

FEAST OF ODOACER

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ABOUT THE ADVENTURE

Feast of Odoacer is a *GURPS Horror / Imperial Rome* adventure, although it can be easily translated to other systems (a *Call of Cthulhu: Cthulhu Invictus* version is available on www.1shotadventures.com). The adventure is set in Ravenna in March, 493 A.D., just a few decades after the last Roman emperor abdicated his position, and Italy fell under the control of Odoacer, a patrician who desperately attempted to keep the remnants of the Empire intact. The adventure is suitable for four-to-six ~150-point characters appropriate to be high-level servants of King Odoacer; the end of the adventure includes six pregenerated characters.

Characters introduced for the first time in the adventure are noted in ALL-CAPS. Skill rolls are in SMALL-CAPS. Sections marked with a map icon are sidequests and adventure hooks, and not important to the overall plot of the adventure. Sections marked with a person icon are opportunities for specific types of PCs, especially the pregenerated characters from this adventure.

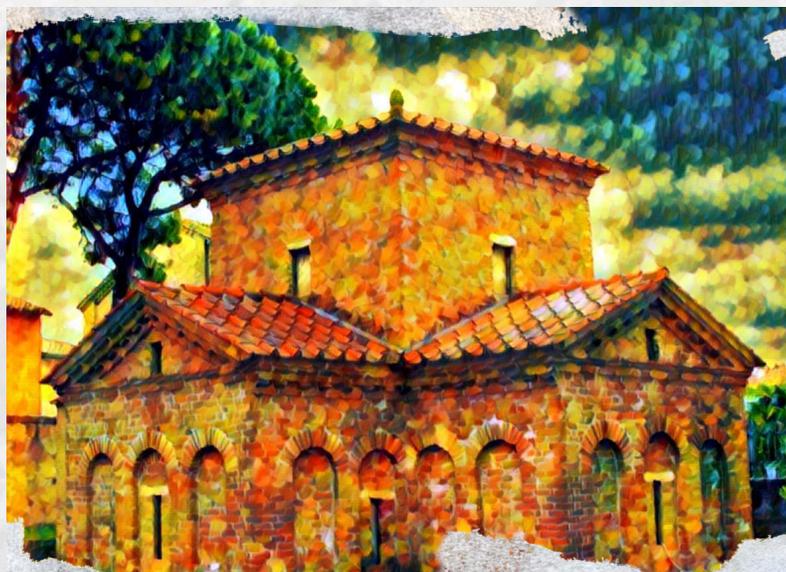
ADVENTURE SUMMARY

By 493 A.D., the Roman Empire had collapsed. KING FLAVIUS ODOACER (pronounced ò-dò-òker) rules the remnants of Italy. Once blessed by ZENO, the Emperor of the eastern empire, Odoacer is now considered a rival. Determined to remove Odoacer from power, Emperor Zeno has promised Italy to a young Ostrogoth warlord, THEODORIC. After seven years of war and many grievous defeats, Odoacer has finally holed himself up in the walled, capital city of Ravenna, desperate to cling on to power and survive the long siege.

The PCs are members of Odoacer's court. They have served him willingly and honorably for years, even as

he has grown more wretched. Knowing that the situation is worsening by the day, Odoacer sends them to find SEVERINUS, a mysterious monk who has written him increasingly-frenzied letters insisting he has found something that can help Odoacer resist Theodoric's conquest. Severinus, however, has gone mad after witnessing cultists, the Disciples of Teritus, experimenting on an unnatural, abyssal carcass. The monk believes that the Disciples have found a relic that can stop Theodoric, and pleads with the PCs to bring the cult's secrets to the king.

The Disciples, however, have their own plans. Sick of corrupt kings and constant instability, they seek to use their ancient ritual to put the entire city under the sway of Teritus, a demonic outer force, who they believe is the incarnation of a forgotten, pagan god. They mistakenly believe that this god will be a better ruler for the men of Ravenna than any would-be mortal kings. Little do they know their plan would bring the final destruction to Ravenna, if not civilization itself.





SEEKING SEVERINUS

The adventure begins on March 14th, in a terrible storm at midnight, in a small torchlit room in the holy Mausoleum of Galla Placidia. Odoacer, sixty years old, but looking as if he's far older, is wrapped in a wool blanket near a hot brazier, gathered by his most faithful servants. He tells the PCs that they have been his most trusted allies, even as the siege of Ravenna has lasted a brutal three years. He rasps that he is proud how they have endured war, scarcity, and now famine, still serving him loyally.

Odoacer pulls out a vellum parchment and tells them that hope is at hand, and God himself has saved Ravenna and all Italia from the betrayal of Zeno and the barbarian prince Theodoric. Odoacer tells the PCs that he has received a series of mysterious letters from a hermit monk for weeks now. The monk, Severinus, claims he has discovered a relic that will break Theodoric's power. If asked, Odoacer shows the last letter he received from the monk (see [Handout A](#)), which tells the desperate monk's tale of finding a "aeon-old" relic.

Odoacer begs the PCs to find Severinus and bring back his relic, quickly, as the city's army is decimated, its navy sunk, and its reserves are empty. Furthermore, Odoacer tells solemnly,

the respected senior bishop of Ravenna, John, has recently negotiated a treaty that will give Odoacer joint rule of Italia with Theodoric. Odoacer accepts this treaty, but loathes it. However, he has no way of resisting the imminent entry of Theodoric's army into the city. The date for Theodoric's entry is not yet set, he explains, but is likely days away.

King Odoacer prays that, no matter how insane the PCs believe Severinus to be, that they trust in God's chosen, and do this task quickly. A **PSYCHOLOGY** roll reveals that Odoacer is truly desperate and has no ulterior motive — he is looking for any chance to preserve his power, however slim.

Odoacer insists that the PCs set out that night, through the storm, to the abandoned baths of Ravenna. There, they will meet with a spy named CALOGERUS, who has been trying to locate Severinus for two weeks now. Just tonight, Calogerus sent word to Odoacer that he had located the monk. Odoacer tells the PCs that he doesn't trust any spy, especially in these times, but Calogerus has provided excellent service for over two years, so his information is likely accurate.

 Odoacer keeps his spies secret and separate from each other! If any of the PCs has a background in spycraft, such

BATHHOUSE SPIES

ST 12 HP: 12
DX 12 Will: 11
IQ 11 Per: 12
HT 11 FP: 11



Basic Speed: 5.75 SM: 0
Move: 5 Gladius: 1d-1 imp, Parry 10
Dodge: 8 Shortbow: 1d-1 imp, Acc 1, Shots 1 (2)

Traits: Combat Reflexes (Ricimer and Calogerus only)
Skills: Bow-13; Gesture-11; Observation-11; Shadowing-13;
Shortsword-14; Stealth-12.
Equipment: Leather armor (DR 2), handful of coins

as Sidonius Astyrius from the pregenerated characters, they vaguely know of Calogerus. Anyone else must make a CURRENT AFFAIRS (PEOPLE) roll at -4! Calogerus is known only as a quiet and skilled spy with many deep contacts in Ravenna; he has worked for Odoacer for several years.

THE OLD BATHHOUSE

The night is blustery, a fierce wind blowing through the empty nighttime streets of Ravenna. The PCs' torches sputter and smoke as they make their way through the rain. Even with the torches, darkness penalties are at -4 (reduced from the typical -3 penalty from torchlight).

Nighttime in Ravenna is a dark wasteland. The PCs see only a handful of three-man military patrols as they move towards the center of the city. The city's population has decreased dramatically during the siege, as with the ports blockaded, food has been scarce and disease has been rampant.

The old, two-story Ravenna baths have been abandoned for a decade or more, with no knowledgeable men available to repair the pipes and water system. The inside of the large bathhouse is dank and treacherous. Broken lead pipes, debris, discarded and rusted scraping knives, and a leaking ceiling makes the tile floors slippery in most areas (movement is halved, -2 to melee attack rolls, -1 to active defenses).

Upon entering the baths, the PCs see torchlight coming from the central chamber of the bathhouse. Standing near a column are two cloaked men. If the PCs call out to them, one of the men identifies himself as Calogerus, a servant of Odoacer. The tall man by his side stays quiet, but if asked, identifies himself as RICIMER, Calogerus' associate. Two other men hide on the balcony above the central bath chamber. A successful quick contest between

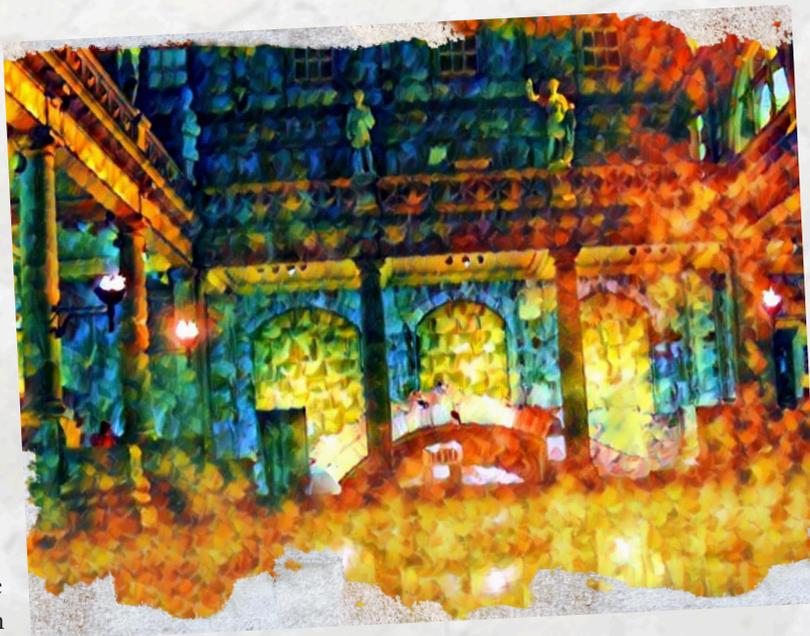
OBSERVATION or VISION (both at -7 due to darkness) vs. the men's STEALTH-12 spots them.

Calogerus has indeed located the monk Severinus, but he has an ulterior mission here tonight. He has given up hope that Odoacer will still rule in the coming weeks, and has been contacted by enemy spies who wish to assassinate Odoacer before Theodoric enters the city. Calogerus knows that the PCs are close to Odoacer, closer than himself, and hopes to convince them to murder their king.

Calogerus is eloquent, and first challenges the PCs' knowledge of what is happening. He reminds them that Theodoric will enter the city soon, as negotiated by Bishop John the month before. He implores them to be practical, that Theodoric has the support of Emperor Zeno of Constantinople, and how it is impossible that co-rulership can ever work. Theodoric has the armies and power base, and Odoacer rules over a crumbling and ever-smaller kingdom.

Calogerus also knows his history, and reminds the PCs how Odoacer himself dismissed any ideas of co-rulership when he himself ousted the Roman emperor Romulus Augustulus decades ago. He tells them that the barbarian prince Theodoric is cruel, uncaring, and will likely punish or kill the friends of Odoacer in the months ahead... but one swift knife blow can turn the PCs into heroes in Theodoric's eyes. If asked why he, himself, does not carry out the assassination, he answers that Odoacer is smart enough not to allow spies like himself near his presence.

If the PCs refuse, but Calogerus reacts generally well to them (average of Neutral reaction or better), he tells them that he is disappointed, but understands their loyalty. He will give up the location of Severinus — for a small price





(50 denarri to cover his expenses) on a Neutral reaction, or for free on a Good or better reaction. He says he found Severinus living in a decrepit wooden apartment above the abandoned fish market near the south docks, a half mile to south of the city walls. He doubts the PCs will get anything of value from the mad monk, who he says just wanders around the docks and rambles, but wishes them luck anyway.

If the Calogerus has a Poor or worse reaction to the PCs, he'll see them as foes who could jeopardize his own survival in the days ahead (he has no wish to be executed by Odoacer as a traitor before Theodoric enters the city!). He'll give a hand signal to his two men hiding in the balcony, who shoot arrows at the PCs, as he makes his escape through the dark baths. The archers fire a couple of arrows, then follow Calogerus out of the bathhouse. PCs can get to the balcony either through

stairs located in a side passage.

