.

As far as other weapons are concerned, you can choose from a bronze shortsword, dagger, javelin, thrusting spear, and short bow (with 20 arrows). All weapons must be of Egyptian design. If you're going to use a bow, however, you'd best be skilled in that weapon. Don't give the mission away by shooting yourself in the foot, please.

You'll be costumed as a group of Royal tax assessors and allowed free movement (within reasonable limits) inside Egypt. Concerning armor, whoever poses as your leader can't wear any, and he can carry only a dagger. Two of you may pose as assistants, and may wear mail shirts (AR 45), which protect the upper torso, abdomen, and lower back. The assistants may also wear greaves (AR 15), which protect the legs. The rest of you will be wearing leather armor (AR 10), which protects the upper torso, abdomen, and lower back. You'll also have leather helmets (AR 15). All but the leader may carry a small shield.

Well, that's it. Your scooters are on level nine, being preset for your destination. Your exact entry date is January 5, 32 B.C., Parallel T-1. Good luck!

CM'S PLOT SUMMARY

Do not read the following text to the players.

The Cleopatra Gambit adventure takes place in Parallel T-1, a near duplicate of T-0. The Demoreans have planned and executed a double penetration of the Parallel. The first penetration occurred near Giza, Egypt. The Demoreans are causing quite a ruckus there, and appear to be threatening Queen Cleopatra. The catch is that they want the Time Corps agents to be drawn to this situation. Yep. It's a trick.

The second penetration has taken place in Rome, and is of a much more subtle nature. The renegade time traveler Le Voleur has come to Rome to gain Octavian's confidence, and then knock him off. Le Voleur plans to replace the Consul with duplicate robot. Then he plans to skip merrily through ancient Rome at the robot's side, altering the course of history.

As you might guess, Le Voleur and the Demoreans have agreed to help

each other out in this. A second team of Demoreans are assisting Le Voleur in Rome. Of course, neither Le Voleur nor the Demoreans expect Time Corps agents to pose a serious threat to the plot.

The PCs start this adventure in Egypt—the site of the "trick" penetration. After the PCs have taken care of business, they should come upon clues that tell them something stinks in Rome. The Demoreans are supposed to keep the Time Corps agents from finding out about the Octavian plot, but they won't notify Le Voleur if they are unable to slow the agents down. The Demoreans figure that whatever happens in Egypt is part of Le Voleur's grand plan.

From Egypt, the PCs sail to Rome. En route, they become embroiled in a sea battle.

Once in Rome, the PCs arrive at Le Voleur's villa, where the renegade is building the robot that will replace Octavian. While there, the PCs are taken prisoner and jailed.

To prove themselves, the PCs must take part in combat in a Roman arena. First, they'll be in a chariot race. Any PCs who lose this race must fight either a gladiator or an animal. Once these battles are over, the PCs must return to Le Voleur's villa in time to stop the murder of Octavian.

When you're ready to start the adventure, read the *Player's Briefing* to the players. Then go on to *Part II*.

In this section, the PCs arrive in Egypt to find that the Demoreans have some kind of plan against Cleopatra in the works. If they are observant, the PCs also pick up clues that lead them to the true nature of the plot—the plan to murder Octavian in Rome.

The encounters in this section are listed in the ideal sequence of play. The PCs, however, may not follow this sequence once they are beyond the first encounter, so you may have to alter the information given in the boxed text accordingly.

Use Map A for the encounters in this section.

1. SANDS OF GIZA

The droning distortion of the chronoscooters slowly fades away. Here you are in Egypt, near Giza and the Great Pyramids. The time is 4 p.m., January 5, 32 B.C. To be exact.

You're surrounded by low, rolling hills that are barely high enough to hide your scooters. No problem; you'll be setting time to "vanish" in a minute anyway. The terrain here is sandy, and the sun's hanging low in the cloudless sky. And it's hot. Real hot.

You trudge slowly through the tingling sand, eventually coming to a dusty road. The trail is scattered with all sorts of items—bits of clothing, weapons, and. . . bodies. Someone or something obviously cut these Egyptians down in the roadway as they tried to escape. . . but from what? Since most of the men are dressed in armor, whatever caused all this destruction sure must have been powerful.

About a mile up the road toward the west, huge columns of greasy, black smoke billow into the sky. Those are no cookfires. The road continues on to the west, leading eventually to a small ridge. Clouds of dust rise from beyond this ridge.

To the east, the shadowy forms of the great pyramids pierce the horizon.

CM's Notes

The PCs arrive just off a main road that leads southwestward to the village of Gida. To the east is Giza and the Great Pyramids.

If PCs travel toward Gida, they may meet refugees from the village. Some hide in the desert, while others cower in the tenuous shelter of half-destroyed buildings. It's up to you to decide if the PCs meet these refugees. If they do, they may learn several things from them (at your discretion, see **Hints** for the PCs below). There are at least 150 refugees scattered around the rubble-strewn village and in the surrounding desert.

If the PCs get close enough to the ridge, or if they use some technology to figure out what's causing the dust cloud there, read the following boxed text to the players.

Well, at least you're not the only living people in this desert. Several soldiers, all done up in the dress of the Egyptian Army, are marching toward you. In the center of the procession, a band of slaves is carrying a heavy platform. Hundreds of others scurry about ahead of and behind the platform, tossing down cloths to keep the dust from swirling around and settling on the platform.

A large, roofed hut rests in the center of the platform, and rippling curtains partially conceal whoever is inside. As if you didn't know. Despite the dust and the soldiers and the slaves, you can see her, a beautiful, dark-haired woman reclining in a sea of brilliantly colored cushions. Several gorgeous women surround her on the platform, fanning her with exotic feathers. This is Queen Cleopatra, and the girl rides in style.

Hints for the PCs

If the PCs examine the bodies along the road to Gida, they find that the Egyptians were slain by bullets.

If the PCs use some kind of binoculars or telescope to check out the dust along the ridge, they see an unshape-shifted Demorean standing atop the ridge. The PCs can't see the Demorean with the naked eye.

If you want, the PCs may encounter refugees along the road to Gida. By successfully using their Investigation skills, or by making Direct Action checks, the PCs can learn the following:

1. Strange creatures from the gods came about 6 hours ago. They spoke with voices of thunder, struck down villagers, and destroyed buildings.

2. Soldiers from Giza (to the east) came a few hours later. The creatures met them on the road and attacked. The soldiers, along with most of the villagers, fled the village.

3. The demons seem to be hanging around the center of town, near the temple of Apophis.

4. The great Queen Cleopatra is scheduled to pass through the village today, coming from the southwest. The refugees are certain that Cleopatra's army will destroy the terrible invaders.

Encounter Background

A team of Demoreans arrived in Gida at 10 a.m. on the morning of the day the PCs arrive. They landed on the ridge to the southwest of the village and left behind a guard there (see Encounter 4 in this section). As the Demoreans walked into Gida, they used automatic weapons and explosive grenades to destroy whatever lay in thei path.

Two hours later, the Demoreans attacked an Egyptian military force that marched into Gida from the northeast. Those soldiers who weren't killed fled back to Giza.

Four of the Demoreans have returned to a burned-out temple in the center of Gida. They have been ordered to keep their eyes open for any possible Time Corps agents. If such agents appear, the Demoreans are to eliminate them (see Encounter 3 in this section).

No significance rating is assigned to the use of firearms by the Demoreans, because such weapons would be considered magical, divine, or supernatural at this time, rather than

technological.

Just after the Demoreans marched into Gida, one of them shape-shifted into the form of Elihas Melanomedes, a local merchant (see *NPC Statistics* in Encounter 6). In this form, the Demorean tries to intercept the PCs somewhere outside Gida, before they move into Encounter 3 or 4. The PCs may meet this Demorean in Encounter 2.

Significance: 0

2. FALSE FRIEND

A man, dressed in rich but torn and dirty clothing, approaches you. He reaches out to you. "Please, friends. Can you spare some water?" His voice is a horase croak.

"The gods themselves, they have descended upon us! Why, look at the destruction around us. The very sky opened up, and thunderbolts crashed down upon us. The gods are vengeant, they are cursing us for our sinful ways! And now, I fear for our great queen!"

CM's Notes

This encounter should take place before any other actions occur in the village of Gida.

The NPC is Juru Bungor, a Demorean who has taken the place of Elihas the merchant (see *NPC Statistics* for details on Juru). Juru tries to join the PCs' party, explaining that he can be of much help in their journey. Juru uses his Telepathy to keep the other Demroeans informed of the PCs' actions.

Juru tells the PCs the information that other Gida refugees would know (see *Hints for the PCs* in Encounter 1), except that he doesn't say anything about the "demons" that are waiting at the temple in the center of town. Instead, he tells the PCs that the creatures seem to be afraid of the temple, and that it may be the safest place for now.

If Juru can get a PC alone, he tries to kill the PC. He doesn't take any foolish risks, however, that would reveal his true identity.

Juru's main function is to lure the PCs toward the temple so the Demoreans waiting there can ambush them (see Encounter 3). If a fight occurs at the temple, Juru no longer hides his true identity.

Hints for the PCs

If a PC has Telepathic Probe, he or she can discover that Elihas is actually Juru, a Demorean.

If the PCs observe Elihas' (Juru's) body, they see that it is perfect. Of course, there is no way for the PCs to know that Elihas himself isn't physically perfect. Juru doesn't resist if the PCs examine him.

During such an examination, the PCs may find the revolver that Juru carries in a small bag. PCs must state they are examining the bag's contents to find the revolver. There are also several silver coins in the bag.

If PCs ask other refugees about Elihas, they learn that the merchant walks with a noticeable limp.

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Encounter Background

Juru the Demorean shape-shifted into Elihas, and is trying to lead the PCs into an ambush at the temple in the center of the village. If PCs discover Elihas' true identity, Juru uses Telepathy to warn the other Demoreans. He then attacks the nearest PC.

Significance: 0

NPC Statistics

Juru Bungor

STR	55	DEX	70	AGL	45
PER	35	WPR	50	PCN	60
STA	50	Unskilled	Melee: 50		

Current Stamina:
Wounds: 0000000000000
Skills: Sword 65 (SP); Demolitions 65 (SP); Pistol 100 (EX).
PTs: Dimensional Travel (automatic); Shape Shift (automatic); Telepathy (automatic); Shield 45.
E/W/A: While in the form of Elihas, Juru has a dagger. He has also has a hidden revolver. He doesn't have any ammo left, however.
Description: Juru wears the dress of a wealthy Egyptian, covered by a long robe that is commonly worn by those living close to the desert. To make his story more believable, Juru has done his best to soil and tear the clothes. Of course, Juru has "eliminated" Elihas' limp.

3. TEMPLE AMBUSH!

> The road leads you through rubble-filled streets and past smoking buildings. Ahead, the village temple stands, blackened but intact.
>
> Inside the temple, your vision is obscured by drifting clouds of smoke. But there are definitely some very long shadows lurking here!

CM's Notes

If the PCs enter the temple, the Demoreans waiting there attack. If Elihas (really Juru, see Encounter 2) is with the PCs, he also attacks.

If the PCs know that the Demorean "demons" are at the temple, add 10 to their Perception ability scores when they search for the attackers, since they should be expecting an ambush.

Use the Map A inset when PCs move through this village. They travel at 1 hex per round (running speed).

PCs engaged in combat in and around the temple may claim to be "behind cover" or "going to" cover during the Declaration step of any combat round, thus gaining a combat modifier for that round. The streets of Gida are filled with plenty of obstacles, rubble, and smoke that can provide cover. The Demoreans in the temple always have "behind cover" modifiers applied to them.

Hints for the PCs

If the PCs talk to any refugees after encountering Elihas in Encounter 2 (whether or not they know he is actually Demorean), they may find out the following:

1. Several "Demons" are waiting near the temple.

2. Elihas Melanomedes is a respected local merchant who lives in a villa in the village (5b on the Map A inset).

3. Elihas is old; he favors his left leg as a result of a wound he received many years ago.

4. The dust cloud rising in the southwest is from Queen Cleopatra's procession.

Encounter Background

Four Demoreans are hiding "Behind cover" at the temple (7 on the map inset). They don't leave the village unless they discover that the PCs have attacked the Demorean guard on the ridge southwest of the village (see Encounter 5).

Significance: 60

If the PCs don't eliminate the four Demoreans, penalize them this amount. If the PCs don't take away or destroy the Demoreans' automatic rifles, penalize them an additional 500 significance rating points per rifle. All rules stipulated in Time

Corp Regulation 7 apply to these rifles.

NPC Statistics

Demorean Ambush Team (four Demoreans: Hakka Dama #2, Deeg Quaal #3, Drakil Doro #4, and Moguo Tikil #5)

STR	55	DEX	55	AGL	55
PER	40	WPR	60	PCN	60
STA	40	Unskilled	Melee: 55		

Current Stamina: #2
             #3
             #4
             #5
Wounds: 000000000000
        000000000000
        000000000000
        000000000000
Skills: Automatic Rifle 70 (SP); Dagger 85 (EX); Sword 70 (SP).
PTs: Dimensional Travel (All, automatic); Shape Shift (all, automatic); Telepathy (all, automatic); Shield 50 (#2); Demoralize 60 (#3); Shock 50 (#4, #5).
E/W/A: Automatic Rifle (2 clips—one in gun, one in pouch); dagger; short sword; helmet (AR 30).

4. SAVE CLEO!

> Queen Cleopatra's procession is approaching the village of Gida, and at the rate it's moving, it'll be there in 15 minutes. If it gets there! Because 60 feet up on a ridge, a Demorean stands watch over the procession, cradling some kind of rifle-like weapon in its multiple arms. He's looking through some sort of scope on the weapon.

CM's Notes

A gentle rise leads upward from the south toward the top of the ridge, flattening out into a ledge at 40 feet. A PC standing on this ledge can't see the top of the ridge, nor can he tell how wide the ridgetop is. This ridgetop, which is where the Demorean is standing, is actually 15 feet wide.

Thirty yards to the northwest of the 60-foot-high ridge is another ridge,

this one 50 feet high. The two ridges form a narrow gorge, the perfect spot for a sniper. The queen's procession will move through this gorge.

The land surrounding the ridge is flat and sandy. There is no cover here.

If the Demorean (whose name is Dragguu) has not already been warned about the PCs through Telepathy, he spots them as they approach the ridge. The sniper can see in all directions, but he can't see the 40-foot-high ledge just to the south of his spot. If he moves to a spot where he can look down on the ridge, he is completely exposed to fire (except for the "prone" modifier). Nevertheless, it's useless for the PCs to try to sneak up on the Demorean, as he can see anything or anyone that approaches from a distance.

The Demorean doesn't fire on or start any other type of combat with the PCs. Also, he doesn't fire on the queen's procession as it passes through the gorge. His orders are to protect the ridgeline from intruders and await the return of the time machine with fresh supplies.

If the PCs don't approach the queen's procession, the queen orders everyone to stop just short of entering the gorge. Cleopatra sets up camp here for the night. Don't let the queen's procession enter the gorge until the PCs have made some effort to contact the queen.

