

# FEAST OF ODOACER

BY J.C. CONNORS

## ABOUT THE ADVENTURE

*Feast of Odoacer* is a *Call of Cthulhu: Cthulhu Invictus* adventure, although it can be easily translated to other systems (a *GURPS Horror* version is available on [www.1shotadventures.com](http://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 investigators 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 investigators, especially the pregenerated characters from this adventure.

## ADVENTURE SUMMARY

By 493 A.D., the Roman Empire had collapsed. KING FLAVIUS ODOACER (pronounced ô-dô-ôker) 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 investigators 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 investigators 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 daemonic 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 investigators 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 investigators 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 investigators 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 investigators believe Severinus to be, that they trust in God's chosen, and do this task quickly. An **INSIGHT** 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 investigators 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 investigators 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.



## BATHHOUSE SPIES

STR 70 DEX 65 INT 55  
CON 65 APP 40 POW 55  
SIZ 65 SAN 60 HP 13

Damage bonus: +1D4

Build: 1 Move: 8


Dodge 32%, Insight 40%, Intimidate 70%, Listen 40%,  
Sleight of Hand 45%, Spot Hidden 50%, Stealth 60%

Fighting (Gladius) 55%, damage 1d6+1+1D4

Ranged Weapon (Short Bow) 55%, damage 1D8, uses  
per round 1

Soft Leather 1D3 (25%)



 Odoacer keeps his spies secret and separate from each other! If any of the investigators has a background in spycraft, such as Sidonius Astyrius from the pregenerated characters, they vaguely know of Calogerus. Anyone else must make an INSIGHT roll! 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 investigators' torches sputter and smoke as they make their way through the rain.

Nighttime in Ravenna is a dark wasteland. The investigators 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).

Upon entering the baths, the investigators see torchlight coming from the central chamber of the bathhouse. Standing near a column are two cloaked men. If the investigators 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

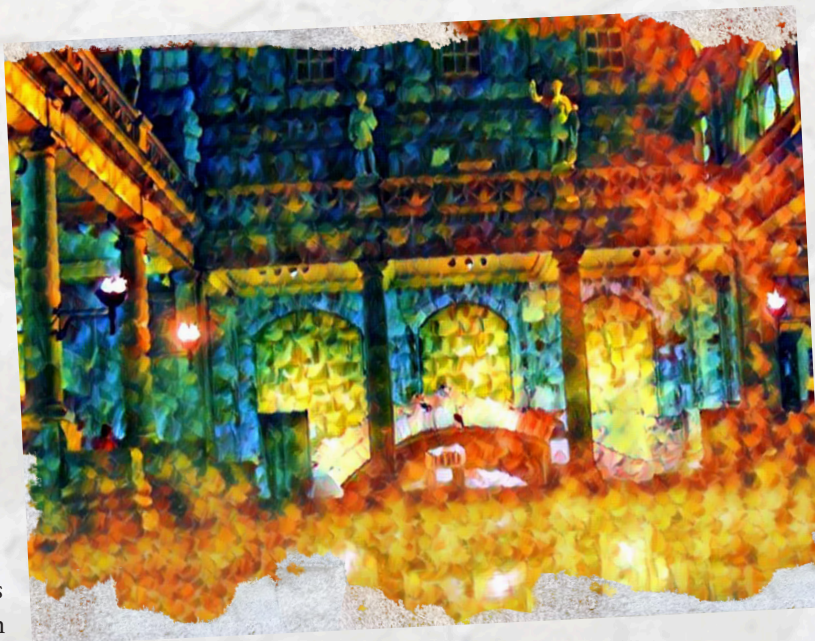
the balcony above the central bath chamber. A hard SPOT HIDDEN roll spots them.

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 investigators are close to Odoacer, closer than himself, and hopes to convince them to murder their king.

Calogerus is eloquent, and first challenges the investigators' 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 investigators 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 investigators 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 investigators politely refuse, Calogerus reacts generally well and tells them that he is disappointed, but understands their loyalty. He will give up the location of Severinus — for a small price (50 denarii to cover his expenses)







or for free if the investigators made a great impression with a CHARM roll. 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 investigators 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 reaction to the investigators, 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 investigators, as he makes his escape through the dark baths. The archers fire a couple of arrows, then follow Calogerus out of the bathhouse. Investigators can get to the balcony

either through stairs located in a side passage.

If the investigators fail to get the information about Severinus' location before a skirmish breaks out, the Keeper 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 investigators the information they seek.

If the investigators *agree* to the plan to murder Odoacer (truthfully or not), Calogerus is thrilled. He hands the investigators a vial of viper venom and gives them instructions for coating a blade (if struck, one minute later, the victim must make a CON roll or take 1D8 toxic damage; a success reduces the damage by half). However, he reminds them that Odoacer is wily and may suspect a plot against him. Calogerus recommends the investigators 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 investigator 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 EMPIRE roll, with a bonus die for anyone from a merchant, sailing, or fishing profession, 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 investigators. 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 Keeper wishes to extend the adventure with a perilous encounter with Theodoric's soldiers (see *Extending the Adventure*, p.14), a reasonable plan take the investigators to the fish market without incident.

As the investigators 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. Investigators must make a Sanity roll (0/D3) upon seeing the monstrosity up close. Additionally, any investigator who wants to get closer to the mass must make a CON 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 investigator 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 investigators see an old man huddled and wheezing outside a door, sleeping

uneasily. The investigators notice one of his arms ends in a fresh-looking stump.

This man is TANCUS, a once-rich merchant who made his living here. An IDEA roll recognizes him as a once-wealthy fishmonger. If awakened, he rants in nonsensical gibberish, thinking that the investigators 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 investigators pound on the door, though a LISTEN roll makes out some muttering sounds from inside the apartment. The old wood door is flimsy, and can be broken into with a well-placed shoulder (and a STR roll).

## 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 investigators, he explodes into joy, excited that they have finally come, and thrilled that Odoacer has read his letters.

Severinus happily shares his story, though he rambles and



## THE DISCIPLES

STR 60 DEX 50 INT 55  
CON 55 APP 40 POW 30  
SIZ 60 SAN 20 HP 11

Damage bonus: None  
Build: 0 Move: 6



Dodge 25%, Empire 50%, Insight 40%, Intimidate 60%,  
Occult 10%, Spot Hidden 40%, Stealth 40%

Fighting (Fish knife) 40%, damage 1D4  
Fighting (Gladius) 55%, damage 1D6 - Mevius only  
Handful of coins, rope

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.

*Keeper'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 investigators study Severinus' apartment, they note a harpoon-like, bony spine leaning against the wall. A closer in-

spection and an appropriate ART/CRAFT or NATURAL WORLD reveals it as an unusual type of whalebone. If the roll is a hard success, the investigators 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, an INSIGHT roll reveals he is not telling the full truth (see *Severinus' Background*, p.4).

*Keeper's Note: The bony spine is actually a spine of Gla'aki, a slug-like, water-dwelling great old one — a CTHULHU 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 (1D6 + DB), but anyone wounded by the spine must make a CON roll an hour later, or else suffer fever (-10% to all attributes and skills) and weird, drowning dreams at night. The victim can make a CON 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 investigators 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 investigators 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, investigators who succeed at a HEARING roll detects the rustling of men coming from the market below. Looking out the door and making a SPOT HIDDEN roll, 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 investigators 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 investigators 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 investigators 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 investigators 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 investigators 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 investigators...)

If the investigators 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 SWIM and DEX roll to attach. They'll also need some strong draft animals or a device to haul it from the canal. Acquiring such an animal in the middle of the night requires some creative contacts or CHARM, PERSUADE, INTIMIDATE, or FAST-TALK rolls!

An IDEA roll digs up a cargo winch near the port. Repairing the winch to working order requires a few hours work and a REPAIR/DEVISE 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. A NATURAL WORLD 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 investigators will hack and chop at the thing for an hour before making the same discovery. Those who participate suffer a Sanity roll (0/1D3) for the gristiness of the endeavour.

No matter how they dissect the creature, the investigators 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 an investigator's 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 investigator who is either grabbed or spills the creature forth suffers a Sanity roll (1/1D6); all others suffer an lesser Sanity roll (1/1D4) for the horror of the event.

Soon after the first creature emerges, a LISTEN roll reveals a squelching, gassy sound coming from the carcass. Seconds later, a second worm burrows out from the innards of the carcass (Sanity roll (1/1D3) this time around).

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



## ABYSSAL WORMS

STR 45   DEX 45   INT 10  
CON 50   APP 15   POW 40  
SIZ 15   SAN -   HP 6



Damage bonus: none

Build: 0   Move: 5

Attacks per round: 1

Tentacle grab and bite 60%, damage 1D4+1

Dodge: 22%

Armor: 2 (rubbery hide, no brain, no eyes)

Sanity Loss: 1/1D4



Once the worms are dealt with, the investigators 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 investigators they only need to find the *Ritual of Teritus* to cause the lamp to cast its effect. He urges the investigators 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 investigators).

