

Salve!

Turris Lemurum is a supplement for Roma Imperious. It uses the Iridium System, a skill based class system. This book has elements meant strictly for use with the Roma Imperious setting and the Iridium system but, for the most part, is a common resource for any system and setting.

The book is organized into two sections, a players section and a game master's section. The player's section is meant to brief the players on plot, group ideas, character seeds, new equipment, skills and classes. This is meant to be supplemental and subject to the campaign you are in.

The Setting

The Roma Imperious setting is one of an alternate earth history where magic emerged during a series of climactic events. The current setting is 1461 A.U.C. or 708 A.D. The Western Roman Empire has not fallen but has gone through growing pains as it explored the effects of magic. The current Emperor Tiderius has just put to end a 100 year long period of rebellion by Rogue Magi. These Rogue Magi have either been killed or fled outside the Empire looking for a new home.

Gaetuli is a recent addition to the Empire but a poor one. As far as provincia go, Gaetuli has little going for it. Although Gaetuli only rates a proconsul, it has been assigned a Propraetor due to the numbers of barbarians and the threat of the Empire of Ghana to the south. What little wealth and manpower this provincia has is applied towards the southern borders leaving little for the interior. In fact, the Empire often has to supply money and troops to reinforce those of Gaetuli.

Propraetor Nepius is an ex-military Dux, knowledgeable in defeating an enemy, carrying on battles but hard pressed to rule in anything but a goal oriented military style.

Credits

Cover Art by: John McSweeney

Art by:

Jeff Preston

Javier Carmona Esteban

Jesus Carmona Esteban

Written By: William E. Corrie III and Peter Schaefer, www.inkmonkeys.net

Edited By: Linda D. Corrie

Iridium System™ and Roma Imperious™ are trademarks of HinterWelt Enterprises LLC.

All materials in this book are ©2005 by HinterWelt Enterprises.



Player's Section 1

HOW TO USE THE PLAYER'S SECTION 1

CONTENTS OF THIS SECTION 1

Trouble in Africa 2

GROUP IDEAS 3

CHARACTER IDEAS 3

Setting Characters 4

PRAEFFECTUS MARCUS FADIUS BATO 4

GAIUS AURELIUS 4

PAPIRIA 5

POSTUMUS AURELIUS 6

SEXTUS AURELIUS 6

CABIO 7

Places 7

DOLUS 7

VILLA AUREA 7

TURRIS LEMURUM 8

Magic Items 9

PANNUS REFECTIO (RAG OF RESTORATION) . . 9

VAS ALIMENTUM (VESSEL OF FOOD) 10

LAPIDIS VIS (STONE OF FORCE) 10

Skills 10

AGRICULTURE INTELLECTUAL SKILL 10

BARGAINING PERFORMER SKILL 11

ROPE USECRAFT SKILL 11

Classes 11

ATRIENSIS OR VILICUS(STEWARD) 11

OPILO (SHEPHERD) 11

AGASO (GROOM) 12

COQUUS (COOK) 12

Game Master's Section . . . 13

HOW TO USE THIS SECTION 13

CONTENTS OF THIS SECTION 13

Summary 14

Plot Points 14

ALL IS NOT WELL 14

FADIUS BETRAYER! 15

NEPIUS' AGENDA 15

PLOT TWISTS 16

FADIUS WORKS FOR THE EMPEROR 16

PAPIRIA IS A SIREN 16

CULT OF HETAM-MUNUN 16

Setting Characters 16

PRAEFECTUS MARCUS FADIUS BATO 16

GAIUS AURELIUS 16

PAPIRIA 17

POSTUMUS AURELIUS 17

SEXTUS AURELIUS 17

CABIO 17

Places 17

DOLUS 17

VILLA AUREA 17

TURRIS LEMURUM 18

MAP GUIDE 18

THE TURRIS INTERVELLUM 18

FIRST FLOOR 19

SECOND FLOOR 21

THIRD FLOOR 23

UNDERGROUND 24

IRIDIUM SYSTEM STRENGTH CHECKS 26

Iustus 27

PLOT TWIST 27

IUSTUS, (6TH LEVEL HUMAN RANGER) 29

Murum Rex (Rat King) 29

MURUM REX 32

THE OPEN GAME LICENSE V.1.0A

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc (*Wizards*). All Rights Reserved.

1. DEFINITIONS:

- (a) *Contributors* means the copyright and/or trademark owners who have contributed Open Game Content;
- (b) *Derivative Material* means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted;
- (c) *Distribute* means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute;
- (d) *Open Game Content* means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity.
- (e) *Product Identity* means product and product line names, logos and identifying marks including trade dress; artifacts; creatures, characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content;
- (f) *Trademark* means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor
- (g) *Use, Used or Using* means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content.
- (h) *You or Your* means the licensee in terms of this agreement.

2. THE LICENSE

This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. OFFER AND ACCEPTANCE

By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. GRANT AND CONSIDERATION

In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. REPRESENTATION OF AUTHORITY TO CONTRIBUTE

If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. NOTICE OF LICENSE COPYRIGHT

You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game

Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. USE OF PRODUCT IDENTITY

You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. IDENTIFICATION

If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. UPDATING THE LICENSE

Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. COPY OF THIS LICENSE

You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. USE OF CONTRIBUTOR CREDITS

You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. INABILITY TO COMPLY

If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. TERMINATION

This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. REFORMATION

If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v1.0a Copyright 2000, Wizards of the Coast, Inc.

System Rules Document Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

Turris Lemurum: Tower Of Ghosts Copyright 2005, HinterWelt Enterprises, LLC; Authors William E. Corrie III, Peter Schaefer

Designation of Product Identity: All graphic design elements, artwork, HinterWelt Logos, maps and trade dress are to be considered Product Identity.

Designation of Open Game Content: All written setting material, setting character statistics, descriptions of room, classes, skills, monsters and magic items.

Player's Section

Player's Section

This section is meant specifically for players. They are encouraged to read through it with an eye for creating characters or choosing pre-existing characters that would fit in the adventure. It will set the major characters of the plot up so that players will be familiar with the main characters of the plot.

How to use the Player's Section

The player's section of Turrus Lemurum can be used as a handout or as a primer for members of the party. In addition, equipment for the characters may be drawn from this section.

Background is very important in forming a character or adding to the history of an existing character so that they may fit seamlessly with the story. For instance, is your character an ex-lover of Papiria? Or of Fadius Bato? Are you local or do you come from another province? Who do you know in Gaetuli? All these and more can be answered from this section.



Contents of this Section

This section contains the following areas:

- Trouble in Africa - An introduction
- Group Ideas
- Character Ideas
- Setting Characters
- Places
- Magic Items
- Skills
- Classes



Trouble in Africa

T. Nepius~

I pray to Juno that your household is well in these troubled times. The Berbers rise in the south and threaten the Limes that guard our borders. Know that I will sacrifice to Mars for your victory in this struggle.

I hesitate to call on you at a time like this for such a minor issue but I have had difficulty with the local Praefectus Fadius Bato. There is a local turris left over from the days when our borders did not extend as far and I fear trouble is brewing there. We know of Beastia Gigantea, a pack of Aper, but they seldom bother our people. Recently my youngest son, Postumus, has gone missing. We search daily, but it is as though he were spirited away. Surely this is the work of something beyond the power of our local villae.

If you could send us help or convince the local Praefectus to aid us I would be in your debt.

In friendship and urgency,

G. Aurelius

Sighing, the Praetor turned to his advisor, "Send for that Praetorian, the one who always wants something." Looking over the letter from his old friend he knew he must do

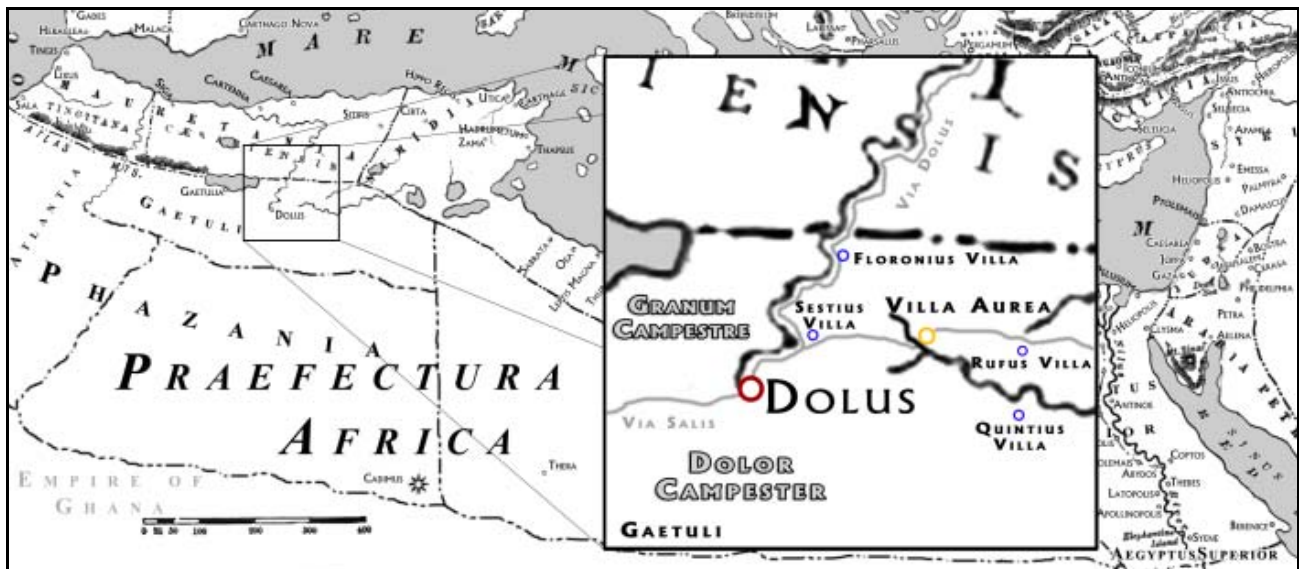
something. Yes, the Berbers were rising but if it was not them then it was the Gaetuli or the Numidaens or some other tribe. He had ignored the interior too long and now he was paying for it.

Into the hall strode the Praetorian Prefect for Gaetuli, Numidius Matius Cyricus. Matius had the airs of a politician, one who was always looking to improve his station.

“You summoned me, Praetor.” It was more of a statement than a question. He spoke with just a hint of an accent that Nepius had never been able to place. He smelled faintly of perfumes from distant lands.

“Yes, Matius, we have a problem. Walk with me.” As the pair began to stroll out into the gardens, the Praetor looked the man over. He knew he could not trust Matius. No one trusted too deeply in Gaetuli, or the Empire for that matter, and rose to Praetor of even a small province. Still, if it was in his interest, Matius would do what the Praetor asked.

Nepius handed the letter from Aurelius to Matius. “As you can see, we need to address this before it gets out of hand. Aurelius has friends in high places and has made new allies with his marriage that will have far reaching effects.” Nepius eyed Matius looking for a



reaction. On some men you can see the wheels turning as their thoughts come around to what they must do. With Matius, it was a matter of going directly to the solution.

“It would be wise to appear to help without being directly involved, at least not in a way which we cannot later deny.” Nepius felt his stomach twist at the thought of dealing so casually with his friend’s son. He could not deny it though, he had to position himself to be able to claim credit if all went well and to blame someone else if anything went wrong.

“Might I make a suggestion, Praetor?” Nepius nodded his consent, “We could use this miscreant Fadius. He has just enough ambition to aid us but not so much that he will attempt to claim the laurels. If the effort fails, the blame is assuredly his since he is the local Praefectus. If he succeeds, we have the letter to prove our good intentions.” Matius stopped to smell a bouquet of flowers at the edge of the path.

Knowing that he had set in motion a thing as unstoppable as the tide, Nepius looked at Matius. A man so cool in the face of such challenges would do well in the Empire.

“Matius, I will write a dispatch for your courier by tonight. Make sure you send a man capable of dealing with this and anything that may need his attention afterwards.” Nepius turned away, aware that he had just killed a small part of himself.

Group Ideas

Any group ideas should be discussed with the GM and the other players. If the GM has an idea for a group’s origin, it may be easier to develop a character around that idea.

Some possible origins:

- The group consists of members of a bandit gang sentenced to death by crucifixion along the Via Salis. This is their second chance. They are fitted with neck bands

that constrict if they disobey the Praetorian Guard sent with them.

- A band of mercators and their guards who have enjoyed the friendship and hospitality of the Villa Aurea decide to help. Legends of gold at the Turrus don’t hurt either.
- A band of local farmers pluck up their courage and agree to accompany the Praetorian Guard. Scared but committed, they follow the Praetorian to the Turrus and inside.
- Suffering from extreme debts, the people who owe Fadius money are called upon to settle their debt. This means going to the Turrus with the Praetorian Guard. Maybe it also means making sure the Praetorian does not come back.
- Fadius, under pressure to do something, sends a collection of his guards, medici and any number of slaves to solve this issue. A motley band of rogues, but they may just have what it takes to get the job done.

Character Ideas

The characters made for this adventure should fit with the groups that everyone decides on.

Here are some characters that might work.

- Venator - You are pulled into the party due to debts owed Fadius. Fadius supplied money for your hunting expeditions to replenish the Arena’s animals. You owe him a favor and the giant boar that roam near the Turrus could make a profitable trip.
- Gladiator - You have been bought and sold from Germania to Aegyptus and now you have ended up in Fadius’ household. This mission was not your idea but it gets you away from Fadius and the way he looks at you.

- **Medicus** - A healer by training, you were given shelter and help your self when your caravan was attacked on the Via Salis. You still remember Postumus binding your wounds. The Aurelius family were kind when others would have left you for dead. Of course, now, in their time of need, you will return the favor.
- **Praetorian Guard** - Matius had to send someone and you were it. Your orders are: retrieve the boy; gain the good will of Gaius Aurelius; pin the blame for anything that goes wrong on Fadius. Should things go truly wrong, you are to make sure Fadius cannot contradict the story.
- **Shaman** - Your spirit guide tells you of an evil growing in the Roman tower. It also advises you to seek aid in rooting it out. You know of the Aurelians and their generosity towards your people. You will begin there.

Setting Characters

The following people are those known to your characters. They are involved in many of the decisions and motivations of your characters. Get to know them well.

Praefectus Marcus Fadius Bato

Marcus Fadius Bato is a Praefectus charged with maintaining order amongst the Villas of eastern Gaetuli. He is noted for his voracious appetite and equally dedicated brutality. Although he looks like a dullard, behind his beady eyes is an active and scheming mind.

Born to a provincial equestrian family, Fadius has done little with his title and life. He has climbed to the position of a mid level bureaucrat while maintaining adequate wealth for his base pleasures. Some suspect him of graft and corruption but as long as he keeps grain and beef flowing to the Empire his superiors are willing to turn a blind eye.

Fadius is an immense man, easily weighing 300 pounds. He has black hair and dark eyes. He often clothes himself in silks died blue or green and has the look of a man loathe to do any form of war craft.



Gaius Aurelius is not one of his favorite people. The Villa Aurea has been a source of continual complaints and bothersome calls for help, although he respects their ability to produce and meet his taxes and levies. Still, Aurelius has gone too far this time and sent his complaints to Gaetulia and the Praetor Titus Nepius Catulus. Nepius and Aurelius studied together at the Scholare in Alexandria where they became great friends. To this end, Fadius has been forced to comply with the Praetor's wishes.

Gaius Aurelius

Gaius Aurelius is the grandson of a Legionarius who was granted land for his faithful service to the Empire. The Aurelius family has built the small farmstead into a villa of some note. Gaius has had no small part in that.

