

ROME

## TABLE OF CONTENTS

Eboracum	-3-
Characters of Note	-3-
Military	-3-
Merchant Quarter	-3-
Sages	-3-
Map of Iter Britanniarum	-4-
Surrounds	-5-
Lugdun Batavocum	-6-
Characters of Note	-6-
Military	-6-
Surrounds	-6-
Map of Western & Eastern Roman Empire	-7-
Trajectum	-8-
Characters of Note	-8-
Military / Palace Quarter	-8-
Characters of Note	-8-
Foreign Quarter	-9-
Merchant Quarter	-9-
Characters of Note	-9-
Inns	-10-
Magic Shops	-12-
Sages	-12-
Manor House	-13-
Residential Quarter	-15-
Surrounds	-15-
Gods	-19-
The Legion	-21-
The Party	-22-
Those who have moved on	-22-
Alignments	-23-

# EBORACUM



Eboracum is the capital and major military centre of the Roman province of Britannia Inferior.

Centred on a sizable stone fort, the attached civilian settlement is around 30,000.

The banners of the 6<sup>th</sup> Legion of Britannia Inferior fly from the battlements.

Recently, attacks on Eboracum have increased, with the Scots and Picts attacking from the North and the Saxons and Frankish raiders along the East coast.

## Characters of Note

[Trebellius Maximus](#) – Roman human male – Legate (Governor) of Britannia Inferior

[Nennius](#) – Romano-Briton human male – Commander of the 6<sup>th</sup> Legion of Britannia Inferior

## Military

The garrison is largely made up of ex-Legionaries and Auxiliaries of the 6<sup>th</sup> Legion of Britannia Inferior

XX – Roman Legionnaires (all retired from the 6<sup>th</sup> Legion of Britannia Inferior)

XX – Romano / Britons – Light Infantry / Archers

## Merchant Quarter

Eboracum has a small commercial quarter, although with the Roman pull out it is going through a bit of a down turn.

## Characters of Note

[Spiros](#) – Greek human male – sleazy merchant who deals in the more exotic merchandise.

[Tullius](#) – Romano-Briton human male – smith to the garrison. He served his apprenticeship to a well known weapon smith by the name of Alpicus (last seen leaving for the continent with Constantine).

## Sages

There are two sages in Eboracum.

[Alexis the Greek](#) – Greek human male

Major field: Humanoids & Giant Kind

Special Categories: Laws & Customs | Legends & Folklore | Language

Minor field: Sociology | Theology & Myth

[Sythas the African](#) – Nubian human male

Major field: Supernatural & Unusual

Special Categories: Dweomercraft | Divination | Planes – Astral, Elemental & Ethereal |  
Metaphysics

Minor field: Cryptography



## Surrounds

½ mile to the **North** of Eboracum is a villa owned by several of the current party members.

It has the following staff:

Steward – Bard	100 gp / month
Blacksmith	50 gp / month
Blacksmiths assistant	10 gp / month
Groom	15 gp / month
2 x Stable boys	16 gp / month
Cook	20 gp / month
3 x House maids	24 gp / month
2 x Gardeners	20 gp / month

**20 miles** to the **North** of Eboracum is the Roman way station.

**34 miles** to the **East** of Eboracum is the town of Hull. This is the closest port to Eboracum and was where the party took ship to the mainland.

**40 miles** to the **North** of Eboracum is Hadrian's wall. Fort Vitellus is the first fort that you come to.

Last seen operating within this area was a Romano-Briton Druid named Atrivates who is searching for the legendary hard of Goddodin.

**42 miles** to the **North** of Eboracum (or 2 miles North of Fort Vitellus) is Guilod's Tower. Reported to be home to a Pictish witch by the name of Guilod. There is a small underground complex beneath the tower.

**140 miles** to the **North** of Eboracum is the Antonine wall.

Whilst operating North of the Antonine wall, the party encountered Evil Party #1.

Party is currently made up of the following:

Phillis – ½ Elf Greek female Druid – shaved head & black bear animal companion

Leptus – Human male Barbarian – red beard

Angnot – Human male Cleric of Arawn – aristocratic

Glarandan – Elf male Wizard – appears to have some way of detecting invisible creatures.

Menon – Human North African male Psion (deceased)

Hudeoc – Human male Ranger / Assassin (deceased)

Jubar – Human Nubian male Monk (deceased)

Gataht – Goblin male Thief (deceased)

**175 miles** to the **South** of Eboracum is the city of Londinium. Population is rumoured to be around 100,000

There is a master weapon smith in Londarium called Atrobates.

# LUGDUN BATAVOCUM



Lugdun Batavocum is a coastal city at the mouth of one of the tributaries of the river Rhine. It has a population of around 15,000 and is dominated by a large Roman castellum.

It has a good harbour which is the home port to Rome's Channel fleet.

The banners of the 6<sup>th</sup> Legion of Germania Inferior fly from the battlements and vessels at anchor.