## THE NEXT DAY ~ MARCH 15TH

The next morning, if the investigators 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 investigators 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. An **EMPIRE** roll recalls her enthusiasm for the occult once her merchant husband, **HELVIVS**, perished from disease a year ago.

If the investigators ask around to find out more about potential occultists, an appropriate social skill roll or **OCCULT** 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 investigators 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 investigators return to Odoacer, they will find their king increasingly desperate and terrified. He'll only agree to meet with the investigators 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 **LUCK** 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**

*Keeper's Note: Even if the investigators 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 investigators, 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 investigators 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 investigators 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 investigators 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 investigators). 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 IDEA 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 investigators 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 investigators try to determine more details, they'll discover that his tongue has been cut out and lies nearby (this causes Sanity roll (0/1) for the discovery!). A successful MEDICINE roll (with a bonus die if a investigator has a military background) identifies the mortal wounds as those caused by swords, not knives or other implements. A successful MEDICINE 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 SPOT HIDDEN roll, will find a bronze brooch grasped in Andronikos' bloody hand. An

EMPIRE or STATUS roll will recall that the brooch is worn by Odoacer's personal honor guards.

If the investigators think to question others living in the apartment area, only a great social skill roll 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.

*Keeper's 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 Theodoric's reign.*

## SOPHONISBA'S ABODE

Sophonisba lives south of St. Pullio, in a walled villa surrounded by lemon trees. An INT roll locates her villa. As the investigators walk or ride up, they notice that the grove is untended and overgrown. A PER roll picks up a sour, rotting scent that becomes more unsettling as they get closer to the villa. Unknown to the investigators, the rancid smell is from strange rituals Sophonisba has been toying with over the months.

By the time the investigators 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 investigators were remarkably careful, heard that they were seeking her.

Sophonisba welcomes the investigators in an exotic outfit, an expensive and unusual bronze flower in her hair. She invites them inside her house to enjoy some eggs and honey. She is lonely and happy to share her knowledge with the investigators. 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 INT or EMPIRE roll 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 investigators (**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 OCCULT 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. An INSIGHT roll reveals that she is speaking too openly and with too little grief about the matter. A MEDICINE 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.

*Keeper's 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.*

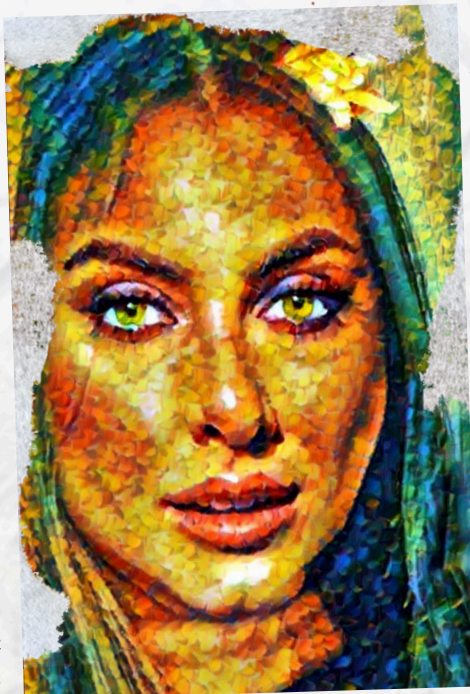
If Sophonisba makes a friendly connection with the investigators, she makes a plea. Her husband's old friend — and her occasional lover — ABDON, is considering helping her flee from Ravenna. Once a captain in Odoacer's navy, Abdon joined with Theodoric shortly after the fleet's sinking. While Abdon's 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 investigators 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. Investigators who have made a strong connection with Sophonisba will be invited along in her escape.

 One of the pregenerated investigators know this friend of Sophonisba's, Abdon. 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 investigators 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 investigators 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 hard **Str** roll. The original door is tossed aside nearby, half-sunken in the marsh. An investigation of the original door (or successful **SPOT HIDDEN** roll 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 **CLIMB** roll to get started and reach the second level; a second **CLIMB** roll is required to reach the roof.

If the investigators 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 converted into a workshop. The entire room emanates an awful rotting stench. Investigators must make a **CON** 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.

## 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 **POW** roll (and again every minute of exposure) else lose half **POW**. 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 **POW** roll to shake off 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 **POW** roll to reduce the effect to the *Whispers* level.

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 investigators 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. A wooden trapdoor 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.



## CICATRIX

STR 85 DEX 45 INT 30  
CON 80 APP 20 POW 30  
SIZ 80 SAN 10 HP 16

Damage bonus: +1D6  
Build: 2 Move: 6



Dodge 22%, Intimidate 80%, Listen 60%, Spot Hidden 35%, Stealth 40%

Fighting (Large Knife) 70%, damage 1D4+1D6

Fighting (Brawl) 75%, damage 1D3+1D6

Horrific leather mask, extra knife

## TIRO WERRA

STR 55 DEX 60 INT 70  
CON 60 APP 50 POW 60  
SIZ 40 SAN 10 HP 10

Damage bonus: None  
Build: 0 Move: 9



Dodge 30%, Charm 60%, Cthulhu Mythos 20%, First Aid 40%, Insight 70%, Intimidate 50%, Listen 60%, Natural World 50%, Occult 50%, Oratory/Rhetoric 45%, Persuade 60%, Spot Hidden 40%, Stealth 40%

Fighting (Gladius) 45%, damage 1D6

**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 investigators 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.

*Keeper's Note: If the Keeper 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 rosey growths, and clearly watching Ravenna with flickering eyes as the city comes under his control. Anyone viewing this abomination must make a horrendous SAN-ITY ROLL (1D6/1D10)!*

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

Even if the investigators 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 investigators would bring back some mighty relic, not a mere lantern. He will still half-heartedly agree to whatever plan the investigators propose at the feast.

If the investigators 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 investigators have insulted Odoacer in some way, they are invited to the feast at the Laurel Palace of Honorius.

Unless the investigators 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 investigators lie:

- If the investigators 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 investigators 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 Keeper can play out the investigators' 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 investigators 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 higher 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 investigators can take matters into their own hands. They may decide 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 investigators flee Ravenna in hopelessness, the adventure is concluded.

For surviving the adventure, surviving investigators receive a 1D4 SAN reward, or 1D6 if they defeated the cult, saved the king, or fled the city. Whatever happens in the finale likely earns the investigators a reputation as well (a positive one for saving one of the kings, a negative one for a grand betrayal or showing cowardice).

## EXTENDING THE ADVENTURE

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



### PATROLS OUTSIDE THE WALL

While a temporary peace has been brokered, patrols would have still been occurring around Ravenna. As the investigators travel outside the city walls, the Keeper can trigger an encounter with one of these patrols (especially if the investigators are not taking care to avoid patrols, which can be



accomplished with a successful STEALTH roll, contested versus the soldier's LISTEN or SPOT HIDDEN skills.

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

If an encounter occurs, roll 1D6 for a scenario:

**1: Dead patrol.** The investigators 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 investigators, they'll set upon them as easy targets.

**5: Messengers.** The investigators 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 investigators, the fleeing citizens will be hostile (believing they are being set upon by Odoacer's men), and perhaps even looking to rob the investigators so as to be better equipped for their journey south. Keepers 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 investigators 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.

### PATROL SOLDIER

STR 70   DEX 65   INT 55  
CON 65   APP 50   POW 60  
SIZ 55   SAN 50   HP 12

Damage bonus: None

Build: 0   Move: 8



Dodge 32%, Empire 50%, Insight 40%, Intimidate 70%,  
Listen 50%, Spot Hidden 55%, Stealth 50%

Fighting (Spatha) 55%, damage 1D8

Fighting (Brawl) 55%, damage 1D3

Fine Chainmail 1D6 (30%), meager rations

### VETERAN SOLDIER

STR 75   DEX 65   INT 55  
CON 65   APP 40   POW 60  
SIZ 65   SAN 40   HP 13

Damage bonus: +1D4

Build: 1   Move: 8



Dodge 32%, Empire 55%, Insight 45%, Intimidate 70%,  
Listen 40%, Spot Hidden 40%, Stealth 40%

Fighting (Spatha) 60%, damage 1D8+4

Ranged weapon (Dart) 55%, damage 1D6+1D4

Medium buckler 70%, 1D3 points of protection

Heavy Chainmail 1D8 (30%), meager rations

If the Keeper 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 investigators intend to interfere with their plot, Tiro and Mevius concoct a plan to bring the investigators under the influence of the Effulgence of Teritus!