As a boy Gaius played with his brothers, enjoying a carefree life. Then one day a caravan lost a member while camping on the Via Salis, near the Turrís Lemurum. From then on, Gaius and his brothers were kept in line with threats of being sent to the Turrís.



As he grew older, Gaius was sent to the Scholare at Alexandria to be taught by the finest minds. There he met the future praetor of his province and learned of magic. Both struck deep feelings in the young man that would shape the rest of his life. After a brief stint serving aboard merchant ships, he was suddenly summoned home as his elder brother disappeared without warning. It was his duty to take up the mantle of leadership for the villa and Gaius has never looked back.

Today, Gaius is in his sixties but still vital and active. After the death of his first wife, Secundia, Gaius married Papiria, a sixteen year old from the influential family of the Villa Sestius. He has four boys by Secundia but only two are at the villa.

Gaius has called upon his friend, Nepius, to aid him with the troubles that seem to be brewing from the Turrís. The neighboring villa will offer no aid hoping for the Villa Aurea to fail and give them a chance at its lands. The local prefect Fadius has proven a greater obstacle than any form of help. Left with nowhere to turn Gaius has received aid from the Praetor.

A reasonable man, Gaius accepts that he himself cannot accompany the investigation of the Turrís, so he offers the healing power of his magic, Medicina Maga, should the party need it. He will, of course, tell them everything he knows of the Turrís Lemurum.

Papiria



Papiria is of the Sestius family, a wealthy family more like mercatores than farmers or ranchers. She is only sixteen but has a composure that speaks to her familiarity with the finer things in life.

She has very fair skin and jet black hair. She often wears jewelry and is fond of gold in her hair. Her eyes are a golden hazel but bear little

warmth. Her carefully composed face belies her bitter heart.

Postumus Aurelius



Postumus is Gaius' youngest son and has just celebrated his twelfth birthday. He is an energetic young man and dreams of travelling and joining the legions. Gaius has done his best to dissuade him but Postumus is not listening.

Postumus has the brown hair of his mother as well as her grey eyes. He is slight of build but has every promise of filling out to his father's formidable proportions.

It is believed that two weeks ago he went missing when herding sheep near the Turrís. They are not sure since he was not due to check in at the estate until about a week ago. Although Gaius tried to find him, no trace was uncovered. They found his staff and water bottle but no tracks leading away. Some sign of boars were found but no blood. Postumus is an even headed boy and will keep his wits about him if he is still alive. Gaius has found it impossible to raise a search party to go into the Turrís Lemurum.

Sextus Aurelius



Sextus is the eldest son of Gaius and Secundia and is Gaius' second in command. He is 34 years old and has a well toned body. He is always sharp and alert and has done an increasing share of the work of organizing the villa.

Sextus was to go off to the Scholare at Alexandria like his father but was delayed again and again. He has received some tutoring from local teachers but has no formal education. He does not seem to regret it but a look of longing can be seen in his eyes sometimes when he is sitting at dinner or performing some of the more mundane of the chores on the villa.

Sextus will offer to go with the group and is very concerned for the safety of young Postumus. He is skilled with the spear and shield but Gaius will insist he remain at the estate unless he is absolutely needed by the party.

Cabio



Cabio is the head of the cliens (clients) who owe their allegiance to the Villa Aurea. He is in his forties and mostly bald. A thin man he does not inspire confidence but commands obedience. He is very loyal to Gaius and highly distrustful of outsiders. He will use his people to track the movements of the party and he will also keep a close eye on them.

Cabio is not eager to lead the party to the Turrus but will obey Gaius' commands. Cabio thoroughly believes in all the folk tales of the Turrus Lemurum and will take a certain joy in foretelling the party's doom should they go to the Turrus...all out of earshot of Gaius.

Places

The following places are located around the Turrus Lemurum. The characters will have knowledge of them.

Dolus

Dolus is a city located on the high plateau just north of the Sahara Desert. It deals in salt from the local salt flats and in the taxation of mercators passing through the city. Located at

the cross roads of the Via Dolus and the Via Salis, Dolus has grown to 35,000 people.

Dolus is a dangerous city. It is not uncommon for the unwary to go missing or to become slaves. The city is not so much lawless as it is ruled by the Facinus, elements of organized crime. They are a growing cancer throughout the Empire and nowhere so much as Dolus. They are brazen and quite capable of accomplishing anything on their terms.

The worst punishment that can be doled out in Dolus is to be sentenced to the salt fields. This tends to result in the slow death of the condemned. When workers are needed it often falls to the citizens of Dolus to contribute their efforts. This has led to the desire to supply the prefect with a steady supply of criminals to ensure the populace is not called on.

Villa Aurea

The Villa Aurea or Aurea Villa was founded by Antonius Aurelius around 100 years ago. Through hard work and good fortune the Aurelians have turned the farm into a success and now raise millet, goats, chickens and herds of cattle. This is difficult in the climate around the villa but with some help from magic and clever water management, they have managed to grow the villa to 250 people.

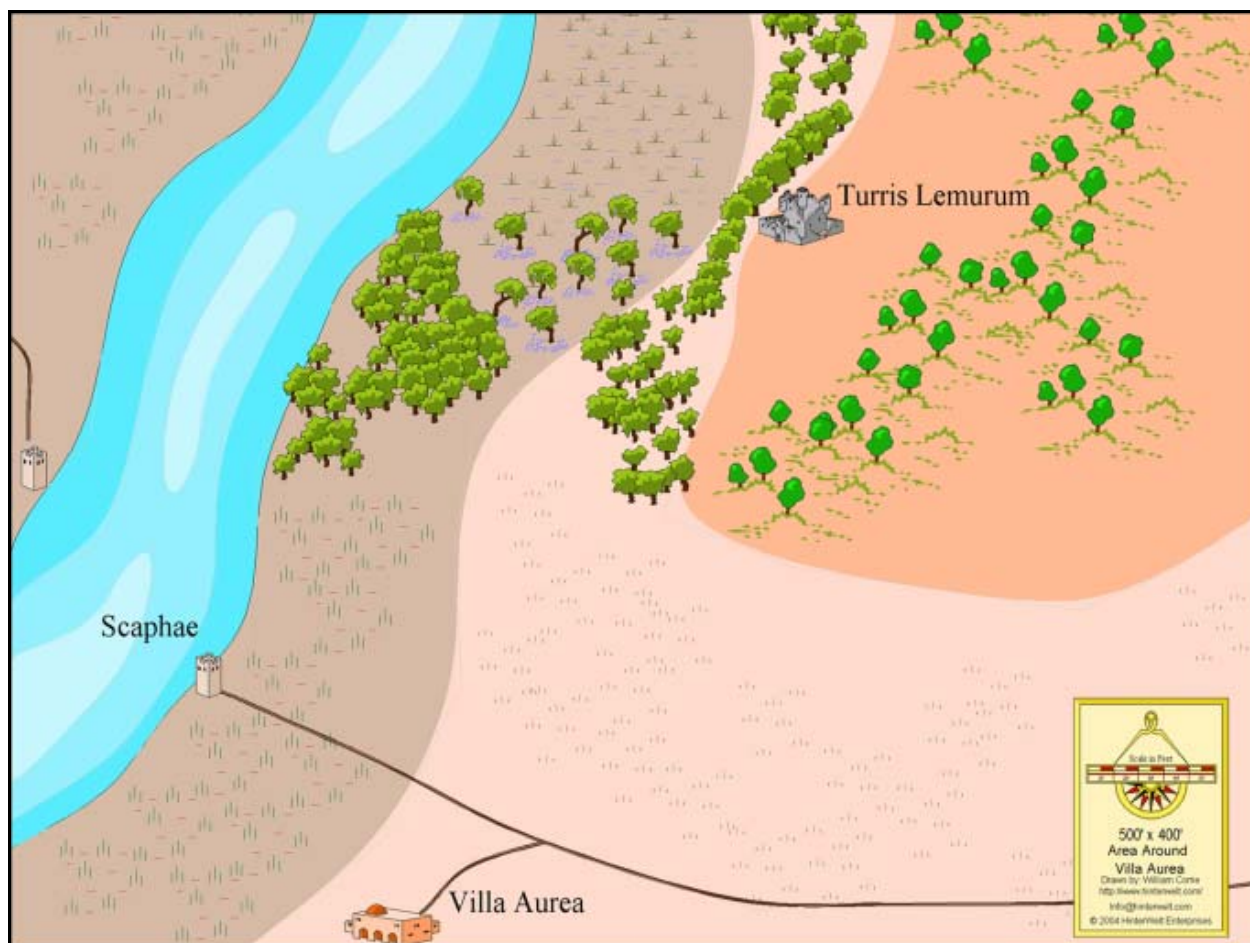
The villa faces dangers though, mostly from local tribes, bandits and even other villae in the area. The other villae are jealous of the success of the Aurelians and Gaius' close connections to the Praetor Nepius. This has not come to violence yet.

The villa survives by being very generalist in all things it does. It supplements its income by running the local scaphae (ferry) across the river Salsus. In addition, as with everyone in the area, they deal in salt. Dried meats, fruits and even a little grain is also produced.

Turrus Lemurum

Originally called the Turrus Custodiae, or Tower of the Guard, the Turrus Lemurum, or Tower of Ghosts, is now a source of legend

The latest story is of old Iustus who went to find the treasure of the Turrus. The local belief is the Legion left its warchest behind when it left the Turrus. Iustus felt he had nothing to lose after his farm burnt to the ground and



and fear. The ghosts that haunt the Turrus are said to be the spirits of those slain by the legionnaires who once manned it. No one has actually seen a ghost there but everyone knows someone who has.

The Turrus is now thought to be inhabited by a pack of giant boar. The Bestia Gigantia do not normally bother the villas and little has been done about them as long as they stay to themselves. The Aper seldom raid the villas' fields but protect their territory ferociously. The last year had a grown man slain by one of the Aper when he came too close to the Turrus.

decided to brave the tower in search of the riches within. Some four months have passed and no word from him. The night he disappeared, people said they heard owls flying: a powerful omen.

The Turrus is an aging structure but was reinforced with magic and so has stood the test of time. Despite a hundred years of neglect, it is largely unchanged. Much scrub and some stunted trees have sprung up around it but do not touch the structure.

Magic Items

Pannus Refectio (Rag of Restoration)

This item is quite popular amongst the Legions. It has the properties to repair even magical armor and



equipment with just a few minutes of polishing. It is able to do so one hundred times.

The Rag looks like a mundane metal polishing cloth made of hemp. It has a slight metallic shine and if shaken a small amount of dust will shake loose. Use of the Rag requires an initial

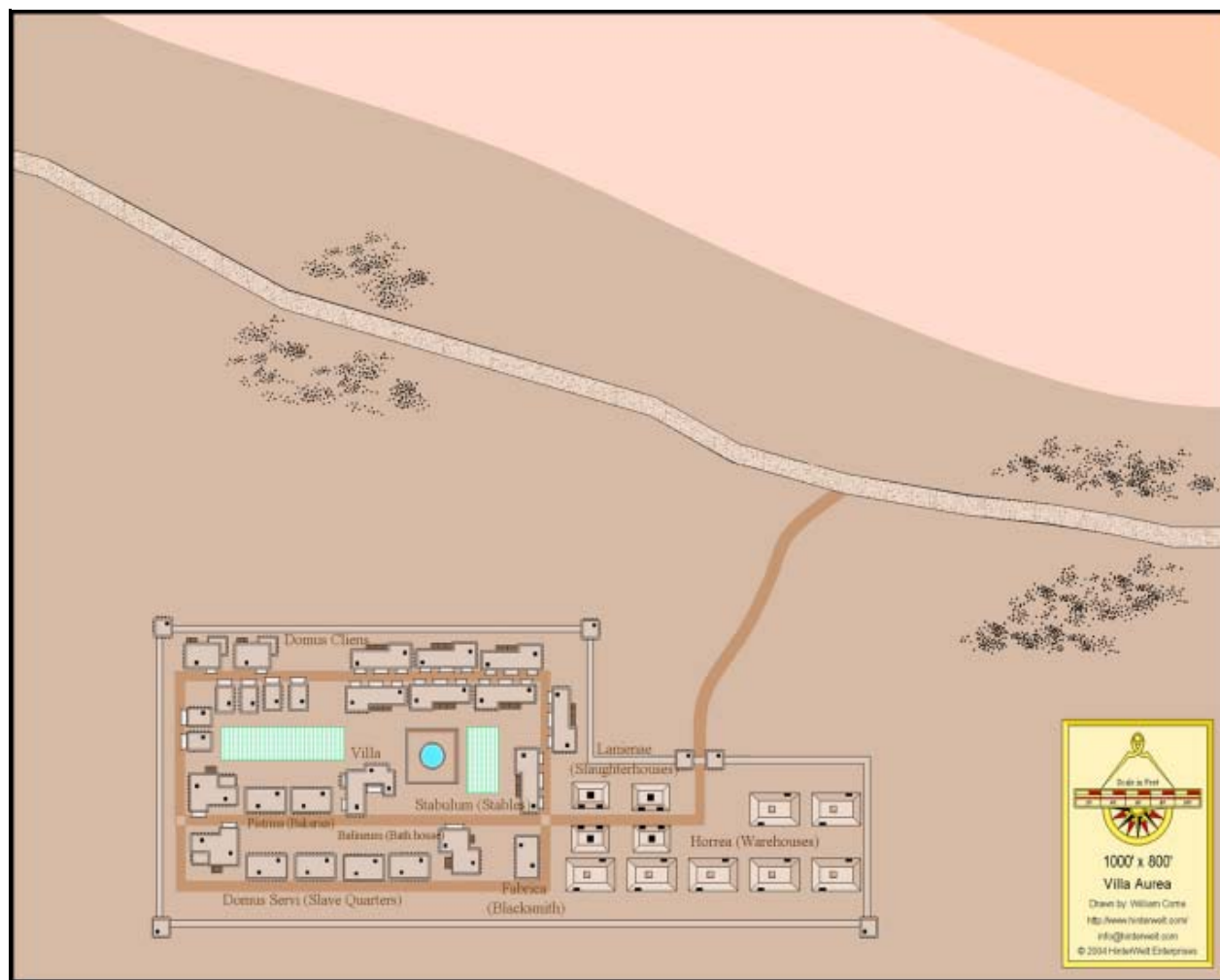
Use Magic roll. If successful then the Rag will function normally without need for additional Use Magic checks. If the nature of the Pannus Refectio is known, then even the initial Use Magic check will not be needed.

The process requires three rounds of polishing, uninterrupted, in order to fully mend one area of armor, remove one

minus from a weapon, or repair a broken item. Pannus Refectio will usually sell for 10,000 to 20,000 denarii in a market. The Legion is always on the lookout for stolen goods and care must be exercised in selling a legionary

RAG OF RESTORATION

Faint transmutation;
CL 3rd; Craft
Wondrous Item, *make whole*; Price 12,000 g



Pannus Refectio. They will be stamped with a Legionary eagle in one corner.

Vas Alimentum (Vessel of Food)

The Vas Alimentum is a useful item for legionnaires and travellers in general. It is a plain looking bowl or vase but when mud and water are mixed in the Vas then a palatable and nourishing stew is created. The appearance of the mud does not change but its flavor is that of a hearty, well seasoned stew or soup depending on the amount of water added. If rocks are added, they will take on qualities of vegetables. For example, adding granite to the bowl will render turnips while sandstone will render carrots.

