

SWORDS & SANDALS

GRECO-ROMAN HEROIC FANTASY GAME



A QUICK & EASY ROLE PLAYING GAME

By John M. Stater

SWORDS & SANDALS

Copyright 2015 John M Stater

Art by William McAusland, Willy Pogany, and images form the public domain
Map by Dyson Logos on page 14

For 2 to 5 players

Equipment: This rule book, one or more dice, pencil and paper. You might also find little plastic ancient Roman warriors useful.

TABLE OF CONTENTS

Introduction	2
Ability Scores	2
Class	3
Skills	6
Equipment	9
Conflict and Combat Resolution	12
Luck	13
Adventures	13
Mass Battles	15
Glory	16
Monsters	17
Vehicles	31
Treasure	31
Demographics & Taxes	35
Chances of Success (Reference)	37

Some artwork copyright William McAusland, used with permission

INTRODUCTION

In 1957, body builder Steve Reeves starred in *Hercules* and created a craze for movies set in a vaguely Greco-Roman world populated with monsters and muscular heroes. Hercules wasn't the first such movie, but it spawned many sequels and imitators, all of them forming a genre of film called "peplum" or "sword-and-sandal".

Swords & Sandals is a role playing game designed to emulate such films, and other movies and stories set in the Greco-Roman world. In this game, players take the roll of larger-than-life characters that adventure and fight monsters for the glory and gold. The game is played by a Game Master and a number of players. The players play character, while the GM runs the game.

ABILITY SCORES

All characters have the eight abilities. Roll one dice for each ability score.

Potentia (POR): Potentia measures physical power and strength. For every point of POR, a character can carry a talent (57 pounds) without being encumbered.

Agilitas (AGI): Agilitas measures quickness and dexterity.

Vitalitas (VIT): Vitalitas measures how well a character stands up to punishment. For every point of VIT, a character can walk one league (3 miles) without fatigue.

Cognitio (COG): This measures a character's overall knowledge and learning. For every point of KNO, a character speaks one language. For every 2 points of KNO, a character is literate in one of those languages.

Reverentia (REV): Reverentia measures a character's reverence for the gods and goddesses and their devotion to the Empire.

Virtus (VIR): Virtus measures a character's mental toughness and willpower.

Perceptio (PER): Perceptio measures a character's overall situational awareness and ability to discern another's person's virtues. For every point of PER, a person can see clearly about 1 mile away.

Decus (DEC): This is a character's ability to manipulate others.

CLASS

Characters may choose to follow one of several professions, called classes. Each class carries with it a bonus and a penalty to ability scores, and determines which skills are prime and secondary for the character.

AMAZON

The amazons are fierce warrior women who dwell around the Black Sea, or on isolated islands. They dwell without men, and rarely socialize with them. Amazons are renowned as archers.

Primary Skills: Archery

Secondary Skills: Dodge, Fighting, Survival

Tertiary Skills: Choose any three

BARBARIAN

Central Europe and Scandinavia are dominated by the Germans, tall, blond barbarians who are nipping away at the edges of the Empire.

Primary Skills: Fighting

Secondary Skills: Archery, Endure, Survival

Tertiary Skills: Choose any three

CENTURION

Centurions are veteran soldiers and commanders of men.

Primary Skills: Fighting

Secondary Skills: Archery, Command, Endure

Tertiary Skills: Choose any three



CLEPTA

Cleptas are thieves, stalking the night looking for victims. Cleptas may not wear armor.

Primary Skills: Thievery

Secondary Skills: Barter, Dodge, Stealth

Tertiary Skills: Choose any three

DRUID

The Gauls live north of Italy, dominating France and the British Isles. Their philosophers and priests are the druids, men and women who wear white robes.

Primary Skills: Prayer

Secondary Skills: Healing, Oratory, Philosophy

Tertiary Skills: Choose any three

EQUITES

The equites are Roman knights, aristocratic warriors on horseback. They have double the normal allotment of money at the beginning of the game.

Primary Skills: Mounted Combat

Secondary Skills: Command, Dodge, Fighting

Tertiary Skills: Choose any three

GLADIATOR

Gladiators are trained to fight in the arena – the professional athletes of ancient Rome. Most are slaves.

Primary Skills: Fighting

Secondary Skills: Archery, Dodge, Endure



Tertiary Skills: Choose any three

Note: Gladiators come in three varieties, based on their equipment. These types, and the cost of their full kits, are as follows:

Hoplomachus: Manica, scutum, brimmed helmet, gladius, hasta (81 D)

Murmillio: Helmet, manica, scutum, gladius (65 D)

Retarius: Tridenti, net, manica (26 D)

MAGUS

The magi of Persia are famed as astronomers, astrologers and holy men. They may not wear armor.

Primary Skills: Occult

Secondary Skills: Haggle, Navigation, Philosophy

Tertiary Skills: Choose any three

SALII

The salii are the Roman priests of Mars, famous for their spear dance.

Primary Skills: Fighting

Secondary Skills: Endure, Perform, Prayer

Tertiary Skills: Choose any three

SATYR / SATYRESS

Fauns are half-human and half-goat beings. They are given to merriment and tomfoolery, and are dangerous when their ardor is aroused.

Primary Skills: Perform

Secondary Skills: Archery, Dodge, Fighting

Tertiary Skills: Choose any three

SIBYL

Sibyls are women capable of telling the future and performing other marvels. They are not permitted to wear armor.

Primary Skills: Prayer

Secondary Skills: Dodge, Oratory, Perform

Tertiary Skills: Choose any three

TRADER

The Phoenicians have plied the Mediterranean (and beyond) for ages as merchants and conquerors.

Primary Skills: Haggle

Secondary Skills: Fighting, Navigation, Oratory

Tertiary Skills: Choose any three



SKILLS

Each character also has seven skills. One of these skills is prime, three are secondary and three are tertiary. Each skill (see below) is associated with an ability score. For prime skills, roll 3 dice and use the highest value. For secondary skills, roll 2 dice and use the highest value. For tertiary skills, roll 1 dice and use that value.

Acrobatics (AGI): Ability to leap, tumble, survive falls and flip over opponents.

Animal Handling (DEC): Ability to tame and calm animals.

Archery (AGI): Ability to inflict damage in combat with missile weapons.

Break Chains (POT): Ability to break chains and ropes (roll on 2D), lift gates and portcullis and break down doors. If breaking chains with only your chest, roll 4D. If breaking ropes with only your chest, roll 3D.

Climbing (POT): Ability to climb sheer surfaces.

Command (DEC): Ability to rally troops in combat.

Detection (PER): Ability to find clues, traps and secret doors and avoid ambushes.

Dodge (AGI): Ability to dodge traps or other attacks that cover a large area.

Drive Chariot (AGI): Ability to control and maneuver a chariot.

Endure (VIT): Ability to endure pain and maintain focus despite confusion.

Engineering (COG): Knowledge of engineering and mechanics.

Escape (AGI): Ability to slip out of nets, ropes and tight spaces.

Fighting (POT): Ability to inflict damage in combat with melee weapons.

Haggle (DEC): Ability to get goods at half the price.

Healing (COG): Governs a character's ability to heal wounds. See the Combat section below for more information on healing.

Navigation (COG): Ability to navigate at sea by the stars.

Occult (REV): Ability to invoke the gods or simply cast magic spells, as follows:

- 2D Passive Spells, such as spells of knowledge and detection
- 3D Active Spells, such as moving objects or creatures, summoning or turning into a monster (level I, II, III), controlling people, stunning creatures or causing them to slumber, slowing or holding creatures, spells that cause minor damage by fire, lightning or psychic force (1 VIT or VIR)
- 4D Hostile Spells, such as major damage by fire, lightning or psychic force (2 VIT or VIR), changing people into toads, summoning or turning into a monster (level IV, V), animating corpses into undead

Spells last for a number of combat rounds equal to the spell caster's REV. A particular spell effect can only be attempted once per adventure.

Oratory (DEC): Ability to figure out a creature's motivations and to "use psychology" to fool or manipulate and deceive people.