The following day, Mevius and three to four Disciples will stalk the investigators back to Ravenna (assume Mevius has a STEALTH 60% skill). They will look for an opportunity to strike when the investigators are alone — perhaps inside Andronikos' apartment, or at a time when the investigators are using contacts to find help.

When the Disciples strike, they attempt to engage the investigators at close range, and shine a lantern effused with the full Effulgence of Teritus (p. 11) into their eyes. Any inves-



tigator within a yard of the lantern light must make a POW roll or be subject to the full Effulgence effect; investigators 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 investigators are under the sway of Teritus, they will quickly retreat, hoping that the Effulgence of Teritus will distract the investigators' 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

Keepers 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 the 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 investigators (although will still cause Sanity rolls!).

## 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](http://thispersondoesnotexist.com) for helping create images of the various characters.

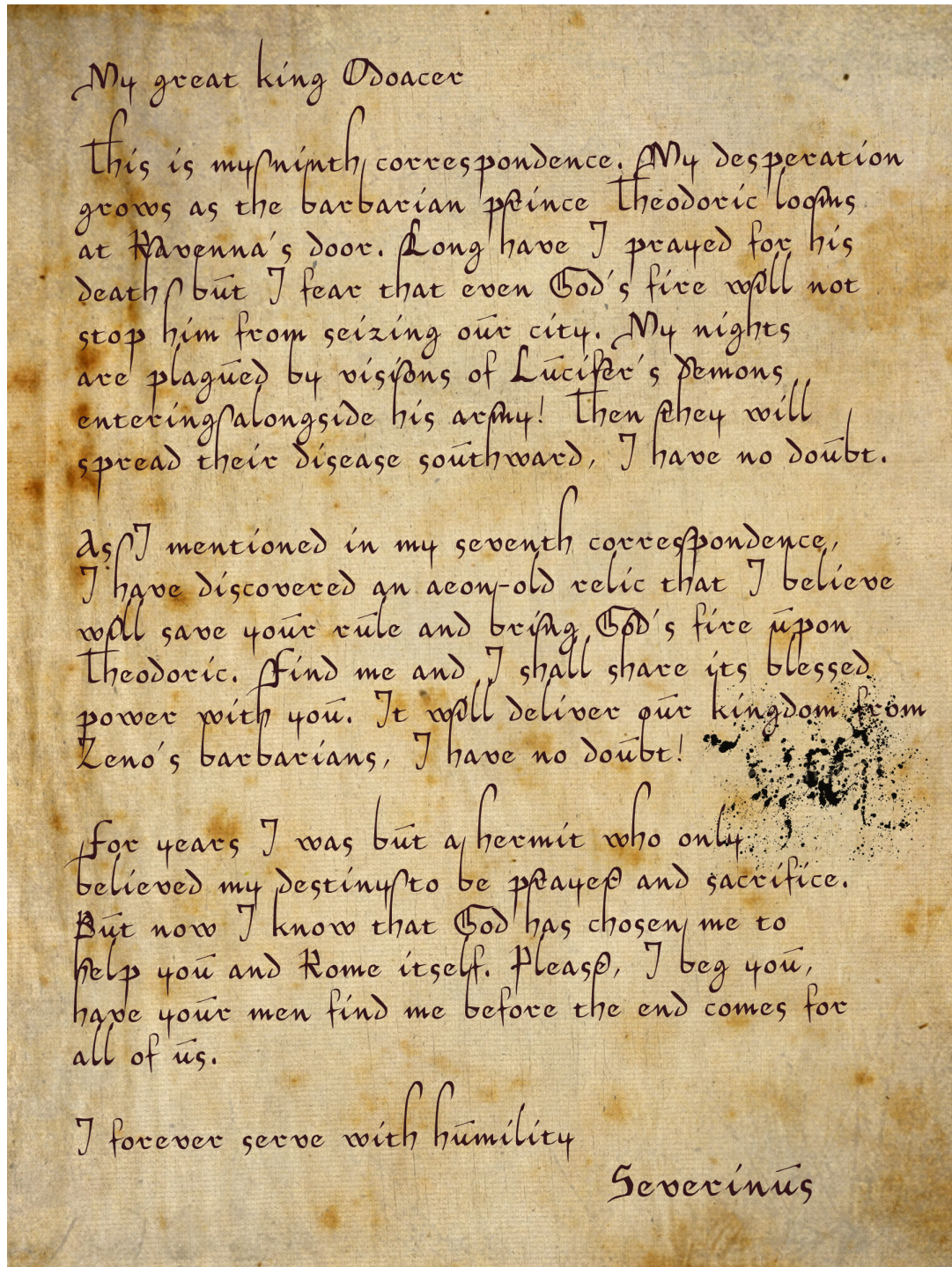
If you enjoyed this adventure, or ran it for a group, all the author asks is that you give a shout out and let me know how it went. Send a note to @SageThalcos on Twitter or send an omen or email to [thalcos@hotmail.com](mailto:thalcos@hotmail.com).

## DISCLAIMER

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## HANDOUTS



HANDOUT A - The Letter from Severinus, shown to the investigators 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

To Andronikos of Ravenna-

I have to inform you that his all holiness Bishop John of Ravenna demands that you cease all missives to King Odoacer.

Beseeching your king to surrender is uncouth and cowardly, and causes you much embarrassment. You destroy your once-faithful reputation of being a loyal historian and scribe to the king.

Though you no doubt will find this request difficult, I think it is, nevertheless, not beyond the reach of your sagacity.

Domnius  
See of Ravenna

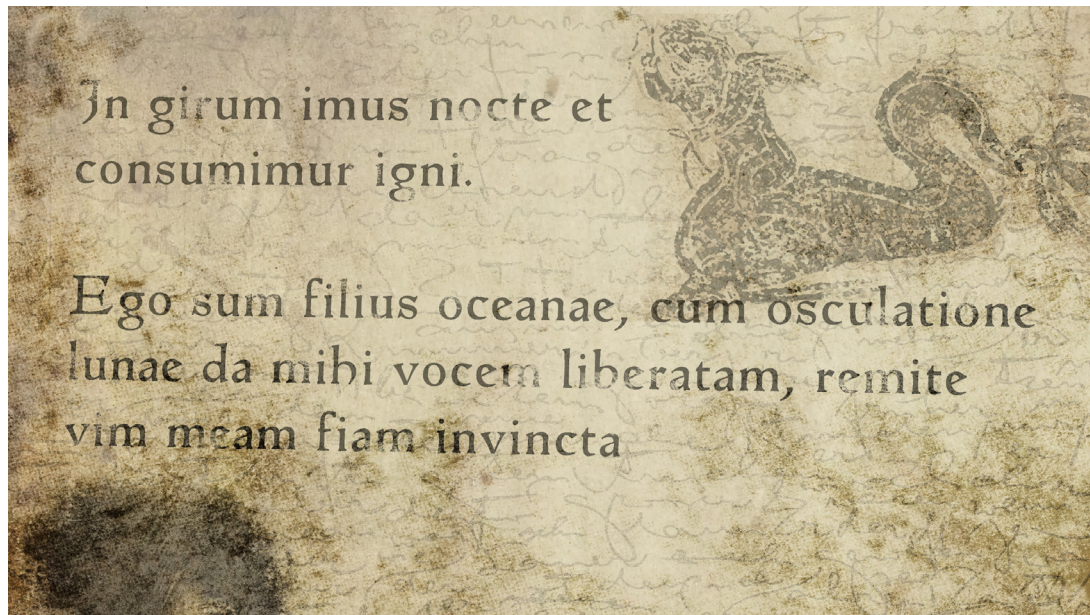
HANDOUT D - Letter found in Andronikos' apartment



HANDOUT E - Brooch found in Andronikos' apartment



## HANDOUTS



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



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





BONUS HANDOUT - Player 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 investigators 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. <del>Take action.</del> 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. <del>Take action.</del> 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. <del>Take action.</del> 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. <del>Take action.</del> 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. <del>Take action.</del> 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. <del>Take action.</del> Destroy that person for good.</i>

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





## REMIGUS "REMI" PETRO

PLAYER: \_\_\_\_\_

OCCUPATION: Circitor and Honorary Centurion

SOCIAL CLASS: Freedman

BIRTHPLACE: Carthage

RESIDENCE: Ravenna

AGE: 32 GENDER: Male



### HIT POINTS

DYING	UNCONSCIOUS	MAJOR WOUND	MINOR
00	01	02	03
04	05	06	07
08	09	10	11
12	13	14	15
16	17	18	19
20			

### MAGIC POINTS

10	00	01	02	03	04
05	06	07	08	09	10
11	12	13	14	15	16
17	18	19	20	21	22
23	24				

### SANITY

50	50	INSANE	01
02	03	04	05
06	07	08	09
10	11	12	13
14	15	16	17
18	19	20	21
22	23	24	25
26	27	28	29
30	31	32	33
34	35	36	37
38	39	40	41
42	43	44	45
46	47	48	49
50	51	52	53
54	55	56	57
58	59	60	61
62	63	64	65
66	67	68	69
70	71	72	73
74	75	76	77
78	79	80	81
82	83	84	85
86	87	88	89
90	91	92	93
94	95	96	97
98	99		