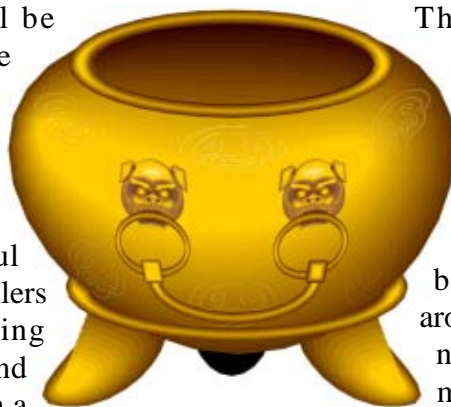
Usually small and sturdy, made of brass or bronze, these bowls are a common enough item. They will sell for 3,000 to 5,000 in the markets. The bowls will make 30 meals before they must be recharged. The bowl will convert enough mud to feed 3 men for a day. Each meal costs six spirit points or will cost sixty denarii per charge if purchased from a local spell caster.

VESSEL OF FOOD

Moderate transmutation; CL 5th; Craft Wondrous Item, *create food and water*; Price: 4000 gp

Lapidis Vis (Stone of Force)

A small unremarkable stone this is a popular item amongst the officers of the legions stationed in cities. It will create a wall of force if placed in a doorway.



This wall will last for three rounds (minutes) allowing for escape or preparation for combat. A single stone will hold only one charge but may be recharged after use. No amount of damage will break this spell but the walls around the doorway will break as normal. For the stone to work it must be in a frame of some kind no bigger than 20 feet tall and 30

feet wide.

To recharge the stone 10 spirit points must be spent while holding the stone. The process takes five minutes and the person recharging the stone cannot be disturbed else the points will be lost and the stone not recharged. One stone cannot be used to replace another since the wall of force is present and will occupy the doorway until the three minutes are up. At that time a second stone may be placed taking one round to activate.

STONE OF FORCE

Strong Evocation; CL 9th; Craft Wondrous Item, *wall of force*; Price: 16,200 gp

Skills

These skills are meant to be used with the Roma Imperious core rules. They are meant to add definition to those skills and expand the list of available skills. In particular, they are meant to aid in the completion of Turrus Lemurum.

Agriculture

Intellectual Skill

This skill is the study of agriculture as it applies to plants, field management and livestock. This skill may be used to determine the use of farm buildings, what has been

planted in a field, what might have destroyed a crop or killed an animal, minor medical aid to animals and anything the GM might think applies to the science of agriculture.

Bargaining Performer Skill

Bargaining is the skill of haggling the price of something down, convincing the seller to add something for free or convincing a buyer to pay more. In use both parties roll their Bargaining skill and the one who makes it by more has convinced the other of their point. This does not mean they will buy the item nor does it have magical effects, the seller will not let their merchandise go for a loss. Conversely, the purchaser is not required to purchase but will be convinced that they cannot get a better price elsewhere.

The APP Reaction Adjustment is added to the Bargaining skill when the check is made.

Rope Use Craft Skill

This skill is the use of a lariat or lasso to capture a target. If the target is moving, the character must make a to hit against the target's defense. If it is stationary, the character does not need to roll to hit. In either case the character must make a successful skill check vs. Rope Use to properly set the lasso for the desired effect. For instance, the opilio may wish to trip the sheep as it tries to run off. This would require the opilio to hit the Defense stat (with all DEX bonuses) of the sheep and then make a successful Rope Use check.

Classes

These classes are meant for use with Roma Imperious and are in addition to those found in the core rules. In addition, they can be found in the story of Turrus Lemurum.

Atriensis or Vilicus(Steward)

Class Type Intellectual

This occupation is often filled by a cliens (the title Vilicus is then used) but sometimes by a

slave (Atriensis). It is uncommon for slaves to be given this level of responsibility in modern times although it does occur. The Atriensis is responsible for the management of labor, stocking of required supplies and management of goods produced on the farms of the Empire.

Beyond a simple administrator, the Atrienses are close aids to the estate owner. They will often be entrusted with important missions or responsibilities as the trust between the estate owner and atriensis grows. This is why atrienses or vilici are often drawn from tenant farmers of the estate.

This is a role that has grown in importance and breadth of responsibility over the past 300 years.

1 Etiquette, 2 Oratory, 1 Agriculture, 1 Intimidation

Opilio (Shepherd)

Class Type Fighter

The opiliones are very common in the Praefecture of Africa. They are often called upon to lead lonely lives far from other people. When duty calls though, they may be used as scouts or hunters. This is due to the heavy requirements of the wild areas of North Africa. Beyond the natural threats, the past 300 years have brought an influx of giant creatures, monsters and magical threats that make the opilio life one of risk and danger.

The rewards can be quite high as a shepherd is often their own boss, able to manage their flocks as they see fit. They often work with only a team of dogs to aid them, coming into the estate two or three times per year for supplies and trimming of the sheep. This can lead them to being overly independent. The estate lords know that a good shepherd can be worth his weight in gold.

1 Bow Use, 2 Animal Training, 2 Tracking, 2 Wilderness Survival, 1 Rope Use

Agaso (Groom)

Class Type

Fighter

The agonis profession has grown into more than just the care of a noble's animals. They now are used as travelling companions, assistants and supplemental fighting force as needed. An agaso is trained from an early age in the means to serve their lord. Fighting, language, and mathematics are only some of the skills that they learn so as to better serve.

Agaso are often slaves but can be freed slaves or even cliens. Their loyal service may lead to their freedom or rewards from a grateful lord. However, an agaso is expected to lay down their life for their lord or even his horse. This is part of what is expected and failure in this can mean that the agaso will be hunted down and tortured to death. It is a demanding profession not without its rewards.

An agaso can be expected to be raised with their lord's family, trained by them, then brought back to serve one of the family on the estate. Their quality of life varies depending on the family's views on servants and their values. Regardless, even the worst treated agaso has a better life than the simple field hand. They typically live in the stables, in their own room, near their lord's horses. They may serve under a head groom but ultimately answer to their lord (or the member of the family they are assigned to). Males of the estate will almost always be attended to by male grooms while women of the family will have female grooms (assuming they have any). If they are attended by a male then that agaso will be castrated.

1 Etiquette, 3 Unarmed Combat, 2 Animal Training (Horse), 1 First Aid, 2 Bargaining

Coquus (Cook)

Class Type

Craft

Coqui come in many different forms from simple camp cooks serving shepherds in the field to expert chefs serving lords in their banquet halls. It is often a short journey for the coquus from the camp fire to the estate kitchens.

Most commonly, the rough camp cooks will be chosen from the slaves of the estate. They may find their labor eased with proficient food

preparation.

The cooks of the estate kitchens either are trained (highly uncommon) cliens or the most experienced slave coquus.

The cook also serves another purpose, food taster. The coqui who live the longest are those that



keep the closest eye on the food they are preparing. The food is tasted in front of the lord. Should the coquus survive then the feast may commence.

Food tasting is one of the reasons the coqui strive to stay in the field for as long as they can. There they are well appreciated for their talent and have little risk of being poisoned.

3 Cooking, 2 Poisons, 1 Herbology, 1 Medicine, 1 Surveillance

GM's Section



Game Master's Section

The game master is the story teller, the referee and director of action and play. This section is meant to help the game master with the details of the story of Turris Lemurum and the abduction of Postumus. It is not written for the purpose of telling the story, which is the game master's job.

How to Use this Section

The game master should use this section for ideas involving alternate plots and insights into setting characters and locations. The game master should feel free to deviate from the set plot and is encouraged (and expected) to customize the story to fit his group.

The elements of this section describe each room, city or setting character with enough generalities for the GM to develop details that are important to the players and the narrative. The room descriptions give the layout, what can be found and some foreshadowing but are not meant to be read verbatim to the players.

This section is written for use with HinterWelt's Iridium System. However, alternate stats for other gaming systems are included in shaded boxes.

It is strongly suggested that the flow of the story be plotted before play so the GM can understand the possible directions the story could take. Invariably players will take the story in a separate and exciting direction, but in this way the GM may be able to anticipate some of the directions and prepare for them. A general flow is offered in this section for Turris Lemurum.

Contents of this Section

- Summary - Summarizes the main plot
- Plot Points - Major points in the story
- Plot Twists - Alternative plot points
- Setting Characters - Setting Characters from the GM's point of view
- Places - Things GMs need to know about the places listed in the players section
- Map Guide - A room by room guide to the Turris Lemurum
- Iustus - Statistics and description for Iustus
- Murum Rex - Statistics and descriptions for the Rat King



Summary

This is the general story in its primary form. Plot twists and elements may be left out altering the story line somewhat.

Although the Turrus Lemurum is not actually haunted by ghosts, it is strongly believed by the locals to be a place of spirits. This has kept humans away and allowed several other creatures to move in. Amongst these are a band of Harpies, a pack of Giant Boars and Giant Rats. The Boars keep to themselves and only raid the farmers' fields when no other food is to be found. The Boars den in the old Contubernium (Barracks).

The Rats, on the other hand, are stealthy by nature. They feed on the vast underground storehouses, which are accessed via the horrae or the secret mural in the Turrus. They forage out to the farms for meat when their numbers grow too large. They are seldom seen since they eat their own dead and leave little trace.

The Harpies live at the top of the Turrus and keep their male captives imprisoned there. They have little use for treasure but quite possibly will adorn themselves with magically light and strong armor if it is appropriately shiny. They are very careful in their hunting and take pains not to be seen. When they do hunt humans they raid the passing trade

caravans. They make a point to kill any intruders into the Turrus upon discovery. They are very territorial and the Rats have learned to stay out of the upper levels of the Turrus.

The missing boy, Postumus, will be held somewhere in the upper levels with old Iustus. Iustus does not wish to leave and is quite happy in the arms of the Aellite lovelies who treat him well. Postumus, who has been treated less well, is more eager to leave.

Plot Points

The GM may wish to employ some of the following plot points as a reference to the adventure. Alternatively, the GM may wish to leave out one, some or all of them. Use these points as needed.

All is not Well

The Villa Aurea is not as happy a place as first appearances would paint it. Papiria is urging Sextus to take his father's position, both as leader of the villa and in her bed. She is looking to turn the villa over to her father and do a great service for her family. Sextus is reluctant to betray his father but feels that Gaius does not trust him.

Sextus has a vested interest in making sure the expedition fails. To this end, he will provide



false information, special orders to Cabio and even attempt to warn whatever is at the Turrís.

Disappearances in the trade caravans have been sporadic but started some fifty years ago. There are anywhere between ten and fifteen a year. They are mostly slaves supplied by the caravans as a form of tax. They are staked outside the light of the fire and the caravan takes those that survive the next morning and move on. The caravans continue to use this route since it is one of the best fords and only forage for many miles.

Locals are occasionally taken and this makes for a lighter year for the caravans. The locals know not to travel out at night and to stay away from the Turrís.

Fadius Betrayer!

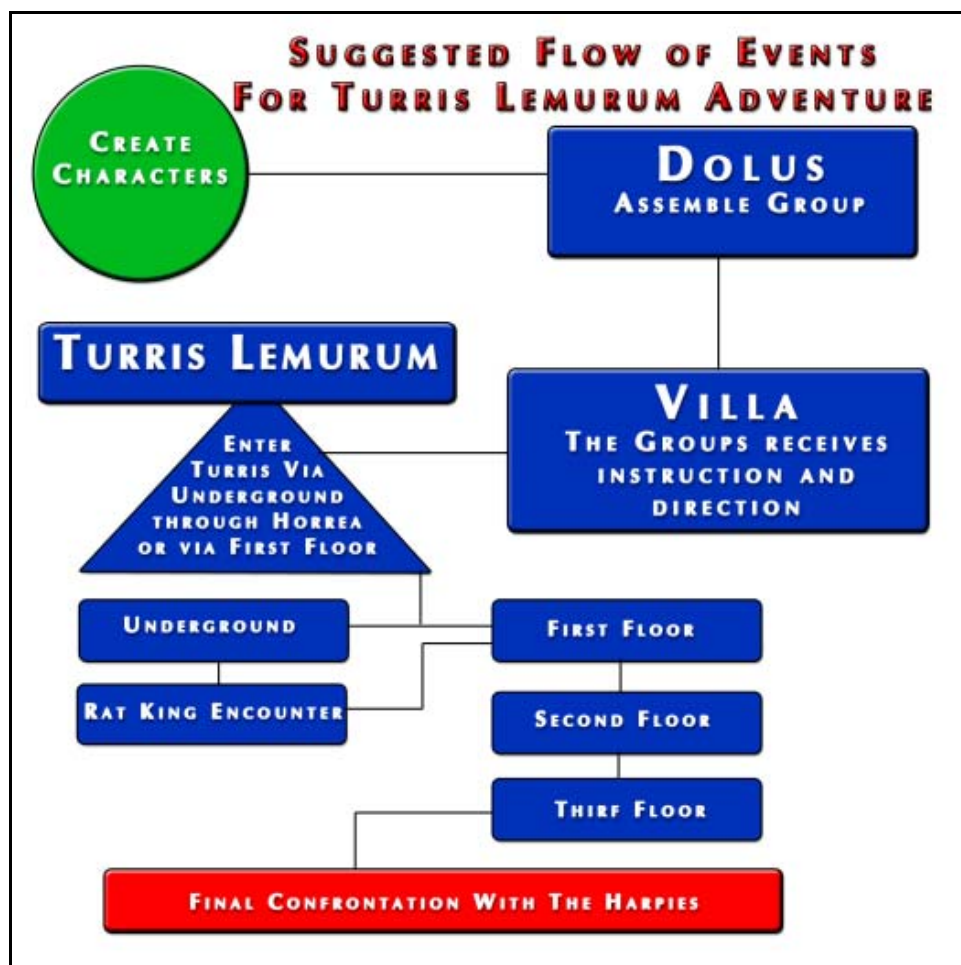
Fadius is not to be trusted. Blinded by jealousy of Gaius' connections and shamed by the commands of the Praetor, he will do his best to ensure that the mission not only fails but fails spectacularly. He will try to weaken the party through poison or by ambush. He would make a deal with the power of the Turrís if he knew what it was. In the end, if all else fails, he may try dealing with local tribesmen to attack the villa. He is determined to the point of

insanity to destroy Gaius.

Nepius' Agenda

Nepius is looking to advance his station. To do so he needs to portray a peaceful and productive province. This does not mean that no problems arise but that he is able to deal with them swiftly and effectively. He is currently engaged along the south-west border with the Berber uprising. Although he does not anticipate the Villa Aurea and Gaius to be a serious problem, it is not one that he wishes to ignore, allowing it to rise to the attention of the Praefectus of Africa.

To this end, Fadius seems the perfect choice in that if the problem escalates, Nepius can deliver Fadius' head on a platter. Fadius knows this, but being a minor prefect of Dolus means



he has little choice. Whether the problem goes away or is solved is of little import to Nepius. He just wishes it to be contained. If this is at the expense of his friend, so be it.

Plot Twists

These are items that the GM may wish to employ in order to alter the plot. In some cases, these twists may be used to extend this adventure into a campaign.

Fadius works for the Emperor

Fadius is, in truth, a member of the Praetorian Guard and is fulfilling his duty by spying on Gaius and Nepius. They are suspected of plotting against the Emperor. Whether this is true or not may be something the characters never discover. The death of Fadius would be opportune.

Papiria is a Siren

Papiria was actually slain and replaced by a Siren on her way to join her betrothed, Gaius. She has built her power, gaining great influence over both Gaius and Sextus, and intends to use them to begin a revolt against the Emperor.

She is actually working for Marmara, a siren posing as a goddess in the West African Empire of Ghana. It would serve the interests of Marmara and Ghana if the province of Gaetuli were thrown into chaos.

