

GM's Section



This document is a GM's guide for Turrus Lemurum, an introductory adventure for the HinterWelt Enterprises campaign setting Roma Imperious. To enhance everyone's enjoyment, players should not read beyond the area marked "GM's Section".

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Summary

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

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

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

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

hunt humans it is from the passing trade caravans. They make a point to kill any intruders into the Turrus upon discovery. They are very territorial and the Rats have learned to stay out of the upper levels of the Turrus.

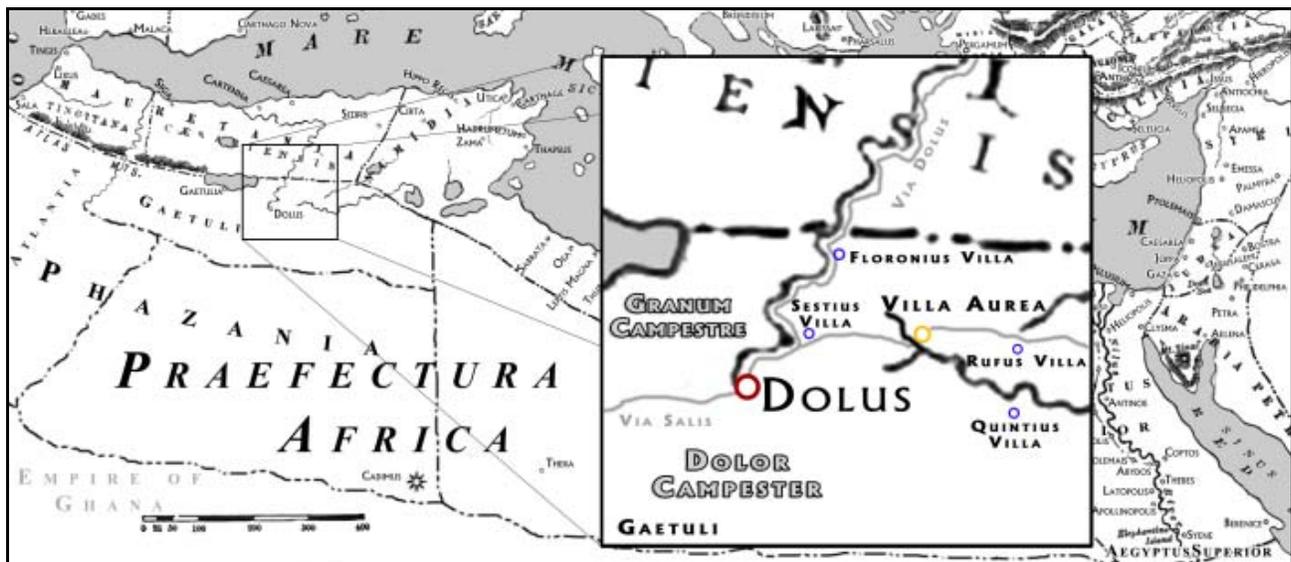
The missing boy, Postumus, will be held somewhere in the upper levels with old Iustus. Iustus does not wish to leave and is quite happy in the arms of the Aellite lovelies who treat him well. Postumus, who has been treated less well, is more eager to leave.

Plot Points

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

All is not Well

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



Sextus has a vested interest in making sure the expedition fails. To this end, he will provide false information, special orders to Cabio and even attempt to warn whatever is at the Turrus.

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

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

Fadius Betrayer!