If the PCs try to warn the queen, the Egyptian soldiers don't even let the PCs get close. If the PCs warn the soldiers about the danger on the ridge, the commander directs the procession toward the southeast to avoid the gorge. He also sends a messenger to Giza to summon more soldiers. The queen's guards don't leave the procession to do any investigating on their own, as they fear they might fall for some ruse and leave Cleo wide open to attack. The PCs shouldn't expect any thanks or reward for warning the queen, as it is viewed as only their duty to do such things.

The PCs should have no trouble taking out the Demorean on the ridge. If any Demoreans from Encounter 3

are still alive, they attack from the rear as the PCs move toward the ridge. If you want, you can have the renegade time machine enter during this encounter (see Encounter 5).

Encounter Background

The Demorean on the ridge is just a guard for an incoming shipment of supplies on a renegade time machine. The Demorean is also expecting the arrival of a Time Corps team. He knows nothing about Cleopatra, and has been ordered not to interfere with her procession.

Significance: 0

Each of the Demorean's weapons has a significance rating of 500.

NPC Statistics

Dragguu, Demorean Sniper

STR	55	DEX	55	AGL	55
PER	30	WPR	60	PCN	50
STA	45	Unskilled Melee: 55			

Current Stamina:
Wounds: 0000000000000
Skills: Automatic Rifle 70 (SP); Laser Pistol 85 (EX).
PTs: Dimensional travel (automatic); Shape Shift (automatic); Telepathy (automatic); Shield 50; Shock 45.
E/W/A: automatic rifle with telescopic scope; laser pistol; one ammo clip for rifle.

5. DEMOREAN MACHINE?

Start this encounter as the action from Encounter 4 ends.

A loud drone suddenly fills the air, rising in pitch until your ears ache! The ground starts to shake, and the air around you shimmers. It's an arriving time machine!

And not a particularly sound one at that. The shimmer in the air is erratic and blotchy; sparkles of light gleam suddenly and then fade.

Slowly, the machine comes into focus, floating precariously just

above the ground. The air around you is suddenly filled with blazing colors and deafening noise.

Well, this is one of the goofiest machines you've ever seen. It's shaped like an antique stove, with a sort of pot belly and ornately carved legs. The machine hovers for a few seconds, then plops down in the sand like a grumpy, mechanical toad.

There's no doubt that this is a renegade time machine. There's also no doubt that a Demorean is sitting in its saddle. The creature stares at you in shock, and then reaches swiftly for his holstered weapon.

CM's Notes

Allow the Demorean on the time machine a normal check against his Perception score for Surprise. The PCs must also roll for Surprise, as the entry of a time machine would be a shock, even if it takes time for the machine to materialize. The first round after the machine arrives is a combat round.

The Demorean is wearing a body suit and plastic helmet. He doesn't expect to have to shape shift during this supply run. He can't reset the time machine and take off to avoid combat.

The PCs must defeat the Demorean (Ullaggo) and take the clues listed in Hints for the PCs.

The PCs may examine the renegade time machine, but they can't tell from which point in time it came. Remember that the PCs must follow Time Corps regulations and dismantle the machine before moving on.

Once the PCs have finished this encounter, they must make their way to Alexandria. Do not role-play this journey. The trip is uneventful.

The next logical step in the PCs' adventure is to sail from Alexandria to Rome (see *Part III*).

Hints for the PCs

Among the items carried by the Demorean on the renegade time ma-

chine is a plastic pouch sealed with the sign of the Demorean Time Agency. Inside is a small drawing that shows the general layout, drawn in pencil, of a section of a city. A certain location on the map is circled. The words, "L'Empereur Octavian—morte," are written near the circle. PCs who originally came from the time period of 1,000 to 6,000 A.D. can recognize the words as being written in French.

A set of numbers has been written down the side of the map. The PCs can easily recognize the numbers as dates and times; they are in a notation similar to that used by the Time Corps. Any PC who passes a general Perception check can easily translate the numbers. The date on the map is February 5, 32 B.C. The time is listed as 6-10 p.m..

On the back of the drawing is a map, possibly from a modern atlas, showing the Italian city of Rome. The words "le maison de Vollor" (French for Vollor's house) are written on the map.

This map should indicate to the PCs that the "Emperor" Octavian (actually only a Roman Consul) is going to be murdered, and that "Vollor" will have something to do with it. The date and time indicate the approximate time that Octavian will be killed.

PCs may recognize that both the drawing and map show the same house, although the two renderings differ slightly.

Encounter Background

The Demorean Ullaggo is a liaison agent between the two Demorean teams in Egypt and Rome. Ullaggo is using the renegade time machine to carry heavy equipment through time. He is also testing the theory that by using both machine time travel and Dimensional Travel, Demoreans can more easily confuse the Time Corps Sentinel.

Significance: 75
The renegade time machine has a significance rating of 900.

NPC Statistics

Ullaggo

STR	45	DEX	50	AGL	50
PER	35	WPR	60	PCN	55
STA	45	Unskilled Melee: 48			

Current Stamina:
Wounds: 000000000000
Skills: Wrestling 63 (SP); Computers 78 (EX); Electronics 64 (SP).
PTs: Dimensional Travel (automatic); **Shape Shift** (automatic); **Telepathy (automatic); Shield** 50.
E/W/A: laser pistol; body suit (AR 45); helmet, plastic (AR 15); pouch with map; renegade time machine.

6. THE ROAD TO ALEXANDRIA

CM's Notes

Do not role-play the trip to Alexandria.

Soon after the PCs defeat Juru (in Encounter 2), the real Elihas seeks out the PCs. The merchant wants to

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thank the PCs for ridding the village of the "demons." Elihas was freed by villagers who found the merchant locked up in his villa.

In the course of the conversation, Elihas tells the PCs about Tulla the shipmaster in Alexandria. Elihas explains that Tulla can take the PCs to Rome. Tulla himself is a Roman; he commands the bireme warship "Furia Maris." although he usually carries only small valuables. Elihas also tells the PCs that Alexandria is the only port open to Rome.

Tulla supports Anthony, so Elihas explains that it's best for the PCs to pretend they also support Anthony.

If for some reason the PCs can't meet Elihas, they are given this information by another NPC.

Hints for the PCs

Elihas may also tell the PCs that the events of the Roman civil war have made ship movement between Egypt and Rome extremely dangerous. He explains that only a warship such as Tulla's would have much of a chance of making the crossing successfully.

Encounter Background

Elihas wants to assist the PCs. He can provide them with transportation to Alexandria, which is 150 miles northwest of Gida. If the PCs go by caravan, the trip takes 6-8 days. If they go by boat, it takes 4 days.

Significance: 0

NPC Statistics

Elihas Melanomedes

STR	30	DEX	40	AGL	35
PER	65	WPR	55	PCN	70
STA	48	Unskilled	Melee: 33		

Current Stamina:
Wounds: 0000000000000
Skills: Sword 48 (SP).
Description: Elihas has a mixed and colorful history. Born to Greek parents, he lived in the shadow of Rome in the lands of Asia Minor. Elihas served as scribe to a great Roman Tribune for many years until his

business skills allowed him to accumulate enough money to start his own business.

Over the years, Elihas became an expert in caravan trade, and he finally settled in Gida, close to the Nile. Elihas has many contacts in Alexandria; he provides the PCs with whatever help they need for their journey to Alexandria.

THE VILLAGE OF GIDA

Gida is a small market and caravan town located a few miles west of the pyramids. Caravans from Alexandria regularly pass through this village. The road that leads in and out of Gida is little more than a wide, dirt path.

Map A shows the relationship of Gida to the ridge to the southwest. The inset shows the village in greater detail.

Gida is made up mostly of small bazaars, houses, villas, and narrow, crooked streets.

Key to Gida

1. Apartments: These mud-brick buildings rise up 1 to 3 stories above refuse-laden streets. The spaces between them are usually clogged with trash. Children and small animals scurry about in front of the apartments.

The families that live in these buildings are those of the men who work the caravans as animal handlers, cooks, guards, and servants.

2. Peasant Huts: These mud-brick homes are made up of no more than one or two rooms each. Most families that live in these huts are poor. Small gardens grow near many of the huts.

3. Stables/Corral: Elihas owns these buildings. Horses, donkeys, and camels are kept here for use with the caravans. A wide-roofed building without sides houses trade goods, leather, and a blacksmithing shop.

Normally, these buildings contain 1d10 carts, 2d10 horses, 1d10 donkeys, and 1d10 camels. During the day, 3d10 NPC handlers work here. At night, 1d10 NPCs stand guard.

4. Wells: A small pool of water seeps up from the ground to provide the village with its water supply. A short stone wall surrounds the well. The villagers ration their water supply carefully. Often, the well is a sort of social gathering spot for the villagers.

5. Villa: Each of these buildings is owned by a local resident. It houses a family and a small staff of servants. (See Map D for a layout of one of these villas.)

Although villas have few windows, verandas and porches on the upper levels provide outside access. Many Egyptians use their roofs as gathering places; as a result, most villa roofs are flat.

5a Garrison Commander's Villa The local commander is dead, and his family and servants have fled. Much of this villa's interior has been destroyed by fire.

5b. Elihas Melanomedes' Villa This villa has not been burned, but much of the furniture has been broken. Before PCs met and defeated Juru (Encounter 2), Elihas was trapped here.

5c. Local Magistrate's Villa All who lived here have fled. The furniture and other belongings are still smoldering.

5d. Deserted Villa. The residents of this burned-out villa have also fled.

6. Priest's Quarters: This huge villa has been reduced to rubble and cinders.

7. Temple of Apophis: This small building of brick and stone is completely burned out. The bodies of three Egyptian priests lie on the short steps that lead up from the temple's western entrance.

8. Bazaar: Dozens of small sheds line the edges of the street in this area. Each hut holds such items as food, clothing, rugs, and religious artifacts. All are deserted, and many of them have been completely destroyed.

9. Soldiers' Compound: A small group of soldiers who served the local lord Archon lived here. Those soldiers who weren't killed in the Demorean invasion have fled the village. The compound is strewn with bodies and weapons.

In this section, the PCs arrive in Alexandria, where they meet Tulla. The Roman ship captain then takes the PCs to Rome. Along the way, Tulla's ship is involved in naval combat and a boarding action.

The encounters in this section are listed in sequential order. If you want to alter the sequence of play, you must change the boxed text and other details accordingly.

1. STREETS OF ALEXANDRIA

> Alexandria is a city surrounded by squalor. Mud-brick huts and decrepit shacks stand all around a city filled with beautiful stone and marble buildings. The city is a strange mixture of Greek and Egyptian culture.
>
> People from all over the Mediterranean crowd the streets of this Egyptian seaport. Romans in armor and togas mingle with barbarians from the northlands. Egyptians in tunics peddle their wares, amidst beggars, priests, soldiers, and animals.
>
> Alexandria's harbor is wide and well built. The water here reeks of sewage and rotting fish. Hundreds of ships, from all over the world, clog its docks. Most are Egyptian warships, though some are from Rome. Many of the Roman ships are biremes, their oars banked.

CM's Notes

You don't have to role-play the PCs' actions when they first arrive in Alexandria. They are able to find food and lodging without any trouble. If they have been told about Tulla, they can find him in any wineshop on the waterfront.

Once the PCs have found Tulla, they must pay for their passage to Rome. Tulla asks for 4 silver talents per PC, but he can be bargained down to 1 silver talent per PC.

Even if they try, the PCs can't find any other passage to Rome.

Hints for the PCs

If the PCs don't known of Tulla when they arrive in Alexandria, they may use their Investigation skills to learn the following:

L = Caius Tulla is a Roman shipmaster who may be able to transport the PCs to Rome.

M = PCs learn the L result, as well as discovering that Tulla is currently in a wineshop along the waterfront.

H = PCs learn the L and M results, as well as finding out that warships belonging to Octavian patrol the Egyptian coast, making passage to Rome extremely difficult.

C = PCs learn the L, M, and H results, as well as discovering that passage from Alexandria to Rome normally costs 1 silver talent.

Encounter Background

The PCs should travel to Rome on Tulla's ship. Though Tulla's shop is used mainly for trade, it is outfitted and commanded as if it were a Roman warship.

Tulla's ship is called a bireme, a long, narrow galley common for this time period. The ship can make the journey to Rome in about 16 days (exact duration of the trip is up to you). Since biremes are extremely vulnerable to storms, Tulla sails his ship fairly close to the coastline at all times. Tulla is authorized, in the name of Anthony, to patrol any coastline and examine all shipping. He may also make seizures if he believes cargo belongs to Rome or its allies. Tulla has been known to be careless about cargo seizures and who owns them.

Tulla's ship, the Furia Maris, is well known around Rome. The captain has many enemies, most owners of warships like himself. Many of his enemies support Octavian.

Significance: 0

NPC Statistics

Caius Tulla

STR	45	DEX	40	AGL	60
PER	60	WPR	50	PCN	60
STA	50	Unskilled Melee: 53			

Current Stamina:
Wounds: 0000000000000
Skills: Wrestling 68 (SP); Sword 68 (SP); Javelin 63 (SP); Military Leadership 92 (EX).
E/W/A: shortsword; two daggers; helmet (AR 30); studded leather (AR 15).
Significance: 5
Description: Captian Caius Tulla was born to a poor but free Roman family. Through luck (and marriage) he became wealthy.

Over the years Caius developed a love for ships and the sea. He built the Furia Maris as a way to get even richer, using her as a trade vessel.

Caius is a fanatically loyal follower of Mark Anthony, but he doesn't like Egyptians. What he does like is the lucrative trade business in which he has been so successful. He has been running a profitable smuggling operation between Egypt and Italy.

Caius is brave, arrogant, and ruthless. He is also a superb seaman.

2. RAM ATTACK!

> You've been on the water, away from Alexandria, for over two days. The sea has been quiet, but Tulla never rests. His eyes are constantly scanning the horizon for possible trouble. Soon, he finds it. Another bireme, quite similar to the one you're on, is bearing down on the Furia Maris. The ship flies Roman colors in support of Octavian. Foam from the ship's bow fans out to the sides, and salty water sprays out from the sharp, swordlike protrusions of the ship's bronze ram. The ship's oars swing up and down, back and forth in a rapid, steady motion. Like a giant sea insect with hundreds of legs, the bireme races toward you, apparently intent on destruction. In a rage, Tulla shouts orders to his men. Sailors rush to secure extra lines to the mast, and then drop the sail. Marines hurriedly don their armor and gather up their weapons. Tulla turns toward you. "Stand where you wish, but be careful. I'm going to ram that blasted ship and try to sink her. If I can't get her to go down,

we'd better prepare for a boarding action." Obviously, Tulla knows the other ship's captain, as he mutters a string of curses at the old foe in between commands to his men. "Now if we start sinking, make sure you get rid of any heavy armor. If she hits us, grab whatever weapons you can and jump aboard before she can pull away." Tulla calls out to increase speed. Now both ships are racing straight for each other. Will your ship be victorious? Or are you going to end up rowing for somebody else?