Cult of Hetam-munun

Cabio is secretly a member of the Cult of Hetam-munun. The Turrus has been used as a meeting place for the cult and Cabio knows he must stop the party from discovering it. He will lead them into traps, warn them of dangers that do not exist, and/or attempt to get them down into the underground granaries to fall victim to the rats. He will do anything to stop the party. In the end, if all is lost, he will run, attempting to escape.

Setting Characters

This is the GM's reference to the setting characters described in the Player's Section. They are meant to reveal secrets and motivations that the players may not be aware of. Please compare to the Player's Section descriptions in order to hide the hidden and play their personality traits.

Praefectus Marcus Fadius Bato

Fadius is infuriated by the commands of the Praetor Nepius. His goal is nothing less than the destruction of the Villa Aurea and Gaius Aurelius. He has had to deal with Gaius all his life and has a supreme deep rooted hatred for him.

To this end, he will try to bribe one or more of the group to kill Gaius and set the power of the Turrus on the villa. If he is unable to turn the group he will take matters into his own hands and hire Cabio to fix the situation.

Gaius Aurelius

Gaius Aurelius is much as he appears. He is the aging patriarch of a great family who has risen through the social ranks and may one day be admitted to the ranks of the provincial nobility. Gaius is not aware of the schemes and events going on in his own house but trusts his sons with all his heart. They have done a very good job covering his failing health and memory. Although his value to the villa will be cited, the truth is he does not have the strength of his youth.

Gaius is quite knowledgeable of the area though and will be able to tell the group of the disappearances and how they have plagued the villa for fifty years. He will help the group in any way he can.

Despite the effects of age, the residents of the villa still deeply respect Gaius and will follow his commands.

Papiria

Papiria's beauty is only outdone by her devious nature. She wishes nothing more than to see the downfall of the Villa Aurea with her at the head of the Aurelius family. She is very good at luring in people with a façade of kindness and generosity.

Beyond her agenda, she has knowledge of the Harpies in the Turrís. They are working together and she has used them to eliminate enemies as needed. Her control of the band of Harpies is not complete, though, and at times they act on their own. She will warn them that the party is coming. She does not want the band eliminated as they may prove useful to her yet.

Postumus Aurelius

Postumus is a brave young man who has made a horrible discovery. He saw Papiria talking with the Harpies. As a result, she has had him taken. He is being held in the top of the Turrís where the old crones keep watch on him. He has tried to escape several times and almost made it once but has been recaptured. The last time they cut off his left foot. He now lies near death and can only await rescue.

Sextus Aurelius

Papiria has made it clear that if she is exposed, Sextus' affair with her will be made known. Sextus is trapped between what he knows is right and his desire for Papiria and power.

Sextus is not all bad though and wants to do the right thing. He will try to see that the party survives but will do what he needs to in order to protect Papiria and himself.

Cabio

Cabio is secretly in the employ of Fadius. Fadius has promised him the land of the Villa Aurea. Cabio has little in the way of loyalty to Gaius despite years of good treatment. Cabio

does a formidable job of portraying the perfect study of the loyal client but in truth has been burning with desire for more. He hates the wealth the Aurelius family flaunts and their success.

Cabio is no coward and will do what it takes to bring the Aurelius family down. He has no knowledge of Papiria's plans or involvement with the Harpies but will deliver anything he uncovers to Fadius.

Places

These places are the primary locations for the adventure. They may be edited out or expanded on in order to fit the GM's adventure.

Dolus

Dolus is a dirty city with its roots in slavery and salt. Founded as a colony of retired legionnaires, it has always been a strong point and somewhat rough. It should be noted though, that it is also a bastion of Roman culture on the high plateau.

Villa Aurea

The Villa Aurea is becoming a very important way station on the salt trade route across the province of Gaetuli and Africa. It has a growing population of clients and slaves, recently approaching 250 people. Gaius Aurelius has led the Villa for over 32 years and has become a wise and personable leader. His son has had less success despite winning over some of the cliens, he often thinks of himself before the villa, a preoccupation of his youth.

The Villa itself, beyond running the local ferry, also raises sheep and some cattle. The land in the area also supports some grain production.

Overall, the Villa Aurea is a source of intrigue and pure Roman politics in miniature. All the factions, although working together and

willing to do the best for the Villa, will always be trying to do best for themselves.

Turrís Lemurum

The Turrís Lemurum had its beginnings as a fortified granarium (granary) for the area. Taxes were collected and stored for transport in underground chambers. The Turrís was built as a proper fort 250 years ago and served for nearly 175 years before being decommissioned. In its day 150 years ago, it was a collection, storage and processing point for grain and meat in the area. The Turrís once held over 500 legionaries to protect the local settlers from Berber raiders. Those raiders have moved far to the south, out into the Sahara, and the legionaries have firmed the limes south of Dolus. The Turrís was abandoned but in an orderly manner and for years stood empty.

The legends and local folklore of the Turrís Lemurum have built up over the years as fortune seekers searched for hidden treasure and adventure. Most of these stories center around ghosts of those slain by the legionnaires. None of these stories are true. There are no ghosts at the Turrís Lemurum. A band of Harpies moved in some 25 years ago. Before them the Aper (giant boar) used the intervallum and the ruined buildings as dens. The earliest supernatural inhabitants are the Mus (giant rats) who have most likely lived there since the legionnaires' time. The Mus lived off of the grain and meat that were stored in the granarium when it was active. Much of the grain was left there as emergency stores and eventually forgotten by the locals. The Mus' numbers have increased as they managed to break into the subterranean horrae.

Today the locals have a healthy respect for the Turrís mostly due to the mercatores that go missing. Most of the locals know of the Aper that live at the tower but often assign supernatural powers to them that the beasts do not possess.

Map Guide

The following guide is a general description of the rooms and buildings in the Turrís Lemurum. The GM should feel free to add and subtract in order to customize the adventure to his own vision.

THE TURRÍS INTERVALLUM

For the most part these buildings are little more than ruins. The principia has weathered time the best and has the strongest magic for preserving its structure.

The contubernium (barracks) have been long cleaned out. There is nothing left to be salvaged and much of the structures themselves are collapsed or destroyed.

The horrae are all filled with rubbish and denning materials of the Aper. They have used the horrae for many years and little of value can be found. Amongst some of the remains a few denarii will be found but not much more.

Hidden in one of the horrae is an old chute leading to the underground grain storage (Room #9).

The principia is the old headquarters for the turrís. When the fort was in operation, the principia housed the commander of the local legion and signifer with the legion's treasury, standards and magic. Also, when not in use, the armory was located here.

Over the generations, the locals have dug holes, knocked down walls and painted graffiti in search of the legendary legionary gold. None has ever been found but that has not stopped treasure hunters from looking.

There is a Fairy, Vanora, who has lived in the principia since it was abandoned. She is very shy of humans but may be enticed to aid them in return for food. She is intimidated by the Harpies who live in the turrís. Vanora will not mention the Harpies but will help the party through the rest of the turrís. She is far from

This is the entrance to the Turrus. The ceiling is twenty-five feet tall and pillars line the walls. The front doors are locked but may be picked with a successful Open Lock check (DC 25). A DC 23 Strength check is necessary to break in.

reliable though, and as is the nature of her kind will often lead others into mischief.

If the party makes a successful **Tapping** or **Engineering** skill check at a -20 they will find a hidden box buried in the floor. The box is locked but not trapped. It contains a potion of Healing 3d20 with 10 doses and a wand of Dissipate with 10 charges.

If the party enters the compound during the day the Aper will most likely be out foraging. If they enter during the night the Aper will be sleeping but alert to intruders. If stealth is not used on the part of the party then the Aper will awake and defend their territory with an intense ferocity. There are four adult Aper in the compound and any young will run off rather than fight.

If the party makes a successful Search check at DC 20 they will find a hidden box buried in the floor. The box is locked (DC 20) but not trapped. It contains ten vials (*potions of cure moderate wounds*) and a *wand of dispel magic* with 10 charges.

FIRST FLOOR

1 Aedes - Temple

This is the entrance to the Turrus. The ceiling is twenty-five feet tall and pillars line the walls. The front doors are locked but may be picked with a successful **Open Locks** skill check.

Inside, a statue of Ceres, the goddess of the harvest, dominates this room. In her right hand she holds the bust of Emperor Didius Gala, an emperor who ruled during the construction of the Turrus. In her left she holds a sheaf of

grain. The statue is coated in silver but is far too large to move.

One of the braziers still gives off a feeble red light. It does so by magical glass beads that glow when a hand is waived over them. They will deactivate if a fist is made over the brazier.

2 Priest's Chambers

These are the chambers of the priest who attended to the spiritual needs of the Turrus and local population. Not much is left in this room except for two cabinets and some ancient bedding.

The trap will turn the violators' hands blue no matter what appendage they use to open the cabinet. It may be found with a successful Search check (DC 27; rogues only) and disarmed with Disable Device (DC 27; rogues only). If successful, a DC 25 Open Lock check will open the cabinet. Inside are the bronze till, spade and hoe used in the ceremonies for the purification of fields for the first planting. A Knowledge (arcana) check (DC 23) will reveal that the implements are magical and actually increase the fertility and growth of domesticated fields when used in the proper ritual.

If the Knowledge check is made, the contents of the box may be identified

The first cabinet has been hastily emptied and holds nothing. The second one is locked and trapped. The trap will turn the violators' hands blue no matter what appendage they use to open the cabinet. It may be removed with a successful **Locate Traps**, followed by a **Disarm Traps** skill check. If successful, then an **Open Locks** skill check will open the cabinet. Inside are the bronze till, spade and hoe used in the ceremonies for the purification of fields for the first planting. An **Arcane Lore** skill check at -20 will reveal that the implements are magical and actually increase

the fertility and growth of domesticated fields when combined with an **Initiate (Ceres)** skill check.

If an **Arcane Lore** skill check is made then the contents of the box may be identified. A small box contains Ceres Lucis, a glowing earth that speeds the growth of domesticated plants. The farmers of the area once relied on its power to aid in the production of grain.

3 Store Room (horrae)

This store room has been stripped of all practical items. In a corner there are a pile of rags which are soaked with blood. Inspected closely, the blood on the rags will appear to be fresh and still flowing from the rags. However, the blood never pools, seeming to flow into the floor. A practitioner of the Sanguinis art may absorb 50 points from the rags if they dare.

If **Tapping** is successfully completed in this room a door leading to the subterranean horrae will be discovered. If the party entered the subterranean horrae via the surface horrae in the intervallum then the party may enter the Turrus via this secret passage.

A DC 15 Search check in this room reveals a door leading to the subterranean horrae.

4 Soldiers Mess

This room was used for feeding the soldiers who were stationed in the tower. The room now lies bare except for three large tables in the center of the room.

5 Soldiers Barracks

The barracks are clean and well kept. Inside, all the bunks are tidy and stored in proper fashion. Everything is well ordered because of the **three type one skeletons** that have taken up residences in this room. They will attack any who enter and pursue them into the soldier's mess.

If they are defeated, a small bottle of Mend II potion will be found in a cabinet. Also in the cabinet are a set of lock picks and a set of chain mail armor.

If the human warrior skeletons are defeated, a *potion of make whole* will be found in a cabinet. There are also a set of lock picks and a set of chainmail armor.

6 Armory

The door to the armory is locked and does not look to have been disturbed since the legion abandoned the Turrus. If a successful **Locate Traps** skill check is made then a deadfall trap will be found triggered by opening the door. A **Disarm Traps** check must be made to remove the trigger, otherwise everyone near the door will take 5d10 fortitude points from a crushing boulder. A successful **Open Locks skill check at minus 15** must be made in order to open the door.

The door to the armory is locked and does not look to have been disturbed since the legion abandoned the Turrus. A successful Search check at DC 20 allows the party to discover a deadfall trap, triggered by opening the door. If a Disable Device check (DC 25) is not made to remove the trigger, everyone within five feet of the door when it is opened is targeted by a crushing boulder. A successful Open Lock check at DC 25 must be made in order to open the door.

The armory looks to have been mostly cleaned out except for junk the Legion did not think it would need. They missed a few pieces, though. In the corner is a quiver with nine *arrows* +2. Also, a Hasta Fulminea (*Spear of Lightning*) +1, which inflicts an additional 1d6 points of electrical damage on command.

Boulder Trap: CR 3; mechanical; touch trigger; manual reset; Atk +14 melee (2d10+6); Search DC 20; Disable DC 25.

The armory looks to have been mostly cleaned out except for junk the Legion did not think it would need. They missed a few pieces though and if a successful **Weapon Lore** skill check is made then their magical properties may be identified. In the corner is a quiver with *nine leaf head arrows*, +4 to hit, +8 to damage. Also, a *Hasta Fulminea (Spear of Lightning)*, +1 to hit, +2 to damage and doing 3d10 electrical damage.



7 Kitchen

The kitchen has a fireplace, stairs leading to the second floor and three crates. In the largest crate is a supply of pottery, bowls and spoons made from local clay. An **Appraisal** or **Pottery** skill will reveal that one of the bowls and one of the spoons are actually magical. When the spoon is stirred in the bowl it magically produces an oat porridge suitable for one meal. The bowl and spoon have 100 charges left and cost 3 spirit points per charge to recharge.

The magically-adept will recognize it as a *sustaining spoon*.

In the other two crates are the parts of a cast iron camp stove. It is enormous and could easily be used to feed a complete legion. It is worth 15,000 denarii but weighs close to a ton.

The fireplace seems to have the remains of long burned documents. None of them are legible but from the quality of the paper one would guess that they were legionary documents.

The stairs leading to the second floor are made of thick sturdy timbers that have weathered the years quite well.

SECOND FLOOR

1 Kitchen

As with the kitchen on the first floor, this one has a fireplace, stairs to the third level, a door to the mess, three crates and a cauldron. A successful **Arcane Lore** skill check on the cauldron will reveal its ability to

render any organic material edible that is placed within. This is automatic and one must

A successful Spellcraft skill check (DC 30) on the cauldron will reveal its ability to render any organic material edible that is placed within.

be careful that their hands do not go in the cauldron else they will be rendered cooked and ready to eat. The cauldron weighs 300 pounds and is bolted to the floor. It is difficult to move and requires hoists to move it down the stairs due to its bulky size. It is worth 20,000 denarii.

The crates contain metal eating utensils and cooking ware. All of this will be showing rust except for one small camp pot. It is engraved with a single word "Calefactum". If it is spoken aloud then the pot will heat to cooking temperatures until the command "Finio" is spoken.

The fire place is clean and empty like the rest of the room.

2 Officers Mess

The officers mess looks to have been the den of a group of bandits who have long gone. On the tables, tied down, are four skeletons. They look to be the remains of caravan merchants. In one corner are six barrels filled with stagnant water and next to them a collection of odds and ends taken from the merchants.

If the pile of discarded items is searched a brooch made of tin will be found. It will look rather plain and functional. If an Appraisal

skill check is made the brooch will be estimated at 20 denarii. If an **Arcane Lore** check is made the true nature of the brooch will be revealed. It will provide the wearer with protection from diseases, the Tongues spell and Intangible Passage from Medicina Maga.

If an Appraise check (DC 10) is made, the brooch appears to be worth no more than 20 denarii. In truth, it is a *periapt of health*.

3 Guard Room

This room is filled with the remains of several pieces of siege equipment. It looks like bandits made their home in this room many decades in the past. The door leading out onto the wall has been smashed in and replaced with a much weaker version.

Lying on the floor are three Kuang-shi who will rise and fit the party once they enter the room.

4 Infirmary

The infirmary has been thoroughly looted. The room was likely searched by the bandits and then used as their sleeping quarters. It has narrow slits that were used to fire onto the intervallum if the walls were breached.