## Characters of Note

**Marcus Populus** – Roman human male – Commander of the 6<sup>th</sup> Legion of Germania Inferior

**Diodorus** – 13<sup>th</sup> level Roman human male Wizard – favours a green cloak

**Ordo** – Roman human male – Legate of Gaul

**Hagrim** – Dwarfven male Fighter

## Military

The Castellum is a typical Roman fort constructed from stone.

100 x Roman Vexillationes (elite heavy cavalry)

60 x Roman Legionaries (elite medium infantry)

140 x Romano / Gaul & Frankish warriors (medium infantry)

50 x Dwarf Warriors (medium infantry) – Lead by Hagrim

## Surrounds

**6 miles** to the **East** of Lugden Batavocum (on the road to Trajectum) is a twin towered fort – last report had it garrisoned by the following:

2 x Mountain Giants – Faskin (male) and his mate live in a cave 150' yards away from the tower.

4 x Firbolgs

3 x Formorians

There is a small herd (6 or so) of Centaurs who range in the area. They are led by Oriolanus the Eldar. There are about 30 Centaurs who range the surrounds of Trajectum. Oriolanus and Eviatrux ( a druid who lives in Trajectum) have someway of communicating.

A staff that was stolen by the giants in the twin towers was returned to Oriolanus recently by the party.

**6 miles** to the **East** of the Twin Towers is a silver mine. Until recently it was the home of the necromancer Hephor Apt, who was using undead to work the mine.

The party managed to take out Hephor Apt and his creatures although sometime later a colossal Purple Worm then took up residence.

The party then aided Faskin in destroying the Purple Worm.

10 miles to the North East of the Twin Towers is the Vitenum Badlands. This is the home of an orc tribe known as “the Bloody Hands”. They are led by an enormous Orc Fighter and his Drow mage girlfriend. They are rumoured to have trolls and ettins fighting with them.



# TRAJECTUM



Trajectum is a large city located on the southern bank of the river Rhine about 40 miles east of Lugdun Batavocum. It has a population of 40,000 (60% Romano / Gaul, 30% Franks and the remaining 10% non-humans).

Recently the city has seen an influx of refugees coming in (estimated to be around 8,000) trying to escape the recent unrest in the area. With the party recently defeating the hobgoblin threat, it is hoped that the refugee's will start returning to their farms soon.

Whilst part of the Western Roman Empire, Trajectum has a neutral attitude towards Lugden Batavocum and simply ignores Constantine at this time.

Trajectum is a walled city made up of four quarters.

## Characters of Note

**Arnulf** – 19<sup>th</sup> level Frankish human male Fighter – Duke (or Dux) of Trajectum and stands 6'8" tall

**Manlius** – Romano / Gaul human male – Arnulf's chief administrator

**Licinius** – Roman human male Cleric – High Priest of Jupiter

**Vitellus** – 14<sup>th</sup> level human male Cleric – High Priest of Mercury

**Tullius** – Human male Cleric - High Priest of Vulcan

**Wulf** – Germanic human male arcane spell caster

**Marcus** – 16<sup>th</sup> level human male Wizard

**Evicatrix** – 17<sup>th</sup> level Celtic human male Arch Druid

**Meagher** – 13<sup>th</sup> level Human male Druid

**Vedagh** – Elf Ranger – tends to frequent the Long Princess

**Timeon** – 7<sup>th</sup> level Greek human male Ranger – tends to frequent the Four Vagabonds

**Arioxus** – 14<sup>th</sup> level Gallic human male Ranger – lives outside of town, but can be contacted by Evicatrix.

## Military / Palace Quarter

Most of the Franks and their Roman allies reside in the Military / Palace Quarter, centred around Arnulf's palace. The buildings in this quarter are well maintained.

## Characters of Note

**Galba** – 4<sup>th</sup> level Romano / Gaul human male Fighter – Centurion in charge of training the Legion in Trajectum

**Vitus** – Human male Fighter – Optio who arrested Dell after his run in with members of Evil Party

120 x Roman Legionaries (elite medium infantry) – 12<sup>th</sup> Germania Minor Legion

200 x Frankish warriors (medium infantry) – from Arnulf's clan

4 x Cloud Giants

1 x Gold Dragon by the name of Priscus



## Foreign Quarter

The refugees and most of the non-humans reside here. It is crowded and somewhat run down.

## Merchant Quarter

Trajectum is a thriving centre of commerce and the town is currently going through an economic boom. The quality and variety of the shops is well and truly above anything the party has experienced to date.

## Characters of Note

**Lemnos** – 17<sup>th</sup> level Human male Wizard – able to craft wondrous items

**Durion** – 14<sup>th</sup> level High Elf male Wizard

**Filio** – 9<sup>th</sup> level High Elf male Fighter – longsword and mithril chain armour, prefers to fight on horseback

There are also 12 lesser wizards (ranging from 5<sup>th</sup> to 12<sup>th</sup> level) who can also be approached to do magic item creation work.