CM's Notes

To determine which ship "survives" the battle, follow these steps. The object behind this procedure is to be the first to reach "0," after starting at "500." The first ship (the PCs' bireme, or the CM's bireme) to reach 0 has successfully rammed the other ship, which now begins to sink (in Encounter 3).

During this procedure, each side is allowed a total of three Ramming Speed calls. If you make a Ramming Speed call, you can add 25 to your dice roll. You can make only one Ramming Speed call per dice roll.

1. Both the CM and one PC (selected in whatever manner the PCs choose) make an initiative die roll (1d10). Before rolling, the PC may modify his die roll upward by 1 or 2. This modifier is subtracted from any PC's Luck Ability Score. The winner of this initiative die roll is the one who rolls highest. The winner then makes the first roll in the ramming process.

2. Either side may now make a Ramming Speed call. If one side does, make sure you keep track of how many Ramming Speed calls each side has left.

3. Each side rolls percent dice. If a side made a Ramming Speed call in step 2, that side adds 25 to its dice roll. If the side that won initiative has the LOWER percent roll, each side simply subtracts its percent roll from 500.

If the side that won iniative has the HIGHER percent roll, find the difference between the two percent rolls.

Then the side that won initiative adds this difference to its original percent roll. This is the number subtracted from 500. The other side can subtract only its original percent roll.

Example: The PC rolls for initiative, adding 2 for a Luck modification. He rolls a 5 and adds 2. His initiative roll is 7. The CM rolls a 6. The PC side wins initiative for this round.

The PC then makes a **Ramming** Speed call, automatically adding 25 to whatever he rolls in step 3.

Both the PC and CM make percent rolls. The PC rolls 65. The CM rolls 72. But the PC can add 25 (from step 2), so his modified percent roll is 90. The PC had initiative, and now has the highest roll. The PC finds the difference between 90 and 72, which is 18. The PC now adds 18 to 90 and get a final roll of 108.

The PC subtracts 108 from 500 to get 392. The CM subtracts 72 from 500 to get 428. Since the winner is the first one to get to 0, the PC is now ahead.

4. Repeat the first three steps until one side has reached 0 (or less).

Once a winner has been determined, you may take some time to describe the terrible ramming. Everyone falls to the deck. The mast of the rammed ship breaks and falls toward the victorious ship. Screams echo up from the rowers chained below deck. Pretty nasty stuff, eh?

3. BOARDING ACTION

CM's Notes

Use Map B for this encounter.

One of the biremes has now been rammed and is sinking. The survivors of the rammed ship scramble across to board the victorious ship, hoping desperately to seize it.

If the PCs are aboard the sinking ship, the sailors with them tell them they must board the other ship, because the undertow of the sinking bireme will surely drown them.

The boarding action must take place in the short amount of time it takes the winning ship to withdraw from the losing one. The boarding action itself counts only as one round.

Ship Descriptions: These descriptions fit both the Furia Maris and the enemy bireme.

Bireme Warship (two banks of oars)
Length: 120 feet
Width: 30 feet
Draft: 4 feet
Displacement: 80 tons
Fighting Towers: two, each 8 feet high
Ram: bronze
Crew: 223 (total)
   Officers: 5
   Marines: 80
   Sailors: 30
   Rowers: 108 (slaves)
Oars: 72
Provisions: 18 days

This type of ship was very common in and around Rome. The ship is rowed by slaves chained to benches in slightly staggered seats. Slaves not used for rowing are kept along the keel.

Food, water, and other supplies are carried both above and below deck. Since biremes are warships, they don't have much cargo space. Most of the crew sleep on deck, under awnings and tents. Several guards are posted below deck as well.

The officers and captain usually stay in a small, covered section near the tiller bar. Two square, eight-foot-tall towers rise up from the ship's bow (front) and stern (back). Marines can fire arrows and javelins from these towers.

Boarding Rules

Use the following counters on Map B for the boarding action.

Marines — Regular Infantry counters

Sailors — Militia Infantry counters

Officers — NPC counters

If the PCs' ship is sinking, each PC must make a general Agility check to successfully board the other ship. If a check fails, the PC has fallen into the sea and must climb aboard. A PC who falls into the sea must roll 1d10 to determine the number of rounds it takes him to climb aboard. If he rolls 1, 2, or 3, it takes 3 rounds.

Once a PC boards the enemy ship, he may place his counter on any hex along one side of the enemy ship. It

doesn't matter which side of the ship is boarded, as long as all characters board the same side.

Follow these steps for boarding ships:

1. Place 3 Militia Infantry counters in hexes on one side of the surviving ship. Place PC counters at this time (if the PCs' ship is sinking).

2. Roll 2d10. Mulitiply the result by 5. Round that number up to the nearest multiple of 10. Then divide this number by 10. You should get a number between 1 and 10. Place that number of Regular Infantry counters on the boarded side of the surviving ship. If the number is 8, 9, or 10, place eight counters. These counters represent the marines that have successfully boarded the surviving ship.

3. Roll a general Agility check for each officer on the sinking ship. Those whose checks fail are lost; they fall into the sea and drown. Those whose checks pass may board the surviving ship. Place these counters on the same side of the ship as the other placed counters.

4. Now that the counters from the

sinking ship are placed, the counters from the surviving ship should be placed (three Militia Infantry counters, eight Regular Infantry counters, arrow counters, and NPC officers). If the PCs are on the surviving ship, they may station themselves wherever they want. If they put themselves on the side being boarded, however, they are automatically captured and tied up by the boarding party.

The counters on the surviving side may arrange themselves in any manner desired (be sure to check Skirmishing After Boarding below, however).

Skirmishing After Boarding

Use the Skirmish Rules from the TIMEMASTER™ Travelers' Companion for the combat that takes place once the sailors from one ship have boarded the other. Certain modifications, listed below, apply to these rules.

1. The scale used for skirmishing on Map B is 1 hex = 5 feet.

2. PCs can move only 3 hexes per

round. This rule reflects the crowded conditions on the ship.

3. No missile fire is allowed, except by characters who have an open line of hexes and an individual counter target. Characters in the fighting towers may fire at any individual counter as if unobstructed, but just apply a -20 modifier because of the crowded conditions and confusion on deck.

4. No character can fire at another character who is behind a wall section or the mast, unless the character being fired upon is also firing (and is thereby exposed). The "behind cover" modifier still applies.

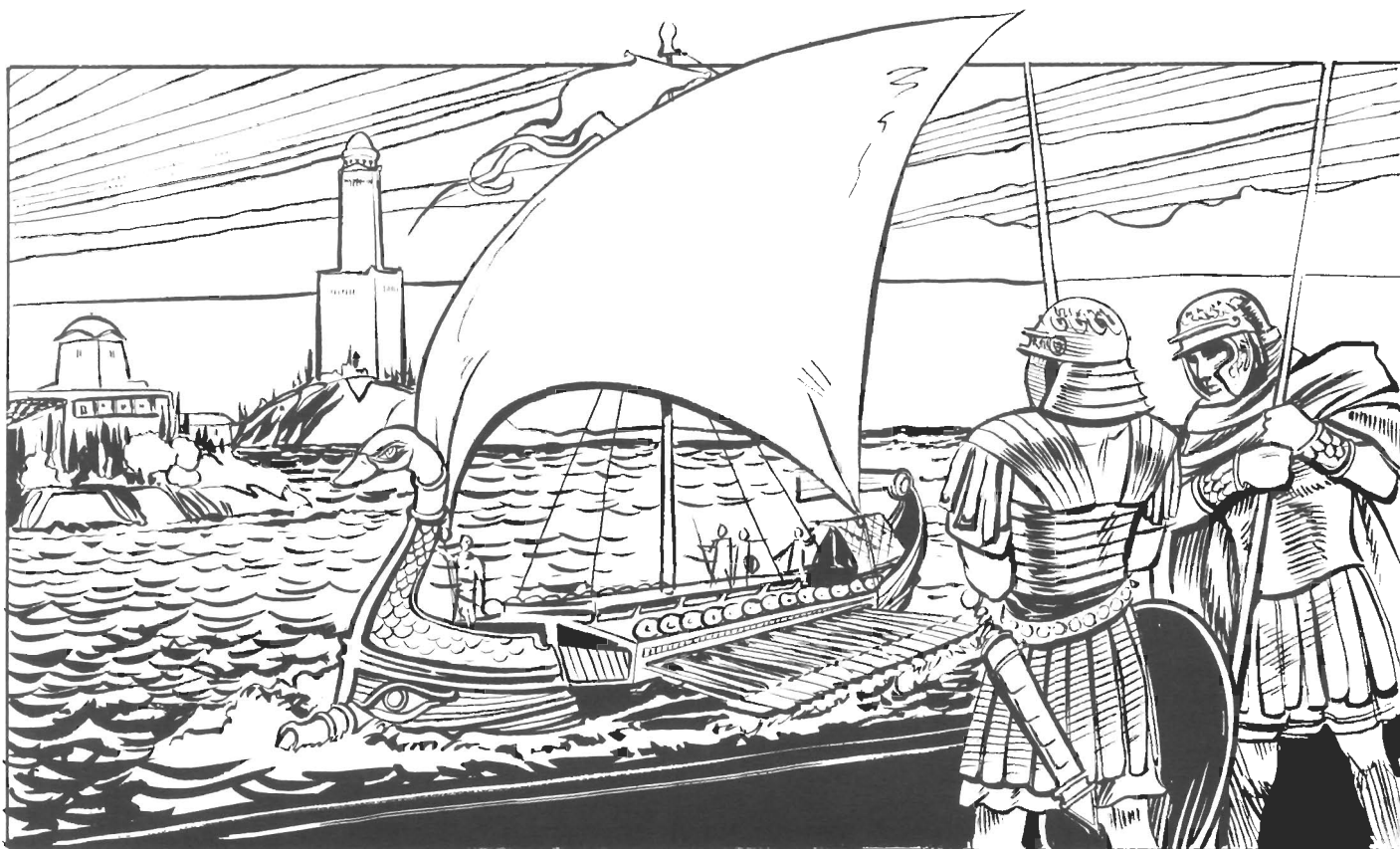**5.** No troop counters can be placed in the fighting towers. NPC officer counters may be placed there, however.

6. For purposes of Troop Melee Modifiers, all officers on both ships are considered "Leaders." An officer who is critically wounded can no longer be considered a "Leader."

7. The PCs are not "Leaders" in this skirmish.

8. Any troops that fail a melee /

BIREME WARSHIP
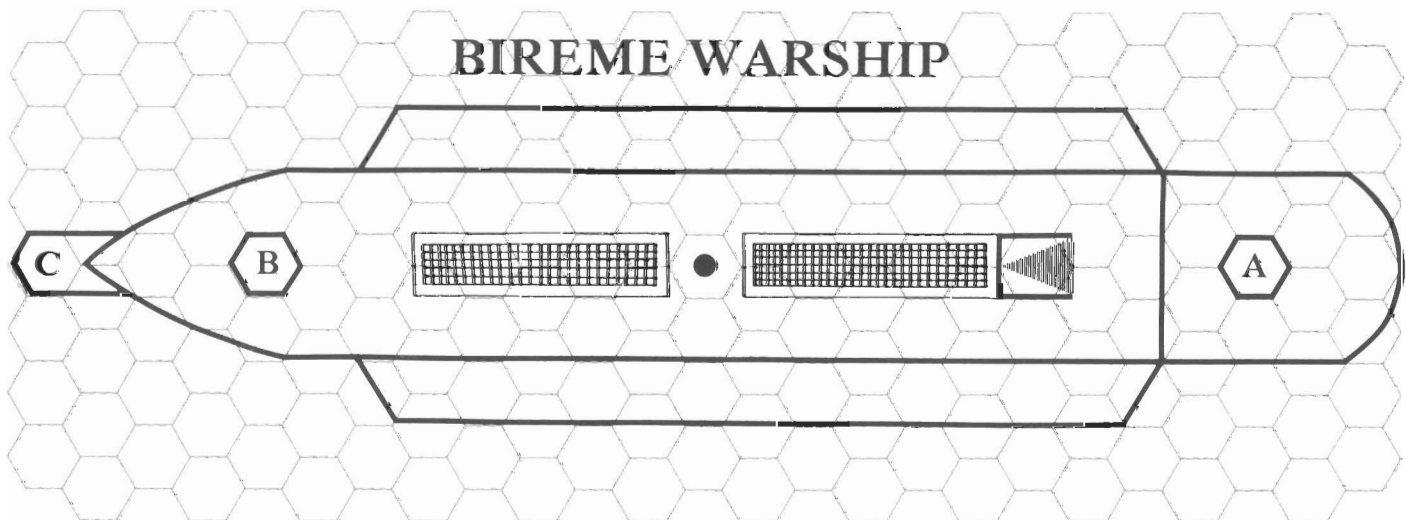
morale check must automatically surrender. They are then removed from the map.

9. When using Infantry counters in hexes along a side of the ship, place a second counter (containing an arrow) in an adjacent hex (any side). This shows that the counter takes up 10 feet of space on deck. Officer counters move as PC counters do.

10. Only one troop counter can occupy a single hex. Officer counters can occupy a hex with a troop counter.

If you don't have enough arrow counters for this action, use the rout counters from the boxed game.

End of the Battle

The skirmish continues until all of the troop counters on one side have surrendered. Any PC involved in combat at this time must stop fighting. If the PCs are on the winning side of this skirmish, Tulla speeds them on to Rome.

If the PCs are on the losing side,

they are stripped and chained to the rowing benches for several days. Of course, they have no equipment if this happens. You may want to create another scenario to give the PCs a chance to escape.

If you don't play an escape scenario, tell the PCs that another warship, belonging to Anthony, intercepts their ship. After a bloody battle, the PCs are freed and their equipment is returned to them. The PCs can then bribe the new captain to take them to Rome. You don't have to role-play this turn of events. In any event, the PCs should reach Rome somehow. Remember to keep a close tally of days, however, as the PCs should arrive in enough time to save Octavian.

NPC Statistics

If you need Ability scores for marines, sailors, or officers, use the scores listed here. All significance ratings are 1.

Officer

All Ability scores: 60
Unskilled Melee: 60
Skills: Sword 90 (EX); **Military Leadership** 75 (SP).
E/W/A: shortsword; dagger; studded leather armor (**AR** 15); helmet (**AR** 30).

Marine

All Ability scores: 50
Unskilled Melee: 50
Skills: Sword 65 (SP); **Javelin** 65 (SP).
E/W/A: sword; small shield; leather armor (**AR** 10); helmet (**AR** 30).

Sailor

All Ability scores: 35
Unskilled Melee: 35
Skills: Dagger 50 (SP); **Shortbow** 50 (SP).
E/W/A: two daggers.

In this section, the PCs go to Rome and find Le Voleur's villa. There they are arrested and forced to compete in a Roman arena. If the PCs are victorious there, they are freed. Then they must return to Le Voleur's villa in enough time to prevent the murder of Octavian.