A search of the room using a successful **Tapping** skill check will reveal a hidden box in the floor. A successful **Locate Traps** made at -10 will reveal a spring loaded poison needle (save vs. CON or be paralyzed for 1d4 hours). A **Disarm Traps** check will disable it.

Inside the box is a *scroll of Neutralize Poison*, a *potion of Full Heal* (2 doses), and a *bronze ring* that offers a +1 to Dexterity. The abilities of the ring and scroll may only be determined by **Arcane Lore** while the potion may be

identified by **Potion Lore**, **Horticulture** or **Herbology** skill checks.

A search of the room (Search DC 12) will reveal a hidden box in the floor. If the Search roll was 20 or higher, the character also finds a spring-loaded poison needle (DC 25 to disarm).

Inside the box is a *scroll of neutralize poison*, a *potion of cure serious wounds* containing 2 doses, and a *bronze ring of dexterity +1*.

Poison Needle Trap: CR 3; mechanical; touch trigger; manual reset; lock bypass (Open Lock DC 30); Atk +12 ranged (1d8 plus poison, arrow); poison (Large monstrous scorpion venom, DC 14 Fortitude save resists, 1d4 Con/1d4 Con); Search DC 19; Disable Device DC 15.

5 Latrine

The Latrine is long unused but still has a foul odor about it. There are clay lined pipes leading through the wall to drop waste into the overgrown cesspool.

This room is covered with a brown mold. If any of the party step on it, the mold will release a cloud of spores which will cause temporary paralysis lasting 1-4 hours. A *Neutralize Poison* spell or scroll will negate the spores. If a successful **Herbology** or **Horticulture** skill check at -20 is made then the nature of the mold may be determined.

A *neutralize poison* spell or scroll will negate the spores. A successful Knowledge (dungeoneering) or (nature) check at DC 20 reveals the nature of the mold.

6 Guard Room

This is the guard room for the south entrance. The door has been forced open but repaired.

The room has wooden debris and ancient refuse.

7 Officers Armory

The door to this room has been removed. It is unclear whether the legionnaires did so or some later occupant. Either way, the armory is empty.

THIRD FLOOR

1 Kitchen

The kitchen is a shambles. The wall to the next room has been destroyed and the floor is covered with bird feces. The fire place has been used recently and a foul smelling concoction fills a nearby cauldron. Upon closer examination it appears to be pieces of a giant rat. Someone has tried to cook it and has not done a good job.

2 Motus Celer

This room held the Motus Celer, a means of teleportation. The magical circle is no longer active and it appears that several stones that made up the circle have been carefully removed.

In the open space between the kitchen and this room there are several stones with deep scratches on them. They were made by a three clawed creature sharpening its claws. From the many different sizes and patterns it would seem that more than one creature made the marks.

3 Store Room

This is a store room that contains some rope (30' lengths), two large containers of flammable oil (45 gallons ea.) and a stairway to the roof. There are also murder holes for pouring oils and debris onto attacking enemies. Some are big enough to walk out of.

4 Harpies Den

Unless the party has been very silent in their approach, the Harpies den will appear empty except for young Postumus chained to a

boulder near the window. He will also be gagged, unable to warn the party.

The Harpies will be in hiding around the room, some clinging to the ceiling others hiding behind hay or furniture. Old Iustus, the farmer who came in search of treasure will also be lying in wait for the party. He has gone quite mad and now lives amongst the Harpies as a servant.

Once the party enters the room, the ambush will be sprung. ***There are two Aellites and four Celaeno who will attack. The Aellites will stay back and throw stones preferring not to close to melee. Iustus (see his description below) will use a gladius and pieces of armor he has found to fight the party.*** If the Harpies look to be losing they will break and fly out the windows, awaiting a chance to harass the party as they leave. If the Harpies flee, Iustus will run out the window after them, not realizing he cannot fly.

If the party searches the room, they will find a very grateful and relieved Postumus and the bones of his predecessors displayed in a pile by an old brazier. Hay used as bedding is all around the room in piles. Nothing of value is here.

5 Store Room

Much like the other store room, this room contains debris too bulky or worthless to take with the departing legion. There is also a stairway to the roof.

6 Treasure Latrine

The latrine has been stripped of all original furnishings. In their place is the remains of equipment from the victims of the flock. There are also the original holes leading out the side of the turrus to the cess pool below.

The piles of items contain:

21 backpacks in various states of decay

1233 brass sestericii

2031 silver denarii

234 gold aurei

4 doses of Full Heal
potion.

A silver map case (worth
400 denarii).

Several suits of ruined/
rusted/decayed armor.

Several similarly useless
weapons.

A 10' section of rope that
will grow to the needed
length (up to 1000 feet).

A staff engraved with an
intricate pattern. If a
successful **Weapon Lore**
skill check is made then
that person will know the
true nature of the weapon.
It is a +4 to hit, +8 to
damage staff. It will also
grant the owner three
Oratory skills, the ability
to walk on calm water and
will come to the owner's
hands when called. It is left to the new owner
to name the staff.

Two scrolls of Cure Disease.

Two scrolls of Suspension.

Two scrolls of Neutralize Poison.

In one of the holes leading to the cesspool is a
Scrying Crystal (*Crystallus Visio*). It is
damaged but may be repaired. It is a common
legionary type and may be difficult to sell. If
an **Appraisal** or **Arcane Lore** skill check are
made the estimated value is 9,000 denarii.

UNDERGROUND

1 Alcove

This is the entry from the Turrus to the
underground granaries. There is a decayed
human arm lying at the foot of the stair. It
looks as though someone has attempted to

sanctify it with wine and has put a copper As
in its hand for the Deadman's Toll.

The piles of items contains:

- 21 backpacks in various states of decay
- 1233 brass sestericii
- 2031 silver denarii
- 234 gold aurei
- 4 potions of *cure serious wounds*
- A silver map case (worth 400 denarii)
- Several suits of ruined/rusted/decayed armor
- Several similarly useless weapons.
- A 10' section of rope that will grow to the needed length (up to 1000 feet).
- A staff engraved with an intricate pattern. It is a +4/+4 *quarterstaff* that grants its wielder a +1 enhancement bonus to Diplomacy and Gather Information checks and comes to the owner's hands when called. It is left to the new owner to name the staff.
- Two scrolls of *remove disease*
- Two scrolls of *neutralize poison*

2 Grain Authority

This room was originally where the Empire administered grain for this region. The floor still bears the marks of the desks and boxes that once filled this room.

In the center of the room is a pile of chewed but neatly arranged debris. It is made up of wood and some stone. If a *Locate Traps* skill check is made at +10 then a crude trip wire will be detected running across the floor just in front of the pile. It will trigger a deadfall of stones and timber from the ceiling if tripped (5d10

fortitude points). Nothing else of value is in this room.

A Search check at DC 10 reveals a crude trip wire running across the floor just in front of the pile. It will trigger a deadfall of stones and timber from the ceiling if tripped (2d10 damage).

3 Granary

This is an abandoned granary. It still smells of the tons of grain which had been stored here over the years but now nothing is left but dust. The door to this room is missing as is the connecting door to the next granary (room #4). The party will feel a chill run over their skin as they enter the room. The praetorian (if present) will identify the feeling as a sign of the

preservation spells used to keep grain fresh while stored against need.

4 Rats Den

The giant rats in this room are ready for the party and will be hiding amongst the wide range of boxes stored here. In addition to the boxes, there are also old containers of grain. All of this provide excellent cover.

There are four Mus in this room and a creature no one will be able to identify. It is a Murum Rex, King of the Rats. He will look like a man using the Medicina Maga spell Rat Form. He will be in Rat Man form and has absolute command over the giant rats as well as any smaller rats. He will not engage in the fight and will flee to the Rat Stronghold (Room #5) if his rats look to be losing. He has the ability to turn invisible at will and stay so for 20 minutes. If his rats are defeated, he will escape by the chute in the Loading Room.

There are four Mus in this room and a creature that looks like a large man-rat. It is a Murum Rex, King of the Rats. He is in his hybrid form and uses his magic to command the giant rats to attack, as well as any smaller rats.

The room contains several boxes and bags captured or stolen from caravans passing through the valley below. They contain goods like salt, wool, axe heads, and a supply of ink. There are also three bolts of silk worth about 10,000 denarii.

5 Rat Stronghold

The entrance to this room has been reinforced. A combined Strength check made by 20 must be made if the door is to be forced open (see inset). It is bolted from the other side making it impossible to pick the lock to gain entrance.

If the party makes it in then there are four giant rats waiting for them. The room is filled with debris making anyone using weapons at a minus 2 to hit. The rats do not suffer this

penalty since they are using natural attacks (tooth and claw).

Again, if the Murum Rex senses his rats losing he will use his invisibility to escape to the Loading Room and up one of the chutes.

The room contains a great deal of nesting materials, twenty baby rats and three spears. If a **Weapon Lore** skill check is made then their true nature will be revealed. They are *Hasta Fulminea* (*Spear of Lightning*) and have a +1 to hit and +2 to damage. In addition, there are three rubies. If a skill check is made vs. **Appraisal** then their value may be estimated at 2000 denarii.

The entrance to this room has been reinforced. Bolted from the other side, a DC 20 Strength check is necessary to force the door open if the party wants to go through.

If the party makes it in then there are four giant rats waiting for them. The room is filled with debris, inflicting a -1 penalty on all armed attacks. The rats do not suffer this penalty since they are using natural attacks (tooth and claw).

Again, if the Murum Rex senses that his rats are losing, he will use his alternate form to escape to the Loading Room and up one of the chutes.

The room contains a great deal of nesting materials, twenty baby rats and three spears. They are *Hasta Fulminea* (*Spears of Lightning*) +1. In addition, there are three rubies worth 2000 denarii each.

6 Granary

This is an ancient granary still packed full of unrotted grain. The rats have lived off of this supply during hard times.

7 Granary

Like room #6, this is a room for the storage of grain. It has a spell of preservation still on it and shows signs of the rats eating it.

8 Scorpion Hole

This room has a crudely placed door that no longer hangs from its hinges. Just within the doorway are piles of rat skeletons. The room will have a thick, humid darkness punctuated by the distant clattering of what sounds like metal on stone.

The sound is a giant Scorpion that has nested here in the granary. It will attack any intruders but will not pursue if the party retreats. Little of value will be in this room as the primary food for the scorpion has been the rats. There are the remains of a caravan guard who sought escape behind the wrong door.

If a **Weapon Lore** skill check is made then the abilities of the guard's broad sword will be known. *It is a +2 to hit, +10 to damage broad sword of oriental design.* Engraved on the pommel is a dragon. If the maker's name, Sheng Yu, is invoked (and the character makes a successful Use Magic check) then the sword will serve the invoker. The sword has the rudimentary intelligence of Sheng Jin, the 22 year old son of Sheng Yu who died of a fever. His father bound his soul to the sword and he

has served ever since. He speaks Latin but only the owner of the sword will be able to hear him. He may heal up to 25 FP before needing at least 10 Spirit Points. The sword is able to take 1d10 Spirit Points from any target that has S.P. if the sword strikes flesh. In addition, it may store up to 50 S.P. that the owner may draw on.

The guard's broad sword is an intelligent weapon of oriental design named Sheng Jin. Engraved on the pommel is a dragon. If the maker's name, Sheng Yu, is invoked, the sword will serve the invoker. The sword has the rudimentary intelligence of Sheng Jin, the 22 year old son of Sheng Yu, who died of a fever. Sheng Yu bound his son's soul to the sword, where it has remained ever since. He speaks Latin, but only the owner of the sword will be able to hear him. He may cast *cure moderate wounds* once per day, and, when the blade strikes a spell caster, Sheng Jin removes one of the caster's spell slots as if it had been used. This power affects the lowest level spell slot available.

9 Loading Room

The rats have been using the Loading Room for their latrine and the smell is very powerful. The floor is covered with a thick damp muck. A thin trickle of water runs down the wall and out a drain in the center of the room. There is debris scattered throughout the room, remains of the grain handling equipment and several broken boxes of caravan goods. The bulk of these caravan goods appear to be sheaves of paper which have been entirely ruined as they came into contact with the floor.

This room has four chutes leading down to where grain was once dumped to be bagged and stored in the granary. Three of these are now blocked but the fourth leads to the surface in the horrae (warehouses). If a **Climb** skill

IRIDIUM SYSTEM STRENGTH CHECKS

COMBINED STAT CHECKS ARE USED FOR ACTIONS PERFORMED BY SEVERAL PEOPLE IN TANDEM. EACH PERSON MAKES A STAT CHECK AND RECORDS HOW MUCH THEY MADE OR MISSED THE CHECK BY. EXAMPLE: THREE PEOPLE ARE TRYING TO OPEN A DOOR AND THEY ALL HAVE 10 STRENGTH. THE FIRST ROLLS A 1, THE SECOND AN 8 AND THE LAST A 14. THE FIRST ONE MADE IT BY 9, ADD THE 2 THAT THE SECOND MADE IT BY, THEN SUBTRACT THE 4 THAT THE LAST ONE MISSED THEIR STRENGTH BY. $9+2-4=7$ THAT THE STRENGTH CHECK WAS MADE BY. THE NUMBER OF PEOPLE ABLE TO COOPERATE IN THIS MANNER IS UP TO THE GM.

check is made then the chute may be crawled up.

If a successful **Tapping** skill check is made in this room a concealed door on the south wall will be revealed. A successful **Locate Traps** will reveal a poisonous gas trap. Anyone in the room will need to save vs. CON - 4 or be knocked unconscious for 2-8 hours if the trap is tripped. A **Disarm Traps** skill check will render the floor safe to open. The door is locked but a successful **Open Locks** at +10 will allow entry.

The passage leads down to the swamps onto an ancient trail. It has not been used by man in some time but anyone with **Tracking** will be able to tell the giant rats have used it often and recently.

This room has four chutes leading down to where grain was once dumped to be bagged and stored in the granary. Three of these are now blocked but the fourth leads to the surface in the horrae (warehouses). Climbing up a chute is a DC 13 check.

A successful Search check (DC 15) reveals a concealed door on the south wall. The door is trapped (see below). The door is locked, but a successful Open Lock check at DC 10 will allow entry.

The passage leads down to the swamps onto an ancient trail. It has not been used by man in some time but anyone with Survival will be able to tell the giant rats have used it often and recently.

Gas Trap: CR 5; mechanical; location trigger; manual reset; gas; multiple targets (all targets in the. room); never miss; onset delay (2 rounds); poison (sleeping gas, DC 16 Fortitude save resists, unconscious/unconscious 2d4 hours); Search DC 18; Disable Device DC 18.

Iustus

Iustus is a farmer who made much of his livelihood from hunting. He was neither a prosperous nor happy farmer and took his joy in wandering the desert. More at home with



the animals he hunted than his fellow man, he was also considered unbalanced.

His time in the wilds looking for his fortune has not improved his state of mind. He has made himself quite at home with the harpies and will not leave them for anything. He may help the party if he is assured that they will leave the harpies in peace. If he believes, even for an instant, that the party's intentions are violent, he will lead them to the Murum Rex in the Horrea. He knows all about the intricacies of the Tower and will use the superstitions of the group against them.

PLOT TWIST

Iustus also knows Cabo who he has a deal with. The pair of them will work together to

supply the Murum Rex and his rats with food. In exchange, they receive all the party's equipment. In addition, Cabo hopes to exchange Postumus for a healthy ransom, blaming it all on bandits. He will tell Gaius that these same bandits killed the party.