TEMP. INSANE ☐ INDEF. INSANE ☐

### LUCK

OUT OF LUCK	01
02	03
04	05
06	07
08	09
10	11
12	13
14	15
16	17
18	19
20	21
22	23
24	25
26	27
28	29
30	31
32	33
34	35
36	37
38	39
40	41
42	43
44	45
46	47
48	49
50	51
52	53
54	55
56	57
58	59
60	61
62	63
64	65
66	67
68	69
70	71
72	73
74	75
76	77
78	79
80	81
82	83
84	85
86	87
88	89
90	91
92	93
94	95
96	97
98	99

### CHARACTERISTICS

STR	70	35	16	DEX	60	30	12	POW	50	25	10	CON	60	30	12	MOVE RATE	9
APP	40	20	8	EDU	30	15	6	SIZ	50	25	10	INT IDEA	50	25	10		

### SKILLS

<input type="checkbox"/> Accounting (10)	<input type="checkbox"/>	<input type="checkbox"/> Fighting (Brawl) (25)	<input type="checkbox"/> 50 <sup>25</sup> / <sub>10</sub>	<input type="checkbox"/> Medicine (01)	<input type="checkbox"/>	<input type="checkbox"/> Repair/Devise (20)	<input type="checkbox"/>
<input type="checkbox"/> Animal Handling (10)	<input type="checkbox"/>	<input type="checkbox"/> Fighting (Sword)	<input type="checkbox"/> 60 <sup>30</sup> / <sub>12</sub>	<input type="checkbox"/> Natural World (15/30)	<input type="checkbox"/> 30 <sup>15</sup> / <sub>6</sub>	<input type="checkbox"/> Ride (05)	<input type="checkbox"/> 30 <sup>15</sup> / <sub>6</sub>
<input type="checkbox"/> Appraise (05)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Navigate (10)	<input type="checkbox"/> 15 <sup>7</sup> / <sub>3</sub>	<input type="checkbox"/> Science (01)	<input type="checkbox"/>
<input type="checkbox"/> Art/Craft (05)	<input type="checkbox"/>	<input type="checkbox"/> First Aid (30)	<input type="checkbox"/>	<input type="checkbox"/> Occult (05)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Insight (05)	<input type="checkbox"/>	<input type="checkbox"/> Oratory / Rhetoric (01)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Intimidate (15)	<input type="checkbox"/> 40 <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/> Other Kingdoms (01)	<input type="checkbox"/> 10 <sup>5</sup> / <sub>2</sub>	<input type="checkbox"/> Shield (Varies)	<input type="checkbox"/> 30 <sup>15</sup> / <sub>6</sub>
<input type="checkbox"/> Charm (15)	<input type="checkbox"/>	<input type="checkbox"/> Jump (25)	<input type="checkbox"/>	<input type="checkbox"/> Persuade (15)	<input type="checkbox"/>	<input type="checkbox"/> Sleight of Hand (25)	<input type="checkbox"/>
<input type="checkbox"/> Climb (20)	<input type="checkbox"/>	<input type="checkbox"/> Language (Other) (01)	<input type="checkbox"/>	<input type="checkbox"/> Pilot Boat (01)	<input type="checkbox"/>	<input type="checkbox"/> Spot Hidden (25)	<input type="checkbox"/> 30 <sup>15</sup> / <sub>6</sub>
<input type="checkbox"/> Cthulhu Mythos (00)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Ranged Weapons Spear	<input type="checkbox"/> 30 <sup>15</sup> / <sub>6</sub>	<input type="checkbox"/> Status/Infamy (01)	<input type="checkbox"/> 40 <sup>20</sup> / <sub>8</sub>
<input type="checkbox"/> Dodge (DEX/2)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Stealth (10)	<input type="checkbox"/>
<input type="checkbox"/> Drive/Teamster (20)	<input type="checkbox"/> 40 <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/> Language (Own) (EDU)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Swim (25)	<input type="checkbox"/>
<input type="checkbox"/> Empire (25/15/01)	<input type="checkbox"/> 40 <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/> Library Use (05)	<input type="checkbox"/>	<input type="checkbox"/> Read/ Write Lang. (10)	<input type="checkbox"/>	<input type="checkbox"/> Throw (10)	<input type="checkbox"/> 20 <sup>10</sup> / <sub>5</sub>
<input type="checkbox"/> Fast Talk (05)	<input type="checkbox"/>	<input type="checkbox"/> Listen (25)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Track (10)	<input type="checkbox"/>



## BACKSTORY

### PERSONAL DESCRIPTION:

Sullen and dark-eyed centurion, scarred by his grim years of warfare

### TRAITS:

Missing his left hand

Chummy, especially with other soldiers

Loud and comfortable in crowds

### IDEOLOGY / BELIEFS:

Underplays his battlefield skills and exploits

Loud and comfortable in crowds

### LIFE EVENTS:

Has a secret - murdered a commanding centurion

Has a poor reputation for horribly botching a public execution

### SIGNIFICANT PEOPLE:

Duty towards King Odoacer

Protective of children

### PHOBIAS & MANIAS:

Terrified of starving during the siege, hoards food

### MEANINGFUL LOCATIONS:

Misses Africa, dreams of retaking it from the Vandals

### ARCANE TOMES, SPELLS, & ARTIFACTS:

### TREASURED POSSESSIONS:

### ENCOUNTERS WITH STRANGE ENTITIES:

## GEAR & POSSESSIONS

Small leather pouch, filled with corks

Sweat cloth

Small knife

## QUICK REFERENCE RULES

### SKILL & CHARACTERISTIC ROLLS

Levels of Success:

FUMBLE	FAIL	REGULAR	HARD	EXTREME	CRITICAL
100 / 96+	> Skill	≤ Skill	½ Skill	⅓ Skill	01

**Pushing Rolls:** Must justify reroll; Cannot Push Combat or Sanity Rolls

### WOUNDS & HEALING

First Aid heals +1 HP • Medicine heals +1D3 HP

**Major Wound:** Loss of ≥ ½ max HP in one attack

**Unconscious:** Reach 0 HP without Major Wound

**Dying:** Reach 0 HP with Major Wound; First Aid can stabilize, then requires Medicine

**Natural Heal Rate** (Not Major Wound): +1 HP/day

**Natural Heal Rate** (Major Wound): weekly healing roll

Six months ago, you were Callixtus' best fighting man. You were the centurion's standard bearer - his circitor - and you led two hundred fighting bucelarii on the battlefield against the barbarian Theodoric. But the defeat that day was terrible, and you fled back to the city's walls with a severed hand and no standard. Still, the next day you returned to the bloody battle. But that night, Callixtus called you craven for not recovering the standard that fell on the field. Rage overtook you and you strangled him with a single hand. You blamed the death on a soldier that had just perished from his wounds, saying you had slain the man in the act of murdering his centurion. King Odoacer heard of your "heroism" and installed you as his military advisor - and executioner of traitors.





## JOHANNA MARTINUS

PLAYER: \_\_\_\_\_

OCCUPATION: Advisor to the King

SOCIAL CLASS: Equestrian

BIRTHPLACE: Rome

RESIDENCE: Ravenna

AGE: 31 GENDER: Female



### HIT POINTS

DYING UNCONSCIOUS	MAJOR WOUND	10
00	01	02
03	04	05
06	07	08
09	10	11
12	13	14
15	16	17
18	19	20

### MAGIC POINTS

14	00	01	02	03	04
05	06	07	08	09	10
12	13	14	15	16	17
18	19	20	21	22	23
24					

### SANITY

70	70	INSANE	01
02	03	04	05
06	07	08	09
10	11	12	13
14	15	16	17
18	19	20	21
22	23	24	25
26	27	28	29
30	31	32	33
34	35	36	37
38	39	40	41
42	43	44	45
46	47	48	49
50	51	52	53
54	55	56	57
58	59	60	61
62	63	64	65
66	67	68	69
70	71		
72	73	74	75
76	77	78	79
80	81	82	83
84	85	86	87
88	89	90	91
92	93	94	95
96	97	98	99

TEMP. INSANE ☐ INDEF. INSANE ☐

### LUCK

OUT OF LUCK	01
02	03
04	05
06	07
08	09
10	11
12	13
14	15
16	17
18	19
20	21
22	23
24	25
26	27
28	29
30	31
32	33
34	35
36	37
38	39
40	41
42	43
44	45
46	47
48	49
50	51
52	53
54	55
56	57
58	59
60	61
62	63
64	65
66	67
68	69
70	71
72	73
74	75
76	77
78	79
80	81
82	83
84	85
86	87
88	89
90	91
92	93
94	95
96	97
98	99