If the PCs fail to get the information about Severinus' location before a skirmish breaks out, the GM should arrange for one of Calogerus' henchmen to be wounded or surrounded and trapped in the baths. The man gives up the information about Severinus' location in an attempt to spare his life. Or, failing a capture, perhaps one of the men, thinking only of his self, backtracks to the baths to sell the PCs the information they seek.

If the PCs *agree* to the plan to murder Odoacer (truthfully or not), Calogerus is thrilled. He hands the PCs a vial of viper venom and gives them instructions for coating a blade (if struck, 1d seconds later, the victim must make a HT roll or take 1d toxic damage; a success reduces the damage to 1d-3). However, he reminds them that Odoacer is wily and may suspect a plot against him. Calogerus recommends the PCs that they carry out their mission normally, and strike only once they have received word that Theodoric is entering the city.

THE GRISLY FISH MARKET

Any PC from the area knows the location of the once-thriving fish market, located about a mile outside of the city walls, adjacent to one of Ravenna's shallow canals. It is also well-known that the market has not been in use since Theodoric's fleet blockaded the harbor a year ago. An AREA KNOWLEDGE (RAVENNA), +2 for anyone with SAILOR, FISHING, or MERCHANT skill, recalls that there was a set of inexpensive apartments located just above the market.

Although a temporary truce has been declared between The-

SEVERINUS' BACKGROUND

Severinus was a hermit monk who lived in the wilderness south of Ravenna. When Theodoric's army arrived three years ago, he became afraid for his safety and retreated into the walls of the city. When the port was abandoned two years later, he took up shelter in the apartment above the fish market. Severinus' story about witnessing the coming of the Disciples was true — he saw the Disciples gathering in the abandoned market, first meeting quietly, and then eventually dragging the whale carcass into the market.

The piece of the story that Severinus left out, is that his first reaction to the Disciples' arrival was rage. He was angry that pagans were operating in plain sight, and he blames that on Theodoric's coming. This triggered his frantic messages to Odoacer, begging for help. When Odoacer did not respond, Severinus took it upon himself. He went to confront the pagans the next time they gathered, but became afraid and skulked in the shadows instead. However, as the Disciples scattered that night, he stalked one of them and murdered him in an alley, suffering a wound in the process. Severinus stole the man's weapon (the bone spine) and tossed the man's body in the canal, and swore to never speak of the event again.

A few nights later, Severinus witnessed the ceremony — the Ritual of Teritus — he describes to the PCs. Although questioning both his sanity and his faith, he believed what he had seen was a sign from God, showing him a way to help Odoacer escape his predicament.

THE DISCIPLES OF TERITUS

The Cult of Teritus began in 327 A.D. when a well-to-do patrician GABINUS WERRA kidnapped, tortured, and threw a bishop overboard from his merchant vessel, shortly after the bishop convinced Empress Helena to raise taxes on Werra. To Werra and his crew's astonishment, a great, abnormal, spined whale emerged from the sea to violently dismember and devour the bishop's corpse. Dubbing the creature "Teritus," Gabinus Werra and his crew started a cult that worshipped the thing as a survivor of the old ways, and a foe of those who believed they were above common men.

Cults were illegalized later in the 4th century, and the Disciples of Teritus disappeared into secrecy, surviving only as a secret society of fishermen and sailors. In 492 A.D., TIRO WERRA took over as patron of the cult after his father was killed in a naval skirmish with Theodoric's fleet. Grief-stricken, loathing all kings of man, and believing that the world inevitably was doomed, Tiro Werra took the cult in an apocalyptic direction. Consulting ancient texts with the help of an ex-bureaucrat named ANDRONIKOS, Tiro Werra discovered two dark rituals.

The first ritual enabled Werra to summon unnatural creatures from the sea. Siphoning noisome oil from their bodies, Werra could begin the second ritual, the *Effulgence of Teritus*, which places men under the sway of Teritus himself, who Werra believes would make a far better ruler of Ravenna than any king. With enough oil, Werra plans to light a massive signal fire that the whole city, including its two kings, can see, and thus let Teritus choose the fate of Ravenna.

odoric's army and Odoacer's Ravenna, it is dangerous for people to travel outside the walls. Fortunately, the night is black, and few patrols are out. Unless the GM wishes to extend the adventure with a perilous encounter with Theodoric's soldiers (see *Extending the Adventure*, p.14), a reasonable plan take the PCs to the fish market without incident.

As the PCs approach the stalls of the market, they'll smell a putrid and potent stench emanating from the market. Soon enough, they see the massive, loathsome carcass of a whale lying in the middle of the market. Its skin is peeling back, worms infest its orifices, and foul gas emanates at random times. PCs must make a FRIGHT CHECK at +1 upon seeing the monstrosity up close. Additionally, any PC who wants to get closer to the mass must make a HT roll to endure the stomach-turning stench.

There are no signs of what might have brought the whale here. Certainly, given the distance to the sea (a hundred yards away or more), it was impossible for the creature to get here by itself! Any PC who manages to get close to it, however, sees the remnants of a rusted chain wrapped around the accursed thing's tail.

THE MARKET APARTMENTS

A rickety set of wooden stairs leads to a balcony above an abandoned storefront. A row of doors indicates a half-dozen or so poorly-constructed, individual apartments above the stores.

Upon making their way up the stairs, the PCs see an old man huddled and wheezing outside a door, sleeping uneasily. The

PCs notice one of his arms ends in a fresh-looking stump.

This man is TANCUS, a once-rich merchant who made his living here. A MERCHANT OF CURRENT AFFAIRS (RAVENNA OF PEOPLE) at -2 roll recognize him as a once-wealthy fishmonger. If awakened, he rants in nonsensical gibberish, thinking that the PCs are shopping for fish. He'll insist that he has no mackerel left, that the oil won't come out, and that his fish eyes are fresh.

If asked about his hand, Tancus becomes horrified and points to the whale corpse, saying that the "kraken ate it, while shivering and dying." If asked about Severinus, he'll point to a blue-painted door a few yards away. Tancus refuses to acknowledge the dead creature any more.

The worn door to Severinus' apartment is locked, barred from the inside. There is no answer if the PCs pound on the door, though a HEARING roll (at -3 through the door) makes out some muttering sounds from inside the apartment. The old wood door is flimsy (DR 1, HP 29), and can be broken into with a well-placed shoulder (quick contest of ST or FORCED ENTRY vs. the bar's ST 14).

SEVERINUS' APARTMENT

The small apartment is lit only by tallow candles. Its floor is scattered with wax tablets and parchments. An old, bald man sits in the middle of the debris, staring just inches from one tablet, carving into it with a wooden stylus. Upon seeing the PCs, he explodes into joy, excited that they have finally come, and thrilled that Odoacer has read his letters.

THE DISCIPLES

ST 11 HP: 11
DX 11 Will: 11
IQ 10 Per: 10
HT 11 FP: 11

Basic Speed: 5.5 SM: 0
Move: 5 Large Knife: 1d-1 imp, Reach C, Parry 7
Dodge: 8 Spear: 1d+2 imp, Reach 1,2; Parry 9

Traits: Fit.
Skills: Brawling-12; Fishing-12; Lifting-11; Knife-11;
Spear-13 (Mevius only); Stealth-10; Tactics-10 (Mevius only)
Equipment: Handful of coins, improvised clubs



Severinus happily shares his story, though he rambles and occasionally pauses and stares blankly at the door:

“Weeks after Theodoric’s fleet blockaded the port, the abominable stench arrived. Forced everyone to leave. The entire market quarter smelled like rotting fish flesh. First, dead sailors washed ashore, the casualties from the final sea battle with Theodoric’s ships. Then strange creatures began to wash up off the canals. Squids with hair, five-eyed fish with bloodshot eyes, and pale, bulbous things that bled blue ichor. No one came here, no one except the blue-robed men. They would appear on certain nights, carrying their lanterns, and then pray in whispered voices to the old gods.

“But then one night, the Disciples dragged with them a great, carcass. They prod it with spears and harpoons until it leaked a ghastly ichor, which they used as fuel for their lanterns! Then they brought forth struggling men and women, shone the lantern light into their eyes, said their strange words, and the men became subservient!

“This,” says Severinus, “is the God’s plan to resist Theodoric. “The lantern, when fueled with the carcass’ ichor, turns even the strongest men subservient!”

This is the sum of Severinus’ plot. He earnestly believes that the oil from the carcass, in combination with the disciple’s rite, will turn Theodoric and his men into the loyal servants of Odoacer.

GM’s Note: Severinus’ thinking is only partially true. Indeed, the Ritual of Teritus softens the mind of man. However, it also makes them susceptible to the thoughts and whims of Teritus itself, a daemonic monstrosity that lives under the waves. See p.11 for more details on the ritual.

If the PCs study Severinus’ apartment, they note a harpoon-

like, bony spine leaning against the wall. A closer inspection and a MERCHANT, SAILOR, or BIOLOGY (MARINE ZOOLOGY) reveals it as an unusual type of whalebone. If the roll is made by 3 or more, PCs notice the spine has unusual flecks of metal in it, and is also marked with thousands of tiny holes — unlike any known whalebone. If asked about it, Severinus says that he found it near the whale carcass. However, a DETECT LIES roll (vs. Severinus’ ACTING-13) reveals he is not telling the full truth (see *Severinus’ Background*, p.4).

GM Note: For GMs who enjoy a Lovecraftian overtone, the bony spine is actually a spine of Gla’aki, a slug-like, water-dwelling great old one — a HIDDEN LORE (MYTHOS) roll might even reveal this fact. While Gla’aki does not make an appearance in this adventure, players familiar with the Cthulhu Mythos may find this object particularly alluring. Treat the bony spine as a fine javelin (thr+2 imp, Reach 1, 4 lbs.), but anyone wounded by the spine must make a HT roll an hour later, or else suffer fever (-2 to all attributes) and weird, drowning dreams (lost 2 FP each night of sleep). The victim can make a HT roll each day to recover from the sickness. Additionally, the Disciples fear this weapon, as they have heard stories of Gla’aki penetrating bodies with his spines, injecting them with fluids, and dissolving minds.

On the floor, scattered amongst garbage and ripped vellum, the PCs see a wax tablet drawing of a creepy, masked figure (see **Handout B**). If asked, Severinus simply says it is an image from his fevered dreams, and to pay the drawing no heed. If this is later shown to Tancus, or another local in the fish market, they will recognize him as CICATRIX, an unstable, seemingly mindless fellow who is usually seen with the Disciples and prone to violent fits.

If the PCs are able to search the place more fully, they find a small, bloody knife in a compact cabinet in the rear of the apartment. This was the knife that murdered the Disciple mentioned in *Severinus’ Background*.

THE DISCIPLES RETURN

Soon after Severinus’ tale, PCs who succeed at a HEARING roll detects the rustling of men coming from the market below. Looking out the door and making a VISION roll (-5 for darkness and distance, assuming it’s still the middle of the night), reveals four, blue-robed men circling the whale carcass. Two of them are attaching a chain to the beast’s tail, another holds two nervous mules. A fourth, carrying a long spear, watches the other men and whispers harsh orders to them.

Severinus tells the PCs that these are the Disciples, no doubt dragging the carcass back to its origin. Indeed, that’s exactly what they are doing. The cultists believe that throwing it

back into the canals will cause the thing to resuscitate, and produce more oil for their plot.

The PCs have a few options here. They can confront the Disciples and seize the carcass for their own. Or, they can watch them dump the remains into the canal, and perhaps seek to investigate it later, once the cultists have left, but before the tides have washed it back out to sea. In the unusual event the PCs give up and return to Odoacer, he'll angrily tell them to follow Severinus' instructions and recover the creature's oil.