GLORY OF ROME

Ah, Rome! Truly the capital of the world. Well, at least during this time it was. Just on the verge of its golden age, Rome teems with life. Its streets are filled with all kinds of people: soldiers, messengers, peasants, merchants, beggars—all bustling through the dusty city's crowded thoroughfares.

CM's Notes

Le Voleur's Work in Rome

Le Voleur has spent several days in Rome building up his cover and getting on Octavian's good side. He spends a lot of time studying the Roman Consul, as he is in the process of building the robot duplicate of Octavian. Le Voleur plans to murder Octavian on February 5. He wants to have the robot in working order by January 25, as he must be sure it's working properly before he kills Octavian.

He isn't working alone, however. Three Demoreans are also staying in Le Voleur's villa, advising the renegade on the path he and the robot Octavian should take in altering the course of history. The Demroeans are quite serious about this. Their chief goal, of course, is changing history.

Le Voleur, on the other hand, is more interested in reaping financial rewards from the Demoreans. He's also quite proud of his work on the robot; in fact, he and the Demoreans have locked horns more than once over the robot's design. True to form, the Demoreans insist on correcting all of the original Octavian's abnormalities. Le Voleur counters that he is an artist, and he will reproduce an exact duplicate and nothing less. In fact, Le Voleur has resisted the De-

moreans' suggestion that one of their own take Octavian's place. While he has no qualms about working with the Demoreans, Le Voleur doesn't trust any of them to do the kind of imitation job he feels his robot can do.

Rome Background

Wagons, carts, and horses are forbidden to move through most sections of the city streets during the day. The traffic that brings food and other resources into Rome moves about between sunset and sunrise. High ranking members of the military occasionally ride horses through the city during the day, however. Also during the day, slaves often carry platforms bearing wealthy citizens or Roman senators through the streets.

During the night, the streets of Rome are patrolled by bands of men armed with cudgels and daggers and dressed in leather armor and helmets. These men are paid by merchants and wealthy landowners to protect their property. The military keeps small prisons at various locations throughout the city. The guards at these prisons, however, are usually paid private citizens and not soldiers. Other prisons, including those near the arenas, are guarded by the military.

When a Roman citizen is arrested, he is given a trial. The laws are very strict on this point. However, arrested citizens could be kept in jail for any amount of time before getting a trial. Foreigners have little or no protection under Roman law.

Searching for Le Voleur's Villa

As the PCs enter Rome, they will probably be using the map they found on Ullaggo (*Part II*, Encounter 5) to find Le Voleur's villa. Depending on the length of the bireme trip (*Part III*), the PCs may not have a great deal of time left before Octavian is to be murdered.

None of the streets or buildings in Rome has markings or numbers, so the PCs are going to have a hard time finding Le Voleur's villa, even with

the map. Also, Le Voleur rented the villa only recently, under the name of Severus Vollor. Few people in the area recognize the name or the location shown on the map.

NPC Reactions

If the PCs try to find the villa without using Investigation skills, they must talk to 1d10 NPCs, using the NPC Reactions rules from the *Travelers' Manual*. (These rules are modified below). These inquiries must be specific: who is Severus Vollor, where is his villa, etc.

Because the Roman civil war has made many Romans extremely suspicious, the following modifications to NPC reactions apply in this encounter.

1. PCs must automatically subtract 10 from their Personality Ability scores, even if they are pretending to be Roman citizens.

2. PCs who are obviously not Roman must subtract 20 from their Personality Ability scores, because foreigners are always suspect.

3. PCs who are obviously Egyptian cannot obtain any information from a Roman, regardless of NPC reaction checks.

4. PCs who ask questions of foreigners must subtract 10 from their Personality Ability scores.

While making inquiries, the PCs can find out the location of Le Voleur's villa only if the Situation check is 8 or higher. If the check is lower than 8, the PCs must make another inquiry. If the PCs haven't found the villa after 10 checks, you can come up with another way to give them the information. Remember, watch the time!

Arriving at Le Voleur's Villa

As soon as the PCs find Le Voleur's villa, they are confronted by 100 Roman soldiers. Le Voleur (posing as the wealthy merchant Severus Vollor) warned soldiers that he may be visited by some unwelcome guests sometime during his stay in Rome. The soldiers willingly obey Le Voleur because he has so quickly befriended
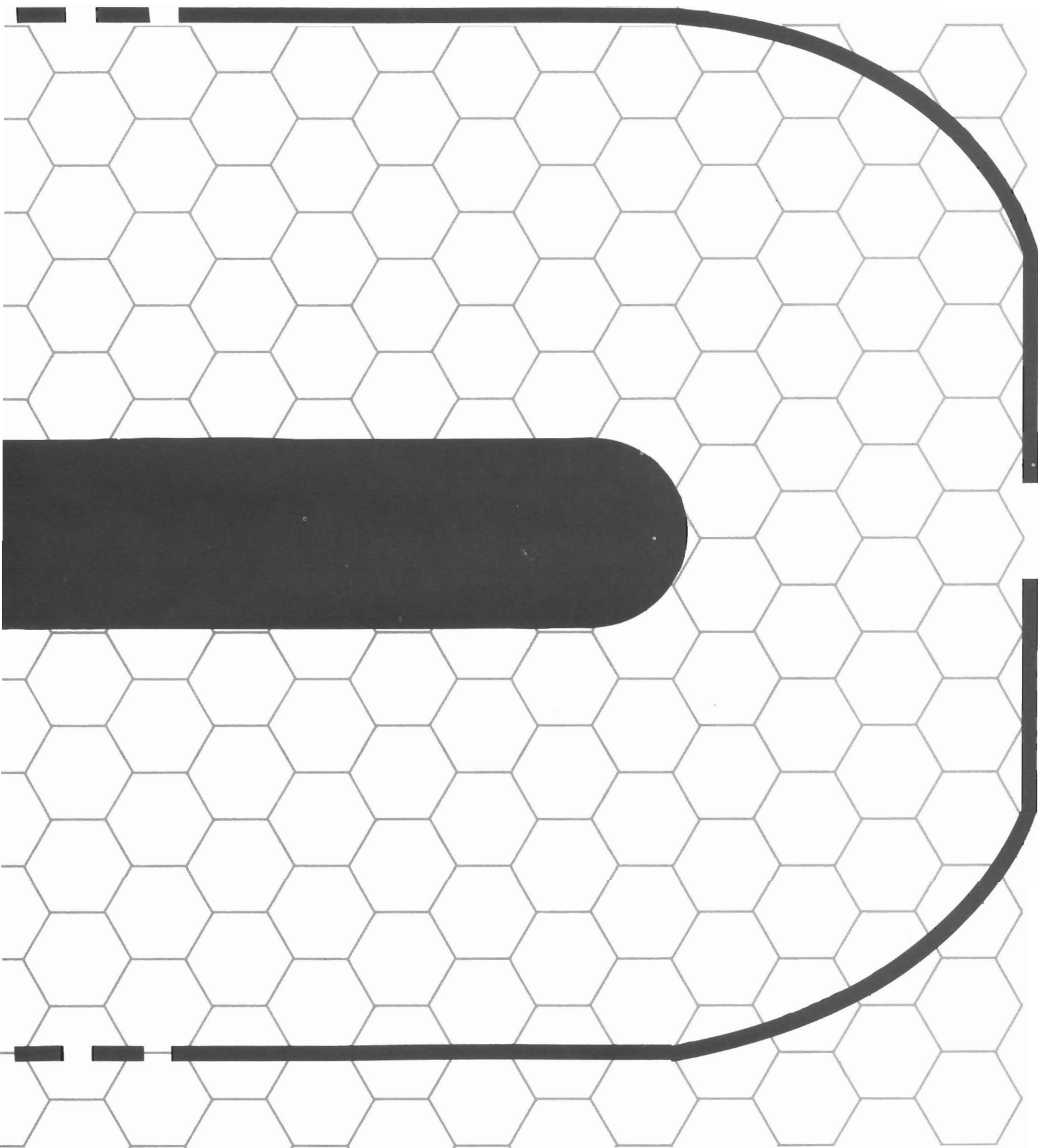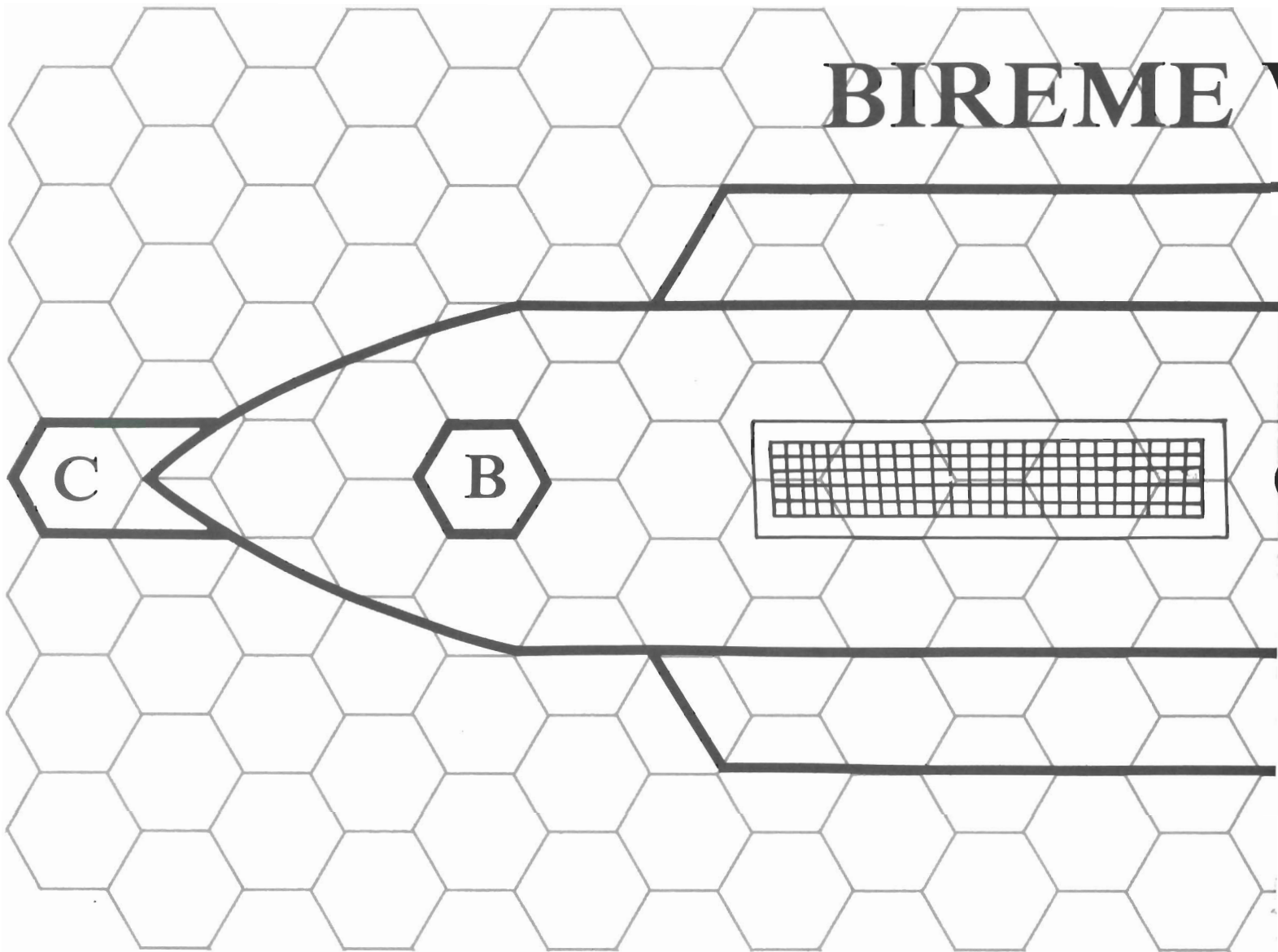
WARSHIP

A

4

3

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1

BIREME

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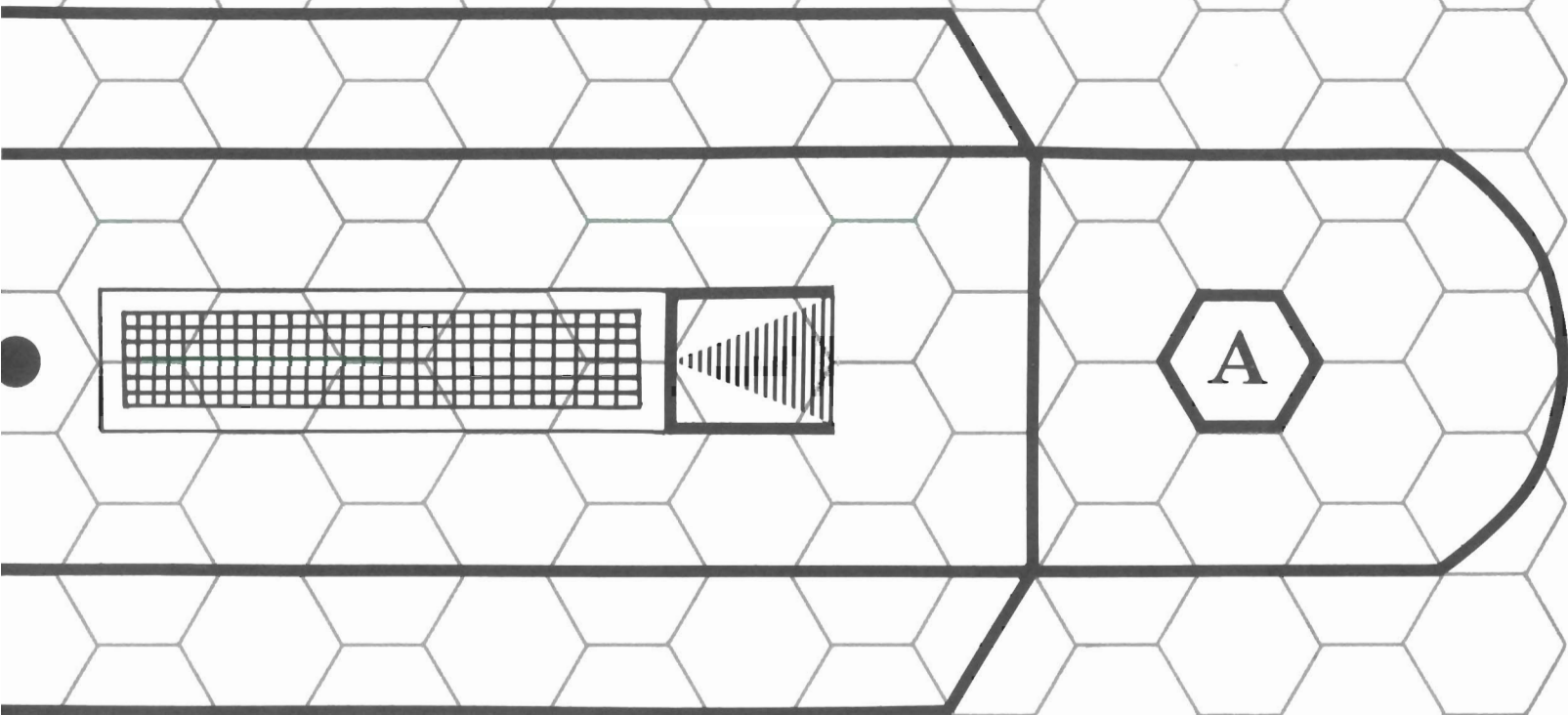
Octavian over the past several days. Le Voleur told the soldiers to be on the lookout because he wasn't sure he'd be able to keep Time Corps agents off his tail.

