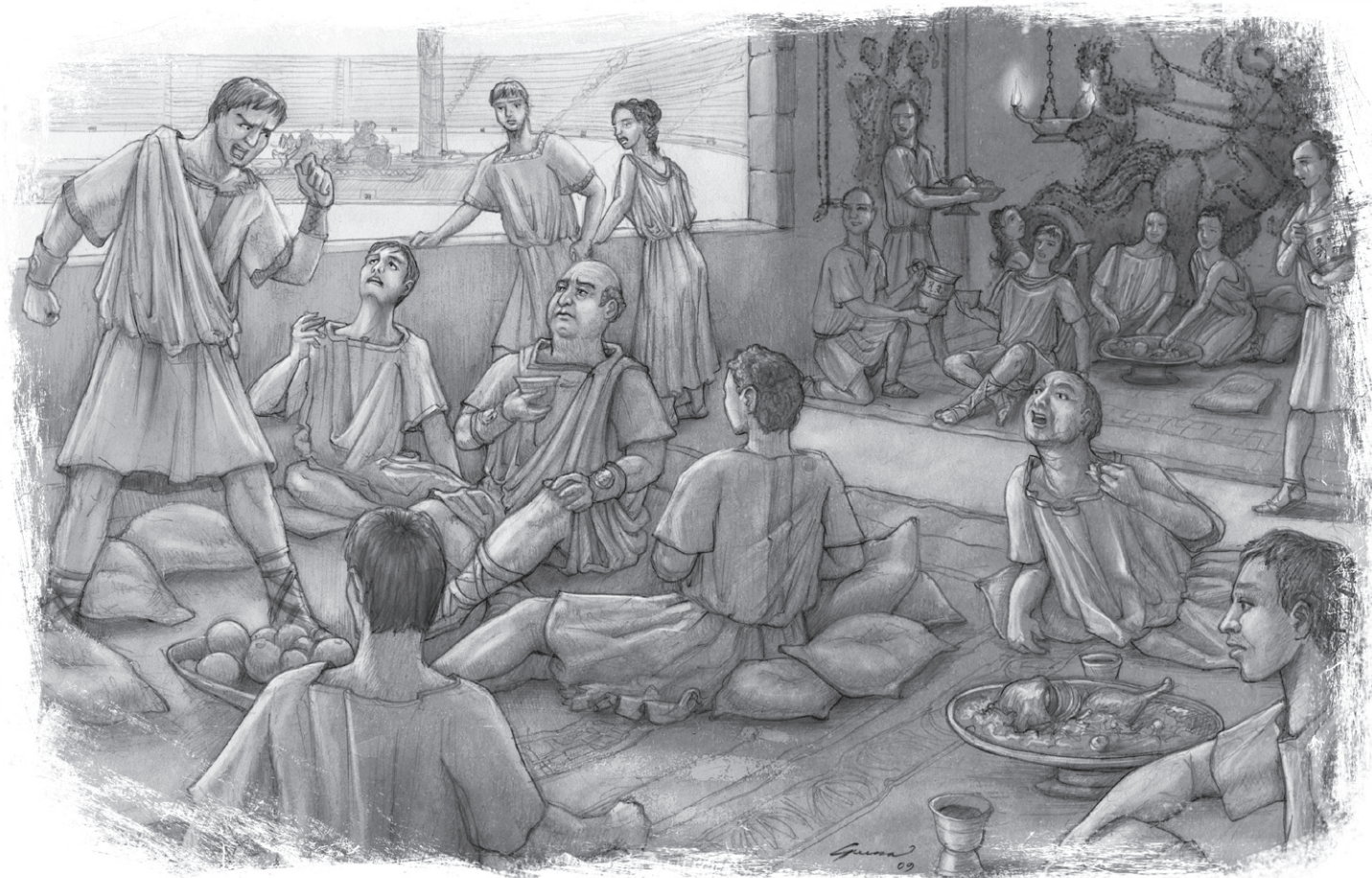




THE LEGACY OF ARRIUS LURCO

A CAMPAIGN CONVERSION FOR 7TH EDITION CTHULHU INVICTUS

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HOW TO USE

The locations of changes are listed by page number, column (C1 or C2), and paragraph (numbered from the top of the page to the bottom, counting partial paragraphs the same as new ones, and counting paragraphs in boxed text separately.). New or altered text appears as bold below. All stat blocks have been updated for the 7th Edition and appear together at the end of each section.