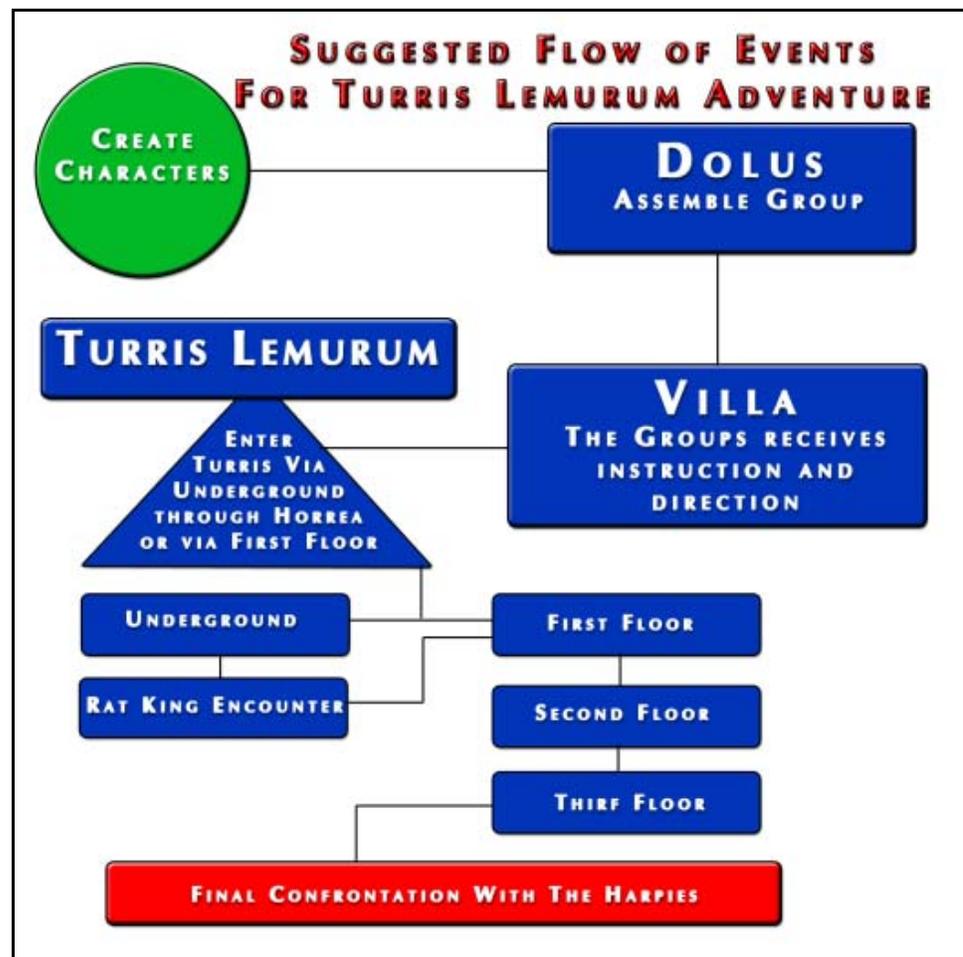
Fadius is not to be trusted. Blinded by jealousy of Gaius' connections and shamed by the commands of the Praetor he will do his best to ensure that the mission not only fails but fails spectacularly. He will try to weaken the party through poison or by ambush. He would make a deal with the power of the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

attack the villa. He is determined to the point of insanity to destroy Gaius.

Nepius' Agenda

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

To this end, Fadius seems the perfect choice in that if the problem escalates, Nepius can deliver Fadius' head on a platter. Fadius knows



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

Plot Twists

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

Fadius works for the Emperor

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

Papiria is a Siren

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

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

Cult of Hetam-munun

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

the party. In the end, if all is lost, he will run, attempting to escape.

Setting Characters

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

Praefectus Marcus Fadius Bato

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

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

Gaius Aurelius

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

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

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

Papiria

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

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

Postumus Aurelius

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

Sextus Aurelius

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

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

Cabio

Cabio is secretly in the employ of Fadius. Fadius has promised him the land of the Villa Aurea. Cabio has little in the way of loyalty to Gaius despite years of good treatment. Cabio does a formidable job of portraying the perfect study of the loyal client but in truth has been burning with desire for more. He hates the wealth the Aurelius family flaunts and their success.