Perform (DEC): Ability to hold a crowd's attention with their performance, be it music, singing or dancing.

Philosophy (COG): Knowledge of the sciences, including physics, biology, and astronomy.

Prayer (REV): Ability to invoke the aid of the gods, as follows:

- 2D Passive Spells, such as spells of knowledge and detection
- 3D Active Spells, such as healing (1 VIT), curing diseases, neutralizing poison, stopping or stunning creatures in their tracks, summoning minor monsters (level I, II, III), blessings (+1 to skill or armor)
- 4D Creation spells, such as creating food and water, summoning major monsters (level IV-V) and bringing the recently deceased back to life, as well as major healing (2 VIT) and major blessings (+2 to skill or armor)

Spells last for a number of combat rounds equal to the spell caster's REV. A particular spell effect can only be attempted once per adventure.

Raise Army (DEC): Ability to form a legion of warriors who will fight for him. If the check is successful, they attract one dice of warriors for every point of DEC they have. These warriors serve one month loyally – thereafter, each warrior must roll under their REV score to remain loyal, or they leave. Each soldier costs 1 HS per day to maintain; if the leader cannot pay, the war band breaks up and the warriors go home.

Riding (AGI): Ability to ride horses, camels and other common mounts. A character with a total riding score of 8 or higher suffers no disadvantage when making melee and missile attacks from horseback. A character with a total riding score of 16 or higher increases his Archery or Fighting score by 1 point when attacking from horseback.

Stealth (AGI): Ability to move silently and hide.

Survival (PER): Ability to survive in the wilderness.

Swim (POT): Ability to swim and dive.

Thieving (AGI): Ability to pick pockets, palm objects, and get past traps.

EQUIPMENT

Once a character has his ability scores and skill scores, he can pick out the kits to equip himself.

Money is in the form of the Gold Aureus (A), Silver Denarius (D) and Brass Sestertius (HS). They have the following values:



1 A = 25 D = 100 HS / 1 D = 4 HS

There are 56 A to the pound, 66 D to the pound and 30 HS to the pound.

Each character begins with a number of aurei equal to their DEC score.

<u>MELEE WEAPON</u>	<u>FIGHTING</u>	<u>DAMAGE</u>	<u>RANGE</u>	<u>PRICE</u>
Baculus (Staff)	+1	1	-	10 HS
Bipennis (Battleaxe)	+1	2	-	36 HS
Cestus	-	1	-	6 HS
Falcata (Sickle Sword)	+2	1	-	44 HS
Gladius (Short Sword)	+1	2	-	36 HS
Hasta (Spear)	+2	1	-	24 HS
Pugio (Dagger)	+1	1	10'	12 HS
Securis (Axe)	-	2 / 1	10'	36 HS
Spatha (Longsword)	+2	2	-	50 HS
Tridenti (Trident)	+1	1	-	20 HS

<u>MISSILE WEAPON</u>	<u>ARCHERY</u>	<u>DAMAGE</u>	<u>RANGE</u>	<u>PRICE</u>
Arcuballista (Crossbow)	-	2	750'	90 HS
Arcus (Bow)	+1	1	650'	90 HS
Funda (Sling)	-	1	600'	15 HS
Fustibalus (Staff Sling)	-	1	900'	22 HS
Pilum (Heavy Javelin)	+1	1	100'	28 HS
Plumbata (Dart)	-	1	30'	12 HS
Verutum (Light Javelin)	-	1	80'	12 HS

<u>ARMOR</u>	<u>ARMOR BONUS</u>	<u>PRICE</u>
Lorica Hamata (Mail)	+1	100 HS
Lorica Musculata (Cuirass)	+3	750 HS
Lorica Segmentata (Banded)	+3	500 HS
Lorica Squamata (Scale)	+2	250 HS
Manica (Arm Guard)	+1	100 HS
Scutum (Shield)	+1	100 HS

<u>MISCELLANEOUS</u>	<u>PRICE</u>	<u>MISCELLANEOUS</u>	<u>PRICE</u>
Balteus (Sword Belt)	1 HS	Oil, 1 hour	1 HS
Braccae (Trousers)	1 HS	Rations, 15 days	5 HS
Candles, 5	1 HS	Sagum (Cloak)	1 HS
Cornu (Horn)	20 HS	Sandals – Caligae	5 HS
Cooking Equipment	12 HS	Sandals, Common	2 HS
Dolabra (Pickaxe)	5 HS	Sandals, Patrician	10 HS
Hammer & Tongs	8	Sarcina (Military Pack)	2 HS
Lock Picks	50 HS	Toga	25 HS
Loculus (Satchel)	1 HS	Torches, 10	1 HS
Lucerna (Oil Lamp)	1 HS	Tribulus (Caltrop), 10	10 HS
Naphtha (Greek Fire)	80 HS	Tunic	1 HS
Net	25 HS	Waterskin	4 HS

Arcuballista: It takes a full minute to cock and load a crossbow.

Candle: A candle burns for 1 hour and provides light in a 5' radius.

Cestus: Creatures struck with a cestus must pass a 2D Endure check or be stunned for 1 round.

Funda: A sling can throw a stone once every two combat rounds.

Fustibalus: The "staff sling" can throw a stone once every two combat rounds.

Hammer & Tongs: Hammer and tongs are used to forge and repair armor and weapons, as well as other metal goods.

Lock Picks: Grant a +1 to Thievery when picking locks and disabling traps.

Lorica Musculata: The lorica musculata is a metal cuirass sculpted to look like a muscular body. It was commonly worn by officers. It increases one's Command and Raise Army skills by 1.

Lucerna: A lamp burns oil. Oil is purchased in 1 hour increments. A lamp provides light in a 15' radius.

Naphtha: A bottle of Greek fire, when thrown, scatters burning oil over a 10' radius area. Every creature within that radius must pass a Dodge check or suffer 1 point of damage to VIT. Flammable objects catch on fire when struck with Greek fire.

Net: When used in combat, a net wielder can make an attack each round that either disarms his foe or entangles them. The net wielder must make a successful attack, and his foe may resist it with a successful Dodge check. An entangled foe cannot attack until he frees himself with an Escape check.

Securis: A secures is an axe. It deals 2 points of damage to VIT when used as a melee weapon, and 1 point of damage to VIT as a missile weapon.

Torch: A torch lasts 30 minutes and provides light in a 20' radius.

Tribulus: The tribulus is bought in lots of 10 and can be scattered on the ground. People and creatures that move through an area filled with caltrops must pass a Dodge check (2 dice if walking, 3 dice if running) or lose a point of VIT.

Waterskin: A waterskin carries one day of water when full.

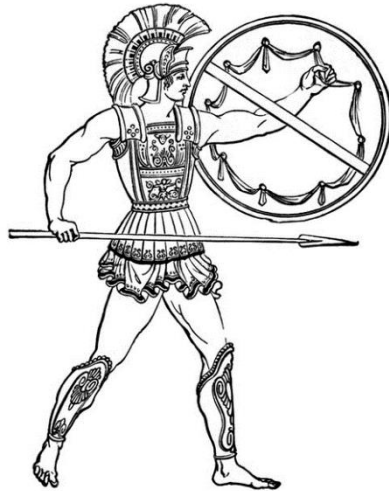
JULIANUS THE GLADIATOR (SAMPLE CHARACTER)			
ABILITIES		SKILLS	
POT	6	Fighting (POT)	6 [12]
AGI	6	Archery (AGI)	5 [11]
VIT	5	Dodge (AGI)	5 [11]
COG	3	Work Crowd (PER)	2 [7]
REV	2	Acrobatics (AGI)	3 [9]
VIR	2	Drive Chariot (AGI)	2 [8]
PER	4	Endure (VIT)	2 [7]
DEC	5		
MONEY: 44 sesterii			
EQUIPMENT: Manica, scutum, gladius, bow, naphtha, military sandals, sarcina, waterskin, cooking equipment, rations (15 days)			

CONFLICT AND COMBAT RESOLUTION

To resolve conflicts, you need to understand the following terms:

Target Value (TV): A character's TV is equal to his ability score, skill score + relevant ability score + a bonus for any advantages he might enjoy

Task Check: A task check is a roll of the dice, usually three dice (abbreviated 3D) in which the player tries to roll his target value or lower to succeed at a task; any disadvantages the character suffers are added as a bonus to the dice roll. A roll of all 6's always fails. A roll of all 1's always succeeds.