**Phillip the Inspired** – 8<sup>th</sup> level Romano / Gaulish human male Wizard - able to craft magic arms and armour. Favours Falermian wine (the 399 being his favourite) and tends to hang out at a wine shop owned by Danius Murphius

**Ormadz** – 8<sup>th</sup> level Persian human male Wizard

**Philocles** – 8<sup>th</sup> level Greek human male Wizard

Trajectum also has the following shops

1 x Alchemist	8 x Inns	5 x Scribes
2 x Armour smiths	6 x Leather crafters	6 x Sages
3 x Boatwrights	6 x Magic Supply shops	8 x Blacksmiths
5 x Fletchers	5 x Magic Item shops	4 x Tailors
4 x Healers	9 x Potion suppliers	8 x Toolmakers
6 x Horse dealers / stables	10 x General Traders (provisioners)	7 x Weaponsmiths
1 x Wine shop	4 x Second hand dealers	

**Merphius' Wines** – owned and operated by Danius Murphius. Holds a very good selection, including the excellent Falermian 399.

**Hyclades** – a Greek Wine and Spice dealer. Observed to have a good working relationship with Manlius.

**Ashen Phut** – an Egyptian Grain and Antiquities seller. Observed to have a good working relationship with Manlius.

**Edmund** – a Frankish slave merchant who specialises in Gladiatorial slaves. Observed to have a good working relationship with Manlius.

**Crocus** – a merchant who deals in silver and other precious metals. Friends with Manlius and appeared to be connected to the Necromancer / Silver mine.

**Maruc's Trade & Goods** – owned and operated by Maruc, a general merchant who deals with foodstuffs and hardware. Rumoured to be reasonably honest, but the party suspect him to be connected to the Necromancer / Silver mine.

**Exotic Animal Markets** – several traders who deal in exotic animals have formed a loose collective (stock exchanges every month or so).

Meschu – African human male

Orboges – Frankish human male – tends to sell animals from northern Europe.

## **Inns**

### **The Drunken Porcupine**

Run by an enthusiastic Half Orc named Gordus. It is a one story timber building (somewhat rundown). Accommodation is hammocks in the main room. The furniture is old but well crafted and the inn is popular with non-humans.

It is known for its oxtail, leaks, onions and carrot stew.

It has stables attached.

### **The Flaming Bridge**

Run by a humble ex-legionary named Polionarus. It is a one story timber building with large rooms and straw mattresses. It is known for its large collection of obscure animal and monster skeletons and is popular with off-duty soldiers of the garrison.

It is known for its sausages sautéed in sherry.

It has stables and bath house facilities attached.

### **The Green Sword**

Run by a somewhat persistent man named Allinex. It is a newish looking two story brick and timber building. The rooms are small with straw mattresses. Strangely, all doors in the establishment are painted red.

It is known for its beef and red wine pie

Allinex has a very strong dislike of Halflings.

### **The Four Vagabonds**

Run by a somewhat uncaring man called Vestus. It is a new two story brick building with a slate roof. The rooms are small with straw mattresses. It is famous for having beautiful prostitutes.

It is known for its lamb simmered in almonds and spice.

Several groups of adventures are known to stay here when in town:

#### Good Party

Loerex – Wood Elf male Ranger  
Valerian – Human male Bard  
Syphax – Human male Fighter  
Fiona – Half Elf female Wizard  
Ulle – Human female Monk (very unattractive)  
Dieter – Wood Elf male Cleric (worships Bridit)  
Harald – Dwarf male Fighter  
Hrolf – Mountain Dwarf male Cleric (workships Skodi)  
Sidney – Rock Gnome male Rogue  
Drusus – Human male Sorcerer

#### Evil Party #2

Duergar male Rogue / Assassin  
Goth human male Fighter  
Greek human male Psion  
Human female Wizard  
Human male Monk  
Half Elf male Cleric  
Human male Rogue

Evil Party #1 (page 5) stay here when they are in town.

Due to a minor altercation between the party and several members of Evil Party #1 recently, the party are no longer welcome at the Four Vagabonds.

#### **The Cranky Vicarius**

Run by a friendly chap named Balbu (although he doesn't like non-humans). It is a worn-in two story timber and stone building. Accommodation is cots in the main room and strangely the building has no windows.

It is known for its pork dumplings in meat sauce.

There are stables and bathhouse facilities attached.

#### **The Lonely Princess**

Run by a relentless man named Hamilar. It is an old two story building. Accommodation is cots in the main room and of note are the low ceilings (giving the place a claustrophobic feel).

It is known for the high quality of its wines.

Filio (see Characters of Note on page 9) is a regular here.

#### **The Toad & Hydra**

Run by a apathetic individual called Terrance. It is an old one story brick building. Accommodation is cots in the main room and has a remarkable collection of Roman and Greek statues.

It is renowned for the bizarre games that are played on the premises.

It is known for its rabbit in wine currant sauce.

There are stables and bathhouse facilities attached.

## The Knight & Traveller

Run by a generous man named Paulus. It is a worn-in two story brick building. Accommodation is small rooms with straw mattresses and has an exotic collection of weapons over the hearth and a reputation for stuffy and pompous patrons.

It is known for its pork meatballs in almond milk.

There are stable attached.