If confronted, the Disciples' first reaction is to play the part of local fishermen, who still care about their market, and believe that it will be bustling again soon once the war ends and the blockade is lifted. The man with the spear, MEVIUS WERRA, sternly insists that he is but clearing the market of a worm-ridden carcass that will otherwise bring disease to the area. He will not let the PCs intervene unless they somehow fool him that they earnestly wish to help him. Otherwise, he threatens them with violence if they try to interrupt or stall him and his men.

Mevius Werra is the brother to TIRO WERRA, the leader of the Disciples of Teritus. If at any moment Mevius suspects the PCs mean to stop him, he gestures an order to one of his men to withdraw from the market, and tell his brother Tiro to bring reinforcements. (See *Extending the Adventure* on p.15 for expanded ways Mevius may decide to interfere with the PCs...)

If the PCs need to haul the creature from the canal, they'll need to secure some equipment. They'll need a long chain to attach to the carcass (assuming the Disciples took theirs with them after they dumped the carcass into the canal), which requires a SWIMMING and DX roll to attach. They'll also need some strong draft animals or a device to haul it from the canal (which requires a combined ST of 100; a strong work mule or draft horse has ST 20-25). Acquiring such an animal in the middle of the night requires some creative Contacts or influence rolls!



A SCROUNGING roll digs up a cargo winch near the port. Repairing the winch to working order requires a few hours work and an ENGINEER (CIVIL) or SHIPBUILDING -2 roll. An hour of pulling on the carcass gets it near enough to the winch to attach it to the machine. Two men can use the winch to lift the carcass up.

CLAIMING THE OIL

The abyssal carcass has been sitting in the sun for almost a week; it is dried and has little oil left. An IQ-based FISHING roll reveals that the oil is typically in the head of such a beast, and that dropping a bucket down the thing's blowhole is the best chance to recover some oil. Without this knowledge, the PCs will hack and chop at the thing for an hour before making the same discovery. Those who participate suffer a FRIGHT CHECK +1 for the grisliness of the endeavour.

No matter how they dissect the creature, the PCs uncover something terrible in the process. As they hack into the creature, putrid muscle and thick mucus tear open, they unseal the nest of an alien, abyssal worm. The thing tries to suddenly swallow a PCs arm (or weapon), pulling him into the carcass with its strength. If it fails at that, it spills out of the carcass, writhing and lashing out. With a star-shaped face and humanoid teeth, it tears at anything nearby. The PC who is either grabbed or spills the creature forth suffers a FRIGHT CHECK -3; all others suffer an unmodified FRIGHT CHECK for the horror of the event.

Soon after the first creature emerges, a HEARING roll reveals a squelching, gassy sound coming from the carcass. Seconds later, a second worm burrows out from the innards of the carcass (FRIGHT CHECK +2 this time around).

As the creatures blindly lash out, Tancus howls in terror, threatening to summon any Disciples or patrolling soldiers

ABYSSAL WORMS

ST	15	HP: 15
DX	11	Will: 10
IQ	2	Per: 9
HT	12	FP: 12

Basic Speed: 6 SM: -1 (100 lbs)
Move: 5 Bite: 1d cut (plus Toxic Attack 1d, onset
1 hour, resisted by HT-5)

Dodge: 9

Traits: Amphibious; DR 2 (Rubbery hide); Dark Vision; Ichthyoid; Injury Tolerance (No Brain or Eyes); Sharp Teeth; Slippery 2; Subsonic Hearing.
Skills: Brawling-12; Swimming-12.



in the area unless he is quieted. "It is the horror that took my hand!" he screams. (If needed, see Extending the Adventure at the end of this adventure for a suitable encounter with a patrol of Theodoric's soldiers.)

Once the worms are dealt with, the PCs can scrape enough foul oil from the innards of the carcass to fill the lamp. Severinus, assuming he survived the encounter, is pleased, and tells the PCs they only need to find the *Ritual of Teritus* to cause the lamp to cast its effect. He urges the PCs to flee the market before soldiers come at dawn or more Disciples return.



(If for some reason Severinus perished during the fight, Tancus can share this information to the PCs).

THE NEXT DAY ~ MARCH 15TH

The next morning, if the PCs meet with anyone of import in Ravenna, they hear grave news. Theodoric has announced that he will enter the city before noon, officially ending the siege and the war. The Bishop John has invited Theodoric to dine with Odoacer that evening at the Laurel Palace of Honorius. The two kings will feast together with their closest companions to celebrate the start of joint rule.

At this point in the adventure, the PCs likely know that the abyssal oil, when fuelling a lamp, can soften men's minds... if accompanied by some sort of ritual. However, there are only two people in Ravenna (aside from Tiro Werra, the leader of the Disciples) who know the ritual:

ANDRONIKOS — A retired Greek bureaucrat who was known as a historian for the city of Ravenna and its pagan past.

SOPHONISBA — The North African widow of a rich olive oil trader. She has made it her hobby to study ancient rituals since her husband died. A **CURRENT AFFAIRS (PEOPLE) -2** roll recalls her enthusiasm for the occult once her merchant husband, **HELVIUS**, perished from disease a year ago.

If the PCs ask around to find out more about potential occultists, a **CURRENT AFFAIRS (PEOPLE)**, **STREETWISE-2**, or **OC-CULTISM** roll recalls one or both of the individuals above (a success uncovers the more well-known Andronikos; a success by 3 or more uncovers Sophonisba's name).

Calogerus will also know of Andronikos (he was hired by King Odoacer to spy on the bureaucrat a month ago).

If the PCs capture and interrogate a Disciple from the fish

market, they will not know the details of the ritual, but will explain it is some sort of incantation, and that it took many tries to get the words right. Under duress, a captured Disciple will reveal that their leader Tiro had help learning the ritual from a "stuffy bureaucrat who lives south of the mausoleum."

If the PCs return to Odoacer, they will find their king increasingly desperate and terrified. He'll only agree to meet with the PCs for a few minutes, and even then under heavy guard. If they divulge to Odoacer what they have discovered, he'll order them to finish their investigation, and find the secret ritual that might save Ravenna. If asked for a contact, the king will grow nervous and impatient and suggest that they find Calogerus, who knows of such things.

Finding Calogerus requires a successful **STREETWISE** roll. He is found in a small *thermopolium* (outdoor restaurant) near Porta Wandalaria, where he can make a hasty exit out of the city, if necessary.

CALOGERUS' FINAL PLEA

GM Note: Even if the PCs do not intentionally seek Calogerus out, if they originally left the spy considering his offer to assassinate Odoacer, he will find them in the morning to make one last plea.

Upon seeing the PCs, he assumes they are there to talk more about his offer. Pulling them aside discreetly into an abandoned building, he again makes his pitch to them (or, in the unusual chance they already agreed to assassinate Odoacer, check in on their plot).

Calogerus begs the PCs to use their close relationship with Odoacer to assassinate before the feast. He says that he's received word that Theodoric has no intention of ruling jointly with Odoacer, and that the brutal deed will save the city years of pain and even civil war. Furthermore, he adds, he

has contacts in Theodoric's army that will pay well for such an act (he claims at least 5,000 denarii!).

If the PCs refuse the offer, Calogerus asks that they secure him an invitation to the night's banquet, so that he may attempt the assassination himself. If they refuse again, he gives up for good, and decides to flee to the city before Theodoric's entrance.

If the PCs ask for help finding a contact with knowledge of occult rituals, Calogerus will likely share what he knows (likely for a price, depending on his view of the PCs). He admits that the king hired him to spy on the bureaucrat Andronikos for a few weeks a month or so back. "The king released him from service a year ago and certainly did not like the man. But all the scholar did was write irritating letters to bishops, send dull messages to a woman who lives by herself, and study old parchments written in Etruscan," he shrugs.

ANDRONIKOS' ABODE

Using Calogerus' help, asking around the palace, or making an AREA KNOWLEDGE (RAVENNA) roll locates Andronikos' home. He lives a few blocks south of the Mausoleum of Galla Placida, in once-comfortable apartments that house the remnants of Ravenna's bureaucrats.

The PCs find the door to Andronikos' small, three-room abode ajar. Inside, the place is wrecked, its sparse furniture broken and overturned. A bloody handprint is seen on the mosaic floor. Examining the small apartment more will find the bloody body of the old man Andronikos tossed in the corner of his bedroom.

It is obvious that Andronikos died from multiple stab wounds. If the PCs try to determine more details, they'll discover that his tongue has been cut out and lies nearby (this causes a FRIGHT CHECK for the discovery!). A successful CRIMINOLOGY roll at -2, SOLDIER roll at -2, or a DIAGNOSIS roll identifies the mortal wounds as those caused by swords, not knives or other implements. A successful DIAGNOSIS or CRIMINOLOGY roll reveals the man has been dead for at least three days.

Searching the apartment finds some clues:

- **An unsent letter to Sophonisba (Handout C).** The letter is found near the body, discussing the reemergence of the Disciples, and making it clear that both Andronikos and Sophonisba know that the pagan cults are re-emerging during the siege.
- **A letter from Bishop John (Handout D).** A SEARCH roll finds a letter kept in a small wooden spice box in the kitchen area. It urges Andronikos to stop sending letters to Odoacer begging for Ravenna's surrender to Theodoric.

- **A bronze brooch (Handout E).** Finally, an investigation of Andronikos' body, or a SEARCH roll, will find a bronze brooch grasped in Andronikos' bloody hand. An AREA KNOWLEDGE (RAVENNA)+2, SOLDIER+2, or HERALDRY+2 roll will recall that the brooch is worn by Odoacer's personal honor guards.

If the PCs think to question others living in the apartment area, only Very Good or better reaction rolls uncovers further information. The few neighbors left in Andronikos' apartments have little desire to get involved. However, one neighbor, a man name OVIUS, will reluctantly share that he saw King Odoacer's soldiers enter the apartment complex several days ago, heard an argument, and then heard screaming. As he had no love for Andronikos (the two had fought over a woman years ago); he did not bother to investigate the aftermath of the violence. If asked about the Disciples, Ovius shrugs and simply say that he witnessed many men he suspected as pagans enter and leave Andronikos' abode over the last two years.

GM Note: Andronikos knew several of the Disciples of Teritus, and in fact helped their leader, Tiro Werra, learn the Ritual of Teritus by providing him with supplemental materials on similar pagan rituals. Andronikos was murdered by Odoacer's men after he sent Odoacer a letter saying the bureaucrats would be better off under Thoeodoric's reign.

SOPHONISBA'S ABODE

Sophonisba lives south of St. Pullio, in a walled villa surrounded by lemon trees. An AREA KNOWLEDGE (RAVENNA) or CURRENT AFFAIRS (PEOPLE) roll at -2 locates her villa. As the PCs walk or ride up, they notice that the grove is untended and overgrown. A SMELL roll picks up a sour, rotting scent that becomes more unsettling as they get closer to the villa. Unknown to the PCs, the rancid smell is from strange rituals Sophonisba has been toying with over the months.

By the time the PCs approach, Sophonisba and her single slave, a young Alamannian man named OBOR, are likely prepared for their arrival. Sophonisba has many spies of her own, and unless the PCs were remarkably careful, heard that they were seeking her.

Sophonisba welcomes the PCs in an exotic outfit, an expensive and unusual bronze flower in her hair (PCs with Kleptomania may find it hard to resist). She invites them inside her house to enjoy some eggs and honey. She is lonely and happy to share her knowledge with the PCs. However, the siege, the death of her husband, and the changing world have deranged her, and now she only looks to her inevitable end.

On a Neutral or worse reaction, she'll simply focus on discussing Theodoric's entrance into Ravenna and how it will mean the end of the city and civilization itself. She seems to enjoy talking about the doom of the world. However, on a Good reaction or better, she also eagerly discusses her knowledge of Ravenna and its occult past.