When two creatures oppose one another, both roll against their total value, and the one who succeeds by the most is the winner.

The GM can rule that there is a modifier to the roll or target value based on other conditions, such as working under pressure or attacking from behind. For an advantage, add +1, +2 or +3 to the target value. For a disadvantage, add +1, +2 or +3 to the roll.

COMBAT

Combat is handled in combat rounds, with each round being 10 seconds of time. To determine who goes first in a round, each player rolls 1 dice (1D) and adds their AGI score. The highest roll goes first, followed by the next highest, and so on. Ties go to the combatant with the highest AGI score. If there is still a tie, flip a coin.

Combat uses the conflict resolution method detailed above, using a character's Fighting skill for melee (hand-to-hand) attacks or their Archery skill for missile (ranged) attacks.

A successful physical attack roll deals one point of damage to the opponent's VIT score. Attacks against a character's mind deal one point of damage to the opponent's VIR score. If the attack roll succeeds by 3 or more points, the attacker can also impose a special condition on his opponent,

such as putting him in a grapple hold, tripping him or erasing a memory from his mind.

A creature reduced to 0 points of VIT or VIR is knocked unconscious and critically wounded, and they can be killed by one more attack.

Characters can be healed with the Healing skill. Light healing requires a 2 dice task check, and restores one point of VIT. Serious healing requires a 3 dice task check and restores two points of VIT. Critical healing requires a 4 dice task check and restores three points of VIT. Other ability scores regenerate at a rate of 1 point per day.

MOVEMENT

Characters walk at a speed of 260 feet per minute (or 40 feet per combat round), and can sprint at a speed of 2300 feet per minute (or 390 feet per second). A sprint can last up to one minute. Running at half sprinting speed can last up to 10 minutes. An Endure check can double the time a character can sprint or run.

MAGIC

When a character must resist the magic of another, they add their REV and VIR scores together and attempt to roll under that total value with 3D.



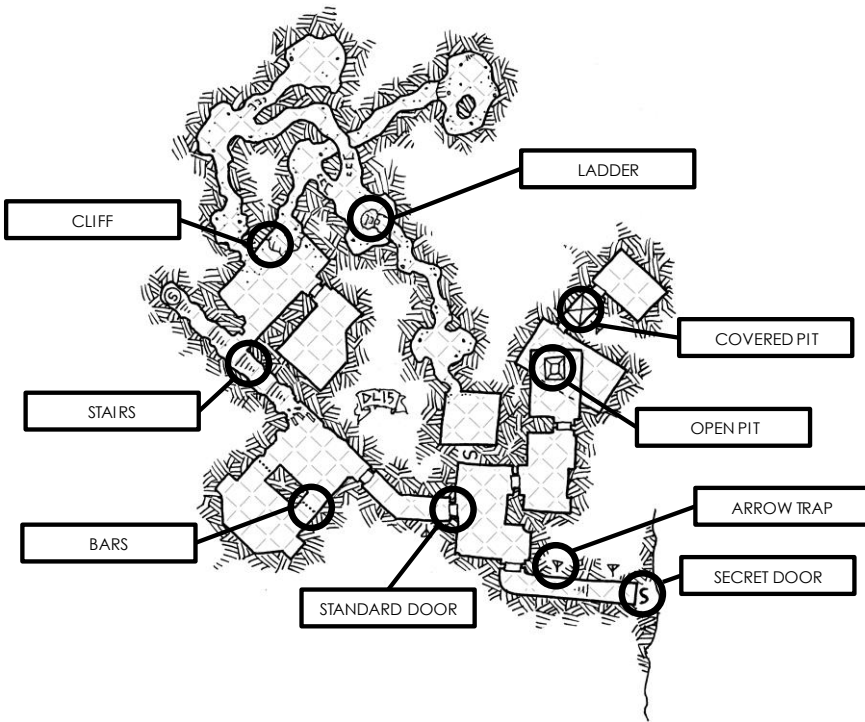
LUCK

Each character begins a game session with a Luck score of 6. A luck score can be added to a Target Value when making checks. Each time this is done, the character's Luck score is reduced by 1 point. One can also spend luck to avoid wounds. Roll 1D. If the result is lower than one's current Luck score, the wound is avoided. Whether or not the roll is successful, one point of Luck is lost.

ADVENTURES

GM's can put their players' characters through all manner of adventures, from conquering barbarian tribes and foreign cities to retrieving magic items from the underworld or ruins to saving princesses or slaying fabulous monsters.

The GM should decide who the characters' enemies will be – both minor and major, and should draw or collect any maps that will be necessary for the adventure, both for trekking through the wilderness, walking through ancient cities or skulking through caverns and ruins.



Players should expect to be challenged in the game, but the game should be winnable if they use their brains. Challenges should be rewarded with treasures, glory and other plaudits equal to the danger.

RANDOM ROOM CONTENTS

1-3. Empty

4. Trap

5. Monster

6. Treasure (roll again; 1 = unguarded, 2-3 = guarded by trap, 4-5 = guarded by monster, 6 = guarded by monster and trap)

Traps include arrows, darts and spears (sometimes poisoned) set to spring at people when they trip a wire or floor stone (lose 1 VIT, unless poisoned, in which case lose 1D of VIT), heavy blocks that fall on people (lose 1D of VIT), poison gas (lose 1D of VIT), sprays of naphtha (lose 1D of VIT), pits (lose 1D of VIT) and whatever else the GM can invent. Traps can be avoided with a Dodge check, or found and removed with a Thievery check (but the trap remover must search!)

MASS BATTLES

In mass battles, soldiers and lesser monsters should be divided into units, usually with no fewer than 10 figures in a unit. A battlefield should be drawn on one or more pieces of paper, or organized with props on a tabletop, and figures or markers representing the units should be placed on either side of the battlefield by the opposing commanders.

Each turn of battle takes one minute.

Each turn, each commander rolls a dice and adds his Command skill points. The higher roll goes first, or may defer to his opponent.

Each commander then moves his units, as follows:

Foot soldiers, unarmored ... 26"

Foot soldiers, armored ... 19"

Mounted soldiers, unarmored ... 52"

Mounted soldiers, armored ... 39"

Monsters, biped, human-sized ... 26"

Monsters, biped, giant-sized ... 39"

Monsters, quadruped, horse-sized ... 52"

Monsters, quadruped, giant-sized ... 78"

A unit can move double on a charge. If they end their roll in melee contact with the enemy, they add +1 to their Fighting score. If they do not, and are attacked on the next commander's turn, those troops add +1 to their Fighting score.

When two units clash in melee combat, each commander rolls a dice and adds the average Fighting score for that unit and any bonuses their armor

would give them in combat. The high roller removes a total number of soldiers from the low roller's unit equal to the different in their total scores.

A side with some form of cover enjoys a +2 bonus to their Fighting roll.

When a unit attacks another with missile weapons (see ranges below), roll as above, comparing the shooter's dice roll and Archery skill against the opponents dice roll and Fighting score. If the shooter's roll low, they do not lose any troops.

Bow ... 33"

Crossbow ... 36"

Heavy Javelin ... 6"

Sling ... 30"

Light Javelin ... 5"

For monsters, treat their VIT score as the "number of troops" in their "unit".

Characters attack separately from their units, making their own attack against the opposing unit. If they are the low rollers in the contest, they lose 1 VIT.

A unit that loses half its number must roll a Command check (using their leader's skill if a leader is present) or flee at double movement from the enemy. A unit that is unable to flee surrenders.