Statistics - Iustus	
Strength	15
<i>Damage Mod</i>	+ 0
<i>Armor Mod</i>	+ 0
<i>Max Wt Lift</i>	145 lbs
Agility	20
<i>Initiative Mod</i>	+ 3
<i>Unarmed Com. Mod</i>	+ 3
<i>Bonus to Movement Skills</i>	+ 15
<i>Movement Rate</i>	14
Constitution	20
<i>Wt Encumbrance</i>	89 lbs
Dexterity	18
<i>Bonus To Hit</i>	+ 2
<i>Craft Skill Bonus</i>	+ 10
Intelligence	10
<i>Bonus to Intel. Skills</i>	+ 0
<i>Use Magic</i>	0%
Wisdom	13
<i>Bonus to Craft Skills</i>	+ 0
<i>Directed Spell To Hit</i>	+ 0
Appearance	13
<i>Reaction Adj.</i>	+ 5%
Charisma	10
<i>Social Skill Bonus</i>	- 5%
Luck	18
Piety	12
Will	19
Defense	18
Level	8
Class	Hunter
Spirit Points	10
Spell Casting Realm	None

Armor - Iustus		
Location	Armor	FP
1 - Head	20	14
2 - Right Arm	23	56
3 - Right Shoulder	25	56
4 - Chest	23	14
5 - Left Shoulder	28	56
6 - Left Arm	36	56
7 - Stomach	28	28
8 - Groin	20	28
9 - Right Leg	15	56
10 - Left Leg	15	56

Iustus wears a mismatched collection of armor that he has picked up in his exploration of the Turrís.

Weapons - Iustus				
Weapon	DAM	ATT	+TH	+TD
Gladius	4d6	3	+ 4	+ 6
A +2 to hit and +six to damage.				
Spear	2d10	1 or 2	+ 2	+6
Range: 75 yards				

Skills - Iustus		
Skill	Levels	Final
Armor Use (Leather)	2	84%
Climbing	1	71%
Disarm Traps	2	89%
Dodge	1	64%
Draw Weapon (Gladius)	1	64%
First Aid	1	56%
Move in Shadows	1	71%
Move Silently	1	79%
Parrying (Gladius) 1 parry	1	64%
Rope Use	1	64%
Staff Use	1	64%
Sword Use	1	64%
Targeting (Gladius)	1	64%
Targeting (Spear)	1	64%
Tracking	2	84%
Wilderness Survival (Desert)	1	64%
Wilderness Survival (Swamp)	1	64%

IUSTUS, (6TH LEVEL HUMAN RANGER)**Hit Dice:** 6d8+18 (45 hp)**Initiative:** +3**Speed:** 30 ft. (6 squares)**Armor Class:** 17 (+3 Dex, +3 tattered chain shirt, +1 shield bonus)**Base Attack/Grapple:** +6/+7**Attack:** Gladius +8 melee (1d8+1/19-20)**Full Attack:** Gladius +6/+1 melee (1d8+1/19-20), handaxe +6/+1 melee (1d6+1/x3)**Space/Reach:** 5 ft./ 5 ft.**Special Attacks:** —**Special Qualities:** Favored enemy (animal), wild empathy, animal companion**Saves:** Fort +8, Ref +8, Will +2**Abilities:** Str 12, Dex 17, Con 16, Int 10, Wis 11, Cha 8**Skills:** Climb 4, Handle Animal 4, Hide 8, Jump 2, Knowledge (nature) 7, Listen 6, Move Silently 9, Profession (hunter) 8, Spot 6, Survival 9**Feats:** Diehard, Endurance*, Improved Two-Weapon Fighting*, Two-Weapon Defense, Two-Weapon Fighting*, Weapon Focus (Gladius)**Challenge Rating:** 4**Allegiance:** Neutral Evil

*Bonus feats from Ranger levels.

Iustus is a farmer who made much of his livelihood from hunting. He was neither a prosperous nor happy farmer and took his joy in wandering the desert. More at home with the animals he hunted than his fellow man, he was considered unbalanced. Though Iustus is half-mad, his instincts still serve him well. He has donned a light armor and is wielding two weapons, giving him a defensive bonus. In combat, he will try to close with one opponent before letting loose with all his attacks.

Favored enemy (Ex): Iustus specializes in hunting and killing animals. He gains a +4 bonus to Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against animals. Likewise, he gets a +4 damage bonus against them.

Wild empathy (Ex): Iustus can improve the attitude of an animal. This ability functions just like a Diplomacy check to improve the attitude of a person. He rolls 1d20+6 (his ranger level and his Charisma bonus) to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the ranger and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal visibility conditions. Generally, influencing an animal in this way takes 1 minute, but, as with influencing people, it might take more or less time. The ranger can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but he takes a -4 penalty on the check.

Animal companion (Ex): Iustus had a wolf companion that was driven off when its master fell into the harpies' thrall. Should Iustus escape the harpies, the wolf will return.

Murum Rex (Rat King)

The Murum Rex is something of a mystery. It is believed that they are shape shifters but it is not known for sure if this is the case. Regardless, they can be found living amongst rats, especially giant rats. The Murum Rex likes to form a pack of the strongest and brightest. He will then train them to serve his purposes. These vary from king to king, some desiring wealth while others seek control of territory. Whatever the case, he will most often find a subterranean lair and protect it with clever traps.

The Murum Rex is also feared for his ability to take human form and then cloak himself in illusions. These illusions will sometimes take the form of someone known to his target. This is only limited by this knowledge of the people the target knows. At other times, he is able to conjure the illusion of fine clothes and even servants. The illusions are limited to sight and if touched by another person may be detected (save vs. WIS - level of the Murum Rex).

If the Murum Rex bites a human then there is a possibility that the person will be infected with the Murum Rex's spoor. If this happens the human will slowly change into a Murum Rex over the next three days. As the change occurs the original Murum Rex will gain more and more control over the human until the change is complete and the control of the Murum Rex cannot be challenged. As the human changes they will gain the powers of a Murum Rex, a +2 to AGL, +3 to CON, -3 to STR and a -4 to WIL. The only known cure for this transformation is a rare plant that grows in the Atlas Mountains called Ruxum. It must be procured and then refined with a Medicine skill check minus the number of days since the transformation was complete. For example, if thirty days have gone by then a Medicine skill check - 30 must be made to cure the infected individual. If the infecting Murum Rex is killed then the person infected is still a Murum Rex but they are not longer under the control of the original one.

The goals of this beast vary as mentioned but they often look to build secure territories. This means they will often be fiendishly clever in protecting their pack, den and any mates they have procured. The Murum Rex will not always infect their mates, often keeping them human in order to create Murum Rex better capable of blending with humans. These half-breeds are almost always destroyed if they are discovered.

The Murum Rex keeps a pack of rats and giant rats around him. This beast is able to control large numbers of rats and any giant rat beneath its level. He uses them more as spies than warriors. If it must fight, a Murum Rex will prefer to fight only so long as it takes to free an escape route. They will usually make their dens underground with several escape routes. If in a city, the cellar of a building with connections to the sewers would be most desirable. Rivers are also desirable in that Murum Rex are strong swimmers with little fear of water. Perhaps the least known, and most powerful, ability of this creature is their ability to revive from the

dead. It is this ability that makes their livers and hearts so sought after by artificers easily bringing upwards of 10,000 denarii. Unless a Murum Rex has its head cut off with a silver weapon, it will revive despite any amount of damage done to it. The amount of time it takes to revive is dependant upon the amount of damage it has received.

Generally it will take at least one hour but may take several days if the damage is severe or caused by magic.



Physical & Social Appearance - Murum Rex	
Height	5' - 6'
Weight	100 lb. - 200 lb.
Eye Color	Black
Skin Color	Pink
Hair Color	Black or Brown
Social Org.	Pack

Statistics - Murum Rex

Strength	14
Damage Mod	+0
Armor Mod	+0
Max Wt Lift	135 lb.
Agility	22
Initiative Mod	+5
Unarmed Com. Mod	+5
Movement Skill Mod	+25
Movement Rate	18
Constitution	23
Dexterity	18
Bonus To Hit	+2
Craft Skill Mod	+10
Intelligence	10
Use Magic	18%
Intel. Skill Mod	+0
Wisdom	19
Dir. Spell Bonus	+2
Craftsmen Skill Mod	+15
Charisma	20
Social Skill Adj.	+20
Appearance	8
Reaction Adj.	+0
Luck	16
Piety	5
Will	9
Defense Stat	20
Level	3-12
Class	Thief
No. Appearing	1
Magic Resist.	5
Spirit Pts	120

Armor & FP Values - Murum Rex		
Location	Armor	FP
1 - Head	25	20
2 - Right Hand	25	78
3 - Right Shoulder	25	78
4 - Chest	25	20
5 - Left Shoulder	25	78
6 - Left Arm	25	78
7 - Stomach	25	39
8 - Groin	25	39
9 - Right Leg	25	78
10 - Left Leg	25	78
The Murum Rex has a natural hide armor that protects it from attack. It will also wear additional leather armor on top of this natural armor. If this is done then add an additional 15 points of armor.		

Weapon	DAM	ATT	+TH	+TD
Gladius	4d6	3	+2	+0
These weapons require a save vs. CON if they pierce the target's flesh due to the possibility of infection. If the target fails then they will lose one point of CON every day until they die (reaching zero CON). If a Successful Medicine and Pathology skill check is made then the infection can be countered.				
Claws	3d8	4	+5	+0
See the rules for the Gladius. The same chance for infection is present if the claws of the Murum Rex do damage to flesh.				
Bite	3d12	1	+5	+0
The bite of a Murum Rex, if it pierces flesh, requires a save vs. CON - level of the Murum Rex. If the target fails the check then they become infected with the spoor of the Murum Rex. This will cause them to fall under the power of the Murum Rex who infected them until such time as he dies. The change will take three days to complete and the Murum Rex will not have full control until the change is complete.				

Abilities - Murum Rex	Final
Night Sight	40%
Sense of Smell	100%
Tracking	80%
Hunting	70%
Parrying (three parries with Gladius)	80%
Targeting (Claws)	40%

Abilities - Murum Rex	Final
Targeting (Bite)	60%
Targeting (Gladius)	40%
Deception	100%
Acting	95%
Oratory	60%
Courtly Dancing	65%
Move Silently	105%
Move In Shadows	105%
Command Rats - This ability allows the Murum Rex to command those of his kind. They are able to command up to 100 rats per level and any number of giant rats as long as they are under the level of the Murum Rex. This power grows, strangely enough, as the rat kind gets closer to the Murum Rex. Those humans infected with spoors may be commanded by the Murum rex who infected them. The control is complete once the transformation has been completed. Five spirit points need to be expended to issue a command.	
Shape Shift - The Murum Rex is naturally in the form of a half-man/half-rat. They can shift their form to that of a human for one day by spending 10 spirit points. They must rest then for four hours before they can resume human form. This is a little known ability but even less well known is their ability to take a third form. This is usually something they have observed and found useful. It must be a mundane animal like a hawk, wolf or fish. The same time limitations apply.	
Infectious Bite - Although a Murum Rex can reproduce like any other mammal, it also has the ability to infect a human host with its spoors via its saliva. Some less scrupulous individuals harvest the saliva for a poison and will pay upwards of 1000 denarii for a small vial. If a human is bitten by a Murum Rex, they must make a save vs. the CON minus the level of the Murum Rex. If they fail then they will slowly turn into a Murum Rex themselves and fall under the power of the Murum Rex. See the description for more information.	
Revive from the Dead - This ability allows the Murum Rex to revive after they have died. They may resurrect from any form of death except when their head is cut off by a silver weapon, have all their spirit points drained or if they are disintegrated. The revival process takes anywhere from one hour to three days depending on the amount of damage. When they revive, the Murum Rex will be fully healed, well rested and have their full spirit points.	

MURUM REX

	Murum Rex, Human Form	Murum Rex, Dire Rat Form	Murum Rex, Hybrid Form
	Medium Humanoid (Human, Shapechanger)	Small Humanoid (Human, Shapechanger)	Medium Humanoid (Human, Shapechanger)
Hit Dice:	1d8+1 plus 1d8+2 (12 hp)	1d8+1 plus 1d8+2 (12 hp)	1d8+1 plus 1d8+2 (12 hp)
Initiative:	+0	+3	+3
Speed:	30 ft. (6 squares)	40 ft. (8 squares), climb 20 ft.	30 ft. (6 squares)
Armor Class:	15 (+2 natural, +2 leather, +1 buckler) touch 10, flat-footed 15	17 (+1 size, +3 Dex, +3 natural), touch 14, flat-footed 14	16 (+3 Dex, +3 natural) touch 13, flat-footed 13
Base Attack/Grapple:	+1/+2	+1/-2	+1/+2
Attack:	Rapier +2 melee (1d6+1/18-20) or light crossbow +1 ranged (1d8/19-20)	Bite +6 melee (1d4+1 plus disease)	Rapier +5 melee (1d6+1/18-20) or light crossbow +4 ranged (1d8/19-20)
Full Attack:	Rapier +2 melee (1d6+1/18-20) or light crossbow +1 ranged (1d8/19-20)	Bite +6 melee (1d4+1 plus disease)	Rapier +4 melee (1d6+1/18-20) and bite -1 melee (1d6 plus disease); or light crossbow +4 ranged (1d8/ 19-20)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.	5 ft./5 ft.
Special Attacks:	—	Curse of lycanthropy, disease	Curse of lycanthropy, disease
Special Qualities:	Alternate form, rat empathy, low-light vision, scent	Alternate form, rat empathy, damage reduction 10/silver, death immunity, low- light vision, scent	Alternate form, rat empathy, damage reduction 10/ silver, death immunity, low-light vision, scent
Saves:	Fort +5, Ref +2, Will +4	Fort +6, Ref +5, Will +4	Fort +6, Ref +5, Will +4
Abilities:	Str 13, Dex 11, Con 12, Int 10, Wis 11, Cha 8	Str 13, Dex 17, Con 14, Int 10, Wis 11, Cha 8	Str 13, Dex 17, Con 14, Int 10, Wis 11, Cha 8
Skills:	Climb +0, Handle Animal +3, Hide +1, Listen +4, Move Silently +0, Spot +4, Swim +9	Climb +11, Handle Animal +3, Hide +8, Listen +4, Move Silently +4, Spot +4, Swim +11	Climb +4, Handle Animal +3, Hide +5, Listen +4, Move Silently +4, Spot +4, Swim +9
Feats:	Alertness, Dodge, Iron Will ^B , Weapon Finesse ^B	(same as human form)	(same as human form)
Environment:	Any	Any	Any
Organization:	Solitary, pair, pack (6-10), or troupe (2-5 plus 5-8 dire rats)	(same as human form)	(same as human form)
Challenge Rating:	2	2	2
Treasure:	Standard	Standard	Standard
Alignment:	Always lawful evil	Always lawful evil	Always lawful evil
Advancement:	By character class	By character class	By character class
Level Adjustment:	+3	+3	+3

In humanoid form, Murum Rex tends to be a thin, wiry individual of shorter than average height. The eyes constantly dart around, and the nose and mouth may twitch if he is excited.

Combat

In animal form, Murum Rex avoid combat, preferring to use their dire rat shape for skulking and spying. In hybrid form, a Murum Rex fights with a rapier and light crossbow.

Alternate Form (Su): A Murum Rex can assume a bipedal hybrid form or the form of a dire rat. Changing form is a standard action. If the change is involuntary, the character performs the change on his next turn following the triggering event. Changing to animal or hybrid form ruins the character's armor and clothing (including any items worn) if the new form is larger than the character's natural form; carried items are simply dropped. Characters can hastily doff clothing while changing, but not armor. Magic armor survives the change if it succeeds on a DC 15 Fortitude save. An afflicted character who is not aware of his condition remains in animal form until the next dawn. An afflicted character who is aware of his or her condition (see above) can try to resume humanoid form following a change (voluntary or involuntary) with a Control Shape check, but if he fails his check, he remains in animal (or hybrid) form until the following dawn.