## Magic Shops

**Baphut's Magic Emporium** – rumoured to have several powerful items in stock. It specialises in scrolls, wands, staves & rods. The owner is an Egyptian and looks rather reptilian.

**Metallus' Shop of Wonder** – specialises in amulets, necklaces and the like, although currently seems fairly poorly stocked. The owner is an aristocrat from Rome.

**Cohen Brothers Wonder Merchants** – fairly well stocked and specialising in potions and miscellaneous magic. The Cohen brothers tick all the Jewish stereotypes.

The potions sold here are true magic potions, if you want something to remove warts, clean the house or make someone fall in love, then talk to one of the nine potion sellers that can be found in Trajectum.

Reputed to sell a fair bit of fake / faulty merchandise.

**Sigurd's Stall of Might** – run by a Dwarf, who oddly enough is called Sigurd. Fairly well stocked and specialising in all things armour and weapons.

**Elendil's Mart** – owned and operated by Elendil a camp as they come High Elf. It is very well stocked and specialises in bows and Elven magic.

Reputed to be expensive.

## Sages

There are six sages in Trajectum.

**Alexodorus the Greek** – Greek human male

Major field: Supernatural & Unusual

Special Categories: Metaphysics | Planes – Astral, Elemental & Ethereal | Heraldry, Signs & Sigils | Cryptography

Minor field: Demi-humans | Humanoids & Giant Kind

**Shapur the Persian**

Major field: Humankind

Special Categories: Legends & Folklore | Biology | Sociology

Minor field: Flora

### Delius the Roman

Major field: Humankind

Special Categories: Legends & Folklore | Biology | Sociology

Minor field: Flora

### Sellian the Spaniard

Major field: Flora

Special Categories: Weeds, Trees & Fungi

Minor field: Humanoids & Giantkind

### Sigmund of Germania

Major field: Physical Universe

Special Categories: Physics | Astronomy

Minor field:

### Tyrus the Syrian

Major field: Fauna

Special Categories: Amphibians, Crustaceans & Molluscs

Minor field: Demi-humans | Supernatural & Unusual

## Manor House

Located in the Merchant Quarter – owned by various members of the party.

8 x Bedrooms

Dining room

Indoor bath

Storage rooms

Kitchen

Large room – has been cleared out and being used as a weapons dojo

Large room – configured and equipped as Wizard's laboratory

Stabling for 18 horses

Servants Quarters for 20 servants

Cellar – 40' x 40' accessed via stairs in Kitchen

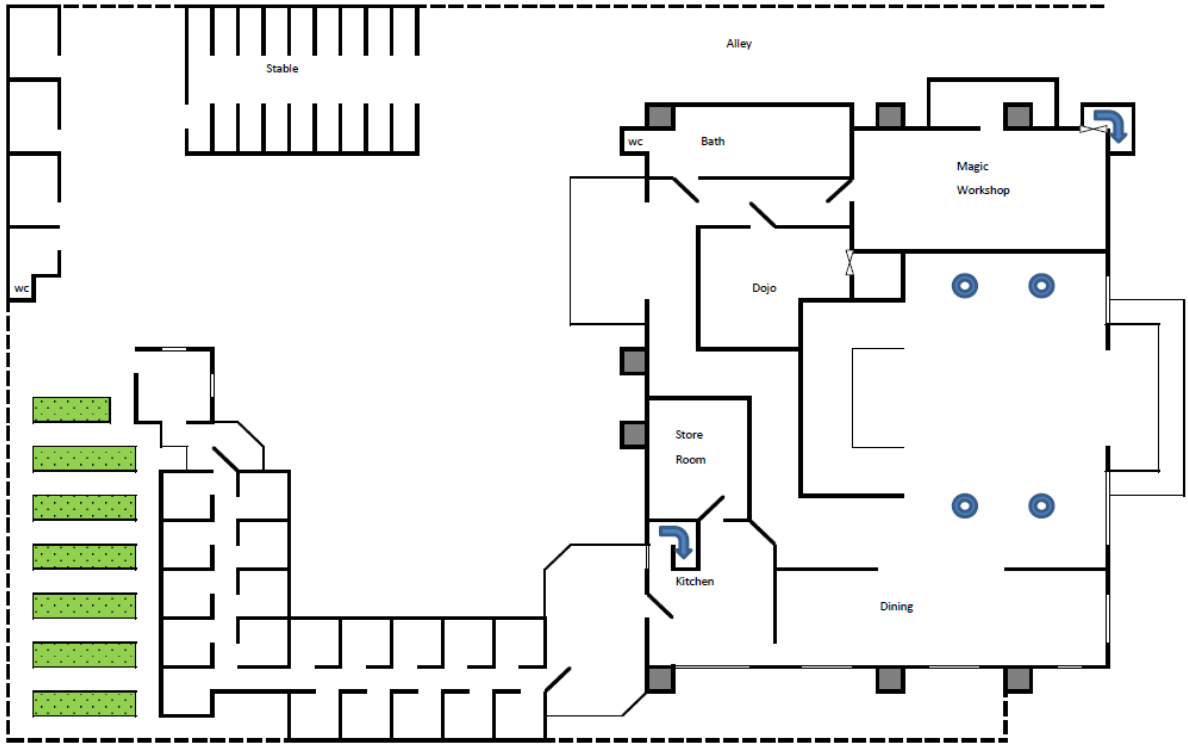
Balcony overlooking front of manor

Total cost to furnish was 1,500 gp (which was covered by Arnulf).