Neither Le Voleur nor the Demoreans see the PCs when they approach the villa. The soldiers do their job well; they haul the PCs off to jail within minutes.

If the PCs have split up, any PCs who aren't arrested at the villa are picked up as spies and tossed into the slammer with the rest of the PCs. In any case, all of the PCs should be brought together in jail.

Escaping PCs

Although the Romans are experts in handling prisoners, some of the PCs may be able to escape. However, they may have to use some technological weapons. You don't have to role-play this situation. Instead, if a PC states that he wants to use a technological weapon, allow the PC to make a general Luck Ability check (base on 1/3 of his Luck Ability score). If the check passes, the PC escapes.

If a PC escapes, he can't learn any other information while in Rome except that the other PCs were taken to the jail near the Julian Arena, where all prisoners are forced to take part in chariot races. The free PC may then attend the games in the arena; he may also take part in the games, if he wants.

CHARIOT RACES

CM's Notes

As soon as the PCs are taken prisoner, they are led to a jail near the Julian Arena. The guards there tell the PCs that each of them must drive a chariot in a race. Any PC who wins his race is freed, but must stay in the arena to watch the rest of the competition. All of his possessions are returned to him, and he is rewarded 10 gold shekels ($2,000). A PC who doesn't win must fight either a gladiator or a wild animal. A PC who wins his fight is then freed.

Julian Arena

Use Map C for these races. The Julian Arena is one of the smaller arenas in Rome, as it is not a public arena. Most Romans who attend the games here have been invited. The arena is located on the outskirts of the city.

Seating for nobles and special guests face the starting line (marked with an 0 along the south side of the arena). Openings beneath these stands hold chariots, stables, and spaces for the drivers. Across the arena from the starting point are the prison cells, animal cells. Both gladiators and wild animals are released from these cages.

Arches stand on the east and west ends of the arena. Large, movable panels of wood normally block these arches during competition. There is space enough for one person to slip through the arches during battles, and the arches are guarded only from the inside.

A central spine (represented by two rows of hexes on Map C) divides the arena for chariot races. The wood and marble spine is made of several sections that can be taken apart and removed from the arena for gladiatorial and animal combat. While chariot races are taking place, 50 archers stand guard along the spine.

Each track and chariot are usually associated with a color (red, blue, green, or yellow). Many Romans who bet on these races (a great deal of money changes hands during these races!) make their choices based on these colors. Of course, if a participant looks unusually mean and ugly. . .

Setting Up for the Chariot Races

You can use the chariot counters from the TIMEMASTER™ game for the races, but you should ignore all of the numbers on the counters. Use the letters on the counters to differentiate between chariots. PCs and NPCs in a race should place their own counters underneath their chariot counters.

There are four separate tracks in the arena. The hexes are aligned differently in each track. Movement

through a track is from hexside to hexside. Although the tracks are sanded and marked, PCs don't have to stay within the tracks during the race. The hexes are used for determining movement per round.

PCs may choose whatever color they wish, except red, which is always reserved for NPCs. Romans have a fierce devotion to the color red.

How you set up the races depends on how many PCs are involved in the adventure. You can have one PC race against three NPCs in a race, or you can have more than one PC in each race. Remember that even if there's more than one PC in a race, only one person can win each race.

During the race, you can let the PCs who aren't involved in a race run the other NPCs' chariots. Remind the PCs that the NPCs who take part in these races are ruthless and cunning men. They are just as desperate to win as are the PCs.

Each race can last for as many laps as you want, but three laps is probably the best duration. It should take about 10 minutes to run each race.

Chariots

Chariots are two-wheeled open vehicles pulled by four horses. The chariot has room for one driver, but another person may ride behind the driver (if he hangs on!)

Each of the chariot's wheels is outfitted with blades (called scythes) that jut out from the wheel. These blades are used for damaging other chariots in a race. Any driver who intentionally uses these blades to injure another driver's horses will be very quickly executed.

Each chariot can take 60 points of damage before it's totally ruined. Once a chariot's points go below 0, the chariot stops in its current hex (see the rules for Wrecks below if this situation arises).

Chariot Drivers

The NPCs taking part in the race use the following statistics:

STR	50	DEX	55	AGL	55
PER	35	WPR	50	PCN	50
STA	45	Unskilled	Melee: 53		
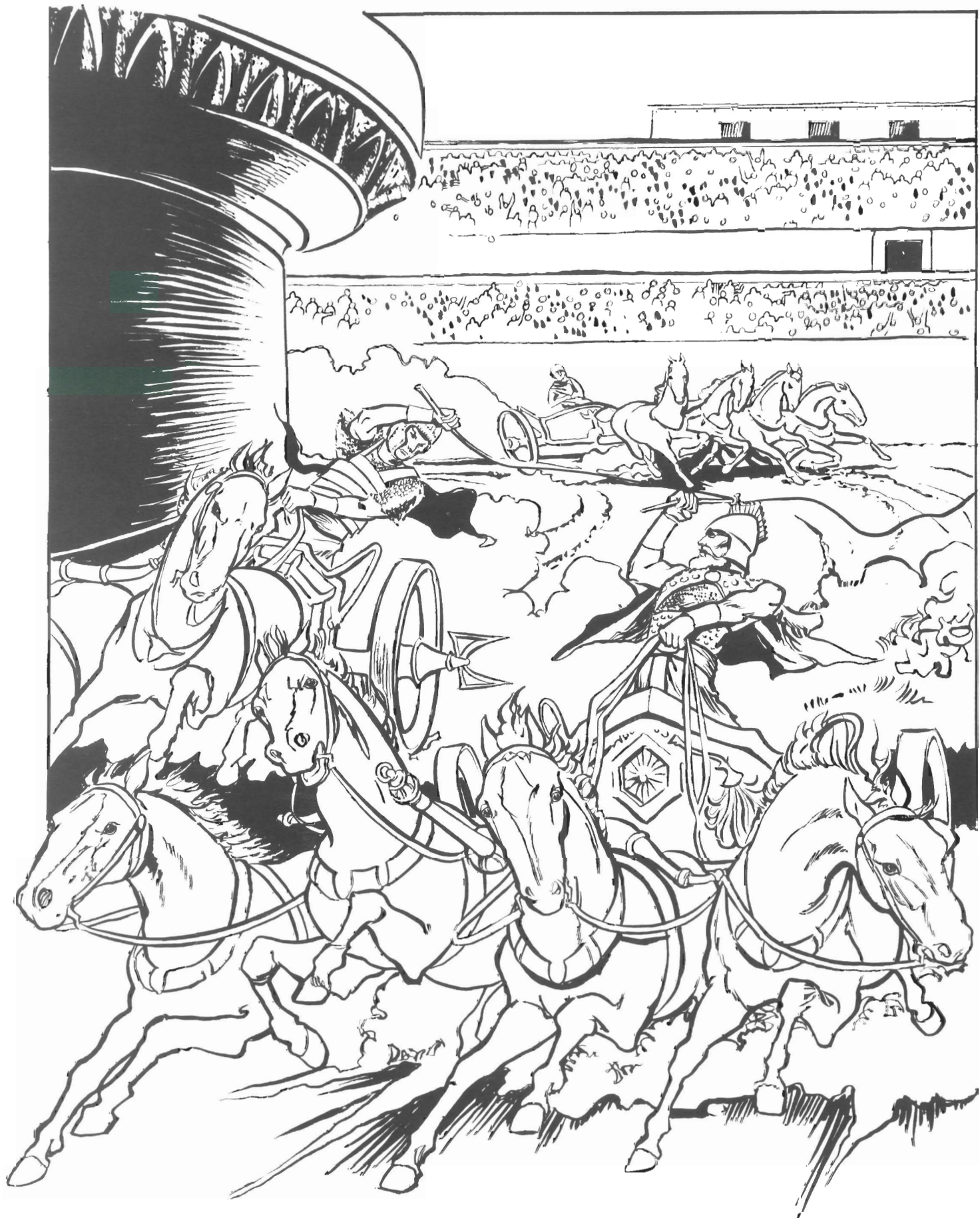
Current Stamina:
Wounds: 000000000000
Skills: Bullwhip* 84 (EX); Dagger 83 (EX); Equestrian 79 (EX).
E/W/A: dagger; short whip; leather armor (AR 10); helmet (AR 30).

* NPCs who have Bullwhip skill use only the smaller whip in this adventure. See "Using the Whip" below for details.

Each PC driver is also given leather armor (AR 10, abdomen to neck only), a helmet (AR 30), a short whip, and a dagger.

Starting the Race

All chariot races are measured in 5-second rounds.

First, all characters in the race should choose a starting position noted by the marked hexes: red - X; green - 0; yellow - *; blue - #). Both PCs and NPCs then place their counters in their positions.

For the actual race, follow these steps:

1. The participating players (representing PCs and NPCs) roll initiative for the drivers. You may control a driver too, if you want. The driver with the highest number goes first. Whoever has the second highest number goes second, and so on.

2. In the order just determined, each driver makes a percent roll. The driver then looks at the Chariot movement Table below and locates the row that coincides with his dice roll. Then he checks the corresponding row in the Movement column. This number is the maximum number of hexes the driver can move in his track this round.

CHARIOT MOVEMENT TABLE

Percent Dice Roll	Movement Per Round
01-40	3 hexes
41-70	4 hexes
71-90	5 hexes
91-99	6 hexes
100	7 hexes

A driver doesn't have to use all of his movement in a round, but he must move forward at least 1 hex each round (if possible).

If for some reason a driver can't move forward in a round, he must change lanes. A chariot could be kept from moving forward by another chariot that hasn't moved, or by a wreck. When a driver changes lanes, he automatically uses up 2 hexes. When a driver changes lanes, he may move backward, but the move still costs 2 hexes. In this case, the driver must still be able to move forward 1 hex in the round. If a driver is kept from changing lanes or moving at all in a turn, his chariot is wrecked (see Wrecks below).

Drivers can also move backward in their own lane, but only at a cost of 2 hexes. Treat all other lane changes as normal forward movement.

Running Over Another Character

No chariot can move through a hex occupied by another chariot or by a wreck. However, a chariot can move through a hex occupied by a character who is on foot. In this case, the character has been run over and takes catastrophic damage (100%— if still alive). If the character in the hex is alive and conscious, he can move out of the way of the approaching chariot (but still stay in the hex) by passing a general Agility check. Then the character is unharmed. He may then escape (see Escape from the Arena below).

If a conscious character doesn't pass this check, however, bammo! The chariot driver must then pass a general Agility check to stay in the chariot when he hits the other character. If the driver fails this check, he is thrown from the chariot.

If a driver is thrown from a chariot, he must make a general Dexterity check. If the check fails, the driver gets tangled up in the reins and is pulled along by the horses. For purposes of Stamina loss, the driver has fallen 20 feet. The horses drag the driver for 1d10 rounds before being stopped by the handlers. A driver being dragged around the track by horses takes 1 wound per round (after the first round).

If the driver passes his Dexterity check, he is able to free himself from

the reins, but he still takes damage as if he has fallen 20 feet. The driver may then get out of the way of the race as described below in Escape From the Arena.

When a driver is dragged by horses, his counter is placed in the hex behind his chariot counter. If another chariot enters the hex where the driver is, the driver is instantly killed by the horses' pounding hooves. (Luck checks still apply for PCs, however).

Escape From the Arena

For one reason or another, a character may find himself on foot in the arena tracks. It takes him 1 round to move to the exit nearest his current position. The character can do this in the next round.

When making such a move, the character may go to the nearest hex marked with an X. These hexes represent exit points. The character may then leave the arena in the next round.

NPC chariot drivers will try to run over any PCs who are trying to leave the arena on foot during a race.

Wrecks

If a chariot driver wrecks his chariot, first replace that character's chariot marker with a rout marker from the boxed game. The chariot automatically stops.

In a wreck, the horses break free of the chariot and charge forward. The handlers stop the runaway horses and take them out of play. The horses don't affect any other chariots.

The driver of a wrecked chariot doesn't get off so easy. He is thrown into a forward hex. Roll 2d10 and check the Thrown Driver Table to see where the driver lands.

THROWN DRIVER TABLE

Dice Roll	Driver Lands in the
1-10	Hex directly ahead
11-15	Hex ahead and to the right
16-20	Hex ahead and to the left

To determine what kind of damage a thrown driver takes, roll percent dice to find the Attack Margin. Use the driver's current Stamina for the Defense Column. Then apply the damage result from the Armed Combat Table. If the driver is still conscious, he can try to escape.

If the hex into which a driver is thrown contains an arena wall section or spine section, the driver hits that obstruction and bounces into the hex ahead of the wrecked chariot, taking additional damage (as if he fell 20 feet).

If the driver is thrown into a hex containing another chariot, he must make general Agility and Dexterity checks. If he passes these checks, he lands in the other chariot. If the driver of this chariot is a PC, he can carry the "freeloader" at no penalty to his movement. The riding character can't use any weapons or whips. If the characters involved in this little tango are NPCs, the driver and rider start fighting with daggers. During this fight, the horses automatically move the chariot forward 3 hexes per round, staying in the same track unless forced to change lanes. The winner of the fight keeps the chariot; the loser ends up out on the track.

Racing Tactics: Ram

When a driver passes another chariot, he may try to ram that chariot, forcing it to (a) hit a wall or spine section, or (b) change lanes, falling back a space and losing hexes of movement (if the rammed chariot hasn't moved yet in that round).

A ramming driver must be behind the chariot he wants to ram. He must also have enough hexes in movement to pass that chariot. Finally, the ramming driver must make a Ramming call before performing the action, and he must give up 1 hex of his movement to ram.

For purposes of determining the outcome of a ram, the ramming driver is called the attacker and the rammed driver is called the defender. After the attacker calls for a ram, he and the defender make simultaneous general Driving checks (see page 29

of the *Travelers' Manual*). The attacker immediately reduces his number of movement hexes by 1. Then check the options below:

1. If the attacker fails the check: The ram attempt has failed. Movement continues normally.

2. If the attacker passes the check: Find the difference roll for the check. Locate this number on the ranges under Attack Margin on the Action Table. Write this number down.

3. If the defender fails the check: If the attacker passed this check, the ram attempt now succeeds.

4. If the defender passes the check: Find the difference roll for the check. Locate this number on the ranges under the Defense Column on the Action Table. Cross-index this number with the number the attacker found in option 2 above. If the result key has an "H," "C," or "K" result, the ram attempt succeeds.