When one side has fled the battle or surrendered, the other side is victorious. Any captured soldiers are sold into slavery on the spot (slave merchants followed the armies around in those days) at a value of 1,000 HS per slave.

GLORY

For characters in a *Swords & Sandals* game, the most sought after reward is glory. Glory is won through victory and ostentatious display, and with glory, players can advance their characters' abilities and obtain land.

Whenever a character defeats a major monster, wins a battle for Rome (or their own people) or conquer territory, they win glory points. Monsters are worth glory points equal to their threat level. Winning a minor battle is worth 3 glory points. Winning a major battle is worth 6 glory points. Conquering a tribe or city is worth 9 glory points.

For every five points of glory a character has, they may attempt to make two advancements, one of an ability score or primary skill, and one of a secondary or tertiary skill.

To improve an ability score, roll 1 dice. If the number rolled is higher than the existing ability score, advance the ability score by one point. A character can never have more than three ability scores at a 6 rating, and never more than five ability scores at 5 rating or higher.

To improve a skill, roll 2 dice. If the number rolled is higher than the existing skill score, advance the skill score by one point. Primary skills can be advanced to a maximum of 12. Secondary skills can be advanced to a maximum of 9. Tertiary skills can be advanced to a maximum of 6.

Alternatively, the character can add a new tertiary skill to his sheet, with a value of 1. A character cannot have more than 5 tertiary skills.

MONSTERS

A monster's threat level is calculated using the following formula: Add VIT + Fighting or Occult (whichever is higher) + 1 per offensive or defensive kit and special ability. A value of 0 to 9 being a Level I monster, 10 to 13 a Level II monster, 14 to 17 a Level III monster, 18 to 20 a Level IV monster and 21 or higher a Level V monster.

AMAZON

Amazons are female warriors from Scythia or islands in the Mediterranean. They are fierce in combat, but reject the overtures and company of men.

LVL II, POT 4, AGI 5, VIT 4, COG 3, REV 3, VIR 5, PER 3, DEC 4; Archery 5, Dodge 3, Endure 3, Fighting 4; Arcus, Gladius, Scutum

ANT, GIANT

Giant ants are known for their love of gold, which they mine.

LVL II, POT 7, AGI 4, VIT 5, COG 1, REV 1, VIR 4, PER 4, DEC 1; Fighting 3; Armor +1, Bite is poisonous (Endure check, or 2 VIT damage)

ANTHROPOPHAGE

An anthropophage is a cannibal. As soon as they score damage in melee combat they go into a bloodlust, making two attacks each round.

LVL I, POT 5, AGI 4, VIT 4, COG 2, REV 1, VIR 5, PER 4, DEC 1; Fighting 4; Blood-lust (2 attacks per round after the score melee damage)

BARBARIAN

The German barbarians were notable to the peoples of the Mediterranean for their blond hair and imposing height.

LVL II, POT 4, AGI 4, VIT 4, COG 3, REV 3, VIR 4, PER 4, DEC 3; Archery 3, Dodge 3, Endure 4, Fighting 4, Survival 3; Bipennis, Scutum, Verutum (2)

BASILISK

The basilisk is a large eight-legged lizard with a crown-shaped crest. The monster's gaze can be avoided by shutting one's eyes, which requires one to roll 4D in combat against it. Otherwise, one must pass a Dodge check each round to avoid meeting its gaze.

LVL III, POT 6, AGI 4, VIT 9, COG 1, REV 1, VIR 4, PER 4, DEC 1; Endure 3, Fighting 4, Survival 4; Armor +2, Poisonous gaze (Endure check or 2 VIT damage)

BEAR

European bears are of the black variety. They attack twice in combat. Bears do not keep treasure.

LVL II, POT 6, AGI 4, VIT 6, COG 1, REV 1, VIR 3, PER 4, DEC 1; Endure 4, Fighting 4, Survival 4

BOAR

Boars are ferocious swine that haunt the woods of Europe. Boars have no treasure.

LVL II, POT 5, AGI 4, VIT 7, COG 1, REV 1, VIR 6, PER 3, DEC 1; Dodge 3, Endure 5, Fighting 3, Survival 3; Damage 2

BOAR—LEGENDARY

The Calydonian boar and Erymanthian boar were legendary creatures.

LVL III, POT 10, AGI 6, VIT 10, COG 2, REV 2, VIR 6, PER 4, DEC 2; Dodge 3, Endure 6, Fighting 4, Survival 4; Armor +2, Damage 3

BULL

Bulls are valuable status symbols in the ancient world, and often sacrificed to the gods. They are also dangerous when roused.

LVL II, POT 7, AGI 3, VIT 6, COG 1, REV 1, VIR 3, PER 3, DEC 1; Endure 5, Fighting 3, Survival 3; Damage 2, Charge (+1 Fighting)

CAMEL

Camels may be of the dromedary or Bactrian types. Camels have a land speed of 50 feet per round.

LVL I, POT 5, AGI 3, VIT 5, COG 1, REV 1, VIR 3, PER 4, DEC 1; Endure 6, Fighting 3, Survival 3

CENTAUR/CENTAURIDE

Centaurs have the upper torsos of humans and the lower torsos of horses. They are easily angered and love fighting and drinking wine.

LVL III, POT 5, AGI 4, VIT 6, COG 3, REV 3, VIR 5, PER 3, DEC 3; Archery 5, Endure 5, Fighting 5; Arcus, Hasta; Attacks 2

CERBERUS

A cerberus is a giant, three-headed hound that dwells in the underworld. The most famous of them guards the entrance to Hades.

LVL IV, POT 8, AGI 4, VIT 12, COG 2, REV 1, VIR 6, PER 8, DEC 1; Detection 4, Endure 6, Fighting 6; Armor +3, Attacks 3

CHIMERA

Chimeras hail from mountainous Anatolia. They have the body of a lion, the heads of a lion and goat, and a snake for a tail.

LVL III, POT 6, AGI 4, VIT 9, COG 2, REV 2, VIR 5, PER 3, DEC 1; Endure 5, Fighting 5; Attacks 3, snake head does 1 poison damage with failed Endure check



CROCOTTA

Crocotta look like the progeny of a dog and wolf. They alternate each year between being male and female, and can mimic the voices of cattle and men to fool people into ambushes.

LVL II, POT 5, AGI 4, VIT 5, COG 1, REV 1, VIR 3, PER 4, DEC 1; Dodge 3, Endure 3, Fighting 4; Damage 2, Mimic Voices

CYCLOPS

The cyclops is a 12' tall giant with a single large eye. They are man eaters when men are available, but otherwise keep flocks of sheep. They are descended from Neptune, and can request his aid when in particular trouble.

LVL III, POT 9, AGI 3, VIT 9, COG 2, REV 2, VIR 4, PER 2, DEC 2; Archery 3, Endure 6, Fighting 4, Prayer 1; Damage 2, Throw boulders 50'

DRACO

A draco is a giant reptile that can breathe a cone of fire (60 feet long, 30 feet wide at the base) once per hour.

LVL IV, POT 8, AGI 6, VIT 12, COG 3, REV 2, VIR 6, PER 4, DEC 3; Dodge 3, Endure 6, Fighting 5, Occult 3; Armor +2, Damage 2, Breath cone of fire (60' long, 30' wide, once per hour, Dodge check or 2 VIT damage), Immune to fire

DRYAD

Dryads are the beautiful nymphs of trees. They can merge their bodies with trees, and cannot move more than 1 mile away from their home tree.

LVL I, POT 4, AGI 6, VIT 4, COG 4, REV 3, VIR 4, PER 4, DEC 6; Archery 2, Fighting 2, Prayer 4; Merge with tree

EAGLE—LEGENDARY

These giant eagles are often the servants of Jupiter, but they may also be encountered in the wild dwelling in the mountains. Those struck by a legendary eagle must pass a Dodge check or they are grasped in talons and carried away.