Curse of Lycanthropy (Su): Any humanoid hit by a Murum Rex's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or become a Murum Rex. When a character is infected by a Murum Rex through a bite, no symptoms appear until the first night of the next full moon. On that night, the afflicted character involuntarily assumes animal form and forgets his own identity, temporarily becoming an NPC. Each

full moon thereafter, the character must make a DC 18 Will save or become a Murum Rex forever. A *remove disease* or *heal* spell cast before this occurs can cure the disease and reverse the process, but after a Will save is failed, the result is permanent.

Death Immunity (Su): Unless a Murum Rex has its head cut off with a silver weapon, the creature will revive despite any amount of damage done to it. Unless it is killed in the right way, it will continue to heal at its normal rate. The amount of time it takes to revive is dependant upon the amount of damage it has received, though it generally takes at least one day.

Disease (Ex): Filth fever; bite, Fortitude DC 12, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

Rat Empathy (Ex): Communicate with rats and dire rats, and +4 racial bonus on Charisma-based checks against rats and dire rats, meaning that such animals generally do the Murum Rex's bidding.

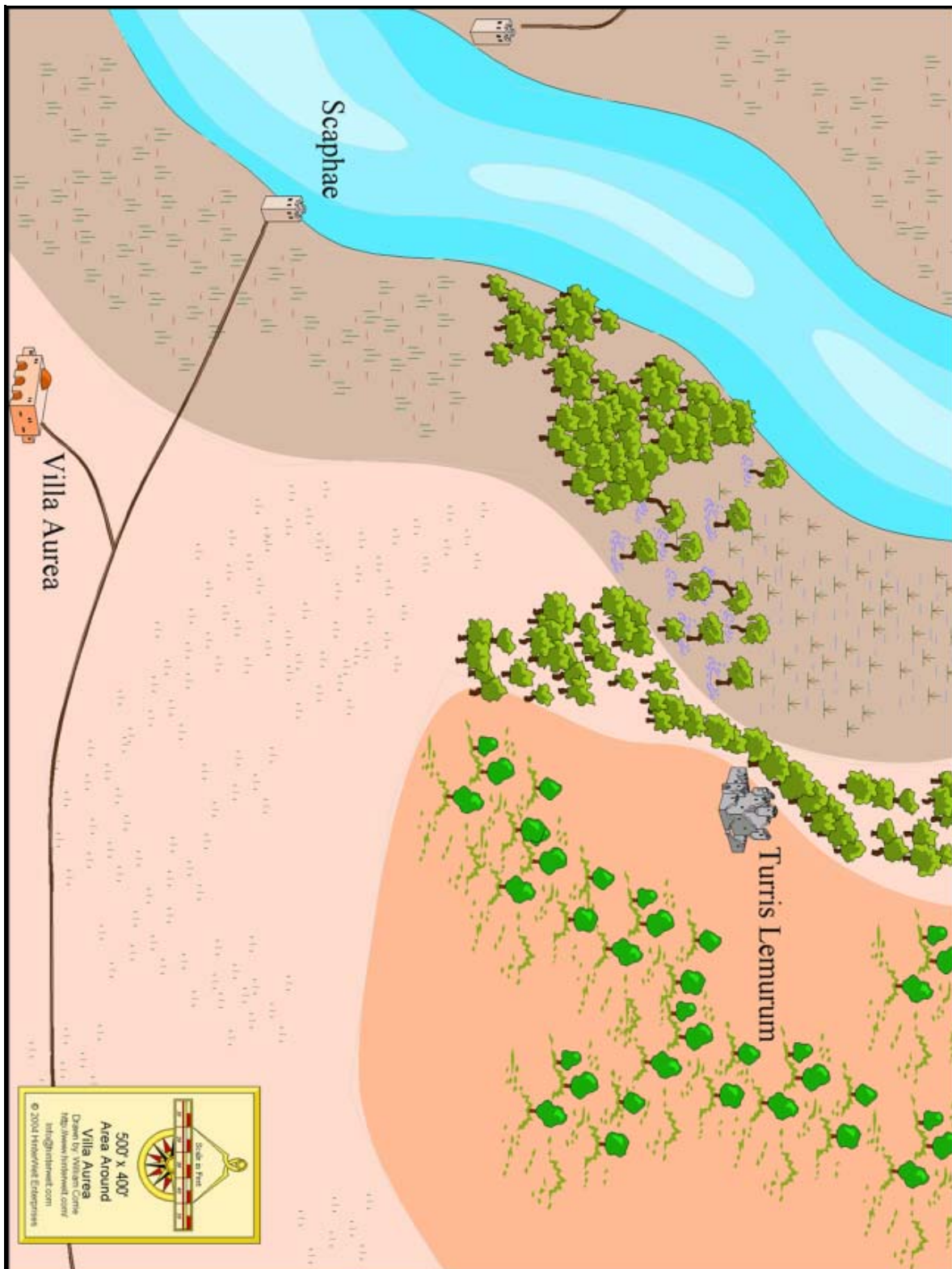
Skills: A Murum Rex in rat or hybrid form uses its Dexterity modifier for Climb or Swim checks. It has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

Murum Rex have a +8 racial bonus on Swim checks from their dire rat form.

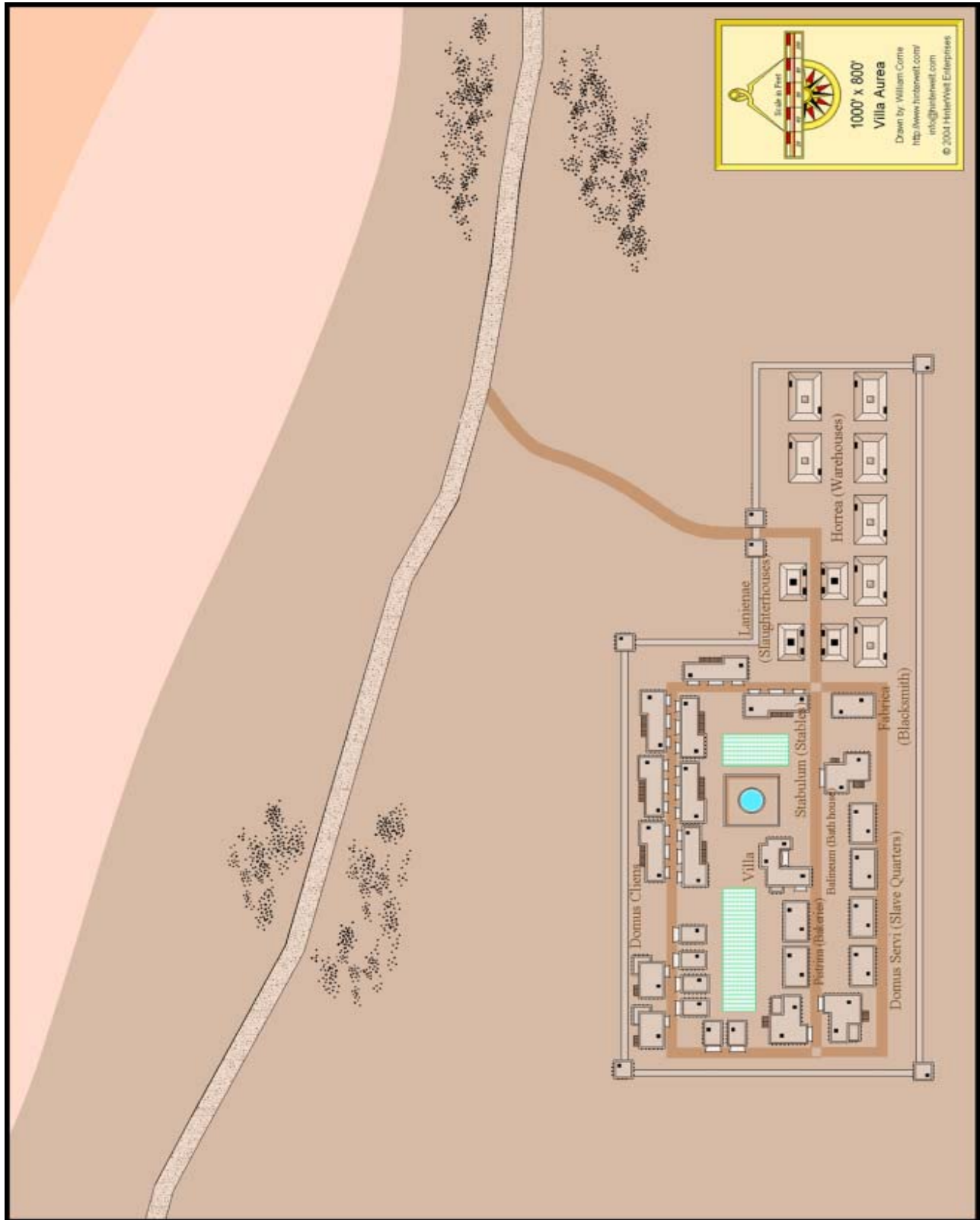
Feats: Murum Rex gain Weapon Finesse as a bonus feat.

Murum Rex progress as dictated by their class levels.