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

Places

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

Dolus

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

Villa Aurea

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

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

Overall, the Villa Aurea is a source of intrigue and pure Roman politics in miniature. All the factions, although working together and willing to do the best for the Villa, will always be trying to do best for themselves.

Turrus Lemurum

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

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

Mus' numbers have increased as they managed to break into the subterranean horrae.

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

Map Guide

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

The Turrus Intervallum

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

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

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

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

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

Over the generations, the locals have dug holes, knocked down walls and painted graffiti in search of the legendary legionary gold.

None has ever been found but that has not stopped treasure hunters from looking.

There is a Fairy, Vanora, who has lived in the principia since it was abandoned. She is very shy of humans but may be enticed to aid them in return for food. She is intimidated by the Harpies who live in the turrus. Vanora will not mention the Harpies but will help the party through the rest of the turrus. She is far from reliable though, and as is the nature of her kind will often lead others into mischief.

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

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

First Floor

1 Aedes - Temple

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

Inside, a statue of Ceres, the goddess of the harvest, dominates this room. In her right hand she holds the bust of Emperor Didius Gala, an emperor who ruled during the construction of the Turrus. In her left she holds a sheaf of grain. The statue is coated in silver but is far too large to move.

One of the braziers still gives off a feeble red light. It does so by magical glass beads that

glow when a hand is waived over them. They will deactivate if a fist is made over the brazier.

2 Priest's Chambers

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

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

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

3 Store Room (horrae)

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

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

4 Soldiers Mess

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

5 Soldiers Barracks

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

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

6 Armory

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

The armory looks to have been mostly cleaned out except for junk the Legion did not think it would need. They missed a few pieces though and if a successful **Weapon Lore** skill check is made then their magical properties may be identified. In the corner is a quiver with *nine*

leaf head arrows, +4 to hit, +8 to damage. Also, a *Hasta Fulminea (Spear of Lightning)*, *+1 to hit, + 2 to damage and doing 3d10 electrical damage.*

7 Kitchen

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

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

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

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

Second Floor

1 Kitchen

As with the kitchen on the first floor, this one has a fireplace, stairs to the third level, a door to the mess, three crates and a cauldron. A successful **Arcane Lore** skill check on the cauldron will reveal its ability to render any organic material edible that is placed within. This is automatic and one must be careful that their hands do not go in the cauldron else they will be rendered cooked and ready to eat. The cauldron weighs 300 pounds and is bolted to the floor. It is difficult to move and requires

hoists to move it down the stairs due to its bulky size. It is worth 20,000 denarii.

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

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

2 Officers Mess

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

If the pile of discarded items is searched a brooch made of tin will be found. It will look rather plain and functional. If an Appraisal skill check is made the brooch will be estimated at 20 denarii. If an **Arcane Lore** check is made the true nature of the brooch will be revealed. It will provide the wearer with protection from diseases, the Tongues spell and Intangible Passage from Medicina Maga.

3 Guard Room

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

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



4 Infirmary

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

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

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

5 Latrine

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

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

6 Guard Room

This is the guard room for the south entrance. The door has been forced open but repaired. The room has wooden debris and ancient refuse.

7 Officers Armory

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

Third Floor

1 Kitchen

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

2 Motus Celer

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

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

3 Store Room

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

4 Harpies Den

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

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

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



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

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

5 Store Room

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

6 Treasure Latrine

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

The piles of items contain:

21 backpacks in various states of decay

1233 brass sestercii

2031 silver denarii

234 gold aurei

4 doses of Full Heal potion.

A silver map case (worth 400 denarii).

Several suits of ruined/rusted/decayed armor.

Several similarly useless weapons.

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

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

Two scrolls of Cure Disease.

Two scrolls of Suspension.

Two scrolls of Neutralize Poison.

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

Underground

1 Alcove

This is the entry from the Turrus to the underground granaries. There is a decayed human arm lying at the foot of the stair. It looks as though someone has attempted to sanctify it with wine and has put a copper As in its hand for the Deadman's Toll.