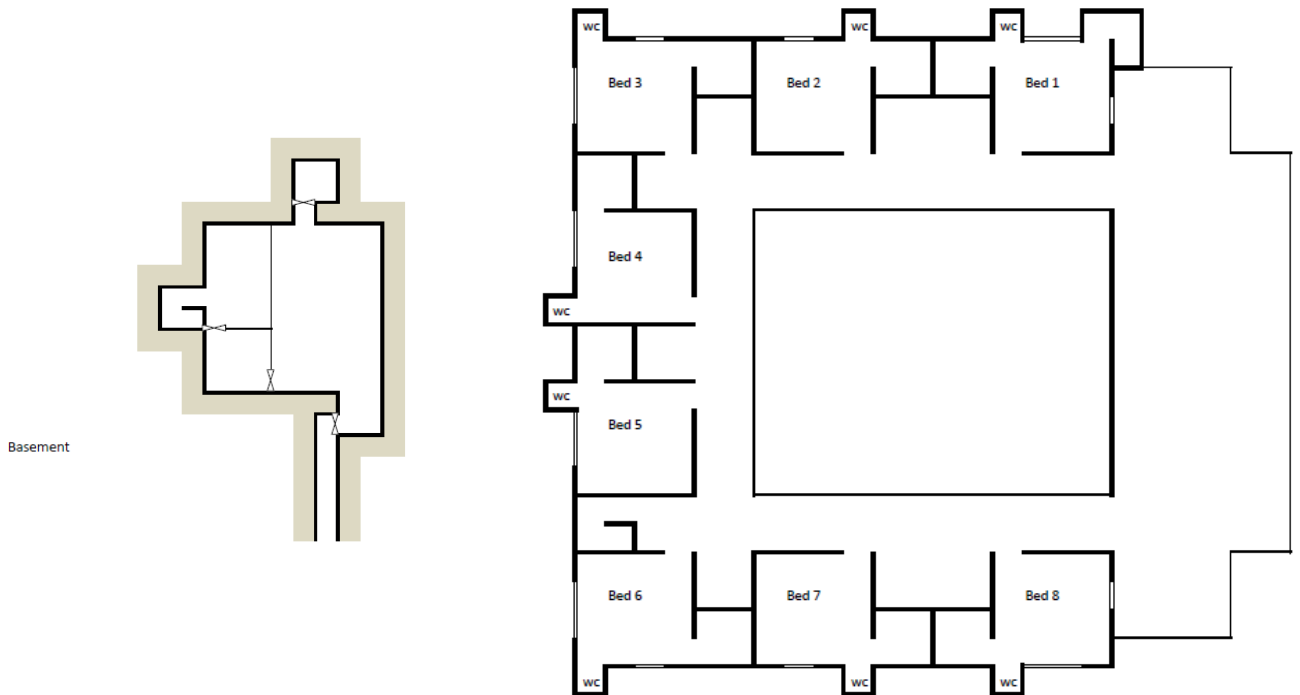
The manor house looks out onto one of the major roads within the Merchant Quarter. There are manor houses on either side (although there are alley ways between each of the houses).

Villa to the left is owned by Ottovecis (Roman / Germanic Merchant). He has a reputation as being a ruthless business man who is always on the lookout for items of art that he can sell to his clients.

Villa on the right is owned by Marcus Attius (Roman aristocrat). He is a former town councillor and is happy living out his retirement.



Ground floor



Basement

1st floor

## Residential Quarter

Most of the Romano / Gauls native to Trajectum reside in this quarter.

## Surrounds

**In Trajectum**, there was rumour of an evil party (see entry under Inns – the Four Vagabonds – page 10) for more information. They are reputed to have an animated statue in their company - this information is now around 2 months old.

There are reports that this party has agents in Trajectum.

**In Trajectum**, is a Church of Vulcan that has recently received a cash injection and upgrade. An ex-party member (7<sup>th</sup> level Dwarf Paladin by the name of Rorek Finnsson) was the benefactor. A male human by the name of Colax initially looked after the shrine and now looks after the temple.

With the additional funds, several other clerics of Vulcan have since arrived and the church itself has expanded from a shrine full temple.

**In Trajectum**, is a Church of Apollo.

**In Trajectum**, is a Church of Mercury.

**In Trajectum**, in the merchant quarter is a barracks for the guards hired to guard the manor house. A two story brick building, with kitchen, laundry, bathroom (large bath and several stone washbasins – water provided from tanks using a gravity feed system – heated via wood fire).

Also on ground floor is a common / dining area and 10 single rooms.

1<sup>st</sup> story has 15 single rooms and a small gymnasium.

There is a well in the courtyard and stabling for 10 animals.