- She has not heard of Andronikos' death, and if informed of his murder, shows genuine sadness. She says that while she had not seen him in many months, they traded letters often. If pressed, she suspects that it was Andronikos' politics that got him killed, not his love for the secret cults of Ravenna.
- She knows of the Disciples of Teritus, as her friend Andronikos wrote to her about them, and their leader, Tiro Werra, several times over the last few months. She believes the cult has reconnected with its apocalyptic roots, and means to destroy the city ahead of Theodoric's entrance. However, she is sympathetic to the cult's motivations. To relieve her boredom, she helped Andronikos reconstruct an old ritual for the Disciples. "What does it matter which set of mad men destroy Ravenna?" she asks.

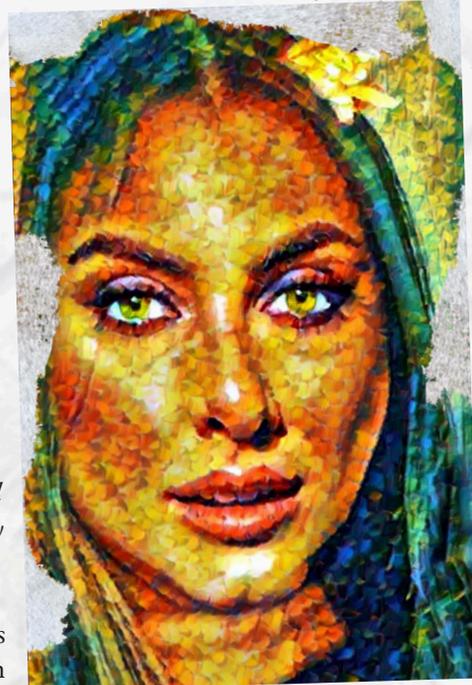
If asked about the whereabouts of the Werra or the Disciples, she says that Andronikos mentioned he met them in an old signal tower near the canals, not too far from the fish market. An **AREA KNOWLEDGE (RAVENNA)** recalls the location of an abandoned signal tower near the area described.

- If asked more about the Ritual of Teritus, she provides it to the PCs (**Handout F**). However, she warns that while there is likely a missing, physical component of the ritual that is not obvious in the incantation. She tells them that the ritual *creates a sort of incense that makes men's minds soft, but if burned in enough quantity, she believes it can potentially serve as some sort of signal that can transcend time.* Sophonisba is both intrigued and wary of such power.

An **OCCULTISM** or **RITUAL MAGIC** roll not only supports Sophonisba's theory, and reveals that the nature of such a ritual is extremely dangerous. If not performed right, it could summon additional abominations from the deep, or unleash some other horrific effect upon those in the spell's vicinity.

- If asked about her husband Helvius, she'll express sadness but then describe in detail the pox that took his life. She takes time to describe the color of his painful, sour-smelling boils, and how she would pour lemon on them to try to reduce them, but only caused additional anguish. A **PSYCHOLOGY** roll reveals that she is speaking too openly and with too little grief about the matter. A **DIAGNOSIS** roll reveals that the symptoms sound unusual, especially as pox has not been to Ravenna in the last two years, a year before her husband's death.

GM Note: Indeed, Sophonisba murdered her husband Helvius during an argument over whether to flee the city; she concocted the story of the pox to hide the murder. Only her servant, Obor, knows the details, as he buried the man in the villa's groves. Although he feels guilt about this deed, Obor hesitates to reveal this secret out of loyalty to Sophonisba.



If Sophonisba makes a friendly connection with the PCs (a Good or better reaction roll), she makes a plea. Her husband's old friend — and her occasional lover — **ABDON**, is considering helping her flee from Ravenna. Once a captain in Odoacer's navy, Abdon joined with Theodoric shortly after the fleet's sinking. While Abdon's influence in Theodoric's force is limited, he has arranged a small boat to pick up Sophonisba from the docks when he sees a blue flame lit near the shore. However, Sophonisba fears the Disciples (along with any soldiers) at the docks, and asks that the PCs take her there that evening. She shows them a small packet of chemicals that, if tossed into a flame, turns it blue for some time. PCs who have made a strong connection (Very Good or better) with Sophonisba will be invited along in her escape.

 One of the pregenerated PCs know Abdon, this friend of Sophonisba's. Johanna Martinus was married to him, and believed him dead after the last naval battle a year ago! Although it is true that Abdon was wounded in that battle, he consciously chose to leave both his king and his wife that day. Now, Abdon is part of the fleet that blockades Ravenna's port.

THEODORIC ENTERS RAVENNA

By noon on March 15th, the PCs hear horns blaring from beyond the city walls. This triumphant noise marks the beginning of Theodoric's entry into Ravenna. Word on the street is that Theodoric will feast with Odoacer this evening, at sunset, as the official start of the co-rulership of Italia.

At this point in the adventure, the PCs should know a couple basic facts. First, they know that Theodoric will celebrate with Odoacer that night. Second, they have obtained a ritual, in conjunction with the ichor from the abyssal whale, can

make a man's mind soft. However, Sophonisba has warned them that they likely do not have all of the ritual, just the incantation. They also likely know the location of the Disciples' hideout.

THE SIGNAL TOWER

The abandoned signal tower lies in a marshy field near one of Ravenna's shallow canals. Once used as an outpost guarding and supplying the forces near the port, the tower was given up when the land around it flooded and became impassable. The signal tower now is used as the headquarters for the Disciples of Teritus, and they have erected a large oil lamp at the top to shine Teritus' light upon the city of Ravenna.

The door to the tower is sturdy and new, replacing the original door which was broken by one of the Disciples, Cicatrix, while they were experimenting with the abyssal ichor. The tower door is locked with a simple, though expensive metal lock. It can be opened with a successful LOCKPICKING or FORCED ENTRY roll vs. the door's ST 18. The original door is tossed aside nearby, half-sunken in the marsh. An investigation of the original door (or successful VISION roll -3 on a quick glance) spots deep claw marks in the wood.

The rough stone of the tower also makes it possible to climb. Roll a CLIMBING roll at -3 to get started and reach the second level; a second CLIMBING roll at -3 is required to reach the roof.

If the PCs visit the tower before the day of Theodoric's entry into Ravenna – perhaps if they capture and interrogate one of the Disciples and uncover its location – they find one or two of the cultists attending to their work inside, collecting the abyssal ichor and sieving it into barrels. Also likely to be present is Cicatrix, the hideously scarred, masked man who has sworn his loyalty to Tiro Werra and the cult. Tiro Werra experimented on Cicatrix with the ichor before discovering its properties, leaving him unhinged and depraved. Because Tiro realizes that Cicatrix has lost his grip on reality, he now plans to use the man as a blood sacrifice to fuel the final ritual. The Werra brothers also visit the tower, at least once a day, and usually in the early evening.

On the night of Theodoric's entry, seven Disciples are in the tower, along with the two Werra brothers. Most are at the top of the tower, preparing to light the signal that softens the will of Ravenna. However, the Disciples move up and down freely, moving additional oil upwards into the tower, and preparing the various elements of the final ritual.

The signal tower has three levels:

Level I – Ostium. The entry floor of the tower has been con-

THE EFFULGENCE OF TERITUS

The plan of the Disciples is to subject the city of Ravenna to the *Effulgence of Teritus*. The Effulgence softens men's minds, reducing their willpower, and then eventually making them subject to the ineffable thoughts of Teritus himself, an unknown and daemonic force that lives deep under the sea near Ravenna.

The Effulgence has two states. The first, the *Whispers of Teritus*, is achieved when a mortal stares into the light created by the abyssal ichor, the oil the Disciples have been recovering from the strange creatures washed ashore. When directly exposed to the light, victims must make a Will roll (and again every minute of exposure) else suffer -3 Will. The victim also grows more serious, losing their sense of humor, and becoming less empathic, especially for anyone from higher status. Each week, the victim may make a Will -3 roll to resist the effect.

The second state, the full *Effulgence of Teritus*, is achieved when a victim stares into light created by the abyssal ichor that has also been enhanced by the blood of a human. This effect utterly binds the subject to the whims of Teritus. In addition to the *Whispers* effects above, the victim will gain Intolerance to anyone of higher status. Additionally, they will be subject to aggression and Bloodthirst, both at the whims of the daemonic force. Each week, the victim may make a Will -3 roll to reduce the effect to the Whispers level.

verted into a workshop. The entire room emanates an awful rotting stench. PCs must make a HT roll to avoid gagging. A few shoddy tables, empty barrels, and buckets filled with blubbery viscera and ichor are scattered here. Sharp fish-gutting knives, hooks, and discolored towels are tossed into corners. A couple of unused lanterns can also be found here.

On the night of the ritual, one or two Disciples are found here, either cutting up and squeezing chunks of unknown flesh into buckets, or hauling more oil upstairs to the roof in preparation of the ritual.

Level II – Tablinum. This room is where Tiro and his Disciples meet, and sometimes sleep. A circular wooden table is in the center of the room, surrounded by eight chairs. The table is decorated with a monstrous carving of Teritus, its grooves filled with lead (see [Handout G](#)). Unsavory stains mark the table. The PCs can find some parchment on the table, which hint at the full ritual, as well as its effects. A hint of a rancid smell emits from the spiral staircase winding upwards.

CICATRIX

ST 16 HP: 16
DX 11 Will: 7
IQ 7 Per: 10
HT 12 FP: 12

Basic Speed: 6 SM: 0
Move: 6 Fine Knife: 1d+2 imp, Reach C, Parry 7
Dodge: 9 or 2d+1 cut, Reach 1-2

Traits: Ambidexterity; Berserk; Bestial; Bloodlust; Hard to Kill 2; High Pain Threshold; Intolerance (anyone of status); Sense of Duty (Werra Brothers).
Skills: Brawling-13; Fast-Draw-12; Intimidation-9; Knife-13
Equipment: Bronze mask (DR 1); two large fine knives.



TIRO WERRA

ST 12 HP: 12
DX 12 Will: 12
IQ 12 Per: 13
HT 11 FP: 11

Basic Speed: 5.75 SM: 0
Move: 5 Shortsword: 1d imp or 1d+2 cut
Dodge: 8 Reach 1, Parry 9

Traits: Fanaticism (Teritus); Fit; High Pain Threshold; Intolerance (anyone of status); Night Vision 3; Stubbornness.
Skills: Area Knowledge (Ravenna)-15; Boating-13; Diplomacy-12; Leadership-14; Occultism-12; Politics-13; Ritual Magic-11; Shortsword-12; Stealth-12; Tactics-10.
Equipment: Stolen leather armor (DR 2); shortsword; dagger.



A wooden trapdoor (DR 2, HP 29, or ST 16 vs. a FORCED ENTRY roll) at the top of this level provides an exit to the roof.

On the night of the ritual, Cicatrix is present on this level, along with a disciple or two, feeding him his last meal of fish and honeyed almonds.

Level III – Tectum. The roof of the tower is surrounded by a waist-high wooden railing. A cart-sized coal brazier sits in the middle of the roof. A large polished mirror, stolen from a lighthouse at the docks, stands shoddily next to it. Three barrels full of the abyssal ichor standby, ready for the cultists to pour it slowly into the flame.

The cultists begin the pouring the ichor at dusk (around 6:30 pm), so that both Odoacer and Theodoric are in the city to witness the flame. Once the brazier is lit with the ichor, the flames turn a greasy yellow color. The intensity of the light here will potentially put any mortal within sight of the tower (likely the PCs and a couple hundred citizens of Ravenna near



the city walls) under the effects of the Whispers of Teritus (see text box above)

Once the sun fully sets, about an hour after dusk begins, the Disciples sacrifice the willing Cicatrix at the top of the tower, splashing his blood into the signal flame. Once that blood sacrifice is made, the intensity of the malignant flame multiplies tenfold. This spectacle is easily seen by everyone in Ravenna. Anyone within sight of the flame is subject to the full Effulgence of Teritus.

GM's Note: If the GM wants to play up the supernatural aspect of the adventure, after a minute of the intensified flame, all present feel an overwhelming and heavy presence settle upon them. Looking towards the sea to the east reveals the silhouette of a massive, misshapen abomination standing in the water of the harbor. The thing is barely visible, but it looks like a fat and hunched ape, ringed with ropey growths, and clearly watching Ravenna with flickering eyes as the city comes under his control. Anyone viewing this abomination must make a FRIGHT CHECK at -5!

