

# Salve!

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

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

## The Setting

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

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

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

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