The building is in good condition and the surrounding buildings are insulae.

**3 miles to the South** of Trajectum, is a small abandoned farm that has been taken over and fortified. This is to become a training / Forward Operating Base for the guards who protect the manor.

To date, the following work has been (or currently is) been carried out:

- well cleared out
- roofs tarped (all three building missing roofs)
- 5' high stone wall built between the two houses
- 5' high stone wall built between house and stable
- 5' high stone wall built from southern house to stable wall L shape
- gate built into wall (which rectangle)
- external walls of all building strengthened
- 5' wide / 3' deep ditch dug around all external walls
- cellar dug under northern house - storage



**5 miles** to the **South South West** of Trajectum is the tomb of Senpronius and his wife Livia. A single story stone building on a small hillock, built around 200 years ago.

The party investigated as they believed that a large creature had taken up residence in the tomb. It turned out that Senpronius and Livia had through some unknown means (suspect related to 2 stone urns found in the tomb) turned into Bone Claws.

The party destroyed the Bone Claws and have taken the urns (one intact and one broken) back to the Temple of Apollo for further investigation.

**12 miles** to the **West** of Trajectum is a bagaudae band of around 250 humans. They are led by Tullio “the People’s Champion”. They are nomadic and move around a lot, plundering as they go.

**12 miles** to the **North East** of Trajectum is a deserted Hobgoblin fort.

The fort is constructed out of cut pine logs (180’ x 200’) with a 15’ wide double gate entrance. The walls are 15’ high with a 5’ wide rampart on the inside. A 20’ wide ditch surrounds the fort with sharpened stakes in. The land around the fort has been cleared for 300’ in all directions.

There are 15 to 20 crude huts / lean-to’s inside and attached to the read of the fort are two pens (one 90’ x 90’ and the other 100’ x 100’. The fences around the pens are 8’ high and constructed of plashed wood.

**15 miles** to the **North East** of Trajectum is the last known location of Gorthag’s band of Hobgoblins. Displaced from their fort by the party.

The band is made up of:

- Gorthag – a very large hobgoblin and leader of “Gorthag’s Gougers”
- 1 x Hobgoblin Lieutenant
- 92 x Hobgoblin warriors
- 8 x Hobgoblin sergeants
- 90 x Hobgoblin Non-Combatants
- 2 x Dire Wolves
- 2 x Ogres

**20 miles** to the **North West** of Trajectum is the Schwarzwold Forest. This is the last known location of Constantine’s army.

At last report, Constantine’s forces consist of:

- Tyrus – Human male Cleric of Jupiter
- 1 x Fighter – Lieutenant
- 200 x Heavy Cavalry
- 500 x Frankish Warriors
- 300 x HobgoblinWarriors (Tarok’s band)
- 4 x Hill Giants – originally 6, but the party recently reducing this by 2

This is a very large forest (the party have pushed 8 miles into it and encountered a hill fort that appears to be were Constantine is operating from.



The fort is located on top of a steep hill (around 400' high), cleared all around from the base of the hill out 300'. A lot of the cleared ground is being used to grow crops (some sort of root vegetable).

Of German design, the fort is a 360' square stockade with 30' high logs walls and surrounded by a 10' wide ditch. There is a 20' gate (with two large wooden doors).

Located inside are 3 wooden buildings with thatched roofs and obvious signs of fire inside from the smoke coming out of the ventilation holes.

There is a walkway behind the wall that allows the troops to patrol along the top.

Behind the fort is a horse corral (300' x 240') and currently holding 250 horses.

The party is aware of 2 separate Hobgoblin bands operating in the area. Tarok's band, who are currently operating as part of Constantine's forces and Garthorg's Gougers who after their defeat at the fort have fallen off the radar.

**25 miles** to the **North** of Trajectum is a series of rugged hills called Camyntas Peaks – rumoured to have tunnel complexes dug long ago beneath.

An adventurer travelling through spotted a family group of Wyvern (2 adults & 1 young) living in a cave half way up a jagged cliff. This turned out to be a larger family group (2 adults & 4 almost fully grown young). The party have killed 3 of the young and charmed the fourth (since released from its charm to return to the peaks).

A very old (850 years old) black dragon by the name of Thuivell has taken up residence in some caverns under the Camyntas Peaks. He is extremely dangerous, vindictive and for a black dragon unusually smart. He left Greece when his mate was killed by the famous dragon slaying Paladin Callimachus.

Thuivell is unlike many dragons as he studies magic items and likes to use them. It is rumoured that he can polymorph self.

**35 to 40 miles** to the **North** of Trajectum on the northern edge of Schwarzwold Forest is rumoured to be the area that a band of Orc's operates. Known as Thaaak's Terrors, they have a lightning bolt as their symbol.

Rumoured to have 4 leader types, unusually their preferred method of operation is to take people hostage and then ransom them back.

**40 miles** to the **North** of Trajectum is the Tower of Pain – a well made three story tall tower of black basalt topped with a red tiled roof. The tower is circular, 80' across at its base, the windows are shuttered and there is a large door (20' wide) on the ground floor.