LVL III, POT 5, AGI 6, VIT 6, COG 2, REV 3, VIR 5, PER 4, DEC 1; Dodge 4, Endure 4, Fighting 6; Damage 2 (Dodge check or grabbed in talons)

ELEPHANT

Elephants are sometimes used in war by the Carthaginians.

LVL III, POT 8, AGI 3, VIT 11, COG 2, REV 1, VIR 4, PER 3, DEC 1; Endure 5, Fighting 3; Armor +1, Damage 2

EMPUSA

An empusa looks something like a female satyr with the hind legs of an ass. They are quite ugly and foul, and attack by striking and biting. If insulted, she must pass a magic resistance check (REV+VIR) or flee, screaming. They are the servants of Hecate, and may request her help.

LVL II, POT 5, AGI 4, VIT 7, COG 3, REV 4, VIR 4, PER 4, DEC 2; Dodge 4, Fighting 4, Occult 3; Attacks 2, Fear insults (see above)

ERINYES

The Erinyes are demons of Hades, sent by the gods to punish mortals. Also known as the Furies, they look like winged women with talons for feet. They wield scourges and bows. When struck by a scourge or arrow, a character must pass an Endure check or be cripple with pain and lose turn. They fly at 120' per round.

LVL IV, POT 6, AGI 6, VIT 10, COG 4, REV 4, VIR 6, PER 4, DEC 3; Dodge 4/10, Endure 4, Fighting 6, Occult 4; Pain (Endure check or lose turn)

GIGANS

A gigans is a giant, standing about 18' tall. A gigans may be unruly and barbaric, or highly civilized. Most are the enemies of the gods.

LVL IV, POT 9, AGI 3, VIT 12, COG 3, REV 2, VIR 5, PER 3, DEC 3; Archery 4, Endure 6, Fighting 4; Damage 3, Throw boulder 60'

GORGON

Gorgons are hideous female demons with snakes sprouting from



their heads in the place of hair and sharp talons.

LVL II, POT 4, AGI 5, VIT 4, COG 4, REV 2, VIR 5, PER 4, DEC 1; Fighting 4, Occult 4; Attacks 2, Gaze turns to stone (see basilisks for avoiding gaze)

GRIFFON

Griffons are monsters with the body of lions and the front legs, head and wings of a giant eagle.

LVL III, POT 7, AGI 5, VIT 8, COG 1, REV 1, VIR 5, PER 4, DEC 1; Endure 5, Fighting 5; Attack 2 (first attack damage 2, second attack damage 1)

HARPY

Harpies are female monsters with the upper bodies of women and the lower bodies of birds, with talons on their feet. They have the wings of eagles and fly at a speed of 80' per round.

LVL II, POT 5, AGI 5, VIT 5, COG 3, REV 2, VIR 5, PER 4, DEC 2; Dodge 5, Endure 4, Fighting 4; Shrieking (Magic resistance check or lose turn)

HELLHOUND

Hellhounds are fire-breathing dogs that dwell in the underworld, or in evil temples.

LVL II, POT 5, AGI 4, VIT 7, COG 1, REV 1, VIR 4, PER 4, DEC 1; Dodge 4/8, Endure 4, Fighting 4; Breath cone of fire (30' long, 10' wide, once per hour, 1 VIT damage), Cannot be harmed by fire

HORSE

Horses have a land speed of 60 feet per round.

LVL I, POT 5, AGI 4, VIT 5, COG 1, REV 1, VIR 3, PER 3, DEC 1; Endure 5, Fighting 3; Attack 2 or Damage 2

HYDRA

Hydras are dragons with multiple heads, usually 7 to begin with. The creature's breath is poisonous; those within 10 feet of it must pass an Endure check each round or suffer damage. The monster can only be killed by removing each of its seven heads. An attack against the creature with a blade takes off a head if the attacker can roll 2D under his AGI score. The attacker

must carry a lit torch in his other hand, and immediately cauterize the wound. Otherwise, the monster grows back two heads from the stump, gaining 2 points of VIT. The hydra makes one attack per round per head.

LVL IV, POT 6, AGI 6, VIT 7, COG 2, REV 2, VIR 6, PER 6, DEC 1; Dodge 3, Endure 3, Fighting 3; Poisonous bite (Endure check or 1 VIT damage), Cannot be harmed by poison

KALLIKANTZAROS

The kallikantzaros is a small goblin, furry, with beady eyes. They live in dark, dank places and come out at night to cause mischief and rob travelers.

LVL I, POT 3, AGI 4, VIT 3, COG 3, REV 2, VIR 3, PER 4, DEC 2; Archery 3, Dodge 4, Fighting 3, Survival 3, Thievery 2; Arcus, Pugio, Scutum

KARANKONCOLOS

The karankoncolos is a larger and hairier relative of the kallikantzaros that originates from Anatolia.

LVL II, POT 5, AGI 4, VIT 4, COG 2, REV 2, VIR 4, PER 4, DEC 2; Archery 4/8, Command 4, Endure 4, Fighting 4, Survival 4; Hasta, Pilum (2), Scutum

LAESTRYGONIAN

Laestrygonians are giant cannibals. They deal 2 points of damage in combat, and their thick skin gives a +1 armor bonus. Once they deal damage in combat, their bloodlust kicks in and they make 2 attacks per round.

LVL III, POT 7, AGI 4, VIT 7, COG 2, REV 2, VIR 4, PER 3, DEC 2; Archery 3, Endure 5, Fighting 4, Survival 3

LAMIA

Lamias have the heads of women and the bodies of scaled lions. The first Lamia was a mistress of Jupiter who was turned into a monster by Juno.



LVL III, POT 5, AGI 6, VIT 8, COG 4, REV 4, VIR 5, PER 4, DEC 3 (5 if her body is hidden); Dodge 4, Fighting 4, Occult 4, Oratory 4; Armor +2, Damage 2, Drain blood (see Strix below)

LEMURE

Lemures are damned souls in Hades. They are nearly mindless, and look something like rotting corpses that shuffle about until commanded. Lemures can be raised by evil priests and magicians.

LVL I, POT 5, AGI 2, VIT 6, COG 2, REV 1, VIR 5, PER 2, DEC 1; Endure 5, Fighting 2; Undead – immune to disease, poison and mind attacks

LION

The hunting of a lion was a sign of manhood in ancient times.

LVL II, POT 5, AGI 4, VIT 8, COG 1, REV 1, VIR 4, PER 4, DEC 1; Dodge 4, Endure 4, Fighting 4, Survival 5; Attack 2 (first attack 2 damage, second 1 damage)

LION—LEGENDARY

The Nemean lion was the most famous of the legendary lions.

LVL IV, POT 10, AGI 6, VIT 11, COG 2, REV 2, VIR 6, PER 4, DEC 1; Dodge 5, Endure 6, Fighting 6, Survival 5; Armor +2, Attack 2, Damage 2

LIVING STATUE

Living statues are sometimes created by priests and magicians as guards, and sometimes by the gods.

Bronze: LVL II, POT 5, AGI 2, VIT 5, COG 2, REV 1, VIR 6, PER 3, DEC 1; Endure 6, Fighting 4; Damage 2, Cannot be harmed by fire and poison

Crystal: LVL I, POT 3, AGI 2, VIT 3, COG 2, REV 1, VIR 6, PER 3, DEC 1; Endure 6, Fighting 4; Damage 2, Cannot be harmed by fire and poison

Iron: LVL II, POT 6, AGI 2, VIT 6, COG 2, REV 1, VIR 6, PER 3, DEC 1; Endure 6, Fighting 4; Damage 2, Cannot be harmed by fire and poison

Stone: LVL II, POT 4, AGI 2, VIT 4, COG 2, REV 1, VIR 6, PER 3, DEC 1; Endure 6, Fighting 4; Damage 2, Cannot be harmed by fire and poison

LYCANTHROPE

Lycanthropes are humans that can turn into wolves, or into a wolf-human hybrid. A creature brought to 0 VIT by a lycanthrope becomes a lycanthrope at the next full moon.