### CHARACTERISTICS

STR	50	25 5	DEX	55	27 11	POW	70	25 10	CON	50	25 10	MOVE RATE	8
APP	60	30 12	EDU	60	30 12	SIZ	50	25 10	INT IDEA	70	35 14		

### SKILLS

<input type="checkbox"/> Accounting (10)	<input type="checkbox"/> Fighting (Brawl) (25)	<input type="checkbox"/> Medicine (01)	<input type="checkbox"/> Repair/Devise (20)
<input type="checkbox"/> Animal Handling (10)	<input type="checkbox"/> Fighting (Knife) 40 20/8	<input type="checkbox"/> Natural World (15/30)	<input type="checkbox"/> Ride (05)
<input type="checkbox"/> Appraise (05)	<input type="checkbox"/> Fighting (Sword) 15 7/3	<input type="checkbox"/> Navigate (10)	<input type="checkbox"/> Science (01)
<input type="checkbox"/> Art/Craft (05)	<input type="checkbox"/> First Aid (30)	<input type="checkbox"/> Occult (05)	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/> Insight (05)	<input type="checkbox"/> Oratory / Rhetoric (01)	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/> Intimidate (15)	<input type="checkbox"/> Other Kingdoms (01)	<input type="checkbox"/> Shield (Varies)
<input type="checkbox"/> Charm (15)	<input type="checkbox"/> Jump (25)	<input type="checkbox"/> Persuade (15)	<input type="checkbox"/> Sleight of Hand (25)
<input type="checkbox"/> Climb (20)	<input type="checkbox"/> Language (Other) (01)	<input type="checkbox"/> Pilot Boat (01)	<input type="checkbox"/> Spot Hidden (25)
<input type="checkbox"/> Cthulhu Mythos (00)	<input type="checkbox"/>	<input type="checkbox"/> Ranged Weapons Bow 25 12/5	<input type="checkbox"/> Status/Infamy (01)
<input type="checkbox"/> Dodge (DEX/2)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Stealth (10)
<input type="checkbox"/> Drive/Teamster (20)	<input type="checkbox"/> Language (Own) (EDU)	<input type="checkbox"/>	<input type="checkbox"/> Swim (25)
<input type="checkbox"/> Empire (25/15/01)	<input type="checkbox"/> Library Use (05)	<input type="checkbox"/> Read/ Write Lang. (10)	<input type="checkbox"/> Throw (10)
<input type="checkbox"/> Fast Talk (05)	<input type="checkbox"/> Listen (25)	<input type="checkbox"/>	<input type="checkbox"/> Track (10)

### ARMOR

Armor Type	Value	Helmet Type	Value	Shield Type	%	Damage	Value	Absorb / HP
								/
								/

### WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo
UNARMED	25	12	5	1D3 + DB	—	1	—
Fine small knife	40	20	8	1D4 + DB	—	1	—

### COMBAT

DAMAGE BONUS	—
BUILD	0
DODGE	27 13/5

CALL OF CTHULHU  
STEVEN HOLLAND



## BACKSTORY

### PERSONAL DESCRIPTION:

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

### TRAITS:

Has the patience of Job  
Has good night vision  
Great memory

### IDEOLOGY / BELIEFS:

Quick to seek revenge (and can be bloodthirsty)  
Only ever comfortable around soldiers  
Rarely spends her money

### LIFE EVENTS:

Death of her husband in a naval battle (see below)

### SIGNIFICANT PEOPLE:

Has a patron, Magister Tufa, another advisor to the king  
Duty to King Odoacer - always calls him "Dominus Noster" ("our lord")

### PHOBIAS & MANIAS:

Often travels with a hood to conceal her identity  
Terrified of potential assassins

### MEANINGFUL LOCATIONS:

### ARCANE TOMES, SPELLS, & ARTIFACTS:

### TREASURED POSSESSIONS:

Husband's boyhood bow (in her apartment)

### ENCOUNTERS WITH STRANGE ENTITIES:

## GEAR & POSSESSIONS

Hooded wool cloak

Small leather satchel

Emerald bracelet

Silver ring

500 denarii

## QUICK REFERENCE RULES

### SKILL & CHARACTERISTIC ROLLS

Levels of Success:

FUMBLE	FAIL	REGULAR	HARD	EXTREME	CRITICAL
100 / 96+	> Skill	≤ Skill	½ Skill	⅓ Skill	01

**Pushing Rolls:** Must justify reroll; Cannot Push Combat or Sanity Rolls

### WOUNDS & HEALING

First Aid heals +1 HP • Medicine heals +1D3 HP

**Major Wound:** Loss of ≥ ½ max HP in one attack

**Unconscious:** Reach 0 HP without Major Wound

**Dying:** Reach 0 HP with Major Wound; First Aid can stabilize, then requires Medicine

**Natural Heal Rate** (Not Major Wound): +1 HP/day

**Natural Heal Rate** (Major Wound): weekly healing roll

Your husband Abdon was killed a year ago. Although he was a renowned Equestrian, and an expert cavalry commander, King Odoacer assigned him to the fleet that was to break Theodoric's blockade. The action failed, your husband's ship sank, and you fell into grief. However, weeks later, Odoacer summoned you to his court. He sang of his great respect for Abdon, and that he had heard that you had learned much of his wisdom while traveling with him on campaign. As a way of atonement, Odoacer invited you to his war council. While winning the respect of Odoacer's court was difficult at first, you found your voice and have won the king's trust.





## SIDONIUS ASTYRIUS

PLAYER: \_\_\_\_\_

OCCUPATION: Informer to the King

SOCIAL CLASS: Freedman

BIRTHPLACE: Ravenna

RESIDENCE: Ravenna

AGE: 33 GENDER: Male



### HIT POINTS

DYING	UNCONSCIOUS	MAJOR WOUND	10
00	01	02	03
04	05	06	07
08	09	10	11
12	13	14	15
16	17	18	19
20			

### MAGIC POINTS

12	00	01	02	03	04
05	06	07	08	09	10
12	13	14	15	16	17
18	19	20	21	22	23
24					

### SANITY

60	60	INSANE	01
02	03	04	05
06	07	08	09
10	11	12	13
14	15	16	17
18	19	20	21
22	23	24	25
26	27	28	29
30	31	32	33
34	35	36	37
38	39	40	41
42	43	44	45
46	47	48	49
50	51	52	53
54	55	56	57
58	59	60	61
62	63	64	65
66	67	68	69
70	71	72	73
74	75	76	77
78	79	80	81
82	83	84	85
86	87	88	89
90	91	92	93
94	95	96	97
98	99		

TEMP. INSANE ☐ INDE. INSANE ☐

### LUCK

OUT OF LUCK	01
02	03
04	05
06	07
08	09
10	11
12	13
14	15
16	17
18	19
20	21
22	23
24	25
26	27
28	29
30	31
32	33
34	35
36	37
38	39
40	41
42	43
44	45
46	47
48	49
50	51
52	53
54	55
56	57
58	59
60	61
62	63
64	65
66	67
68	69
70	71
72	73
74	75
76	77
78	79
80	81
82	83
84	85
86	87
88	89
90	91
92	93
94	95
96	97
98	99