CONFRONTING THE CULT

A confrontation of the cult at the tower can play out a few different ways. The Disciples likely believe their work is happening in secret, unless the PCs have gone out of their way to antagonize them. It is unlikely any Disciples are keeping watch, so it's quite possible for well-prepared, armed PCs to sneak into or scale the tower, ambush the Disciples, and extinguish their flame.

When faced with violence, the Disciples attempt to hole up and fight to the death with their knives and improvised weapons while Tiro screams at any invaders to stop. Ulti-

mately, Tiro and his brother will try to seal the roof so that he can finish the ritual.

If all looks lost for the Disciples, Tiro surrenders and ceases fighting. He implores the PCs that they are making a grave mistake. He lectures them that Odoacer has been a weak king, and under him Rome has seen defeat after defeat. He reminds the PCs that Odoacer has given away whole swaths of land to rivals, who will no doubt grow powerful and bring more war to Ravenna. Tiro pleads his case that Theodoric is no better, another slave to Zeno, and a barbarian who will also lead Ravenna and all of the remnants of the Roman empire to destruction. Tiro has utter conviction that Teritus is a far better ruler of man than any of the other choices. Ultimately, if all looks lost to Werra, he dramatically throws himself into the fire, and then off the roof of the tower.

THE FEAST OF ODOACER

Regardless of whether the PCs stop the Disciples at the tower, the planned feast between Odoacer and Theodoric occurs. If the PCs defeated the Disciples well-ahead of the feast, they may be granted one final audience with the despondent King Odoacer.

Even if the PCs bring back some supposedly supernatural weapon for him to wield (i.e., a lantern fueled with the flames of Teritus), he will express dismay at the plan. The king was hoping that the PCs would bring back some mighty relic, not a mere lantern. He will still half-heartedly agree to whatever plan the PCs propose at the feast.

If the PCs bring no good news back, Odoacer accepts defeat gracefully and prays to God that the feast goes well and that both he and Theodoric can rule together in peace.

Again, unless the PCs have insulted Odoacer in some way, they are invited to the feast at the Laurel Palace of Honorius.

Unless the PCs decide to refuse the invitation and abandon Ravenna (perhaps escaping with Sophonisba), or pursue some other plan, the final scene of the adventure occurs at Odoacer and Theodoric's feast. Held in one of the larger rooms in the old palace, the feast starts at sundown, attended by Odoacer and Theodoric's closest generals and advisors. The feast can play out in several ways, depending on what has occurred so far, and where the loyalties of the PCs lie:

- If the PCs attend the feast and do nothing, the feast plays out as it did in history: After Odoacer toasts Theodoric, Theodoric summons the king over to him to share in his own toast. But in a brutal betrayal, Theodoric instead draw his sword and slice Odoacer open from the collarbone down, leaving him to die horribly on the floor.

"Where is God?" Odoacer gasps, staring at the PCs in seeming accusation. Thinking it a question for himself, Theodoric cries, "This is what you did to my people." After Odoacer perishes, Theodoric kicks the body and exclaims to the room. "Look – as I thought, this wretched man was indeed boneless." With that, Theodoric gestures to his generals and guards to draw their swords and massacre Odoacer's friends, family, and servants. The GM can play out the PCs' last stand, or draw the curtain on this grim ending.

- If either of the kings' willpower is weakened due the light of a lantern, history may play out differently. If Theodoric's will is weakened, he hesitates as he pulls his sword, and grow fearful. This gives the PCs time to defend Odoacer, kill Theodoric, and reverse the events that were destined to happen. On the flip side, if Odoacer's will is weakened, he acts defeated and pitiful during the feast, and when struck down, dies a simpering coward.
- If the Disciples lit the signal fire in the tower *and* succeeded in their blood ritual, the dark presence of Teritus takes possession of the room. Everyone in the feast under the Effulgence of Teritus feels a murderous impulse against anyone with Status. A brutal and bloody skirmish erupts, likely leaving only a few survivors who feel intense loyalty to whoever of high status is left... and Teritus himself.
- Regardless of the Disciples' plans or the wheels of history, the PCs can take matters into their own hands. They may decided to assassinate Odoacer themselves, saving themselves from Theodoric's murder of Odoacer's followers. Or, they may decide to kill Theodoric before he can strike their king at all.

CONCLUSION

Whether the feast ends dramatically, as it did in history, or with some alternative outcome, or the PCs flee Ravenna in hopelessness, the adventure is concluded.

For completing the adventure, surviving PCs should receive 2 character points. They should receive an additional 1-2 character points for good roleplaying or excellent performance (i.e., defeating the cultists or saving Odoacer). Whatever happens in the finale likely earns the PCs a Reputation (+2 or more for saving one of the kings, -3 or worse for a grand betrayal or showing cowardice).

EXTENDING THE ADVENTURE

There are several moments in *Feast of Odoacer* where the PCs must travel outside the safety of the walled city of Ravenna. GMs can easily extend the adventure (and increase the danger) by adding one or more encounters outside the walls:

PATROLS BEYOND THE WALL

While a temporary peace has been brokered, patrols would have still been occurring around Ravenna. As the PCs travel outside the city walls, the GM can trigger an encounter with one of these patrols (especially if the PCs are not taking care to avoid patrols, which can be accomplished with a successful STEALTH, AREA KNOWLEDGE, or SOLDIER -2 roll vs. the leader of the patrol's Per.

Patrols will typically be between three and five soldiers, but GMs can scale this based on the number of PCs, and their overall preparedness for a hostile encounter.

If an encounter occurs, roll 1d for a scenario:

1: Dead patrol. The PCs encounter the fresh bodies of a recently murdered, friendly patrol. The bodies are looted of their armor, weapons, and valuables, though a successful SEARCH roll may find something small of use.

2: Scavengers. An enemy patrol is carrying large sacks of food and supplies, likely stolen from what is left of the population from the small villages along the canals.

3: Deserters. A handful of Odoacer's soldiers are fleeing towards the sea, hoping to surrender to Theodoric's fleet. Their leader will not admit what they are doing at first, but their demeanor and body language will likely give it away after a short conversation.

4: Hostile patrol. Although Theodoric has ceased hostilities during the Bishop John's peace, some of his patrols are ignoring the orders, believing a sack of Ravenna is imminent. Upon spotting the PCs, they'll set upon them as easy targets.

5: Messengers. The PCs encounter one or two of Theodoric's messengers, delivering details about the feast to Ravenna. They will refuse to give up their messages, although they will likely be only mundane matters (perhaps requests for ale and mutton at the feast).

6: Fleeing citizens. Fearing that Theodoric is about to enter the city, a handful of citizens are fleeing Ravenna and heading towards the sea, where they plan to escape southward. Upon encountering the PCs, the fleeing citizens will be hostile (believing they are being set upon by Odoacer's men), and per-

PATROL SOLDIER

ST	11	HP: 12
DX	11	Will: 10
IQ	10	Per: 11
HT	11	FP: 12



Basic Speed: 5.5 SM: 0
Move: 4 Spatha: 1d imp or 1d+2 cut, Parry 11
Dodge: 9 Javelin: 1d-1 imp, Acc 1

Traits: Combat Reflexes; Fit; various others.
Skills: Broadsword-14; Hiking-12; Shield-12; Shortsword-13; Thrown Weapon (Spear)-12; Soldier-11; Wrestling-12.
Equipment: Spatha, fine mail (DR 4* -2 DR vs. crushing), padded cap (DR 2), *spiculum* javelin, pack with lean rations.

VETERAN SOLDIER

ST	12	HP: 12
DX	12	Will: 11
IQ	10	Per: 10
HT	11	FP: 11



Basic Speed: 5.75 SM: 0
Move: 4 Spatha: 1d imp or 1d+3 cut, Parry 13
Dodge: 10 Throwing Dart: 1d-1 imp, Acc 1

Traits: Combat Reflexes; Fit; various others.
Skills: Broadsword-15; Fast-Draw (Sword and Dart)-13; Hiking-12; Shield-12; Shortsword-13; Tactics-11; Soldier-12; Thrown Weapon (Spear and Dart)-13; Wrestling-13.
Equipment: Spatha, heavy mail (DR 5* -2 DR vs. crushing), scutum medium buckler (DB 2), long spear, ridged helmet (DR 5), x5 *plumbata* darts, pack with lean rations.

haps even looking to rob the PCs so as to be better equipped for their journey south. GMs should use the statistics of the Disciples for the citizens.

MEVIUS' COUNTERATTACK

Mevius Werra, brother of Tiro, doesn't play a major role in the adventure. He's content to help his brother's plot, siphoning the abyssal ichor from the carcasses that emerge from the canals, and then producing more oil for Tiro back at the signal tower. The PCs will run into Mevius in the fish market, and then — assuming he survives — again at the signal tower where he will stand to the end with his brother.

If the GM wants the cultists to be more outwardly ruthless in the plot of the adventure, Mevius will become a more active player. After the encounter at the fish market, he'll escape (rather than sending one of his men to bring reinforcements)

and confer with his brother Tiro. Fearful that the PCs intend to interfere with their plot, Tiro and Mevius concoct a plan to bring the PCs under the influence of the Effulgence of Teritus!

The following day, Mevius and three to four Disciples will stalk the PCs back to Ravenna (assume Mevius has a SHADOWING-14 skill). They will look for an opportunity to strike when the PCs are alone — perhaps inside Andronikos' apartment, or at a time when the PCs are using Contacts to find help.

When the Disciples strike, they attempt to engage the PCs at close range, and shine a lantern effused with the full Effulgence of Teritus (p. 11) into their eyes. Any PC within a yard of the lantern light must make a Will roll or be subject to the full Effulgence effect; PCs within five yards must make a Will roll or be subjected to the Whispers effect.

Once the Disciples are confident one or more of the PCs are under the sway of Teritus, they will quickly retreat, hoping that the Effulgence of Teritus will distract the PCs' intentions of ruining the Disciples' plan, or even cause them to side with the Disciples once their plan is complete.

Being under the sway of Teritus can certainly change the outcome of the adventure, causing them to hesitate or cower during the feast, or even forcing them to cut down their own king in the adventure's final moments!

REMOVING THE SUPERNATURAL

GMs who prefer a more realistic, historical tone can easily remove the supernatural elements from this adventure. Indeed, the siege of Ravenna, the real-life murder of Odoacer and his family and servants, and the disease and famine that swept Italy during this time is plenty of material for a horror RPG!

In this scenario, the Disciples of Teritus are nothing more than a desperate cult. They believe they have found a ritual that will make men's minds weak, but the ritual is utter foolishness, nothing more than random old words strung together. They have no hope of actually affecting the final days of Odoacer's Ravenna.

In this realistic version, the abyssal carcass near the canal is nothing but a rotting whale, dragged there by the desperate cult. The abyssal worms inside its belly can be ignored, or replaced with horrifying parasitic worms, which likely cause no real harm to the PCs (although will still cause Fright Checks!).

HISTORICAL NOTE

Odoacer was indeed slain by Theodoric during a banquet, after Theodoric's hired assassins failed in their plot to kill Odoacer ahead of the festival.

"There certainly wasn't a bone in this wretched fellow," Theodoric was said to have spoken while gloating over the torn body. While this adventure sets Theodoric's entry into Ravenna and the murderous feast on the same day, Theodoric actually entered Ravenna ten days prior.