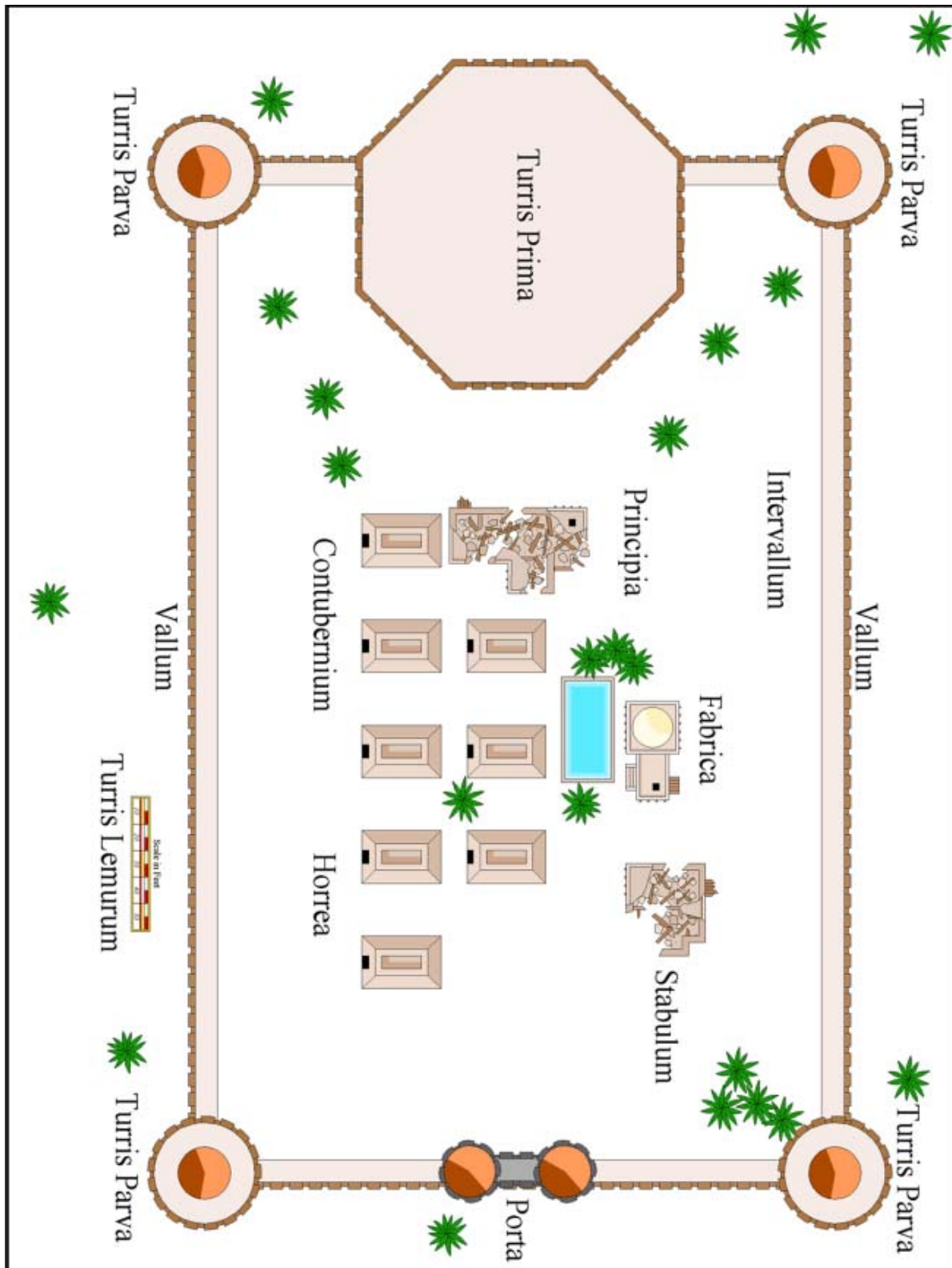
GAME MASTER'S REFERENCE MAPS



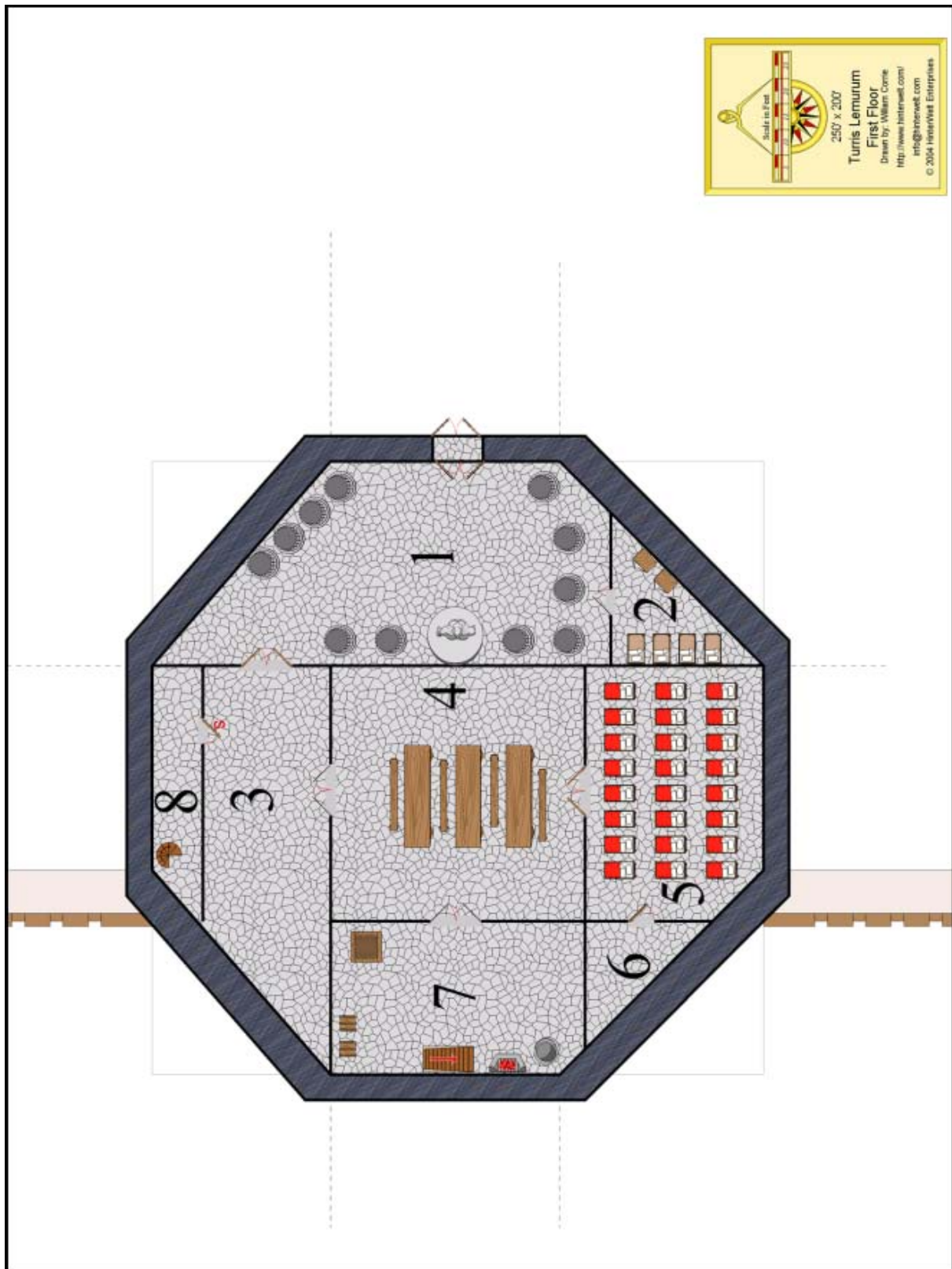
GAME MASTER'S REFERENCE MAPS



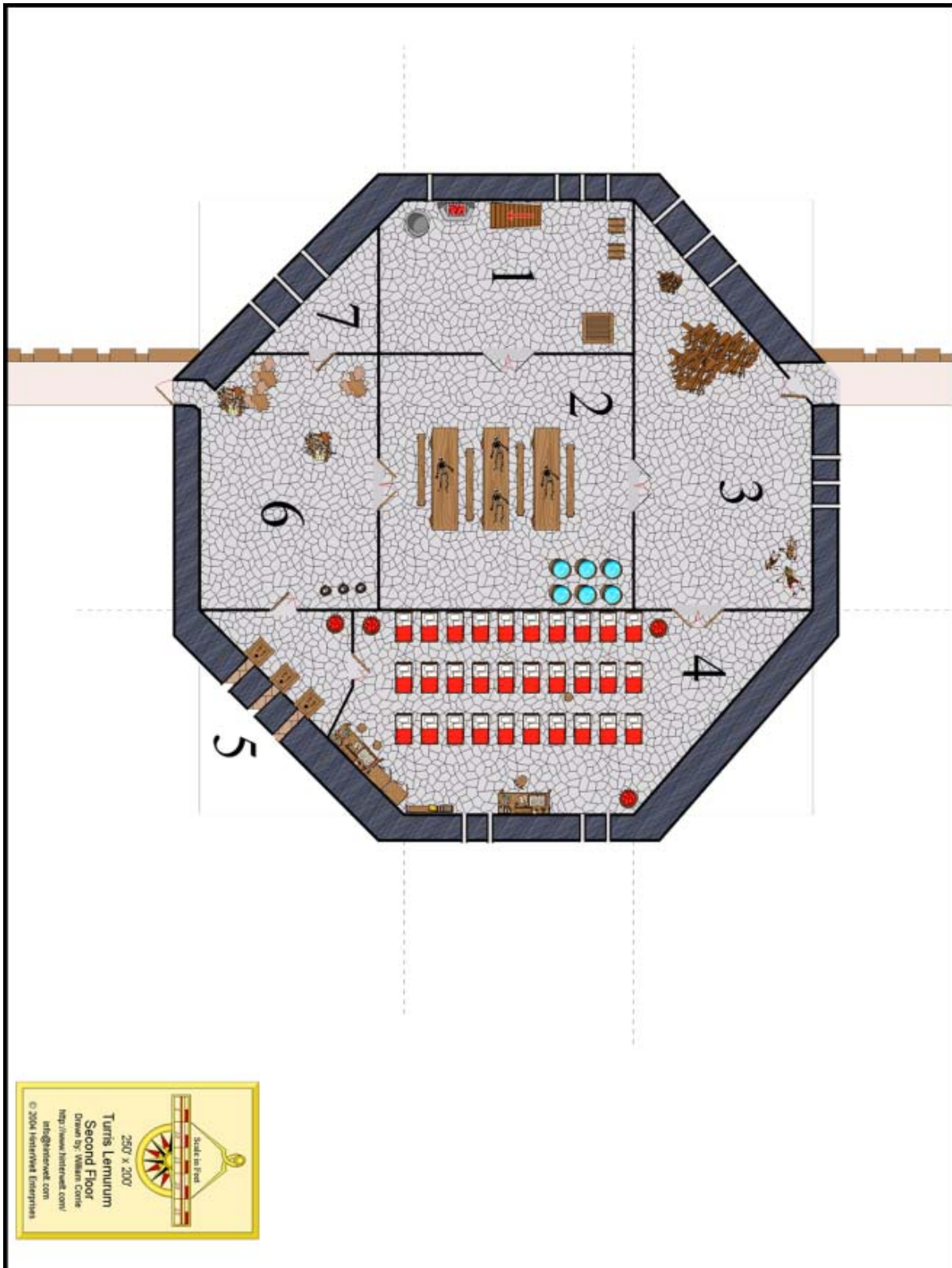
GAME MASTER'S REFERENCE MAPS



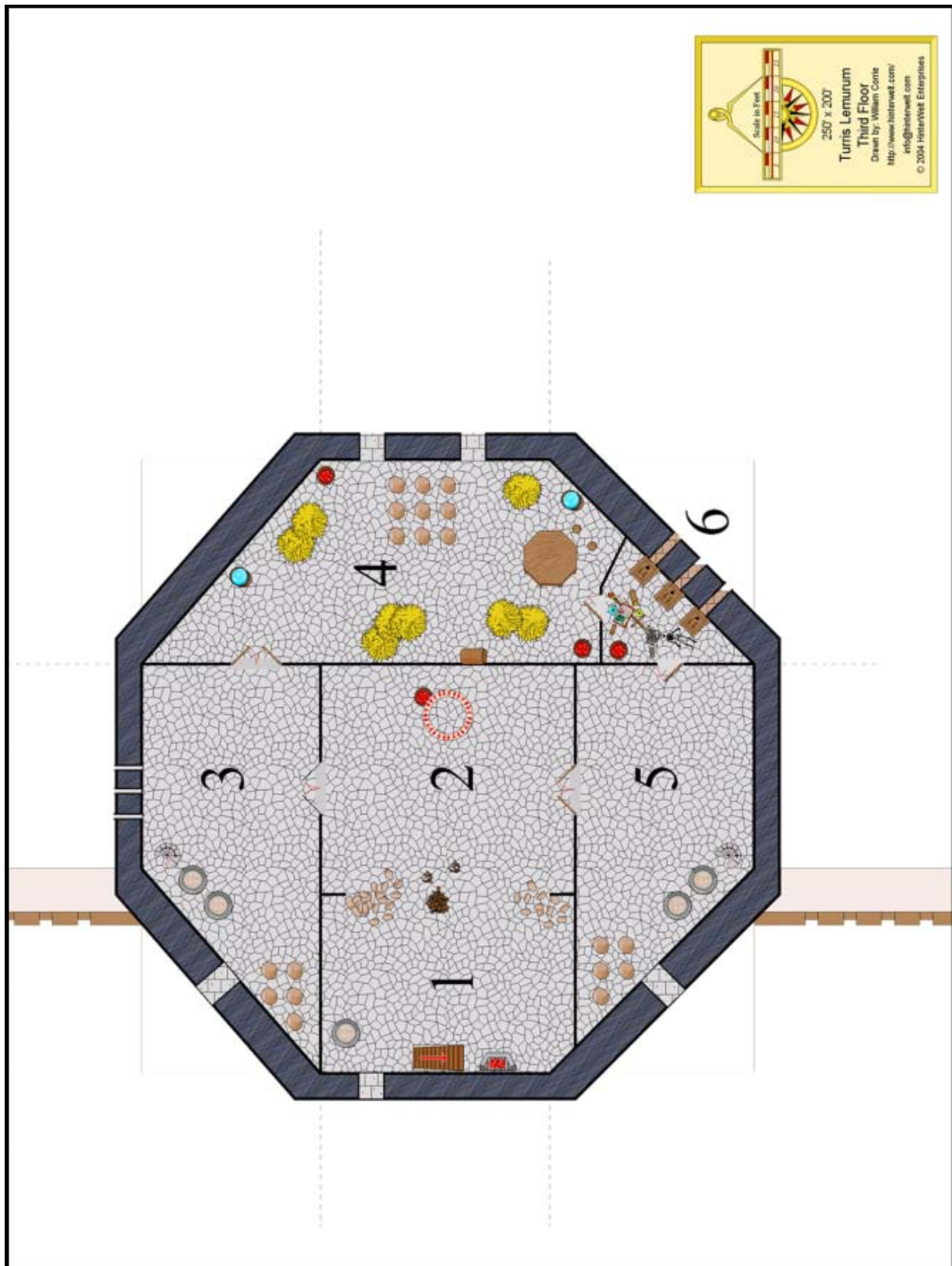
GAME MASTER'S REFERENCE MAPS



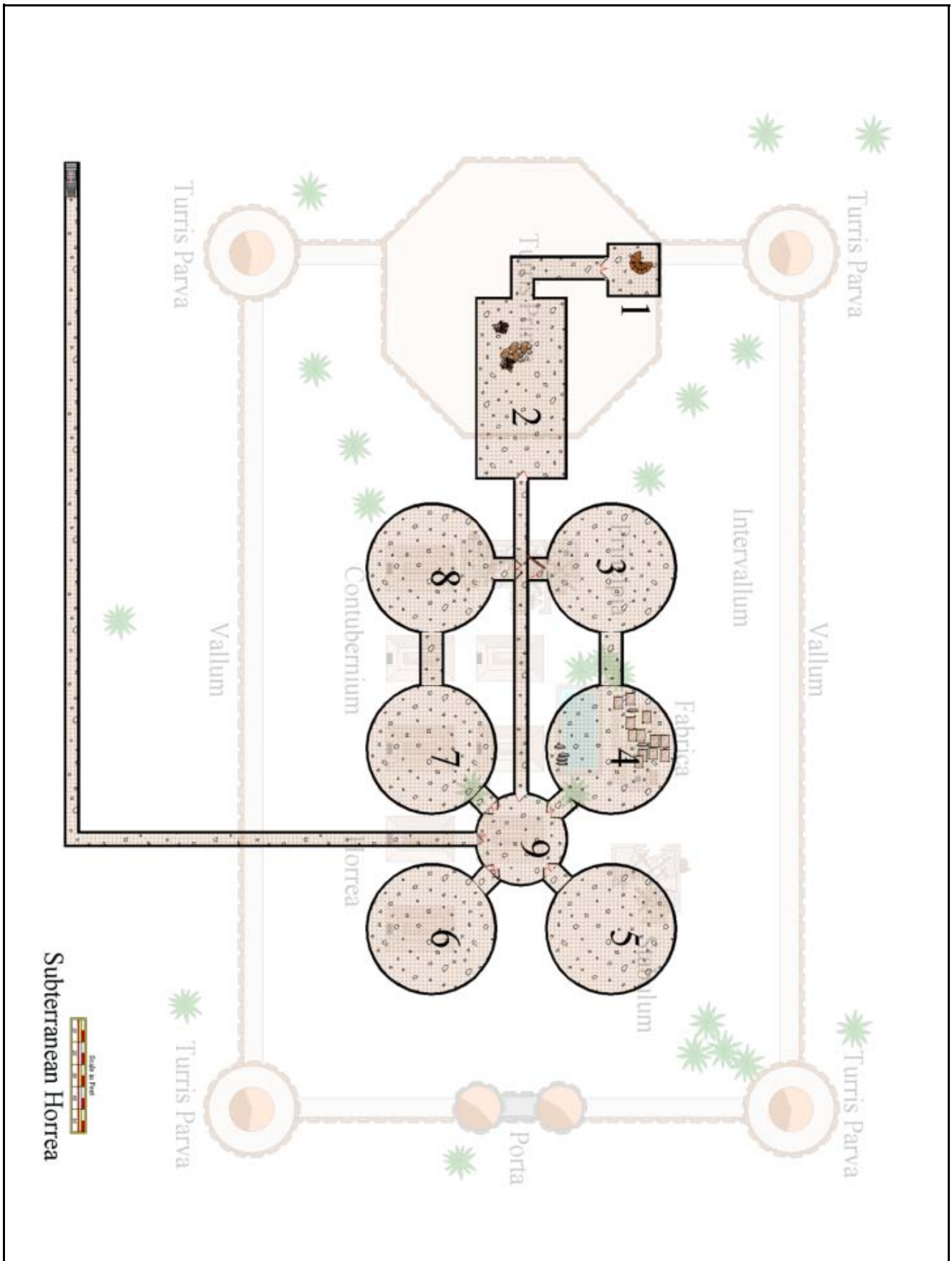
GAME MASTER'S REFERENCE MAPS



GAME MASTER'S REFERENCE MAPS



GAME MASTER'S REFERENCE MAPS



ROMA IMPERIOUS

ROMAN FANTASY MEETS ALTERNATE HISTORY



HINTERWELT ENTERPRISES
WWW.HINTERWELT.COM

COMING WINTER 2005...
BRITANNIA!



WHAT WILL DEFINE YOU ?

WEALTH AND POLITICS...

...OR HONOR AND GLORY



THE ETERNAL CITY



"IF YOU'RE LOOKING FOR A GAME TO REALLY
SINK YOUR TEETH INTO, WITH A WORLD IN WHICH
YOU CAN BECOME A TRUE CHARACTER, THIS IS IT."

- MICHAEL WOLF, PC GAMER

SKOTOS

<http://www.eternal-city.com>

WORLDS
APART



SHADES OF EARTH

THE YEAR IS 1938

AND THE WORLD IS

NOT AS YOU THOUGHT

IT WAS...

IT NEVER WAS.

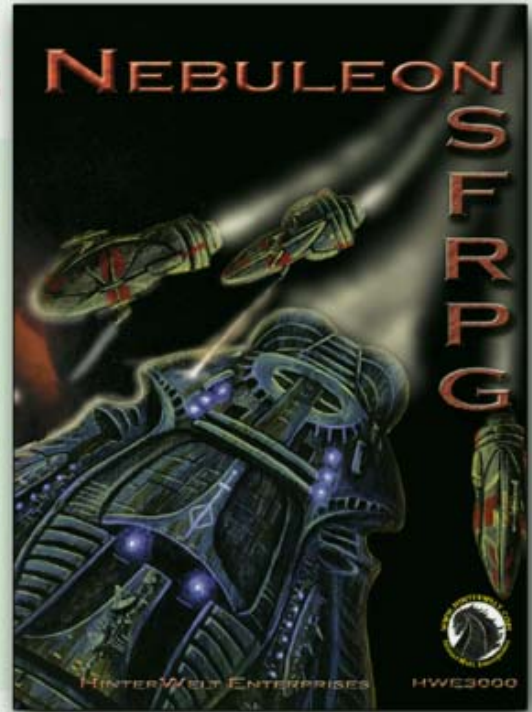
LOOK FOR AUSTRIAN HOLIDAY:
A DAY IN THE COUNTRY WITH SUPER SOLDIERS
JULY 2005

MARTINEZ

SHADES.HINTERWELT.COM

NEBULEON SFRPG

WORLDS TO EXPLORE WHERE COMBAT IS NOT THE MOST DEADLY THING THAT COULD HAPPEN. HOP A FREIGHTER BOUND FOR NOWHERE OR JOIN UP WITH THE MERCHANT ARMED SERVICES, ADVENTURE FOLLOWS YOU IN THE NEBULEOS.



NEB.HINTERWELT.COM