LVL II, POT 5, AGI 5, VIT 6, COG 3, REV 1, VIR 4, PER 4, DEC 3; Archery 3, Dodge 3, Endure 5, Fighting 5, Survival 4; Regenerate 1 VIT per minute unless damaged by silver or magic

MAENAD

Maenads are the dancing, berserk priestesses of Bacchus.

LVL II, POT 4, AGI 5, VIT 5, COG 3, REV 5, VIR 4, PER 3, DEC 4; Archery 3, Dodge 3, Endure 3, Fighting 3, Occult 5, Perform 4; Pugio; Attack 2

MANTICORE

Manticores look like red lions with the faces of men with three rows of teeth and tails like scorpions. There is a 3 in 6 chance a manticore will have bat wings and fly at double its land speed. Manticores come from Persia.

LVL III, POT 6, AGI 4, VIT 9, COG 3, REV 1, VIR 5, PER 4, DEC 1; Endure 3, Fighting 4; Attack 3 (bite does 2 damage, claws do 1 damage, tail has poison (Endure check or paralyzed 1 to 6 rounds), Roar (Magic resistance check or lose turn)

MINOTAUR

Minotaurs are 8' tall humanoids with the heads of bulls. They dwell in mazes, and instinctively know how to find their way through them.

LVL III, POT 7, AGI 3, VIT 9, COG 2, REV 1, VIR 6, PER 4, DEC 2; Endure 3, Fighting 6, Survival 3; Damage 2, Armor +1, Charge (+1 Fighting)

MUMMY

Mummies are undead monsters from Aegyptus. They look like humans wrapped in yellowed bandages, and many wear gold jewelry and amulets. Mummies are fearless. The touch of a mummy causes a wasting curse; those who fail a magic resistance check (VIR+REV) begin losing 1 point of VIT and VIR each day until a priest removes the curse.

LVL IV, POT 5, AGI 2, VIT 11, COG 4, REV 4, VIR 5, PER 2, DEC 1; Command 5, Endure 5, Fighting 4, Occult 4; Magic resistance +2, Undead – cannot be harmed by disease or poison, Cannot be frightened, Mummy curse (see above), Suffer double damage from fire

MULE

Mules are the progeny of horses and donkeys. They are stubborn, but loyal.

LVL I, POT 5, AGI 3, VIT 5, COG 1, REV 1, VIR 3, PER 3, DEC 1; Endure 4, Fighting 3

NOMAD

Nomads can be found in Arabia, Scythia and the steppes beyond. They are expert horse archers, and very tough.

LVL II, POT 4, AGI 5, VIT 4, COG 3, REV 3, VIR 4, PER 4, DEC 3; Archery 4, Dodge 4, Endure 4, Fighting 4, Riding 4, Survival 4; Arcus, Hasta, Pugio

NYMPH

Nymphs are nature spirits, the daughters of the gods, who appear as intensely beautiful women. To look upon a nymph is to be charmed unless one passes a magic resistance check (REV+VIR). If they reveal their true, divine beauty all who gaze upon it must pass a Dodge or Endure check or be blinded.

Nereids are nymphs of the oceans, who can swim 60' per round. Oreads are nymphs of the earth, whose skin has an Armor bonus of +2.

LVL II, POT 3, AGI 5, VIT 4, COG 4, REV 5, VIR 5, PER 3, DEC 6; Dodge 3, Fighting 3, Prayer 6, Oratory 9, Swim 4, Work the Crowd 5/11; Divine beauty (see above)

ORC

Orcs are karankoncoli in the service of Orcus, the demonic god of death. Zealots, they emerge at night to raid and kill in the name of their deity.

LVL III, POT 5, AGI 4, VIT 4, COG 3, REV 5, VIR 5, PER 3, DEC 2; Archery 4, Endure 4, Fighting 5, Occult 2; Hasta, Lorica Hamata, Pugio, Scutum

PEGASUS

A pegasus is a winged horse, native to mountain peaks and difficult to train. They fly at a speed of 100' per round.

LVL II, POT 6, AGI 5, VIT 7, COG 2, REV 3, VIR 4, PER 4, DEC 2; Dodge 3, Endure 3, Fighting 4; Attack 2 or Damage 2

PYGMY

Pygmies are small human beings, about 2' tall, who are plagued by cranes.

LVL I, POT 2, AGI 6, VIT 3, COG 3, REV 3, VIR 3, PER 3, DEC 3; Archery 4, Dodge 5, Endure 2, Fighting 3, Survival 4; Plumbata (3)

SATYR

Satyrs are creatures that are human from the waist up, and have the hindquarters of goats. They also have small horns on their heads. Satyrs are known to be excessively passionate with members of the opposite sex. The children of Faunus, they can call upon the god for help. When they play their pipes, they can charm members of the opposite sex who fail a magic resistance check (VIR+REV).



LVL II, POT 4, AGI 5, VIT 4, COG 3, REV 3, VIR 4, PER 3, DEC 5; Archery 4, Dodge 4, Endure 4, Fighting 4, Occult 2, Perform 5; Arcus, Baculus; Charm

SEA SERPENT

Sea serpents are large snakes that dwell in lakes and the ocean. They are known for attacking ships and carrying away sailors to be devoured underwater.

LVL III, POT 11, AGI 4, VIT 12, COG 1, REV 1, VIR 5, PER 3, DEC 1; Endure 6, Fighting 4, Swim 6; Damage 2

SERPENS PRAEGRANDIS

These giant serpent are about 20' long. They are capable of squeezing prey to death and injecting poison. The monster's bite is poisonous (Endure check, 1 VIT damage). The second attack wraps a person in its coils and squeezes for 1 point of VIT damage each round until they are freed (roll 2D under POT).

LVL II, POT 6, AGI 5, VIT 6, COG 1, REV 1, VIR 3, PER 3, DEC 1; Dodge 6/11, Endure 4/10, Fighting 4, Survival 4; Armor +1, Attacks 2 (see above)

SIREN

Sirens are beautiful and evil nymphs. They are found sitting on rocks overlooking the sea, singing their haunting song. Any man that hears it must pass a magic resistance check (VIR+REV) or be charmed and under the siren's command. Some are lured into the sea to drown, while others are used as mates and guardians.

LVL I, POT 4, AGI 5, VIT 3, COG 3, REV 3, VIR 4, PER 4, DEC 6; Command 6, Dodge 4, Fighting 3, Occult 4; Charm

SKELETÓS

A skeletós is an undead human skeleton, animated with necromancy.

LVL I, POT 3, AGI 4, VIT 4, COG 2, REV 2, VIR 3, PER 3, DEC 1; Archery 3, Fighting 3; Undead – cannot be harmed by disease, poison or mind attacks

SPHINX

The sphinx has the body of a lion with the head of a beautiful human woman. Sphinxes are murderous creatures; when they strike a character, the victim must pass an Endure check or be strangled for an additional point of damage. They are known to spare people who can answer a riddle.

LVL III, POT 7, AGI 5, VIT 10, COG 5, REV 2, VIR 4, PER 3, DEC 5; Dodge 3, Endure 4, Fighting 5, Occult 3; Strange (Endure check or 1 VIT damage)

STRIX

The strix is a vampire, a living dead corpse that was left to rot in the wild. As an undead, it is immune to damage from poison. When a strix successfully attacks a living creature, it must pass a Dodge check or be grappled and have its blood drained. This deals 1 point of VIT and VIR damage per round until the grapple is broken or the strix is successfully attacked by another creature.

LVL III, POT 6, AGI 5, VIT 9, COG 4, REV 4, VIR 6, PER 5, DEC 5; Archery 5, Command 5, Dodge 5, Endure 5, Fighting 5, Occult 4, Survival 4; Blood drain (see above)

STYMPHALIAN BIRD

Stymphalian birds are man-eating birds with beaks of bronze and sharp, metal feathers that can be thrown at their enemies.

LVL II, POT 4, AGI 5, VIT 5, COG 1, REV 2, VIR 3, PER 3, DEC 1; Archery 4, Dodge 5, Endure 3, Fighting 4; Armor +3, Damage 2, Throw feathers like daggers (10')

SUCCUBUS

A succubus is a demon in the form of a beautiful woman. A succubus charms men with her body or magic. When they kiss a man, they steal his soul, causing 1 point of VIR damage per round of kissing.