SPECIAL THANKS

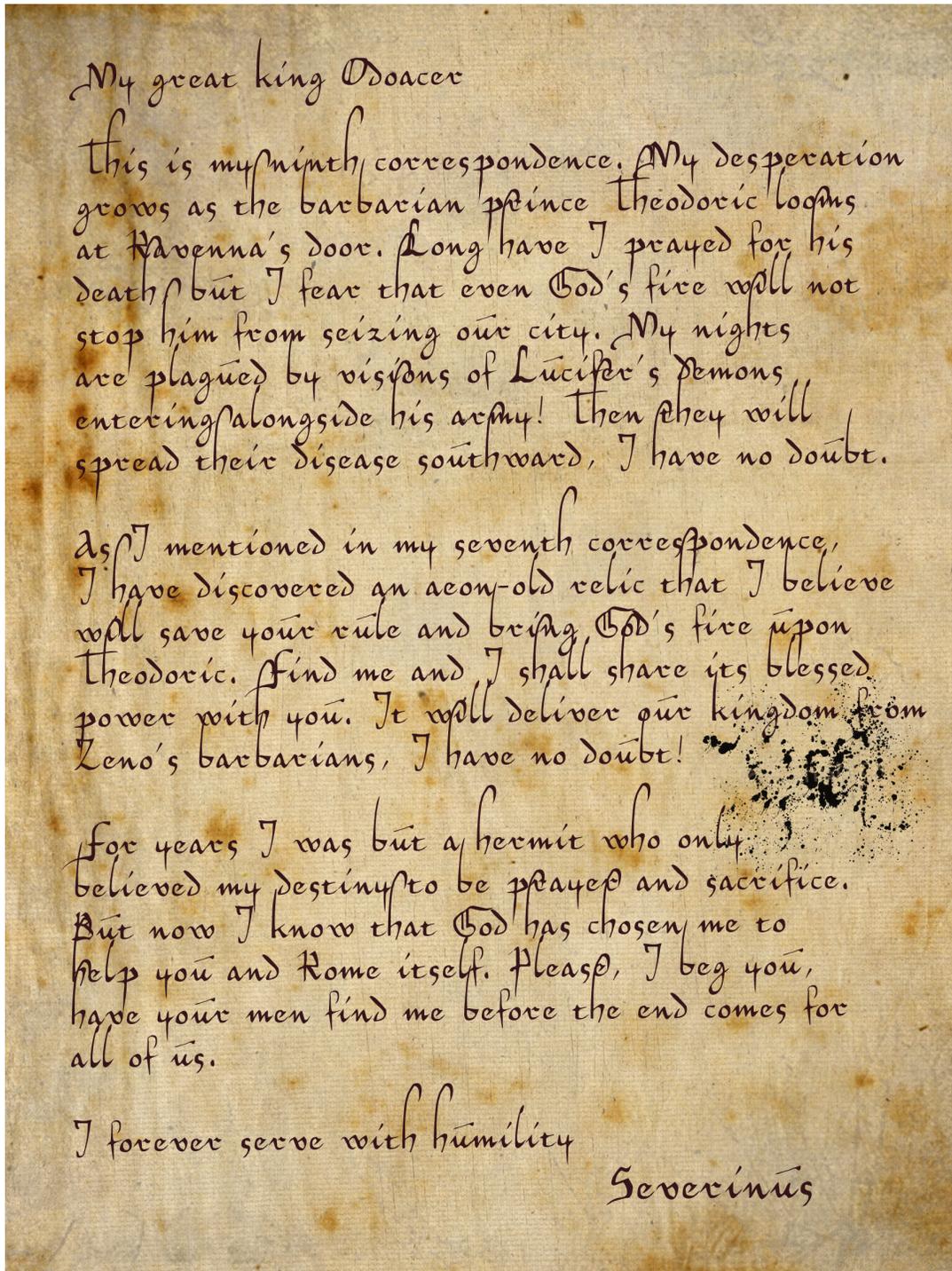
Special thanks to the ever-imaginative Geoff Card for helping with cult motivations and the finale of the adventure, and Rasna from the Steve Jackson Games forums for designing authentic 5th century Roman equipment options. Thanks also to thispersondoesnotexist.com for helping create images of the various characters.

If you enjoyed this adventure, or ran it for a group, all the author asks is that you give a shout out and let me know how it went. Send a note to [@SageThalcos](https://twitter.com/SageThalcos) on Twitter or send an omen or email to thalcos@hotmail.com.

DISCLAIMER

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HANDOUTS



HANDOUT A - The Letter from Severinus, shown to the PCs from King Odoacer

HANDOUTS



HANDOUT B - Wax tablet showing the mask of Cicatrix, found in Severinus' home

HANDOUTS

Mei lepores Sophonisba

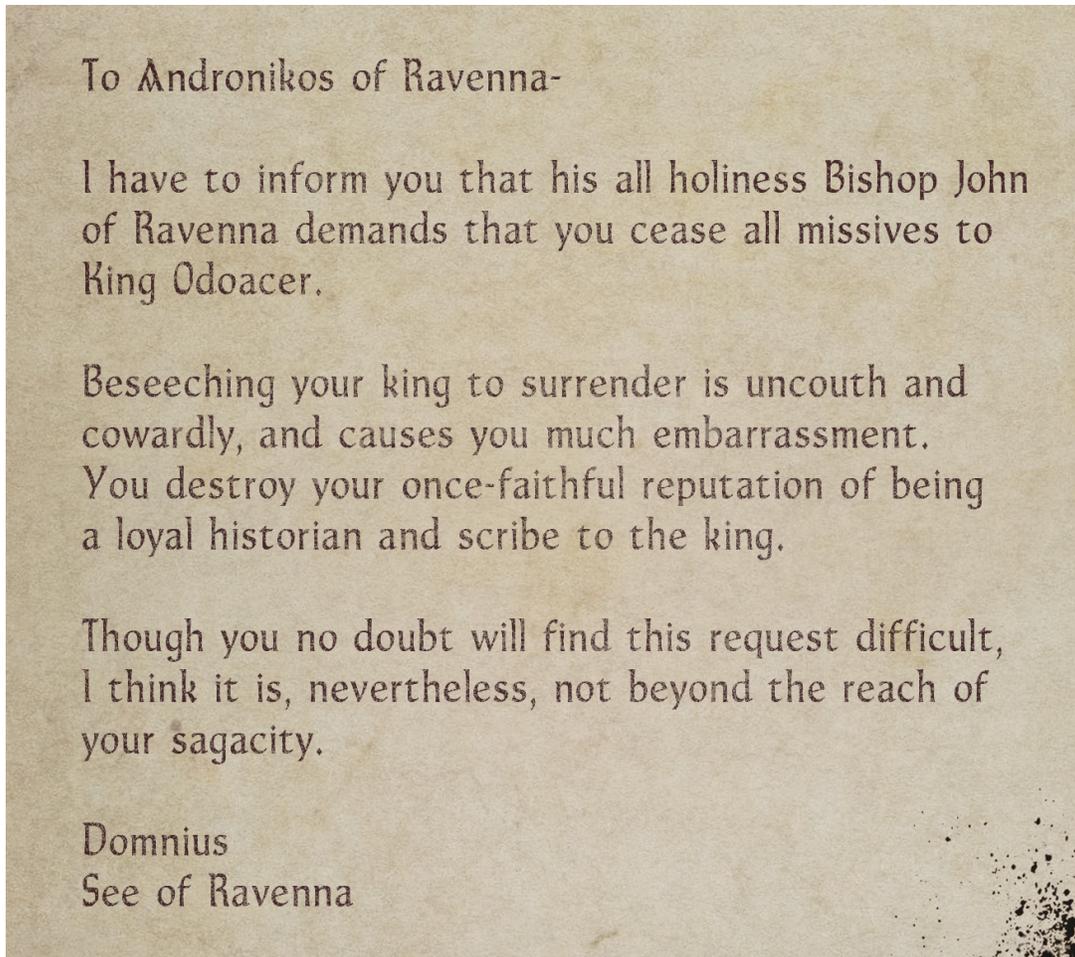
It is true that pagan cults were illegalized a century ago, but I believe the disciples (among others) are undergoing a resurgence as our city has come under siege. I discovered the Terilus cult began in 327 and was founded by the patrician Gabinus Terra. Whether it was before or after he murdered the bishop on his vessel is unknown to me. No doubt it was related to Empress Helena's decision to increase taxes on merchants like Terra. But I cannot connect the event of the murder with the founding of his cult. As you know, I have been in correspondence with Terra's son. However, he is more of a mind to study the old Terilus rituals than to talk about his family's history. I hope you have found time to study the ritual texts I last shared with you last time. Your help translating the old Etruscan was invaluable.

Have you successfully contacted your husband's old naval friend? I fear there are only days left before the city falls, and I know your plan is to escape on a vessel soon. I wish you the best luck and I hope we can correspond again soon. I pray that our addled king surrenders peacefully to Theodoric and gives up his foolish claim to Rome. Ad astra per aspera.