If the ram attempt succeeds, the defender must change lanes, moving backward 1 hex (away from the hex). Then he must move straight back 1 more hex.

If the lane change is blocked by a wall or spine section, the defender must make a general Driving check. If he fails the check, he wrecks his chariot in that hex. If he passes the check, he drops back 2 hexes (with no lane change). All of this movement doesn't prevent the defender from moving normally when his turn in the round comes up.

If a ram forces a defender into changing lanes where he hits another chariot, the defender now becomes a ram attacker, and the new chariot becomes a defender. Nice twist, huh? All ram attacks must be resolved before you return to regular movement.

Racing Tactics: Scythe

When a driver wants to use his wheel scythes against another chariot, he must first make a successful ram attack, as explained above.

The attacker must call out if he is making a ram attack or a scythe attack. If he wants to use scythes, the attacker uses up 2 hexes of movement

in the process instead of 1.

The defender now calls out if he wants to "dodge" or "counter-scythe" the attacker. The results of the attack are determined by the defender's action.

If the Defender Tries to Dodge: follow the dice rolling procedure from the ram attack, and then check the following list of options.

1. If the attacker passes his check: the attacker has made a successful ram attempt, and the defender must make the appropriate moves. He must also roll 1d10 and subtract this number from his chariot's damage points (60). Then go back to regular movement.

2. If the attacker fails his check: The attacker blows it. He loses 2 hexes of movement. Then go back to regular movement.

If the Defender Tries to Counter-scythe: follow the dice rolling procedure from the ram attack, and then check the following list of options.

1. If the attacker passes his check: Find the difference roll for the check. Locate this number in the ranges under the Defense Column on the Action Table. The number of the column is the number of dice the attacker rolls to determine how many points of damage the defender's chariot takes. Don't forget; the defender must also make the lane changes required when a ram attempt has succeeded.

2. If the attacker fails his check: The ram attempt fails, and the defender can reverse the situation. The attacker stops moving, and the defender can make his own scythe attack (now he becomes the attacker). The twist is, the new defender can't call for a counter-scythe; he must dodge.

The driver using the counter-scythe must wait for his turn in the round to make normal movement.

Racing Tactics: Whip

Drivers may try to use their whips on other drivers. The target of the attack must be ahead of the driver using the whip.
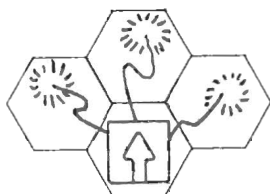
A driver who doesn't have Bullwhip skill can use 1/2 of his Dexterity score as a base for using the short whip.

Treat a whip attack as a missile attack. There is no range modifier, as the whip can only reach the three adjacent hexes ahead of the attacker.

Whip attack results are as given under Bullwhip skill in the Travelers' Manual (page 45), except that these whips cannot entangle.

GLADIATORIAL/ANIMAL COMBAT

PCs who don't win a chariot race must take part in some form of combat. They must fight either a gladiator or a wild animal. Read the following boxed text to the PCs who must fight.

Thousands of men, women, and children sit on the arena's marble benches. The bright afternoon sun sparkles off the silver sand of the oval bowl, which is now cleansed of the blood and wreckage from the chariot races. Shimmering waves of heat rise off the white sands of the arena floor, and canopies spring up among the crowd like mushrooms, shielding the fans from the sun's rays.

Hundreds of slaves move through the crowd, carrying food and drink. But the crowd is hungry for more than food. The ominous roar building in the arena makes it clear that they're thirsty for blood!

Sweat trickles down your neck as you watch the slaves take the central spine apart and carry it from the center of the arena. More slaves pour forth into the open space, smoothing over the sand.

The crowd is growing restless. Their growls mingle with those of the caged animals kept nearby—animals goaded to terror and rage by their handlers. Soon you will be

thrust into the arena to face. . . what? a man? or a starving, crazed lion? And this is entertainment?

CM's Notes

First, determine what a PC preparing for combat will face in the arena. Secretly roll percent dice. If you roll from 1 to 50, the PC faces a gladiator. If you roll from 51 to 75, he faces a lion. If you roll from 76 to 100, he faces a tiger. Don't tell the PC what he will face until you're ready to start the combat.

In preparation for his fight, a PC may arm himself in the same manner as the two gladiators listed under NPC Statistics. Tell the PC what kind of armor and weapons each of the gladiators has, and then let him choose. If a PC arms himself as Retarius, then (if he faces a gladiator), use Samnite as his opponent, and vice versa.

If a PC refuses to enter the arena, a group of eight guards tosses him in anyway. If the PC is in the arena but refuses to fight, the guards draw their bows and shoot at the PC until he decides to fight or until he is slain.

It's up to you to decide if these fights are to the death or to "first blood." (Arena combat in Rome at this time was not the scene of bloody depravity that it was under Nero. There still existed some sense of order to the combat.)

If characters are fighting to first blood, the winner is the first character to inflict three or more wounds on his opponent. When fighting to first blood, however, PCs must fight more than once. In fact, to be freed, they must win two of three matches. A PC doesn't have to fight three matches consecutively, but he does retain any wounds, and he faces fresh opponents all three times.

If a PC is fighting an animal, the first thing the terrorized animal does upon being released in the arena is try to escape. Once it realizes it's cornered, however, the beast attacks the PC. As soon as an animal has three wounds, the PC can kill it easily (as if the beast were unconscious).

If a PC is fighting a gladiator to the

death, he needs only one victory to be freed. If a PC loses, allow him a Luck check. Other victorious PCs can claim the slain PC's body outside the arena.

Once a PC wins his battle, he is free and all his possessions are returned to him. He must stay in the stands, however, and watch the rest of the battles.

Hints for the PCs

If a PC has Sword skill, he should arm himself as Samnite, while a PC with Net skill should go with Retarius. If a PC has neither skill, he must take his chances.

NPC Statistics

Samnite (gladiator)

STR	55	DEX	55	AGL	55
PER	40	WPR	60	PCN	55
STA	55	Unskilled		Melee:	55

Current Stamina:
Wounds: 0000000000000
Skills: Sword 70 (SP); Dagger 70 (SP); Dagger (thrown) 85 (EX).
E/W/A: mail (right arm/shoulder, AR 45); metal plates (knees to ankles, AR 60); helmet (AR 30); shield; shortsword; dagger.
Description: Samnite carries a shield on his left arm. He keeps his dagger in a sheathe on his waist. See page 13 of the Guide to the Continuum for an illustration of a gladiator armed like Samnite.

Retarius (gladiator)

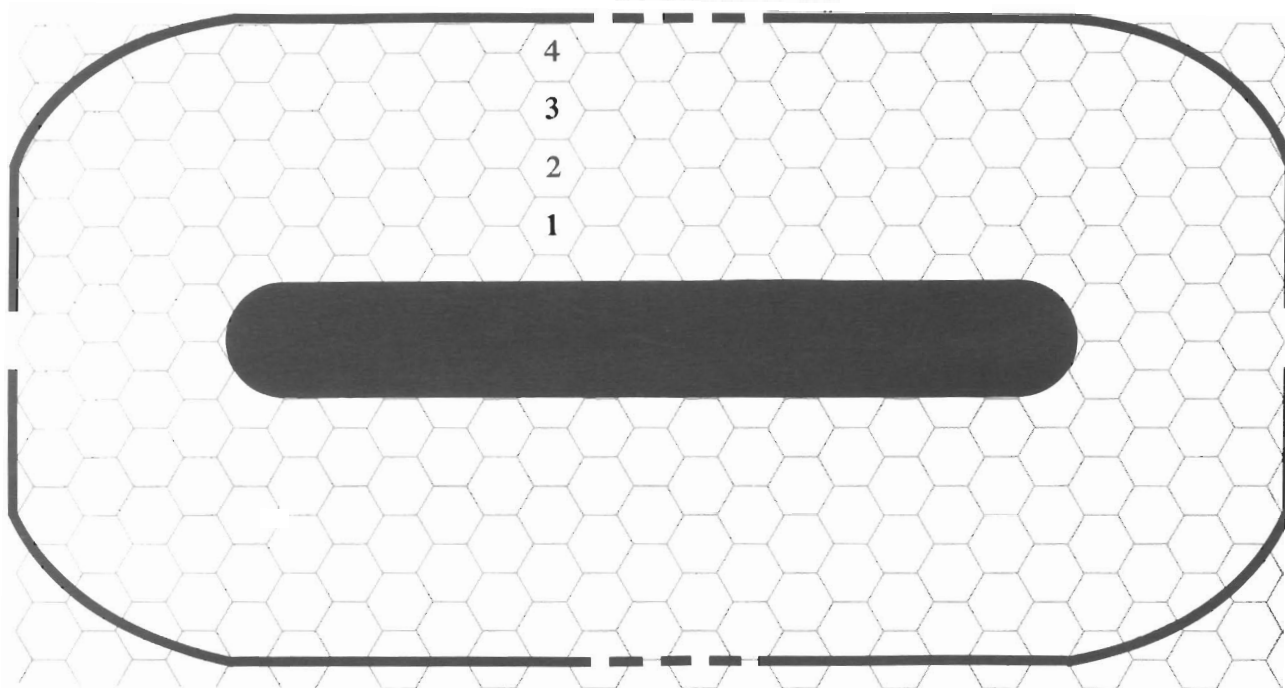| STR	60	DEX	60	AGL	60
PER	45	WPR	50	PCN	55
STA	50	Unskilled		Melee:	60

Current Stamina:
Wounds: 0000000000000
Skills: Polearm (trident) 75 (SP); Net 75 (SP).
E/W/A: studded leather (left arm/hand/shoulder, AR 15); leather abdomen (AR 10); leather armor (knees/ankles, AR 10); mail (right arm/hand, AR 45); trident (spear).
Description: Retarius wears his net

JULIAN ARENA

on his left side. He carries his trident with his right hand. He wears no helmet.

Lion

STR	90	DEX	—	AGL	60
PER	—	WPR	40	PCN	60
STA	90	Attacks:	2/75%		

Current Stamina:
Wounds: 0000000000000000
Description: The lion is a large, fierce cat that can bite and strike with a claw each round. Any lion entangled in a net can still strike once per round with its rear claws. A PC attacking an entangled lion can strike at 100 (unless his Skill score is higher). It takes a lion 3 rounds to free itself from a net.

Tiger

STR	90	DEX	—	AGL	75
PER	—	WPR	50	PCN	60
STA	80	Attacks:	2/83%		

Current Stamina:
Wounds: 000000000000000
Description: The same restrictions that apply to an entangled lion apply to the tiger, except that it takes a tiger only 2 rounds to free itself from a net.

PART V: Saving Octavian

In this section, the PCs must find their way back to Le Voleur's villa from the Julian Arena. Once there, they must prevent the murder of Octavian. To do so, the PCs must defeat Le Voleur, a group of Demoreans, the robot Octavian, and several Roman guards.

1. RETURNING TO THE VILLA

CM's Notes

Since the PCs were taken to the outskirts of Rome in Part IV, they must now find their way back to Le Voleur's villa. If the PCs took careful note of the location of the renegade's villa, they can find it easily.

You may, however, want to slow the PCs down a little, particularly if they are well ahead of schedule. A list of NPC encounters is provided for such a situation.

NPC Encounters

1. Beltrox, Drunken Barbarian

STR	65	DEX	50	AGL	50
PER	80	WPR	40	PCN	40
STA	55	Unskilled	Melee: 58		

Current Stamina:
Wounds: 0000000000000
Skills: Sword 88 (EX); Equestrian 115 (MS); Shortbow 65 (SP); Outdoor Survival 55 (MS).
E/W/A: dagger; leather armor (AR 10); denarius.
Description: Beltrox is a huge babarian from the north. He loves wine, food, and the ladies. He works odd jobs, mainly as a bodyguard or mercenary. He's roaring drunk when he runs into the PCs, and he tries to borrow money from them. If the PCs refuse, he gets quite angry, but he doesn't attack. If the PCs treat him right, he will help them find their way back into Rome.

2. Bukovus, Arrogant Slavemaster

STR	35	DEX	40	AGL	50
PER	26	WPR	30	PCN	40
STA	35	Unskilled	Melee: 43		

Current Stamina:
Wounds: 00000000000
Skills: Dagger 98 (MS); Dagger (thrown) 68 (EX); Bullwhip* 97 (MS); Stealth 60 (SP).
E/W/A: two daggers; bullwhip*; purse (with one silver talent); two rings (each worth 1 silver talent); necklace (worth 1 silver talent); silk clothing (worth 1 silver talent).
Description: Bukovus is a universally disliked man. He is arrogant and abusive toward any PC who is not obviously wealthy or powerful. He uses his whip freely.

* Bukovus cannot use his bullwhip as outlined under the Bullwhip skill in the Travelers' Companion. In this case, the weapon only gives "L" results, and it cannot entangle.

Bukovus is accompanied by three NPCs. One is a beautiful, dark-haired girl with brilliant blue eyes. Bukovus holds her by a chain fastened tightly to her neck. The girl has obviously been mistreated; Bukovus strikes her at least once while in the PCs' presence. The PCs have no legal right to interfere in her plight.

The other two NPCs are slave bodyguards. Their statistics are listed below:

STR	45	DEX	45	AGL	45
PER	40	WPR	40	PCN	40
STA	50	Unskilled	Melee: 45		

Current Stamina: # 1
              # 2
Wounds: 0000000000000
          0000000000000
Skills: Short-handled Weapon 60 (SP).
E/W/A: club

3. Four Roman Soldiers

STR	45	DEX	45	AGL	45
PER	35	WPR	40	PCN	35
STA	40	Unskilled	Melee: 45		

Current Stamina: #1
              #2
              #3
              #4
Wounds: 0000000000000
         000000000000
         000000000000
         0000000000000
Skills: Sword 60 (SP); Polearm 60 (SP).
E/W/A: leather armor (body, legs, AR 10); helmet (AR 30); shield; spear; shortsword; dagger; red cloak.
Description: These soldiers have orders to look for an Egyptian prisoner who escaped from the arena. This search has nothing to do with the PCs, but the soldiers stop the PCs, checking those who are not obviously Romans. The PCs are suspect because of chain marks on their wrists and ankles. The soldiers are bored, but will cause problems if the PCs oppose them. If a PC fights these soldiers and loses, he gets tossed back into the Julian Arena.

4. Fulvia Procastinus, Shrill Housewife

All Ability scores: 45
Unskilled Melee: 35
Current Stamina:
Wounds: 00000000000
E/W/A: large clay cooking pot.
Description: Fulvia is a nosy, vindictive woman who hates people in general and foreigners in particular. If PCs try to question her, she lets loose with a violent verbal attack. She attacks any PC who looks foreign, screaming and racing toward him with her clay pot held high. Though Fulvia breaks the pot the first time she hits someone with it, it smashes into tiny bits. The first attack causes normal armed combat damage, however—that thing is heavy!