The owner of the tower is rumoured to be an individual by the name of Viscus, noted for his work with mechanical and animated constructs.

Viscus' chief Lieutenant with the tower was a bone devil by the name of Gordius.

It was also noted by the party that the tower appeared to be very shiny and new.

The ground floor was the home of an athach (which the party defeated on their first visit). There is a ladder up to the 1<sup>st</sup> floor and a trap door (20' square) down to a basement / dungeon complex beneath (rumoured to be quite extensive).

On exploring the tower, the party located the trap door down to the basement and explored the underground labyrinth. It was the home to two Gauth's (named Victor and Mordius) who had a method of communicating with a Dark Stalker (also in the room). The Dark Stalker allowed the two Gauth to detect invisible creatures.

The tower was cleared with Viscus fleeing. Returning to the tower the next day, the party found that someone had entered the tower and cleared it of everything that the party had left behind.

Whilst outside the tower, the party encountered a group of 11 gnomes (led by a Gnome called Kninglebot). They are currently searching for two of their number (husband & wife) who have been abducted by a group of Orcs (fighting under a Jagged Lightening Bolt emblem).

If the party do come across any information about the missing Gnomes, they can get in contact with Kninglebot through the owner of the Flaming Bridge Inn (Polionarus ).

Living in the area are two Grigs (fey) named Hadit and Fionnel. In previous conversations, they have mentioned the following:

- There are some Centaurs who roam the area
- Recently a band of 80 – 90 Goblins began operating within the area

**80 miles** to the **East** of Trajectum is a vast Roman Prison called Carcer Magnus. The good party (see entry under "Inns – the Four Vagabonds" for more details) have mentioned that they have spent some time exploring here.

Carcer Magnus (built in 254 AD) is a 10 story tall red brick tower (600' square) located on an island in the middle of a small lake. There is a causeway out to the island and the water is highly corrosive.

Built to house the Empire's most dangerous.

Ground Floor	-	Administration
1 <sup>st</sup> Floor	-	Mage accommodation
2 <sup>nd</sup> Floor	-	Garrison accommodation
3 <sup>rd</sup> to 9 <sup>th</sup> Floor	-	Prison accommodation

There is also extensive underground levels

-1 <sup>st</sup> to -10 <sup>th</sup> Floor	-	Prison accommodation
---	---	----------------------

Rumoured to be ruled by an Undead Dragon Wizard

**XX miles** to the **North** of Trajectum is rumour of forests that an Elven group (called Order of the North) operate out of. An Elf fighter by the name of Thuiné of the Plated Mail is a member.

The party recently encountered Thuiné and 11 of his warriors as they returned to Trajectum from the Tower of Pain.

Thuiné can be contacted though Licinius of the Temple of Jupiter.

## Gods

### Major Roman

Venus (CG) – Goddess of Love & Beauty

Consort of Mars and divine mother of Aeneas, ancestor of the Romans.

Jupiter (CG) – God of Air, Chaos, Good, Nobility, Strength & Weather

The mighty king of the Gods, most important of the gods and had the highest divine authority over the other gods.

Apollo (CG) – God of Good / Healing / Knowledge / Magic & the Sun

Mars (CE) – God of Chaos / Destruction / Evil & War

Patron of the Roman Legions and divine father of Romulus and Remus.

Diana (NG) – Goddess of Animals / Good / Plant & the Sun

Minerva (LG) – Goddess of Artifice / Community / Good / Knowledge / Law & War

Ceres (N) – Goddess of Earth / Plants & Protection

Pluto (NE) – God of Death / Earth & Evil

Vulcan (NG) – God of Artifice / Community / Earth / Fire & Good

Juno (N) – Goddess of Community / Nobility / Protection & Trickery

Queen of the Gods and wife of Jupiter.

Mercury (CG) – God of Chaos / Good / Luck / Travel & Trickery

Vesta (NG) – Goddess of Fire / Good & Protection

### Minor Roman

Saturn (N) – Agriculture / Trickery

Proserpina (NG) – Spring / Death

Neptune (NG) – Chaos / Earth & Water

One of Jupiter's brothers and ruler of the seas. The patron of sailors and the protector of ships.

Fortuna (N) – Luck / Protection & Travel

Bacchus (CN) – Chaos / Destruction & Madness

Trivia (NE) – Creation / Evil / Knowledge & Magic

Christ (LG) – Good / Healing & Law

Mithras (LN) – Law / War & Strength

### Celtic Gods

Angus Mac Og (NG) – Youth / Love & Beauty

Anu (N) – Goddess of Fertility, Prosperity & Comfort

Arawn (CE) – God of the Underground Kingdom of the Dead / Revenge / Death / Terror & War

Arianrhod (CG) – Goddess of the Moon, Beauty, Fertility & Reincarnation

Badb (LG) – Goddess of Cauldrons, Crows, Ravens, Life, Wisdom, Inspiration & Enlightenment