Andronikos

HANDOUT C - Unsent letter from Andronikos to Sophonisba, found in his apartment

HANDOUTS

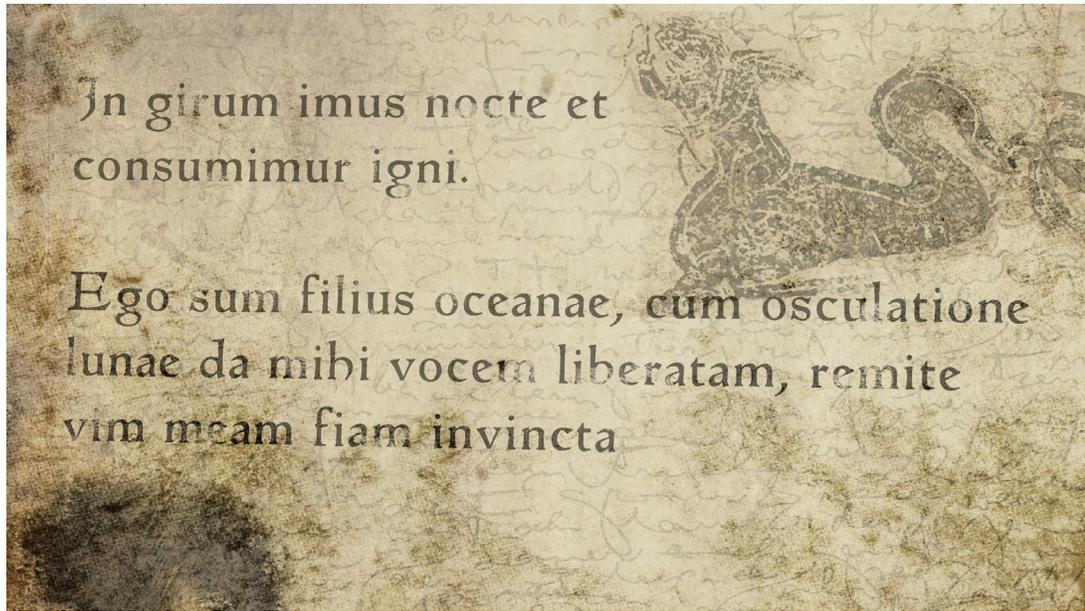


HANDOUT D - Letter found in Andronikos' apartment

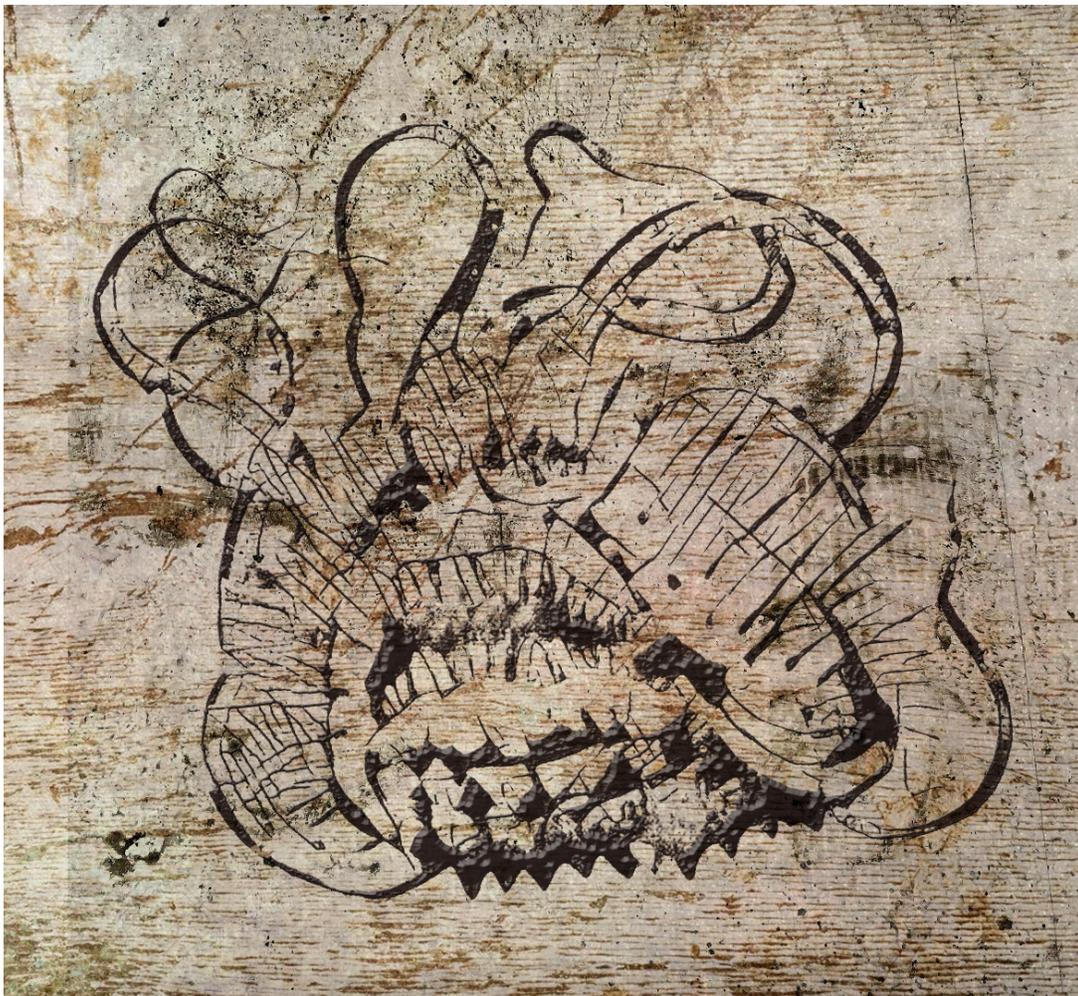


HANDOUT E - Brooch found in Andronikos' apartment

HANDOUTS



HANDOUT F - Ritual of Teritus, given to the PCs by Sophonisba



HANDOUT G - Carving of Teritus, on the table in the signal tower



BONUS HANDOUT - Player Safe Map of Ravenna

HANDOUTS

<i>You know that you are an outsider, a stranger in this very city. And you know who is to blame. You feel hatred and intolerance towards anyone of higher status than you.</i>	<i>You know that you are an outsider, a stranger in this very city. And you know who is to blame. You feel hatred and intolerance towards anyone of higher status than you.</i>
<i>You know that you are an outsider, a stranger in this very city. And you know who is to blame. You feel hatred and intolerance towards anyone of higher status than you.</i>	<i>You know that you are an outsider, a stranger in this very city. And you know who is to blame. You feel hatred and intolerance towards anyone of higher status than you.</i>
<i>You know that you are an outsider, a stranger in this very city. And you know who is to blame. You feel hatred and intolerance towards anyone of higher status than you.</i>	<i>You know that you are an outsider, a stranger in this very city. And you know who is to blame. You feel hatred and intolerance towards anyone of higher status than you.</i>

Give one of these to any PC who comes under the Whispers of Teritus during the adventure.

<i>You are no longer a servile dog. Respect will be born from blood. You feel uncontrollable rage towards those of higher status. Take action. Destroy that person for good.</i>	<i>You are no longer a servile dog. Respect will be born from blood. You feel uncontrollable rage towards those of higher status. Take action. Destroy that person for good.</i>
<i>You are no longer a servile dog. Respect will be born from blood. You feel uncontrollable rage towards those of higher status. Take action. Destroy that person for good.</i>	<i>You are no longer a servile dog. Respect will be born from blood. You feel uncontrollable rage towards those of higher status. Take action. Destroy that person for good.</i>
<i>You are no longer a servile dog. Respect will be born from blood. You feel uncontrollable rage towards those of higher status. Take action. Destroy that person for good.</i>	<i>You are no longer a servile dog. Respect will be born from blood. You feel uncontrollable rage towards those of higher status. Take action. Destroy that person for good.</i>

Give one of these to any PC who comes under the full Effulgence of Teritus during the adventure - and fails a Will -3 roll during a dramatic moment.

ROMAN HORROR

Name Remigius "Remi" Petro Player _____ Point Total 137
 Ht 5'10" Wt 175 Size Modifier 0 Age 32 Unspent Pts -
 Appearance Sullen and dark-eyed centurion, scarred by his grim years of warfare

ST	14	[40]	HP	14	[0]	MOVE
DX	13	[60]	WILL	10	[0]	
IQ	10	[0]	PER	10	[0]	DR
HT	12	[20]	FP	12	[0]	



BASIC LIFT (ST x ST) / 5 39 lbs DAMAGE Thr 1d Sw 2d
 BASIC SPEED 6.25 [0] BASIC MOVE 6 [0]

ENCUMBRANCE	
None (0) = BL	<u>39</u>
Light (1) = 2 x BL	<u>78</u>
Medium (2) = 3 x BL	<u>118</u>
Heavy (3) = 6 x BL	<u>235</u>
X-Heavy (4) = 10 x BL	<u>390</u>

ACTIVE DEFENSES		
Dodge	Parry	Block
10	11	9
		(Shield)

REACTION MODIFIERS	
Appearance	+0
Status	+1
Reputation	+0
	+1 from Military Rank
	-2 from Reputation, when in effect

ADVANTAGES & PERKS	
Combat Reflexes (never surprised, +2 to Fright Checks)	[15]
High Pain Threshold	[10]
Military Rank +2 (Circitor - but temporarily a Centurion)	[10]
Status 1	[5]
	[]
	[]
	[]
	[]
	[]
	[]
	[]

SKILLS	
Name	Level
Area Knowledge (Ravenna)	10 [1]
Brawling	14 [2]
Carousing	12 [1]
Carpentry	10 [1]
Cooking	9 [1]
Current Affairs (Ravenna)	10 [1]
Hiking	11 [1]
Intimidation (+2 if Reputation is in effect)	10 [2]
Riding (Equines)	12 [1]
Savoir-Faire (Military)	10 [1]
Shield (-4 due to severed hand, or -2 if shield modified)	14 [2]
Shortsword	14 [4]
Soldier	10 [2]
Spear	12 [1]
Streetwise	9 [1]
Tactics	9 [2]
	[]
	[]
	[]
	[]

DISADVANTAGES & QUIRKS	
Chummy	[-5]
Light Sleeper	[-5]
One Hand (-4 to tasks that usually require two hands)	[-15]
Reputation -2 (Botched a public execution)	[-5]
Secret (Murdered a commanding centurion)	[-10]
	[]
Chews on cork when nervous	[-1]
Protective of children	[-1]
Terrified of starving during the siege, hoards food	[-1]
Underplays his battlefield skills and exploits	[-1]
Dreams of retaking Africa from the Vandals	[-1]
	[]
	[]

Languages	Spoken	Written
Latin	Native	Native [0]
		[]
		[]

ROMAN HORROR

Name Johanna Martinus Player _____ Point Total 130

Ht 5'4" Wt 130 Size Modifier 0 Age 31 Unspent Pts -

Appearance A striking, but guarded woman, who has earned her place on the king's war council

ST	10	[0]	HP	10	[0]
DX	11	[20]	WILL	13	[0]
IQ	13	[60]	PER	13	[0]
HT	11	[10]	FP	11	[0]

CURRENT

MOVE	5
DR	0



BASIC LIFT (ST x ST) / 5 20 lbs DAMAGE Thr 1d-2 Sw 1d
 BASIC SPEED 5.25 [0] BASIC MOVE 5 [0]

ENCUMBRANCE	
None (0) = BL	<u>20</u>
Light (1) = 2 x BL	<u>40</u>
Medium (2) = 3 x BL	<u>60</u>
Heavy (3) = 6 x BL	<u>120</u>
X-Heavy (4) = 10 x BL	<u>200</u>

ACTIVE DEFENSES

Dodge	8	Parry	8	Block	-
			(Knife)		

REACTION MODIFIERS	
Appearance	+1
Status	+3
Reputation	+0
	-1 from Social Stigma
	-1 from Callous, to those with Empathy on past victims

ADVANTAGES & PERKS

Appearance (Attractive)	[4]
Eidetic Memory (IQ roll to easily remember things)	[5]
Fit (+1 to all HT rolls)	[5]
Night Vision +3	[6]
Patron (Magister Tufa, another advisor of the king 9 or less, minimal help)	[8]
Status +3 (widow of a prestiged equestrian)	[15]
Alcohol Tolerance	[1]
Patience of Job (ignore distractions on long tasks)	[1]

DISADVANTAGES & QUIRKS

Callous	[-5]
Fearfulness -2 (-2 to Fright Checks and Intimidation)	[-4]
Miserliness	[-10]
Social Stigma (Second-class Citizen)	[-5]
Vow (Never kneel before a non-Roman)	[-5]
Uses formal titles, always calls Odoacer "Dominus Noster"	[-1]
Terrified of potential assassins	[-1]
Quick to seek revenge (and can be bloodthirsty)	[-1]
Often travels with a hood to conceal her identity	[-1]
Only ever her real self around soldiers	[-1]

SKILLS

Name	Level
Acting	12 [1]
Area Knowledge (Ravenna)	14 [2]
Bow	11 [2]
Current Affairs (Politics)	14 [2]
Current Affairs (Ravenna)	14 [2]
Detect Lies	12 [2]
Diplomacy	12 [2]
Fast-Draw (Knife)	11 [1]
Knife	13 [4]
Knife Technique (Thrust to Vitals)	11 [2]
Naturalist	12 [2]
Pharmacy (Herbal)	12 [2]
Physician	13 [4]
Riding (Equines)	11 [2]
Savoir-Faire (Military)	14 [2]
Shortsword	11 [2]
Soldier	12 [1]
Stealth	11 [2]
Strategy (Land)	11 [1]
Tactics	12 [2]

Languages	Spoken	Written
Latin	Native	Native [0]
		[]
		[]

ROMAN HORROR

Name Sidonius Astyrius Player _____ Point Total 137
 Ht 5'8" Wt 135 Size Modifier 0 Age 33 Unspent Pts -
 Appearance Longtime informer to the king, with a friendly face, sly smile, and thoughtful words

ST	11	[10]	HP	11	[0]	MOVE
DX	12	[40]	WILL	12	[0]	
IQ	12	[40]	PER	14	[10]	DR
HT	11	[10]	FP	11	[0]	



BASIC LIFT (ST x ST)/5 24 lbs DAMAGE Thr 1d-1 Sw 1d+1
 BASIC SPEED 5.75 [0] BASIC MOVE 5 [0]

ENCUMBRANCE	
None (0) = BL	<u>24</u>
Light (1) = 2 x BL	<u>48</u>
Medium (2) = 3 x BL	<u>72</u>
Heavy (3) = 6 x BL	<u>144</u>
X-Heavy (4) = 10 x BL	<u>240</u>

ACTIVE DEFENSES		
Dodge	Parry	Block
8	9 (Shortsword)	-

REACTION MODIFIERS	
Appearance	_____
Status	+1
Reputation	+0
	+1 from Charisma
	+2 from Overconfidence (young and naive people)
	-2 from Overconfidence (experienced people)
	+1 Social Chameleon (those who demand respect)

ADVANTAGES & PERKS	
Charisma +1	[5]
Contact (Thorismund, Theodoric's son, skill 15, 9 or less)	[2]
Danger Sense	[15]
Social Chameleon	[5]
Status 1	[5]
_____	[]
_____	[]
_____	[]
_____	[]
_____	[]
_____	[]
_____	[]