5. Cellicus, the Census Taker

All Ability scores: 45
Unskilled Melee: 45
Current Stamina:
Wounds: 00000000000
Skills: Dagger 60 (SP); Dagger (thrown) 110 (MS).
E/W/A: stylus (ink pen); inksack (with powdered ink); dagger.
Description: Cellicus is a pompous census taker for the Roman Senate. He stops the PCs, asking questions about parentage, birthdates, citizenship, and status. The law allows him to ask such questions, and he can call for assistance from Roman guards if
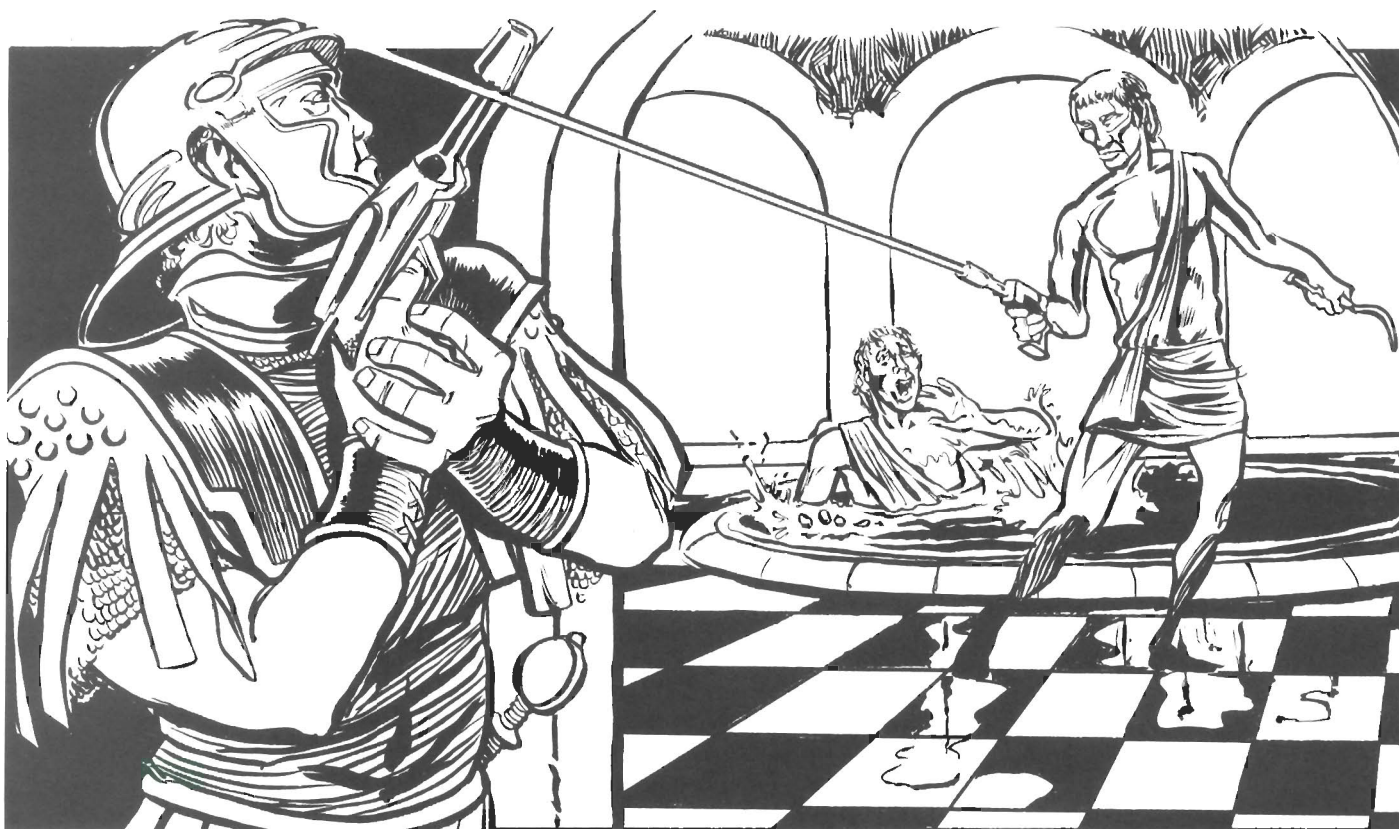
the PCs give him trouble. He accepts any answer given him; data is what counts, not truth.

A slave carrying parchment accompanies Cellicus. The slave runs away at the first sign of trouble.

6. Procurus, Shopkeeper

All Ability scores: 45
Unskilled Melee: 45
Current Stamina:
Wounds: 000000000000
Description: Procurus is talkative and friendly. He can't tell the PCs anything they don't already know, and he gets angry if they don't buy anything from him. If PCs attack or threaten him, he dashes into the street, flagging down a group of soldiers (see NPC encounter 3 above).

7. Callus Digitus, Thief

STR	35	DEX	70	AGL	65
PER	40	WPR	30	PCN	55
STA	45	Unskilled	Melee:	50	

Current Stamina:

Wounds: 000000000000
Skills: Disguise 70 (SP); Gambling 103 (MS); Theft 57 (SP); Dagger (thrown) 83 (EX).
E/W/A: two daggers.
Description: Callus is a simple street thief who tries to steal something from the PCs when they pass. If a PC passes a general Perception check, he catches Callus. Callus offers to perform any kind of favor for the PCs in return for his freedom. He can easily lead the PCs to Le Voleur's villa (he's cased the joint once or twice already).

2. SHOWDOWN!

CM's Notes

The same Roman guards that hauled the PCs off to jail in *Part IV* are still standing guard outside Le Voleur's villa, but this time they let the PCs enter. Convinced that the PCs have proved their worthiness in the arena, the guards are only too glad to let the PCs enter, although they do notify Le Voleur of their arrival.

If the PCs pretend they are wealthy Roman citizens calling for business reasons, Le Voleur may be fooled. The Demoreans, however, will be using their Telepathy PTs to sense the true reason behind the PCs' visit. The four Demoreans in the house have shape-shifted into servants. They do their best to remain in the background.

Le Voleur plans to murder Octavia in the courtyard sometime on the afternoon of February 5. If Le Voleur is already in the courtyard with the Consul when the PCs arrive, the PCs must act fast.

Eight Roman guards are on duty inside the villa. They attack on Le Voleur's orders only. (If you want, you may have the Demoreans use their Domination PTs on the guards, but you should keep an eye on the Demoreans' Willpower scores in this case.)

If a fight breaks out, Le Voleur orders the Roman guards to attack the PCs. He also commands the robot Octavian to attack. The Demoreans, of course, will also attack.

Le Voleur will try to escape if things

look grim, but the Demoreans, enraged that Time Corps agents have caught on to their plan, will fight viciously, most of them to the death. (Of course, one or two may try to escape; how you wrap up the battle is up to you.)

The real Octavian is under Stage 1 Domination by the Demorean Jora Cuuda (who has a current Willpower of 20 as a result). Jora is posing as the villa's major domo.

If the PCs meet Le Voleur when they first arrive, the renegade insists on showing them around his villa, accompanied by the robot Octavian. Le Voleur considers this another test of his robot; he wants another chance to gloat to the Demoreans over his technological triumph. (See the Villa key below for details about each room in the villa.) The PCs will probably notice that Octavian seems to be quite "jerky" and unnatural (see The Robot Octavian below for details).

If Le Voleur is with the real Octavian in the courtyard when the PCs arrive, the robot is hiding in the workshop. If Le Voleur conducts the grand tour for the PCs with the robot at his side, the real Octavian is kept bound and gagged in the workshop. Jora Cuuda stands guard over him.

Depending on how things are going, Le Voleur might try to sneak away from the PCs during his tour of the villa to quickly kill the real Octavian.

Villa Key (Use Map D.)

All doors in the villa, except the main gate and the doors to the workshop, are unlocked. There are no windows in the villa. Instead, the villa resembles a fortress built around a central courtyard.

Three sets of circular steps lead up to the villa's flat roof. A 12-foot-high wall encloses the roof, which is decorated with plants, trees, and ferns.

Main Gate: This massive double gate is made of wood and is bound by iron. Heavy metal bars block the gate from the inside.

Atrium: This area is the villa's en-

tranceway. Doors lead from this area to Guard Room 1, the Library, and to a small Cloak Room.

Cloakroom: The servants store cold-weather gear here.

Guard Room 1: This room is large enough for six guards. It holds extra equipment, armor, repair tools, food, and wine.

Storeroom 1: Food, rugs, tapestries, oil, torches, and clothing are kept here.

Kitchen: Ovens, stacks of food, spices, oils, knives, and other cooking and eating utensils are stored here.

Cooks' Quarters: The villa's two cooks sleep here. In the northwest corner of the room, a set of circular stone stairs leads up to an unlocked, wooden trapdoor. This trapdoor, which opens onto the roof, can be barred from the inside.

Servants' Quarters 1: Two servants can sleep in this room. The Demoreans Caddo and Laxum live here.

Servants' Quarters 2: The Demoreans Jora and Pidden sleep here. In the northwest corner of the room, a set of circular stone stairs leads up to an unlocked, wooden trapdoor. This trapdoor, which opens onto the roof, can be barred from the inside.

Slaves' Quarters: Ten household slaves (seven male and three female) share this empty room.

Guard Room 2: A small table, two benches, and some stores of food and wine are all that occupy this room. Two guards are normally on duty here.

Storeroom 2: This room is the same as Storeroom 1.

Baths: Marble benches line the walls of this large room, surrounding a deep pool of steaming water. Tiny instruments known as "strigils"

(scrapers) hang along one wall.

Bedroom 1: This room is decorated with several blankets, pillows, and tapestries. A set of circular stone stairs, located just outside this room, leads up to an unlocked, wooden trapdoor. This trapdoor, which opens onto the roof, can be barred from the inside.

Bedroom 2: This room is also decorated with blankets, pillows, and tapestries.

Bedroom 3: This large bedroom opens into the Library, the Courtyard, and the Workshop. This is Le Voleur's room.

Workshop: The doors to this room are locked. It takes a Strength of 150 to open the door that leads from the courtyard. It takes a Strength of 125 to open the door that leads in from bedroom 3.

Benches and tables loaded down with several pieces of electronic equipment fill this room. Much of the equipment appears to have come from different periods of history. On one table are the drawings for the Octavian robot. The word "finis" is scrawled across them in large letters. ("Finis" is French for "finished.")

If Le Voleur is showing the villa to the PCs, he passes by this room without comment.

Library: Small cubicles filled with scrolls are jammed into this room. A dozen oil lamps, hanging from the ceiling, light this large room.

Courtyard: A 10-foot-wide ledge hangs over the west, north, and east sides of this courtyard. Rows of pillars support the overhang, which looks out over the lush garden below. Trees, statues, and flower beds decorate the courtyard. A small pool lies in the center.

The Robot Octavian

Despite Le Voleur's insistence that this is one fine robot, the machine is

really pretty crude. It would certainly fool people from the ancient times, but to a Time Corps agent's eyes, something will seem quite wrong. The robot's movements sometimes look mechanical and jerky, although its speech pattern is quite fluid.

The robot has a special alloy casing and skeleton, making it immune to Time Corps stunners, pistols, and laser weapons. These weapons will damage the machine's exterior, however, exposing its metal underarmor. The robot is not immune to rifles or explosives. It operates on internal power and computers, but for complicated activities, Le Voleur operates it by radio control.

The robot has two important weaknesses:

1. Though it rolls for initiative in combat, it wins only when it rolls a 10.

2. The robot's arm, leg, and head joints are weak. PCs can pull the head, or an arm or leg, off the robot in 1 round, using the following method (which is known by all Time Corps agents):

The PC must have a Strength Ability score of 45 or higher. He must then gain initiative. Then he rolls a general Strength check. The robot rolls a general Agility check (against an Agility score of 40). If the PC's check passes and the robot's fails, the limb comes off.

The robot attacks twice each round, once with each arm (or leg). The roll is against 90. Use the Armed Combat Table to determine PC damage. The robot can kick with its legs twice in a round, but does so only if both its arms have been pulled off.

If the robot loses an arm, it loses one attack. If the robot loses both arms, it drops to the ground and attacks with its legs. If the robot loses a leg, it cannot move, but can still stand upright. If the robot loses both legs, the PCs automatically win initiative in further rounds. If PCs pull off the robot's head, the machine goes beserk, attacking any character (PC or NPC) within 10 feet (at a base chance of success of 50%).

Encounter Background

Significance Rating 300

NPC Statistics

Jora Cuuda Demoreans' Roman Team Leader

STR	60	DEX	60	AGL	60
PER	30	WPR	70	PCN	60
STA	50	Unskilled	Melee: 60		

Current Stamina:
Wounds: 0000000000000
Skills: laser Pistol 90 (EX); Martial Arts 78 (SP).
E/W/A: laser pistol.
PTs: Dimensional Travel (automatic); Shape Shift (automatic); Telepathy (automatic); Domination 54; Shock 65.
Description: Jora is the leader of the Demorean team in Rome. He and Le Voleur have argued over which one of them should kill Octavian, but the Demorean has agreed to let the renegade do it. Jora doesn't trust Le Voleur completely, and has been wondering if perhaps the whole plan might go perfectly if only Le Voleur were "eliminated." Also, Jora has been the most vocal opponent to the "robot" idea, and would rather keep Octavian alive just a little longer to see if Le Voluer couldn't be persuaded to let a Demorean shape-shift into the form of Octavian. Jora has the Roman Consul under Stage 1 Domination.

Caddo (#1), Laxum (#2), and Pidden (#3).
Demoreans' Roman Team

STR	50	DEX	50	AGL	60
PER	40	WPR	75	PCN	50
STA	60	Unskilled	Melee: 55		

Current Stamina: #1
              #2
              #3
Wounds: 00000000000000
        00000000000000
        00000000000000
Skills: Laser Pistol 65 (SP); Dagger 85 (EX); Dagger (thrown) 105 (MS).
E/W/A: laser pistol (one each); daggers (two each).

PTs: Dimensional Travel (automatic); Shape Shift (automatic); Telepathy (automatic); Shock 58 (#1, #3); Shield 58 (#1, #2); Demoralize 63 (#3).

Roman Guards (eight)

All Ability scores: 45
Unskilled Melee: 45
Current Stamina: #1
              #2
              #3
              #4
              #5
              #6
              #7
              #8
Wounds: 000000000000
        000000000000
        000000000000
        000000000000
        000000000000
        000000000000
        000000000000
        000000000000
Skills: Sword 60 (SP); Polearm 60 (SP).
E/W/A: metal plate armor (AR 60); helmet (AR 30); shield; sword; spear

The PCs will fail in this mission if the real Octavian is either killed or not returned to his rightful throne. In the event of such an outcome, read the players the failure result from the Historical Changes Chart below.

If the PCs are successful, but have been penalized for various mistakes, total the points the PCs have been penalized and roll a Significance Check as explained on page 16 of the TIMEMASTER™ *Travelers' Manual.* Interpret the result on the Historical Changes Chart below.