LVL II, POT 5, AGI 6, VIT 5, COG 4, REV 4, VIR 6, PER 4, DEC 6; Dodge 3, Fighting 4, Occult 4, Oratory 6; Kiss (see above)

TALOS

A talos is a giant bronze or iron statue (18' tall), not unlike the smaller version detailed above. If a plug in their heel can be removed (a 4D attack, made bare-handed), the creature's molten interior drains. Each round, the talos loses 1 point of AGI. At 0 AGI, it falls apart.

LVL IV, POT 8, AGI 4, VIT 12, COG 1, REV 1, VIR 6, PER 3, DEC 1; Endure 5, Fighting 5; Damage 2, Cannot be harmed by fire

TITAN

Titans are the largest of the giants, standing 24' tall. They are quite intelligent and civilized, and despise the gods and their servants.

LVL IV, POT 12, AGI 4, VIT 12, COG 5, REV 3, VIR 6, PER 4, DEC 5; Archery 4, Endure 6, Fighting 4, Occult 5, Oratory 4; Hasta; Damage 3, Throw boulders 70'

TRITON

Tritons are the aquatic servants of Triton and Neptune. Their legs are like the fins of fish. They swim at a speed of 40' per round, but on land move only 10' per round.

LVL III, POT 5, AGI 4, VIT 6, COG 4, REV 4, VIR 5, PER 3, DEC 3; Archery 4, Dodge 4, Endure 4, Fighting 5, Prayer 3; Tridenti, Pilum (2); Armor +1

UNICORN

Unicorns look like a cross between a horse and a goat. They have a single long horn on their heads. Unicorns only permit virgins to approach and touch them. Their horn, if used as a drinking vessel, neutralizes poison. Their tears can be used as a salve or elixir to neutralize poison, or make one immune to poison for 1 hour.

LVL I, POT 5, AGI 6, VIT 5, COG 3, REV 4, VIR 4, PER 4, DEC 4; Dodge 4, Endure 3, Fighting 3; Charge (2 damage)

WARRIOR—INFANTRY

Infantry warriors are trained to fight on foot. Some ride mounts to get to the battlefield, but dismount when it is time to fight.

LVL II, POT 4, AGI 3, VIT 4, COG 3, REV 3, VIR 3, PER 3, DEC 3; Archery 4, Endure 3, Fighting 4; for equipment, see below

- Ekdromoi—Greek warriors; gladius, hasta, scutum
- Hoplite—Greek warriors; gladius, hasta, scutum
- Legionarius—Roman warriors; gladius, lorica segmentata, pilum, pugio, scutum, verutum
- Milites—Roman warriors; gladius, lorica hamata, pilum, pugio, scutum, verutum
- Peltast—Greek warriors; scutum, verutum (3)
- Thorakitaos—Greek warriors; gladius, lorica hamata, hasta, pilum, scutum
- Thureophoros—Greek warriors; gladius, hasta, pilum, scutum
- Toxotes—Greek warriors; arcus, gladius, scutum

WARRIOR—CAVALRY

Cavalry warriors are trained to fight from horseback.

LVL II, POT 4, AGI 3, VIT 4, COG 3, REV 3, VIR 3, PER 3, DEC 3; Archery 4, Endure 3, Fighting 4, Riding 3; for equipment, see below

- Equites—Roman warriors; lorica hamata, pugio, scutum, spatha
 - Equites Numidarum—Numidian warriors; gladius, scutum, verutum (3)
 - Horse Archers—Scythian warriors; arcus, hasta, lorica hamata
 - Kataphraktos—Greek and Persian warriors; hasta, lorica squamata, pugio, spatha
 - Lanciarius—Celtic warriors; hasta, lorica hamata, scutum, spatha
-

- Sagittarius—Roman warriors; arcus, gladius

WARRIOR—PRAETORIAN GUARD

The Praetorian guards are the bodyguard of the emperor.

LVL III, POT 4, AGI 4, VIT 5, COG 3, REV 4, VIR 5, PER 3, DEC 3; Archery 5, Dodge 4, Endure 4, Fighting 5; Gladius, Hasta, Lorica Segmentata, Pugio, Scutum

WOLF

Wolves are important symbols for Rome. They keep no treasure.

LVL I, POT 4, AGI 4, VIT 5, COG 1, REV 1, VIR 3, PER 4, DEC 1; Dodge 3, Endure 3, Fighting 4

VEHICLES

Chariot, Racing: Racing chariots have a top speed of 35 mph, or 510' per round. Maneuvering and turning at half this top speed requires a 3D Drive Chariot check; at top speed, a 4D check.

Chariot, War: War chariots have a top speed of 18 mph, or 265' per round. Maneuvering is as above. War chariots hold a driver, a bowman and a shield bearer.

Galley, Penteconter: Pentecosters have 50 rowers and move at a top speed of 6 mph or 90' per round. When they ram a ship, there is a 2 in 6 chance it sinks.

Galley, Bireme: Biremes have 120 rowers and move at a top speed of 8 mph or 120' per round. When they ram a ship, there is a 3 in 6 chance it sinks.

Galley, Trireme: Triremes have 170 rowers and move at a top speed of 7 mph or 100' per round. When they ram a ship, there is a 4 in 6 chance it sinks.

TREASURE

Monsters usually have treasures. Minor monsters (threat levels I to III) have individual treasures, while major monsters (threat levels IV and V) have treasure hordes.

For each monster, begin rolling on Table I, and make a number of rolls equal to the monster's threat level.

TABLE I – COINS

	<u>INDIVIDUAL TREASURE</u>	<u>TREASURE HORDE</u>
1.	Sestertii (1D)	Sestertii (1D x 10)
2.	Sestertii (2D)	Sestertii (2D x 10)
3.	Sestertii (3D)	Sestertii (3D x 10)
4.	Denarii (1D)	Denarii (1D x 10)
5.	Aurei (2D)	Aurei (2D x 10)
6.	Roll on Table II	Roll again, and roll on Table II

TABLE II – JEWELS

	<u>INDIVIDUAL TREASURE</u>	<u>TREASURE HORDE</u>
1.	Turquoise (1 A)	Emerald (6 A)
2.	Lapis lazuli (2 A)	Sapphire (7 A)
3.	Carneian (3 A)	Ruby (8 A)
4.	Garnet (4 A)	Diamond (9 A)
5.	Silver jewelry (5 A)	Gold jewelry (10 A)
6.	Roll on Table III	Roll again, and on Table III

TABLE III – MAGIC

Roll 1 dice for first number, and another dice for the second number.

1-1. Ambrosia—A bite of ambrosia restores 1 point of lost VIT; 1-6 bites of ambrosia are found at a time.

1-2. Aegis—Scutum; adds addition +1 to attack rolls against wielder.

1-3. Armor of Achilles—Lorica Musculata; adds additional +1 to attack rolls against the wearer of the armor.

1-4. Bag of Wind—Leather bag produces winds when it is opened; Navigation checks are rolled on 2D.

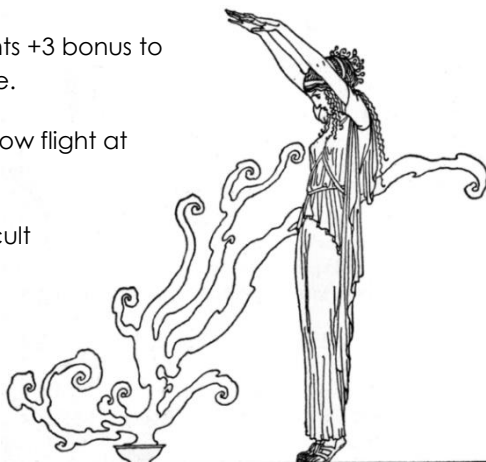
1-5. Bident—Tridenti; adds +2 to Fighting score against undead monsters.