2 Grain Authority

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

In the center of the room is a pile of chewed but neatly arranged debris. It is made up of wood and some stone. If a *Locate Traps* skill check is made at +10 then a crude trip wire will be detected running across the floor just in

front of the pile. It will trigger a deadfall of stones and timber from the ceiling if tripped (5d10 fortitude points). Nothing else of value is in this room.

3 Granary

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

4 Rats Den

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

There are four Mus in this room and a creature no one will be able to identify. It is a Rex Murum, King of the Rats.

He will look like a man using the Medicina Maga spell Rat Form. He will be in Rat Man form and has absolute command over the giant rats as well as any smaller rats. He will not engage in the fight and will flee to the Rat Stronghold (Room #5) if his rats look to be losing. He has the ability to turn invisible at will and stay so for 20 minutes. If his rats are defeated, he will escape by the chute in the Loading Room.

The room contains several boxes and bags captured or stolen from caravans passing

through the valley below. They contain goods like salt, wool, axe heads, and a supply of ink. There are also three bolts of silk worth about 10,000 denarii.

5 Rat Stronghold

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

If the party makes it in then there are four giant rats waiting for them. The room is filled with debris making anyone using weapons at a minus 2 to hit. The rats do not suffer this penalty since they are using natural attacks (tooth and claw).

Combined Stat checks are used for actions performed by several people in tandem. each person makes a stat check and records how much they made or missed the check by. Example: three people are trying to open a door and they all have 10 Strength. The first rolls a 1, the second an 8 and the last a 14. The first one made it by 9, add the 2 that the second made it by, then subtract the 4 that the last one missed their strength by. $9+2-4=7$ that the strength check was made by. The number of people able to cooperate in this manner is up to the GM.

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

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

6 Granary

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

7 Granary

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

8 Scorpion Hole

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

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

If a **Weapon Lore** skill check is made then the abilities of the guard's broad sword will be known. *It is a +2 to hit, +10 to damage broad sword of oriental design.* Engraved on the pommel is a dragon. If the maker's name, Sheng Yu, is invoked (and the character makes a successful Use Magic check) then the sword will serve the invoker. The sword has the rudimentary intelligence of Sheng Jin, the 22 year old son of Sheng Yu who died of a fever. His father bound his soul to the sword and he has served ever since. He speaks Latin but only the owner of the sword will be able to hear him. He may heal up to 25 FP before needing at least 10 Spirit Points. The sword is able to take 1d10 Spirit Points from any target that has S.P. if the sword strikes flesh. In addition, it may store up to 50 S.P. that the owner may draw on.

9 Loading Room

The rats have been using the Loading Room for their latrine and the smell is very powerful. The floor is covered with a thick damp muck. A thin trickle of water runs down the wall and

out a drain in the center of the room. There is debris scattered throughout the room, remains of the grain handling equipment and several broken boxes of caravan goods. The bulk of these caravan goods appear to be sheaves of paper which have been entirely ruined as they came into contact with the floor.

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

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

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

Iustus

Iustus is a farmer who made much of his livelihood from hunting. He was neither a prosperous nor happy farmer and took his joy in wandering the desert. More at home with the animals he hunted than his fellow man, he was also considered unbalanced.

Statistics - Iustus

Strength	15
<i>Damage Mod</i>	+ 0
<i>Armor Mod</i>	+ 0

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

Armor - Iustus

Location	Armor	FP
1 - Head	20	14
2 - Right Arm	23	56
3 - Right Shoulder	25	56
4 - Chest	23	14

5 - Left Shoulder	28	56
6 - Left Arm	36	56
7 - Stomach	28	28
8 - Groin	20	28
9 - Right Leg	15	56
10 - Left Leg	15	56

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

Weapons - Iustus

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

Skills - Iustus

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