SKILLS	
Name	Level
Acting	11 [1]
Administration	11 [1]
Area Knowledge (Ravenna)	12 [1]
Axe/Mace	11 [1]
Brawling	13 [2]
Connoisseur (Wine)	11 [1]
Counterfeiting	10 [1]
Current Affairs (People)	12 [1]
Fast-Draw (Sword)	13 [2]
Gambling	11 [1]
Garrote	14 [4]
Knot-Tying	13 [2]
Politics	12 [2]
Propaganda	12 [2]
Psychology	12 [4]
Riding (Equines)	11 [1]
Savoir-Faire (High Society & Military)	12 [2]
Scrounging	14 [1]
Shadowing	12 [2]
Shortsword	13 [4]
Smuggling	12 [2]

DISADVANTAGES & QUIRKS	
Colorblindness	[-10]
Compulsive Spending	[-5]
Overconfidence	[-5]
Secret (Frequently talks to Theodoric's spies, risks imprisonment)	[-20]
_____	[]
_____	[]
Chooses his words carefully, knows the value of silent pauses	[-1]
Never turns down a cup of wine	[-1]
Subtly changes his accent with strangers	[-1]
First tactic to get what he wants is always to pay people off	[-1]
Appreciates finely dressed individuals	[-1]
_____	[]
_____	[]

Languages	Spoken	Written
Latin	Native	Native [0]
_____	_____	[]
_____	_____	[]

ROMAN HORROR

Name Candidus Crescentius Afer Player _____ Point Total 135
 Ht 6'7" Wt 210 Size Modifier 0 Age 24 Unspent Pts -
 Appearance A startlingly strapping soldier; not nearly as experienced as he looks

ST	13	[30]	HP	14	[2]	MOVE
DX	12	[40]	WILL	11	[0]	
IQ	11	[20]	PER	11	[10]	DR
HT	11	[10]	FP	11	[0]	



BASIC LIFT (ST x ST)/5 34 lbs DAMAGE Thr 1d Sw 2d-1
 BASIC SPEED 5.75 [0] BASIC MOVE 5 [0]

ENCUMBRANCE	
None (0) = BL	<u>34</u>
Light (1) = 2 x BL	<u>68</u>
Medium (2) = 3 x BL	<u>102</u>
Heavy (3) = 6 x BL	<u>204</u>
X-Heavy (4) = 10 x BL	<u>340</u>

ACTIVE DEFENSES		
Dodge	Parry	Block
9	11 (Spatha)	10 (w/Shield)

REACTION MODIFIERS	
Appearance	+2 or +4 (attracted folk)
Status	
Reputation	+0
	+1 from Born Soldier (other soldiers)
	+1 from Honesty (if known); +3 on matters of honor

ADVANTAGES & PERKS	
Acute Hearing +2	[4]
Appearance (Handsome)	[12]
Born Soldier 2	[10]
Combat Reflexes (+2 to Fright Checks, +6 to recover from mental stun)	[15]
Fit (+1 to all HT rolls)	[5]
Hard to Subdue (+1 to all HT rolls to stay conscious)	[2]
Shield-Wall Training (sacrifice your Block to block an adjacent ally)	[1]
Sure-Footed (Sand)	[1]

DISADVANTAGES & QUIRKS	
Code of Honor (Soldier's)	[-10]
Gregarious (IQ-based skills at -1 in a group four or less, or -2 if alone)	[-10]
Honesty (never breaks the law)	[-10]
Impulsiveness	[-10]
Know-it-all (and competitive with others too)	[-1]
Doesn't work very hard, unless it's soldiering	[-1]
Brutally efficient in combat, wastes no energy	[-1]
Loves dirty jokes, but terrible at telling them	[-1]
Keeps his gear clean and spotless	[-1]

SKILLS	
Name	Level
Area Knowledge (Ravenna)	11 [1]
Brawling	13 [2]
Broadsword	14 [8]
Climbing	11 [1]
Gesture	12 [2]
Interrogation	10 [1]
Knife	12 [1]
Law (Ravenna)	9 [1]
Leadership	12 [1]
Public Speaking	10 [1]
Riding (Equines)	11 [1]
Savoir-Faire (High Society & Military)	13 [2]
Scrounging	13 [1]
Search	11 [2]
Shield	13 [2]
Shortsword	12 [0]
Soldier	13 [2]
Spear	11 [1]
Swimming	11 [1]
Tactics	11 [1]

Languages	Spoken	Written
Latin	Native	Native [0]
Germanic	Accented	Illiterate [2]

ROMAN HORROR

Name Annia Galeria Faustina Player _____ Point Total 146

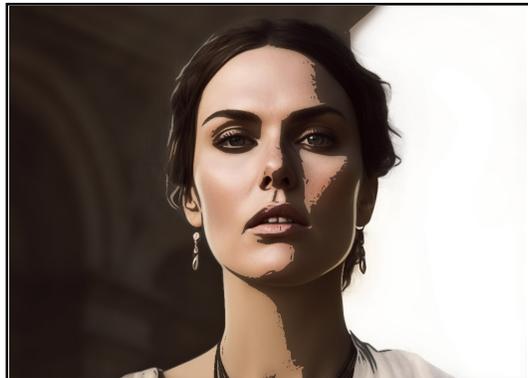
Ht 5'7" Wt 120 Size Modifier 0 Age 21 Unspent Pts -

Appearance Refined socialite and thrillseeking niece of King Odoacer

ST	9	[-10]	HP	9	[0]
DX	13	[60]	WILL	10	[-5]
IQ	11	[20]	PER	11	[0]
HT	12	[20]	FP	12	[0]

CURRENT

MOVE	6
DR	0



BASIC LIFT (ST x ST)/5 18 lbs DAMAGE Thr 1d-2 Sw 1d-1
 BASIC SPEED 6.25 [0] BASIC MOVE 6 [0]

ENCUMBRANCE	
None (0) = BL	<u>18</u>
Light (1) = 2 x BL	<u>36</u>
Medium (2) = 3 x BL	<u>54</u>
Heavy (3) = 6 x BL	<u>108</u>
X-Heavy (4) = 10 x BL	<u>180</u>

ACTIVE DEFENSES

Dodge	9	Parry	8	Block	-
			(Knife)		

REACTION MODIFIERS	
Appearance	+2 or +4 (attracted folks)
Status	+2
Reputation	+0
	-1 from Social Stigma
	-1 from Stubbornness

ADVANTAGES & PERKS

Appearance (Beautiful)	[12]
Daredevil (+1 to skill rolls when taking unnecessary risk)	[12]
Fit (+1 to all HT rolls)	[5]
Flexibility (ignore penalties in tight spaces)	[5]
Luck (reroll a roll twice every hour)	[15]
Status 2	[10]
Wealth (Comfortable)	[10]
	[]
	[]
	[]
	[]
	[]

DISADVANTAGES & QUIRKS

Impulsiveness	[-10]
Short Attention Span	[-10]
Skinny	[-5]
Social Stigma (Second Class Citizen)	[-5]
Stubbornness	[-5]
Reputation -2 (Earned everything through nepotism)	[-10]
	[]
Has a shoplifting habit	[-1]
Eavesdropping gives her the greatest thrill	[-1]
Not really loyal to anyone but herself (and especially not her uncle)	[-1]
Suspicious of people she doesn't already know	[-1]
Loves poetry (especially Greek), often quotes it	[-1]
	[]

SKILLS

Name	Level
Animal Handling (Equines)	10 [1]
Area Knowledge (Ravenna)	11 [1]
Carousing	12 [2]
Connoisseur (Dance)	11 [1]
Cooking	10 [1]
Current Affairs (Ravenna & Politics)	12 [4]
Dancing	13 [2]
Escape (includes +3 from Flexibility)	14 [1]
Filch	13 [2]
First Aid	11 [1]
Knife	13 [1]
Occultism	10 [1]
Poetry	11 [2]
Poisons	10 [2]
Savoir-Faire (High Society)	12 [2]
Sex Appeal (includes +4 from Appearance)	14 [1]
Sling	11 [1]
Stealth	13 [2]
Swimming	11 [1]
Thrown Weapon (Knife)	13 [1]
Writing	10 [1]

Languages	Spoken	Written
Latin	Native	Native [0]
Greek	Accented	Literate [4]
		[]

ROMAN HORROR

Name Bishop Basil of Nicomedia Player _____ Point Total 139

Ht 5'11" Wt 180 Size Modifier 0 Age 58 Unspent Pts -

Appearance A clergyman with a piercing gaze, sharp tongue, and broken body

ST	11	[10]	HP	11	[0]
DX	10	[0]	WILL	13	[5]
IQ	12	[40]	PER	12*	[0]
HT	11	[10]	FP	11	[0]

CURRENT

MOVE
5

DR
0



BASIC LIFT (ST x ST)/5 24 lbs DAMAGE Thr 1d-2 Sw 1d+1
 BASIC SPEED 5.25 [0] BASIC MOVE 5 [0]

ENCUMBRANCE	
None (0) = BL	<u>24</u>
Light (1) = 2 x BL	<u>48</u>
Medium (2) = 3 x BL	<u>72</u>
Heavy (3) = 6 x BL	<u>144</u>
X-Heavy (4) = 10 x BL	<u>240</u>

ACTIVE DEFENSES

Dodge	Parry	Block
8	-	-

REACTION MODIFIERS	
Appearance	_____
Status	<u>+2</u>
Reputation	<u>+0</u>
	<u>+1 from Clerical Investment</u>
	<u>+2 from Voice (when heard)</u>

ADVANTAGES & PERKS

Clerical Investment	[5]
Contact Group (Church, skill 12, 12 or less, somewhat reliable)	[10]
Longevity	[2]
Precognition (You get glimpses of the future, but can't see own death)se	[10]
Religious Rank 3 (Bishop)	[30]
Status 3	[0]
Voice	[10]
Honest Face	[1]
_____	[]
_____	[]
_____	[]

DISADVANTAGES & QUIRKS

Chronic Back Pain (9 or less, lasts 2 hours, -2 DX and IQ)	[-5]
Curious (Severe, resist on a 6 or less)	[-10]
Hard of Hearing (-4 to Hearing rolls)	[-10]
Obsession (Be martyred into sainthood)	[-10]
Pacifism (Reluctant Killer)	[-5]
_____	[]
Obsessed with the lives of saints	[-1]
Secretly hides money under a stone in his church	[-1]
Gaslights the nobility he doesn't like with "Church writings"	[-1]
Insists on being called "your holiness"	[-1]
Snaps back and forth from calm and fatherly to plain rude	[-1]
_____	[]
_____	[]

SKILLS

Name	Level
Administration	12 [2]
Architecture	11 [1]
Area Knowledge (Ravenna)	13 [2]
Artillery (Catapulta)	11 [1]
Current Affairs (Ravenna)	13 [2]
Diplomacy (includes +2 from Voice)	13 [2]
Geography (Italia)	11 [2]
History (Roman)	12 [4]
Intimidation	13 [2]
Interrogation	13 [2]
Naturalist	11 [2]
Occultism	13 [4]
Psychology	11 [2]
Public Speaking (includes +2 from Voice)	15 [4]
Research	12 [2]
Riding (Equines)	9 [1]
Seamanship	12 [1]
Swimming	11 [1]
Theology (Christianity)	13 [8]
Weather Sense	11 [1]
Writing	12 [2]

Languages	Spoken	Written
Latin	Accented	Literate [4]
Greek	Native	Native [0]
_____	_____	[]

REMI PETRO

CENTURION



PER 10

JOHANNA MARTINUS

ADVISOR ON THE WAR COUNCIL



PER 13

SIDONIUS ASTYRIUS

KING ODOACER'S INFORMER



PER 14 - DANGER SENSE

CANDIDUS AFER

BODYGUARD TO THE KING'S FAMILY



PER 11

ANNIA FAUSTINA

THRILLSEEKING SOCIALITE



PER 11 - LUCK

BISHOP BASIL

HIS HOLINESS OF THE SEE OF RAVENNA



PER 12* - PRECOGNITION - BACK PAIN (9-)