1-6. Bow of Apollo—Arcus; those struck also suffer 1 point of damage to POT.

2-1. Bow of Diana—Arcus; adds +2 to Archery score against animals.

- 2-2. Bow of Cupid—Arcus; causes those struck to love or hate (attacker's choice) the first person they see after being struck; magic resistance check permitted.
- 2-3. Caduceus—Holder adds +2 to Haggle and Oratory scores.
- 2-4. Chariot of Helios—Looks like a spherical sunstone, turns into a fiery chariot drawn by four fiery horses on command; capable of flight, those in the chariot are immune to fire damage.
- 2-5. Chariot of Luna—Looks like a spherical moonstone, turns into a silver chariot drawn by four white horses on command; capable of flight, those in the chariot are immune to magic spells that control the mind.
- 2-6. Chariot of Pluto—Looks like a black pearl, turns into a black chariot drawn by four black horses on command; capable of moving over any terrain, those in the chariot are immune to the attacks of the undead.
- 3-1. Conch of Triton—When blown like a trumpet, it calms or raises the waves.
- 3-2. Cornucopia—Horn produces enough food and water for 6 people each day, or 1 bite of ambrosia.
- 3-3. Dragon Tooth—When planted in the ground, one combat round later a skeleton warrior emerges and obeys the commands of the planter of the tooth. It lasts for one battle and then disintegrates.
- 3-4. Girdle of Venus—Increases a female character's DEC by +1.
- 3-5. Girdle of Hippolyta—Increases a female character's POT by +1.
- 3-6. Golden Bough—grants +1 to Occult checks for spells of necromancy.
- 4-1. Golden Fleece—Characters that sleep under the Golden Fleece have their VIT restored to normal. A dead character placed under the golden fleece overnight have a 2 in 12 chance of being revived (brought back to life). This only works once in the lifetime of a character. Once used, the Golden Fleece disappears and is hidden in a new treasure trove.
- 4-2. Hammer of Vulcan—Hammer; grants a +1 to Fighting skill against mechanical creatures; one piece of armor on character's struck by the hammer is destroyed on a roll of 1 on one dice.
- 4-3. Harpe—Falcata; on a Fighting roll of all 6's it decapitates its victim.

- 4-4. Helm of Darkness—The wearer of this helm is turned invisible for 10 minutes per day.
- 4-5. Ichor—The “blood” of the gods, when consumed it allows a mortal to become insubstantial like a ghost for 10 minutes.
- 4-6. Lyre of Apollo—Calms anger and rage on a successful Perform check.
- 5-1. Lyre of Orpheus—Cancels sound and voice-based attacks of enemies.
- 5-2. Necklace of Harmonia—When worn by a woman, she appears young and beautiful (DEC 6).
- 5-3. Pandora's Box—When this little box is opened, one monster springs from it. Roll one dice: 1=Basilisk, 2=Chimera, 3=Empusa, 4=Harpy, 5=Lamia, 6=Minotaur. The monster obeys the commands of the box's owner for 10 minutes. The box disappears after one use.
- 5-4. Ring of Gyges—Permits the wearer to become invisible for 10 minutes per day.
- 5-5. Rod of Asclepius—Grants a +1 bonus to Occult check made to heal.
- 5-6. Scythe of Cronus—Slices time; permits a group to re-do one combat round, once per day.
- 6-1. Shield of Ajax—Scutum; increases attack rolls against a character by 2.
- 6-2. Shield of Mars—Scutum; increases the wielder's Fighting score by 1, and can be used as a weapon that deals 2 points of damage to VIT.
- 6-3. Sword of Peleus—Spatha; grants +3 bonus to its Fighting and deals 3 damage.
- 6-4. Talaria—Sandals of Hermes; allow flight at triple land speed.
- 6-5. Thyrsus—Rod; grants +1 to Occult checks that affect nature.
- 6-6. Trident of Neptune—Tridenti; +2 Fighting against sea creatures.





DEMOGRAPHICS & TAXES

Settlements have the following general demographics and annual tax revenue. The conqueror of a settlement is paid 10% of the settlement's annual tax revenue by the Empire when it is conquered, and 1% of the settlement's annual tax revenue each year thereafter. Of course, the conqueror need not turn the settlement over to the Empire, but rather may attempt rule it independently, putting him at odds with the Emperor and his legions.

GENERIC SETTLEMENTS

<u>SIZE</u>	<u>POP.</u>	<u>A</u>	<u>B</u>	<u>C</u>	<u>D</u>	<u>E</u>	<u>REVENUE</u>
Thorp	100	3	1	9	85	2	4 A
Hamlet	500	14	7	43	427	10	18 A
Village	1,000	28	14	85	854	19	35 A
Town	2,500	70	35	213	2,135	48	89 A
Market	5,000	140	70	425	4,270	95	177 A
City	10,000	280	140	850	8,540	190	355 A
Major City	25,000	700	350	2,125	21,350	475	886 A

IMPORTANT ANCIENT CITIES

<u>SIZE</u>	<u>POP.</u>	<u>A</u>	<u>B</u>	<u>C</u>	<u>D</u>	<u>E</u>	<u>REVENUE</u>
Cadiz	65,000	1,800	900	5,500	55,500	1,200	2,400 A
Carthage	100,000	2,800	1,400	8,500	85,400	1,900	3,800 A
Antioch	150,000	4,300	2,100	12,800	128,100	2,800	5,600 A
Babylon	200,000	5,700	2,800	17,000	170,800	3,800	7,500 A
Athens	250,000	7,100	3,600	21,200	213,500	4,700	9,400 A
Ephesus	250,000	7,100	3,600	21,300	213,500	4,700	9,400 A
Syracuse	300,000	8,600	4,300	25,500	256,200	5,600	11,300 A
Alexandria	400,000	11,400	5,600	34,000	341,600	7,500	15,000 A
Roma	1 Mil	29,000	14,000	85,000	854,000	19,000	38,000 A

A = Aristocrats, including senators, equestrians and decurions

B = Wealthy citizens, probably merchants

C = Artisans and other urban laborers

D = Farmers

E = Warriors; assume there is one centurion for every 100 normal soldiers, and one praetorian for every 30 normal soldiers



CHANCES OF SUCCESS (REFERENCE)

TARGET VALUE	2D	3D	4D
1	3%	*	*
2	3%	*	*
3	8%	*	*
4	17%	2%	*
5	28%	5%	*
6	42%	9%	1%
7	58%	16%	3%
8	72%	26%	5%
9	83%	38%	10%
10	92%	50%	16%
11	97%	63%	24%
12	100%	74%	34%
13	100%	84%	44%
14	100%	91%	56%
15	100%	95%	66%
16	100%	98%	76%
17	100%	100%	84%
18	100%	100%	90%
19	100%	100%	95%
20	100%	100%	97%

* Indicates a chance of success less than 1%

THE END

MORE

QUICK & EASY MINI-GAMES

COMING (EVENTUALLY) FROM JOHN M. STATER

DEVIANT DECADE

Can you survive the 1970's ?



SWORDS & SANDALS

Fight monsters and conquer cities in the name of Eternal Rome



EMERGENCY RESCUE

Heroic firemen and paramedics performing dangerous rescues



BADMEN

Ride the range with cowboys and gunslingers



DAMASK & DEMIMONDES

Courtly intrigue and deadly duels



ALL-OUT WAR

Epic military action with plastic army men



GRENADIERS & GORGONS

Napoleonic-era fantasy



OLD SUBTERRANEAN RUINS

Explore the underworld for fun and profit



KING OF THE SURF

Become king of the beach while tangling with squares and stuffy adults



WEIRD WAR ONE

Mutants on the Western Front, demons on the Eastern Front and a world in shambles



LOVE & TEARS

Find love, wealth or tragedy in this soap opera role playing game



FUN GAMES BY JOHN M. STATER

<http://matt-landofnod.blogspot.com/>

<http://www.lulu.com/spotlight/jmstater>



JOHN M. STATER