### CHARACTERISTICS

STR	55	27	11	DEX	60	30	12	POW	60	30	12	CON	55	27	11	MOVE RATE	9
APP	55	27	11	EDU	60	30	12	SIZ	45	22	9	INT IDEA	60	30	15		

### SKILLS

<input type="checkbox"/> Accounting (10)	20 <sup>10</sup> / <sub>5</sub>	<input type="checkbox"/> Fighting (Brawl) (25)		<input type="checkbox"/> Medicine (01)		<input type="checkbox"/> Repair/Devise (20)	
<input type="checkbox"/> Animal Handling (10)		<input type="checkbox"/> Fighting (Sword)	30 <sup>15</sup> / <sub>6</sub>	<input type="checkbox"/> Natural World (15/30)	15 <sup>7</sup> / <sub>3</sub>	<input type="checkbox"/> Ride (05)	15 <sup>7</sup> / <sub>3</sub>
<input type="checkbox"/> Appraise (05)	20 <sup>10</sup> / <sub>4</sub>	<input type="checkbox"/>		<input type="checkbox"/> Navigate (10)		<input type="checkbox"/> Science (01)	
<input type="checkbox"/> Art/Craft (05)		<input type="checkbox"/> First Aid (30)		<input type="checkbox"/> Occult (05)		<input type="checkbox"/>	
<input type="checkbox"/>		<input type="checkbox"/> Insight (05)	40 <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/> Oratory / Rhetoric (01)	10 <sup>5</sup> / <sub>2</sub>	<input type="checkbox"/>	
<input type="checkbox"/>		<input type="checkbox"/> Intimidate (15)		<input type="checkbox"/> Other Kingdoms (01)	10 <sup>5</sup> / <sub>2</sub>	<input type="checkbox"/> Shield (Varies)	
<input type="checkbox"/> Charm (15)	30 <sup>15</sup> / <sub>6</sub>	<input type="checkbox"/> Jump (25)		<input type="checkbox"/> Persuade (15)	20 <sup>10</sup> / <sub>5</sub>	<input type="checkbox"/> Sleight of Hand (25)	
<input type="checkbox"/> Climb (20)		<input type="checkbox"/> Language (Other) (01)		<input type="checkbox"/> Pilot Boat (01)		<input type="checkbox"/> Spot Hidden (25)	40 <sup>20</sup> / <sub>8</sub>
<input type="checkbox"/> Cthulhu Mythos (00)		<input type="checkbox"/>		<input type="checkbox"/> Ranged Weapons		<input type="checkbox"/> Status/Infamy (01)	40 <sup>20</sup> / <sub>8</sub>
<input type="checkbox"/> Dodge (DEX/2)		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/> Stealth (10)	45 <sup>27</sup> / <sub>9</sub>
<input type="checkbox"/> Drive/Teamster (20)		<input type="checkbox"/> Language (Own) (EDU)		<input type="checkbox"/>		<input type="checkbox"/> Swim (25)	
<input type="checkbox"/> Empire (25/15/01)	35 <sup>17</sup> / <sub>7</sub>	<input type="checkbox"/> Library Use (05)		<input type="checkbox"/> Read/ Write Lang. (10)		<input type="checkbox"/> Throw (10)	
<input type="checkbox"/> Fast Talk (05)	50 <sup>25</sup> / <sub>10</sub>	<input type="checkbox"/> Listen (25)	60 <sup>30</sup> / <sub>12</sub>	<input type="checkbox"/>		<input type="checkbox"/> Track (10)	

### ARMOR

Armor Type	Value	Helmet Type	Value	Shield Type	%	Damage	Value	Absorb / HP
Soft leather	103							/
								/

### WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo
UNARMED	25	12	5	1D3 + DB	—	1	—
Alamannian shortsword	30	15	6	1D6 + DB	—	1	—

### COMBAT

DAMAGE BONUS	-		
BUILD	0		
DODGE	30	15	6

CALL OF CTHULHU  
STEVEN HOLLAND



## BACKSTORY

### PERSONAL DESCRIPTION:

Longtime informer to the king, with a friendly face, sly smile, and thoughtful words

### TRAITS:

Charismatic - a social chameleon  
Good eye for danger  
Colorblind

### IDEOLOGY / BELIEFS:

Overconfident  
Never turns down a cup of wine  
First tactic to get what he wants is to pay people off

### LIFE EVENTS:

### SIGNIFICANT PEOPLE:

Has a secret - friendly with Thorismund, King Theodoric's son

### PHOBIAS & MANIAS:

Spends compulsively

### MEANINGFUL LOCATIONS:

### ARCANE TOMES, SPELLS, & ARTIFACTS:

### TREASURED POSSESSIONS:

### ENCOUNTERS WITH STRANGE ENTITIES:

## GEAR & POSSESSIONS

Wool cloak

Small leather satchel

Bronze ring, stamped with Odoacer's face

Soft leather gloves

Garrote

200 denarii

## QUICK REFERENCE RULES

### SKILL & CHARACTERISTIC ROLLS

Levels of Success:

FUMBLE	FAIL	REGULAR	HARD	EXTREME	CRITICAL
100 / 96+	> Skill	≤ Skill	½ Skill	⅓ Skill	01

**Pushing Rolls:** Must justify reroll; Cannot Push Combat or Sanity Rolls

### WOUNDS & HEALING

First Aid heals +1 HP • Medicine heals +1D3 HP

**Major Wound:** Loss of ≥ ½ max HP in one attack

**Unconscious:** Reach 0 HP without Major Wound

**Dying:** Reach 0 HP with Major Wound; First Aid can stabilize, then requires Medicine

**Natural Heal Rate** (Not Major Wound): +1 HP/day

**Natural Heal Rate** (Major Wound): weekly healing roll

It is an easy time to be a spy, but a terrible time to be a bad one! The last three of King Odoacer's informers did not last, but you know exactly why - they made the mistake of making enemies with Theodoric's men. But having served the king for fifteen years, you know that success during this siege is to befriend everyone. And in the last few months, that plan has even extended to Theodoric's own son, who foolishly believes you to be his own agent. King Odoacer pays you well for the information you bring from his foes. But should Ravenna fall, you know you're loyalty matters little, and you'll need a new plan... fast.





## CANDIDUS CRESCENTIUS AFER

PLAYER: \_\_\_\_\_

OCCUPATION: Bodyguard to the King's Family

SOCIAL CLASS: Freedman

BIRTHPLACE: Thuringia (in Germania)

RESIDENCE: Ravenna

AGE: 24 GENDER: Male



### HIT POINTS

DYING	UNCONSCIOUS	MAJOR WOUND	12
00	01	02	03
04	05	06	07
08	09	10	11
12	13	14	15
16	17	18	19
20			

### MAGIC POINTS

11	00	01	02	03	04
05	06	07	08	09	10
12	13	14	15	16	17
18	19	20	21	22	23
24					

### SANITY

55	55	INSANE	01
02	03	04	05
06	07	08	09
10	11	12	13
14	15	16	17
18	19	20	21
22	23	24	25
26	27	28	29
30	31	32	33
34	35	36	37
38	39	40	41
42	43	44	45
46	47	48	49
50	51	52	53
54	55	56	57
58	59	60	61
62	63	64	65
66	67	68	69
70	71	72	73
74	75	76	77
78	79	80	81
82	83	84	85
86	87	88	89
90	91	92	93
94	95	96	97
98	99		

TEMP. INSANE ☐ INDE. INSANE ☐

### LUCK

OUT OF LUCK	01
02	03
04	05
06	07
08	09
10	11
12	13
14	15
16	17
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72	73
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78	79
80	81
82	83
84	85
86	87
88	89
90	91
92	93
94	95
96	97
98	99

### CHARACTERISTICS

STR	70	35/14	DEX	60	30/12	POW	55	27/11	CON	60	30/12	MOVE RATE	8
APP	60	30/12	EDU	40	20/8	SIZ	65	32/13	INT IDEA	50	25/10		

### SKILLS

<input type="checkbox"/> Accounting (10)	<input type="checkbox"/> Fighting (Brawl) (25)	<input type="checkbox"/> Medicine (01)	<input type="checkbox"/> Repair/Devise (20)
<input type="checkbox"/> Animal Handling (10)	<input type="checkbox"/> Fighting (Sword)	<input type="checkbox"/> Natural World (15/30)	<input type="checkbox"/> Ride (05)
<input type="checkbox"/> Appraise (05)	<input type="checkbox"/> Fighting (Spear)	<input type="checkbox"/> Navigate (10)	<input type="checkbox"/> Science (01)
<input type="checkbox"/> Art/Craft (05)	<input type="checkbox"/> First Aid (30)	<input type="checkbox"/> Occult (05)	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/> Insight (05)	<input type="checkbox"/> Oratory / Rhetoric (01)	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/> Intimidate (15)	<input type="checkbox"/> Other Kingdoms (01)	<input type="checkbox"/> Shield (Varies)
<input type="checkbox"/> Charm (15)	<input type="checkbox"/> Jump (25)	<input type="checkbox"/> Persuade (15)	<input type="checkbox"/> Sleight of Hand (25)
<input type="checkbox"/> Climb (20)	<input type="checkbox"/> Language (Other) (01) Germanic	<input type="checkbox"/> Pilot Boat (01)	<input type="checkbox"/> Spot Hidden (25)
<input type="checkbox"/> Cthulhu Mythos (00)	<input type="checkbox"/>	<input type="checkbox"/> Ranged Weapons	<input type="checkbox"/> Status/Infamy (01)
<input type="checkbox"/> Dodge (DEX/2)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Stealth (10)
<input type="checkbox"/> Drive/Teamster (20)	<input type="checkbox"/> Language (Own) (EDU)	<input type="checkbox"/>	<input type="checkbox"/> Swim (25)
<input type="checkbox"/> Empire (25/15/01)	<input type="checkbox"/> Library Use (05)	<input type="checkbox"/> Read/ Write Lang. (10)	<input type="checkbox"/> Throw (10)
<input type="checkbox"/> Fast Talk (05)	<input type="checkbox"/> Listen (25)	<input type="checkbox"/>	<input type="checkbox"/> Track (10)