HISTORICAL CHANGES CHART

Difference	Result
Failure	The basic Demorean plan succeeds. The false Octavian manages to lose the Battle of Actium. Antony and Cleopatra return to Rome in triumph, but the Roman population rejects the Egyptian Queen. Antony cannot hold the throne, and civil war and revolts break out throughout the Empire. The Roman Empire is dissolved into petty squabbling states.

Europe is eventually conquered by the Moslems, 732-742 A.D.

400 or more	Roman engineers carefully study certain strange mechanical concepts which were first written about during the early years of Octavian's reign. Remarkable advances in military technology result. Rome becomes invincible; the Empire survives, conquering the known world by 1500 A.D. and eventually evolves into a peaceful, worldwide democracy which reverts to chaos during heavy industrialization in the middle of the 18th century.
300-399	Octavian's political position is weakened severely by widespread rumors of black magic practiced in the Imperial palace. Octavian is forced to make peace with Antony, who becomes co-regent, and whose family inherits the throne. Rome falls prior to the establishment of Christianity; Europe eventually becomes a Balkanized Islamic Empire which lasts into the 21st Century.
200-299	Octavian becomes obsessed with plots against his life and degenerates into paranoia. The Empire is shaken, but finally consolidated by and has its greatest age under Tiberius.
100-199	Students of history find that for a full century, a strange cult which worshipped "demons from beyond" and revered machinery of all types was a serious rival to Christianity in the Western Empire.
99 or less	Octavian becomes the great Emperor Augustus, as he should, but it is noted that he has a lifelong interest in mechanical devices.

This adventure hs an overall Significance Rating of 1000 points.

PART VI: Pregenerated Characters

Light Eagle Trainee/6

STR	70	DEX	75	AGL	55
PER	50	WPR	70	PCN	60
LUCK	40	STA	60		

Unskilled Melee: 63
Penetration Bonus: 15
Stamina Regeneration: 4
Wounds: 14

Background

Date/Birth: April 9, 1863	Education: Time Corps
Place/Birth: Dakota Territory	Sex: Male
Age/Recruitment: 16	Height: 5'8"
Current Age: 25	Weight: 145
Profession: Hunter/Warrior	Color Hair: Black
Nationality: Oglala Sioux	Color Eyes: Brown

Skills: Historical Specialty 80 (SP); Time Corps Stunner 90 (SP); Equestrian 90 (EX); Knife 93 (EX); Longbow 103 (EX); Outdoor Survival 87 (EX); Tracking 65 (SP).

Paranormal Talents: Paranormal Memory 44; Memory Restoration 43; Telepathic Probe 40.

Languages: Sioux; English; French

Light Eagle was injured while hunting buffalo. Time Corps agents found, healed, and recruited him. He especially enjoys going after renegades.

Louise Renoir Trainee/4

STR	60	DEX	50	AGL	65
PER	50	WPR	50	PCN	60
LUCK	60	STA	55		

Unskilled Melee: 63
Penetration Bonus: 10
Stamina Regeneration: 4
Wounds: 13

Background

Date/Birth: June 1, 1795	Education: Time Corps
Place/Birth: Marseilles, France	Sex: Female
Age/Recruitment: 28	Height: 6'
Current Age: 32	Weight: 135
Profession: Pirate	Color Hair: Brown
Nationality: French	Color Eyes: Blue

Skills: Historical Specialty 67 (SP); Time Corps Stunner 65 (SP); Wrestling 93 (EX); Sword 93 (EX); Equestrian 70 (SP); Knife 93 (EX); Knife (thrown) 110 (MS).

Paranormal Talents: Paranormal memory 37; Memory Restoration 43.

Languages: French; English; Spanish; Dutch; German; Italian.

Louise, a resourceful and striking woman, followed her sense of adventure quite early in life. She emigrated to the United States, where she served under the pirate Jean Lafitte against the British at the Battle of New Orleans. She doesn't like England or the English, but doesn't let it interfere with her duties.

Jiwan InDuna   Trainee/3

STR	60	DEX	50	AGL	65
PER	44	WPR	50	PCN	60
LUCK	40	STA	65		

Unskilled Melee: 63
Penetration Bonus: 10
Stamina Regeneration: 5
Wounds: 14

Background

Date/Birth: March 3, 1864
Place/Birth: Katoya, Natal, Africa
Age/Recruitment: 19
Current Age: 22
Profession: Warrior
Nationality: Zulu

Education: Time Corps
Sex: Male
Height: 6'3"
Weight: 205
Color Hair: Black
Color Eyes: Brown

Skills: Historical Specialty 62 (SP); Time Corps Stunner 65 (SP); Thrusting Spear 98 (EX); Rifle 65 (SP); Spear (thrown) 70 (SP); Outdoor Survival 105 (MS); Tracking 80 (EX).

Paranormal Talents: Paranormal Memory 37; Telepathic Sensing 37

Languages: Zulu; English.

Jiwan was born in southeast Africa and served Skaka King Ceteswayo. He fought the English at Islandhlwana and was wounded on the field. His life was saved by Time Corps agents involved in the battle. They recruited Jiwan shortly thereafter.

Judith Arbuthnot   Trainee/6

STR	50	DEX	70	AGL	60
PER	55	WPR	60	PCN	70
LUCK	60	STA	55		

Unskilled Melee: 55
Penetration Bonus: 5
Stamina Regeneration: 4
Wounds: 13

Background

Date/Birth: August 12, 2030

Place/Birth: London, England
Age/Recruitment: 24
Current Age: 28
Profession: Shuttle Pilot, British Space Forces
Nationality: British

Education: MA, Oxford; MS; MIT; Pilot/Captain RAF; Pilot/Lt. RSF
Sex: Female
Height: 5'8"
Weight: 130
Color Hair: Black
Color Eyes: Brown

Skills: Historical Specialty 80 (SP); Time Corps Stunner 85 (SP); Martial Arts 90 (EX); Piloting 122 (MS); Electronics 98 (EX).

Paranormal Talents: Paranormal Memory 44; Significance Sensing 48; Memory Restoration 48; Telepathic Sending 47;.

Languages: English; German

Judith was a pilot in the Royal Air Force (RAF), and was the first female British fighter pilot. Later she became a shuttle pilot for the Royal Space Force. She was rescued and recruited from her shuttle after the nuclear holocaust of 2054 destroyed England.

Alexandra Sukarov

Trainee/5

STR	60	DEX	65	AGL	65
PER	80	WPR	40	**PCN**	60
LUCK	50	STA	55		

Unskilled Melee: 63
Penetration Bonus: 10
Stamina Regeneration: 4
Wounds: 13

Background

Date/Birth: June 19, 1930
Place/Birth: Petrograd, Soviet Union
Age/Recruitment: 16
Current Age: 22
Profession: Partisan
Nationality: Russian

Education: Time Corps High School
Sex: Female
Height: 5'11"
Weight: 140
Color Hair: Brown
Color Eyes: Blue

Skills: Historical Specialty 65 (SP); Time Corps Stunner 80 (SP); Rifle (automatic) 80 (SP); Pistol 80 (SP); Military Leadership 75 (SP); Impersonation 77 (SP); Stealth 95 (EX); Dagger/Knife 78 (SP); Dagger/Knife (thrown) 93 (EX).

Paranormal Talents: Paranormal Memory 34; Telepathic Probe 43; Significance Sensing 38.

Language: Russian

Alexandra joined the Russian partisans fighting the Nazi invaders during World War II. She has joined the Time Corps to keep up her fight against regimented aggression. She is highly political, extraordinarily beautiful, and very deadly in a fight.

Andrew McTavish

Trainee/3

STR	70	DEX	45	AGL	60
PER	60	WPR	55	PCN	70
LUCK	65	STA	55		

Unskilled Melee: 65
Penetration Bonus: 15
Stamina Regeneration: 4
Wounds: 13

Background

Date/Birth: March 15, 1922
Place/Birth: Edinborough, Scotland
Age/Recruitment: 23
Current Age: 30
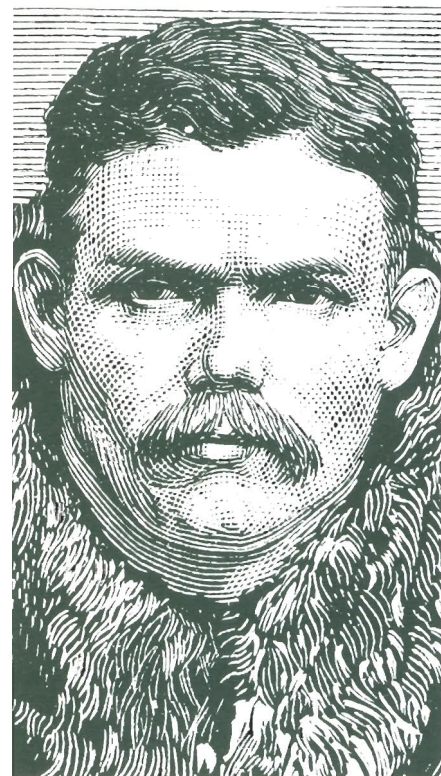Profession: Commando, British Army
Nationality: Scot

Education: High School
Sex: Male
Height: 5'11"
Weight: 175
Color Hair: Auburn
Color Eyes: Grey

Skills: Historical Specialty 78 (SP); Time Corps Stunner 58 (SP); Martial Arts 113 (MS); Advanced Self Defense 73 (SP); Pistol (revolver) 75 (EX); Automatic Rifle 60 (SP); Security Devices 75 (SP).

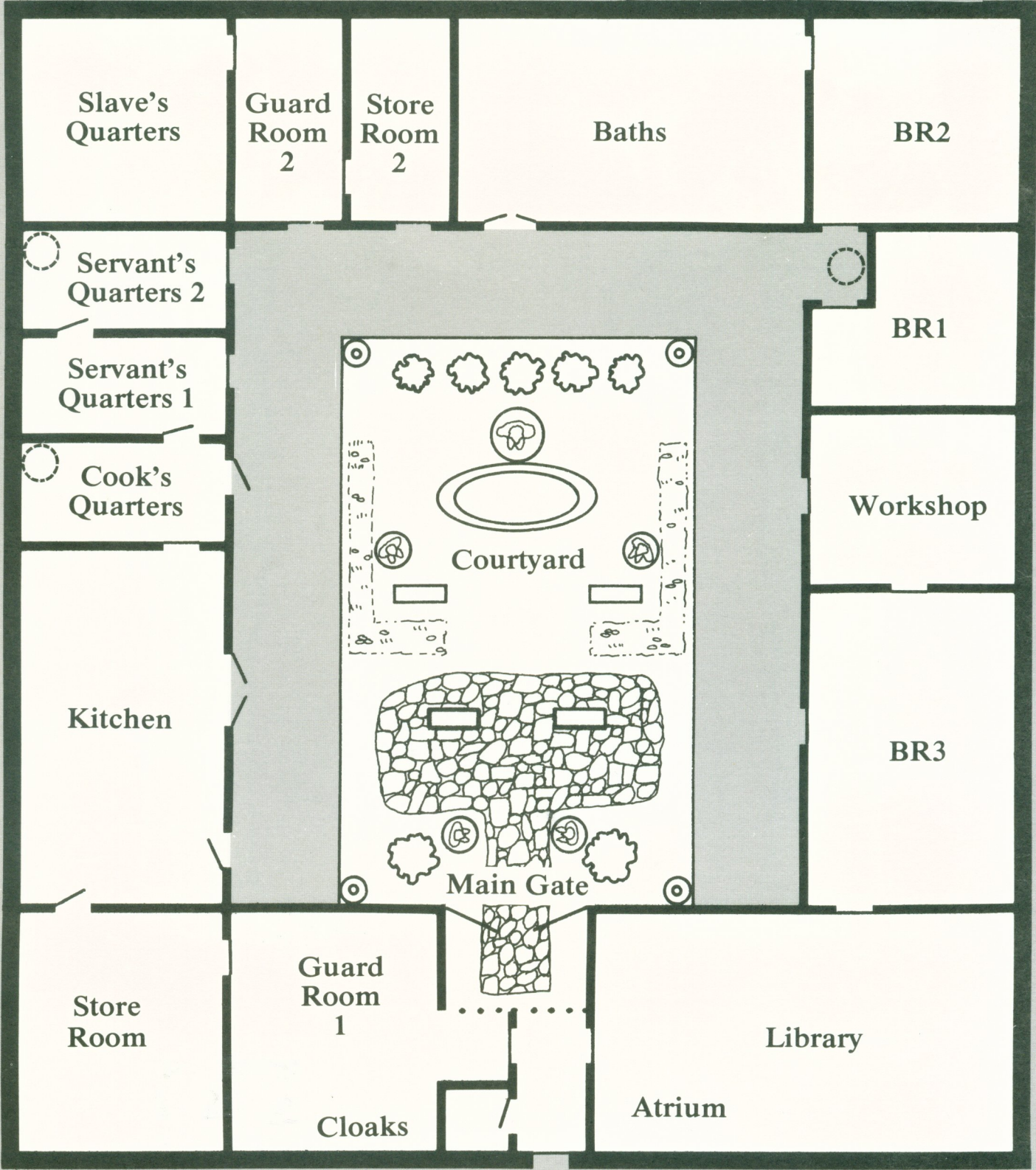Paranormal Talents: Paranormal Memory 42; Time Shift 40; Ignore Pain 58.

Languages: English; French; German.

Andrew joined the British Commandos at the outbreak of World War II. He rose to the rank of sergeant. When demobilized in 1946, he quickly became bored with civilian life. Contacted by the Time Corps in 1948, Andrew eagerly joined.

VILLA OF SEVERUS VOLLOR IN TARENTUM

Slave's Quarters	Guard Room 2	Store Room 2	Baths	BR2

Servant's Quarters 2

Servant's Quarters 1

Cook's Quarters

BR1

Workshop

Courtyard

BR3

Kitchen

Main Gate

Store Room

Guard Room 1

Library

Cloaks

Atrium

Door

Barred Door

Access Steps To Roof

Stone Urn

N

THE CLEOPATRA GAMBIT

By Ethan Sharp & Garry Spiegle

"Die, Egyptian!"

The barbarian gladiator steps toward your prone body, his muscles tensed in anticipation of the coming deathstroke. He thrusts at your throat; you roll left and swing your feet at his legs. The blade slashes your cheek, but your kick knocks the barbarian off balance. You stand, your world a kaleidoscope of pain, blood, and hot yellow sand.

In the arena seats above, a bored aristocrat fingers a Time Corps communicator—your communicator. If you should die in this arena; if he should discover the use of that technology. . .

This mission felt wrong from the start; you should have known it was a trap. The Demorean attack on the Egyptian village was too obvious. The ambush on Cleopatra's procession was too faint-hearted. And now, when you've finally discovered the Demorean secret, this gladiatorial "game" is too convenient.

The gladiator lunges and the crowd roars for blood. Time war is a deadly game, and this time the enemy is winning—thanks to the Cleopatra Gambit!

"The Cleopatra Gambit" is an exciting 32-page adventure for use with the TIMEMASTER™ game system. Inside, you'll find all the maps, historical background, characters, and encounters you'll need for hours of intrigue and adventure in the ancient Roman Empire.

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