Bran the Blessed (NG) – Prophecy, Arts, War, Sun, Music & Writing

Bronwen (Unknown) – Goddess of Love & Beauty

Birgit (CN) – Goddess of Fire, Fertility, Hearth, Women, Martial Arts, Healing, Agriculture, Inspiration, Knowledge, Poetry, Divination, Animal Husbandry, Love, Witchcraft & the Occult

Cernunnos (LG) – Fertility, Animals, Nature, Woodlands, Reincarnation, Wealth & Warriors

Cerridwen (CG) – Goddess of Death, Fertility, Magic, Herbs & Knowledge

The Dagda (LG) – Protection, Warriors, Knowledge, Fire, Prophecy, Weather, Arts, Sun, Healing, Music & Prosperity

## **Celtic Gods (continued)**

Diancecht (CG) – Healing, Magic & Regeneration

Don (NE) – Death & Elemental Forces

Epona (N) – Goddess of Fertility, Birth, Horses, Prosperity, Crops & Healing Springs

Goibniu (LG) – Blacksmiths, Fire & Metalworking

Llyr (N) – Sea & Water

Manannan Mac Lir (LN) – Sea, Storms, Navigation, Magic & Arts

Math Mathonwy (NG) – Sorcery, Enchantment & Magic

## **Bardic Gods**

Taliesin (CG) – Poetry, Wizards, Knowledge, Music & Magic

## **Druidic Gods**

Bel (N) – God of Healing, Hot Springs, Fire, Prosperity, Purification, Agriculture, Vegetation, Fertility & the Sun)

Lugh (N) – God of Magic, Commerce, Lightning, Water, Arts, Travel, Poetry, Music, Sorcerers, Healing, Revenge & Prophecy

## **Germanic Gods**

The Germans are the default bad guys in the campaign and not a lot is known about their gods. PCs of German background are Romanized Germans and will follow Roman Gods. The two German gods most often heard about are Woden and Thor. There are, no doubt many others too awful to contemplate.

## **Gods by Race**

Dwarf – Vulcan or Pluto

Elf – Apollo or Diana

Gnome – Vulcan or Mercury

Half Orc – Ares

Hobbit - Fortuna

## **Gods by Class**

Bards – Venus, Apollo or Bacchus

Rogues – Mercury, Fortuna or Bacchus

Barbarians – Jupiter or Mars

Sorcerers – Apollo or Trivia

Druids – Diana, Ceres, Bacchus or Neptune

Wizards – Apollo or Trivia

Fighters – Minerva, Neptune or Mars

Illusionists – Mercury

Monks – Minerva

Rangers – Minerva, Jupiter, Apollo or Diana

Necromancers – Pluto

Paladins – Minerva

## The Legion

Rank within the Legions was standardised. Unfortunately, with the current state of the Western realm this along with many things Roman has fallen into decline.

The base squad is made up of the following:

- 1 x Optio
- 1 x Decurio
- 1 x Signifier (veteran Pedes and carrier of the section standard)
- 8 x Pedes

There are 8 squads in each Century and each Century is lead by a Centurio.

Pedes	=	Private
Signifier	=	Lance Corporal
Decurio	=	Corporal
Optio	=	Sergeant
Centurio	=	Captain
Centurio Primi Ordinis	=	Major
Tribunis Militum	=	Lieutenant Colonel
Praefectus Castrorum	=	Lieutenant Colonel
Tribunus Militum Laticlavus	=	Colonel
Legatus Legionis	=	General

## The Party

At 1<sup>st</sup> glance.

Jason	Fighter	Dell Bradstone	Human (African)	Longsword & shield
Peter	Wizard	Scorpio	Drow Elf (Romano)	Longsword
Robbo	Warblade	Tarryn - son of Tarik	Wood Elf (Pict)	Twin shortswords
Dave S	Rogue	Gaius Cassius	Dwarf	Hand Axe & buckler
Michael	Cleric	Tanis	½ Elf	

## Those who have left

Cameron	Cleric	Commick Shattershield	Dwarf	
Jason	Rogue	Aradec Morcant	½ Elf (Romano / Briton)	shortsword or shortbow
Ken Batavocum	Warlock	Umbran	Human (Romano / Gaul)	returned to Lugdun
Pete S	Druid		Wood Elf (Pict)	returned to the north from Eborecum
Murray	Paladin	Rorek Finnsson	Dwarf	resides at the Shrine of Vulcan in Trajectum
Robbo	Fighter		Wood Elf (Pict)	Bastard Sword (garrison at Eborecum)
Paul	Ranger		Romano Human	Patrolling the wall north of Eborecum
Matt W	Wizard		Romano Human	last seen heading south towards Londarium
NPC	Cleric	Norry	Dwarf	worships Vulcan & carries a Warhammer
Mick	Psion Druid	Alaricus Rex Animi Aicen Qoal	Human (Pict / Romano) Human (Roman)	prefers Bear from

## Alignments



### **Lawful Neutral**

A lawful neutral character acts as law, tradition, or a personal code directs her. Order and organization are paramount to her. She may believe in personal order and live by a code or standard, or she may believe in order for all and favour a strong, organized government.

Lawful neutral is the best alignment you can be because it means you are reliable and honourable without being a zealot.