### ARMOR

Armor Type	Value	Helmet Type	Value	Shield Type	%	Damage	Value	Absorb / HP
Chainmail	108	Medium	102	Medium Buckler	15	104		6 / 25
								/

### WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo
UNARMED	50	25	5	1D3 + DB	—	1	—
Spatha broadsword	55	27	11	1D8 + DB	—	1	—

### COMBAT

DAMAGE BONUS	+1D4
BUILD	1
DODGE	40/20/8

CALL OF CTHULHU  
STEVEN HOLLAND



## BACKSTORY

### PERSONAL DESCRIPTION:

A startlingly strapping soldier, not nearly as experienced as he looks

### TRAITS:

Gregarious, makes friends easily

A born soldier (though can be impulsive)

Great balance, especially in tough battlefield conditions

### IDEOLOGY / BELIEFS:

Believes soldiers should be brave and honorable (to allies)

Takes the word of the king seriously

Know-it-all (and competitive with others too)

### LIFE EVENTS:

### SIGNIFICANT PEOPLE:

Sworn to protect Annia Faustina, the king's niece

### PHOBIAS & MANIAS:

Loves dirty jokes, but terrible at telling them

Keeps his gear clean and spotless

### MEANINGFUL LOCATIONS:

### ARCANE TOMES, SPELLS, & ARTIFACTS:

### TREASURED POSSESSIONS:

### ENCOUNTERS WITH STRANGE ENTITIES:

## GEAR & POSSESSIONS

Father's brass ring

Sweat cloth

Medium buckler (at apartment)

Bronze comb

## QUICK REFERENCE RULES

### SKILL & CHARACTERISTIC ROLLS

Levels of Success:

FUMBLE	FAIL	REGULAR	HARD	EXTREME	CRITICAL
100 / 96+	> Skill	≤ Skill	½ Skill	⅓ Skill	01

**Pushing Rolls:** Must justify reroll; Cannot Push Combat or Sanity Rolls

### WOUNDS & HEALING

First Aid heals +1 HP • Medicine heals +1D3 HP

**Major Wound:** Loss of  $\geq \frac{1}{2}$  max HP in one attack

**Unconscious:** Reach 0 HP without Major Wound

**Dying:** Reach 0 HP with Major Wound; First Aid can stabilize, then requires Medicine

**Natural Heal Rate** (Not Major Wound): +1 HP/day

**Natural Heal Rate** (Major Wound): weekly healing roll

You have come from generations of fierce Roman soldiers, and nothing gives you greater pleasure than fighting on the field (although you've only done it twice). But just weeks ago, the new Centurion Remi invited you to join him as one of King Odoacer's personal servants. Although you didn't think much of the duty, you didn't ask why he picked you. The role - bodyguard to the king's niece Annia - sounded more interesting than standing on the walls of Ravenna all day staring at Theodoric's barbarian army and occasionally shouting taunts to the scouts that circle the city. It's been five months of nothingness, food is getting scarce, and disease is hitting the population. You pray to God that Theodoric just attacks the city and ends the boredom!





## ANNIA GALERIA FAUSTINA

PLAYER: \_\_\_\_\_

OCCUPATION: *King's niece and socialite*

SOCIAL CLASS: *Equestrian*

BIRTHPLACE: *Ravenna*

RESIDENCE: *Ravenna*

AGE: *19* GENDER: *Female*



### HIT POINTS

DYING UNCONSCIOUS	MAJOR WOUND	10
00	01	02
03	04	05
06	07	08
09	10	11
12	13	14
15	16	17
18	19	20

### MAGIC POINTS

10	00	01	02	03	04
05	06	07	08	09	10
11	12	13	14	15	16
17	18	19	20	21	22
23	24				

### SANITY

50	50	INSANE	01
02	03	04	05
06	07	08	09
10	11	12	13
14	15	16	17
18	19	20	21
22	23	24	25
26	27	28	29
30	31	32	33
34	35	36	37
38	39	40	41
42	43	44	45
46	47	48	49
50			
51	52	53	54
55	56	57	58
59	60	61	62
63	64	65	66
67	68	69	70
71	72	73	74
75	76	77	78
79	80	81	82
83	84	85	86
87	88	89	90
91	92	93	94
95	96	97	98
99			

TEMP. INSANE ☐ INDE. INSANE ☐

### LUCK

OUT OF LUCK	01
02	03
04	05
06	07
08	09
10	11
12	13
14	15
16	17
18	19
20	21
22	23
24	25
26	27
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78	79
80	81
82	83
84	85
86	87
88	89
90	91
92	93
94	95
96	97
98	99

### CHARACTERISTICS

STR	40	20/8	DEX	60	30/15	POW	50	25/10	CON	60	30/12	MOVE RATE	8
APP	80	40/16	EDU	65	32/13	SIZ	40	20/8	INT IDEA	55	27/11		

### SKILLS

<input type="checkbox"/> Accounting (10)	<input type="checkbox"/> Fighting (Brawl) (25)	<input type="checkbox"/> Medicine (01)	<input type="checkbox"/> Repair/Devise (20)
<input type="checkbox"/> Animal Handling (10)	<input type="checkbox"/> Fighting (Knife) 35/7	<input type="checkbox"/> Natural World (15/30) 15/7/3	<input type="checkbox"/> Ride (05) 25/12/5
<input type="checkbox"/> Appraise (05) 40/20/8	<input type="checkbox"/> First Aid (30) 40/20/8	<input type="checkbox"/> Navigate (10)	<input type="checkbox"/> Science (01)
<input type="checkbox"/> Art/Craft (05) Dance 25/12/5	<input type="checkbox"/> Insight (05) 20/15/4	<input type="checkbox"/> Occult (05) 20/10/4	<input type="checkbox"/> Shield (Varies)
<input type="checkbox"/> Charm (15) 45/27/9	<input type="checkbox"/> Intimidate (15)	<input type="checkbox"/> Oratory / Rhetoric (01) 30/15/6	<input type="checkbox"/> Sleight of Hand (25)
<input type="checkbox"/> Climb (20)	<input type="checkbox"/> Jump (25)	<input type="checkbox"/> Other Kingdoms (01)	<input type="checkbox"/> Spot Hidden (25) 40/20/8
<input type="checkbox"/> Cthulhu Mythos (00)	<input type="checkbox"/> Language (Other) (01) Greek 30/15/5	<input type="checkbox"/> Persuade (15)	<input type="checkbox"/> Status/Infamy (01) 60/30/12
<input type="checkbox"/> Dodge (DEX/2) 40/20/8	<input type="checkbox"/> Language (Own) (EDU)	<input type="checkbox"/> Pilot Boat (01)	<input type="checkbox"/> Stealth (10) 40/20/8
<input type="checkbox"/> Drive/Teamster (20)	<input type="checkbox"/> Library Use (05) 25/12/5	<input type="checkbox"/> Ranged Weapons	<input type="checkbox"/> Swim (25) 45/27/9
<input type="checkbox"/> Empire (25/15/01) 25/12/5	<input type="checkbox"/> Listen (25) 50/25/10	<input type="checkbox"/> Read/ Write Lang. (10) 30/15/6	<input type="checkbox"/> Throw (10)
<input type="checkbox"/> Fast Talk (05)		<input type="checkbox"/> Track (10)	

### ARMOR

Armor Type	Value	Helmet Type	Value	Shield Type	%	Damage	Value	Absorb / HP
								/
								/

### WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo
UNARMED	25	12	5	1D3 + DB	—	1	—
Fine small knife	35	17	7	1D4 + DB	—	1	—

### COMBAT

DAMAGE BONUS	—
BUILD	0
DODGE	40/20/8

CALL OF CTHULHU  
STANDARD RULES



## BACKSTORY

### PERSONAL DESCRIPTION:

Refined socialite and thrillseeking niece of King Odoacer  
Skinny

### TRAITS:

Daredevil (and is usually lucky)  
Short attention span  
Stubborn

### IDEOLOGY / BELIEFS:

Eavesdropping gives her the greatest thrill  
Not really loyal to anyone but herself (and especially not her uncle)  
Suspicious of people she doesn't already know

### LIFE EVENTS:

### SIGNIFICANT PEOPLE:

Her uncle, King Odoacer (who she finds tiring)

### PHOBIAS & MANIAS:

Loves poetry (especially Greek), often quotes it  
Has a shoplifting habit

### MEANINGFUL LOCATIONS:

### ARCANE TOMES, SPELLS, & ARTIFACTS:

### TREASURED POSSESSIONS:

### ENCOUNTERS WITH STRANGE ENTITIES:

## GEAR & POSSESSIONS

Wool cloak

Fine silk garments

Gold necklace, silver ring

Wax tablet and bronze stylus

Cloth satchel

Extra dagger in folds of cloak

1,000 denarii

## QUICK REFERENCE RULES

### SKILL & CHARACTERISTIC ROLLS

Levels of Success:

FUMBLE	FAIL	REGULAR	HARD	EXTREME	CRITICAL
100 / 96+	> Skill	≤ Skill	½ Skill	⅓ Skill	01

**Pushing Rolls:** Must justify reroll; Cannot Push Combat or Sanity Rolls

### WOUNDS & HEALING

First Aid heals +1 HP • Medicine heals +1D3 HP

**Major Wound:** Loss of  $\geq \frac{1}{2}$  max HP in one attack

**Unconscious:** Reach 0 HP without Major Wound

**Dying:** Reach 0 HP with Major Wound; First Aid can stabilize, then requires Medicine

**Natural Heal Rate** (Not Major Wound): +1 HP/day

**Natural Heal Rate** (Major Wound): weekly healing roll

Your parents fled Ravenna years ago, but you refused to go with them. While you never admit it, you regret that decision. Now, you're trapped in a horrific siege of the city, your uncle the king is growing more tired and desperate, the food is rotten, and you rarely get to leave the palace except when accompanied by one of your uncle's bodyguards. At least six months ago, the palace was filled with poets, historians, and soldiers that would laugh and share wine with you. Now, barely anyone is left to talk to, and terrible dreams about what is coming to Ravenna are fogging your brain at night.





## BASIL OF NICOMEDIA

PLAYER: \_\_\_\_\_

OCCUPATION: Bishop of Ravenna

SOCIAL CLASS: Freedman

BIRTHPLACE: Nicomedia (Greece)

RESIDENCE: Ravenna

AGE: 58 GENDER: Male



### HIT POINTS

DYING	UNCONSCIOUS	MAJOR WOUND	10
00	01	02	03
04	05	06	07
08	09	10	11
12	13	14	15
16	17	18	19
20			

### MAGIC POINTS

12	00	01	02	03	04
05	06	07	08	09	10
12	13	14	15	16	17
18	19	20	21	22	23
24					

### SANITY

65	65	INSANE	01
02	03	04	05
06	07	08	09
10	11	12	13
14	15	16	17
18	19	20	21
22	23	24	25
26	27	28	29
30	31	32	33
34	35	36	37
38	39	40	41
42	43	44	45
46	47	48	49
50	51	52	53
54	55	56	57
58	59	60	61
62	63	64	65
66	67	68	69
70	71	72	73
74	75	76	77
78	79	80	81
82	83	84	85
86	87	88	89
90	91	92	93
94	95	96	97
98	99		

TEMP. INSANE ☐ INDEF. INSANE ☐

### LUCK

OUT OF LUCK	01
02	03
04	05
06	07
08	09
10	11
12	13
14	15
16	17
18	19
20	21
22	23
24	25
26	27
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80	81
82	83
84	85
86	87
88	89
90	91
92	93
94	95
96	97
98	99

### CHARACTERISTICS

STR	50	25	10	DEX	50	25	10	POW	65	32	13	CON	45	22	9	MOVE RATE	7
APP	40	20	8	EDU	60	30	12	SIZ	60	30	12	INT IDEA	60	30	12		

### SKILLS

<input type="checkbox"/> Accounting (10)	<input type="checkbox"/> Fighting (Brawl) (25)	<input type="checkbox"/> Medicine (01)	<input type="checkbox"/> Repair/Devise (20)
<input type="checkbox"/> Animal Handling (10)	<input type="checkbox"/>	<input type="checkbox"/> Natural World (15/30)	<input type="checkbox"/> Ride (05)
<input type="checkbox"/> Appraise (05)	<input type="checkbox"/>	<input type="checkbox"/> Navigate (10)	<input type="checkbox"/> Science (01)
<input type="checkbox"/> Art/Craft (05)	<input type="checkbox"/> First Aid (30)	<input type="checkbox"/> Occult (05)	<input type="checkbox"/> Religion
<input type="checkbox"/> Architecture	<input type="checkbox"/> Insight (05)	<input type="checkbox"/> Oratory / Rhetoric (01)	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/> Intimidate (15)	<input type="checkbox"/> Other Kingdoms (01)	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/> Jump (25)	<input type="checkbox"/> Persuade (15)	<input type="checkbox"/> Shield (Varies)
<input type="checkbox"/> Charm (15)	<input type="checkbox"/> Language (Other) (01)	<input type="checkbox"/> Pilot Boat (01)	<input type="checkbox"/> Sleight of Hand (25)
<input type="checkbox"/>	<input type="checkbox"/> Greek	<input type="checkbox"/> Ranged Weapons	<input type="checkbox"/> Spot Hidden (25)
<input type="checkbox"/> Climb (20)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Status/Infamy (01)
<input type="checkbox"/> Cthulhu Mythos (00)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Stealth (10)
<input type="checkbox"/> Dodge (DEX/2)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Drive/Teamster (20)	<input type="checkbox"/> Language (Own) (EDU)	<input type="checkbox"/>	<input type="checkbox"/> Swim (25)
<input type="checkbox"/> Empire (25/15/01)	<input type="checkbox"/> Library Use (05)	<input type="checkbox"/> Read/ Write Lang. (10)	<input type="checkbox"/> Throw (10)
<input type="checkbox"/> Fast Talk (05)	<input type="checkbox"/> Listen (25)	<input type="checkbox"/>	<input type="checkbox"/> Track (10)

### ARMOR

Armor Type	Value	Helmet Type	Value	Shield Type	%	Damage	Value	Absorb / HP
								/
								/

### WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo
UNARMED	35	17	7	1D3 + DB	—	1	—

### COMBAT

DAMAGE BONUS	-		
BUILD	0		
DODGE	25	12	5

CALL OF CTHULHU  
STANDARD RULEPLAYING



## BACKSTORY

### PERSONAL DESCRIPTION:

A clergyman with a piercing gaze, sharp tongue, and broken body  
His voice is notably deep and can be heard from far distances

### TRAITS:

Has chronic back pain  
Hard of hearing  
Snaps back and forth from calm and fatherly to plain rude

### IDEOLOGY / BELIEFS:

Hesitates to use violence of any sort  
Gaslights the nobility he doesn't like with "Church writings"

### LIFE EVENTS:

### SIGNIFICANT PEOPLE:

Loyal to King Odoacer  
Jealous of Bishop John, the younger and more influential bishop

### PHOBIAS & MANIAS:

Obsessed with being martyred into sainthood  
Secretly hides money under a stone in his church  
Insists on being called "your holiness"

### MEANINGFUL LOCATIONS:

### ARCANE TOMES, SPELLS, & ARTIFACTS:

### TREASURED POSSESSIONS:

### ENCOUNTERS WITH STRANGE ENTITIES:

Has fits of precognition, but never sees his own death

## GEAR & POSSESSIONS

Wool cloak

Bishop's garments

Brass pinky ring, shows anchor and a dove

Simple wooden cross necklace

800 denarii

## QUICK REFERENCE RULES

### SKILL & CHARACTERISTIC ROLLS

Levels of Success:

FUMBLE	FAIL	REGULAR	HARD	EXTREME	CRITICAL
100 / 96+	> Skill	≤ Skill	½ Skill	⅓ Skill	01

**Pushing Rolls:** Must justify reroll; Cannot Push Combat or Sanity Rolls

### WOUNDS & HEALING

First Aid heals +1 HP • Medicine heals +1D3 HP

**Major Wound:** Loss of ≥ ½ max HP in one attack

**Unconscious:** Reach 0 HP without Major Wound

**Dying:** Reach 0 HP with Major Wound; First Aid can stabilize, then requires Medicine

**Natural Heal Rate** (Not Major Wound): +1 HP/day

**Natural Heal Rate** (Major Wound): weekly healing roll

As a young man, you were a skilled artilleryman in the Roman navy. However, a misfiring catapult utterly crushed your body, and you soon joined the church. Years later, you are a bishop of Ravenna, and other than the Bishop John, you are one of King Odoacer's closest advisors. However, you are not pleased that he has surrounded himself with commoners on the council, including that woman, who pretends to know about soldiering, and the one-handed centurion who barely puts five words together. Why does he listen to them when God has given you visions of what is coming? You know there is a purpose to this terrible siege... and you only pray it will end with you at God's side.



---

REMI PETRO

CENTURION



---

JOHANNA MARTINUS

ADVISOR ON THE WAR COUNCIL





---

# SIDONIUS ASTYRIUS

KING ODOACER'S INFORMER



---

# CANDIDUS AFER

BODYGUARD TO THE KING'S FAMILY





---

ANNIA FAUSTINA

THRILLSEEKING SOCIALITE



---

BISHOP BASIL

HIS HOLINESS OF THE SEE OF RAVENNA