INTRODUCTION

Page 11 / C1 / 5th–6th: Shattered Minds: Investigators encounter countless horrors and learn unspeakable knowledge, both of which sorely tax their mental stability as much as their physical bodies. They may lose their minds before they lose their lives. If this happens, the investigators can recover their Sanity in a number of ways.

The rules for recovering Sanity are found in the “Insanity in the Empire” section of the *7th Edition Guide to Cthulhu Invictus* (page 61). There are many opportunities for investigators to receive Home/Family Care, allowing them to recover +1/+1D3 Sanity points per week, for up to three weeks. Trips to bathhouses, temples, and resort villas like Lurca Hede’s home in Ostia or Caelia’s apartment in Piraeus allow investigators to recover lost Sanity. Investigators can also attend sporting events such as gladiatorial contests, wrestling matches (especially at the Academy in Athens), or chariot races (as they are likely associated with families owning the Red racing faction). Securing tickets to the races or even use of a Red faction luxury owner’s box should not be too difficult. Other helpful activities include attending plays or lectures, enjoying the day reading or hiking, or just clearing one’s mind for a restful few days.

Page 11 / C2 / 3rd–4th: The Cults and Secret Societies: The Cults

and **Investigator Organizations:** The Legacy of Arrius Lurco features the **investigator organization** dedicated to defending mankind against the Cthulhu Mythos and two separate cults that worship Eihort. The Children of Eihort are the antagonists of “Mask of the Funeral Clown”, with The Tenders encountered in “A Second Theseus”. Both are briefly discussed here and with greater detail in the scenarios in which they appear.

The **investigator organization, Societas Cryptaegidis, or the Hidden Shield Society**, dedicated to fighting the dark forces of the Cthulhu Mythos, appears in “Scion of Vulcan” and “A Second Theseus” during the second act of *The Legacy of Arrius Lurco*. The investigators will be assisted by, and possibly recruited into, the secretive society.

Page 13 / C2 / 2: Mythos Tome, Testamentum Arrii Lurconis:

- **Testamentum Arrii Lurconis**
- **Latin, by Quintus Arrius Lurco**
- **Sanity Loss: 2D4**
- **Cthulhu Mythos: +4 / +8 Percentiles**
- **Mythos Rating: 25**
- **Study: 4 weeks**
- **Suggested Spells: Bless Blade, Exile Eihort, Fist of Yog-Sothoth, Healing, and Impeccable Throw.**

Page 13 / C2 / 5 and Page 14 / C1 / 1: Magic and Spells: Investigators wanting to learn spells can do so by reading Mythos tomes or by being tutored by other spell casters. **For information about learning spells, see the section on magic in the Call of Cthulhu 7th Edition Keeper Rulebook.**

Page 14 / C1 / 3 & 4: Poisons:

- **Poison: Hades Tears**
- **Speed: 4 hours**
- **Effects (1 Dose): Diarrhea, abdominal cramps, dizziness,**

- spasms, seizures, and death (4D10)
- **Notes:** This dangerous toxin requires the use of a very rare, extraterrestrial fungus, and it typically only employed by the most nefarious cults in the empire.
- **Poison:** Kiss of Twilight
- **Speed:** 60 minutes
- **Effects (1 Dose):** Reduces victims to a semi-conscious state easily mistaken for death for 1D12+12 hours.

Page 14 / C1 / 5th–6th: Five New Professions: The professions listed below should use the rules in the 7th Edition Guide to Cthulhu Invictus. The relevant page numbers from that book are:

- **Charioteer:** page 29
- **Advocate / Jurisconsults:** page 26
- **Newsreader:** page 33
- **Laborer:** page 32
- **Vigilis:** page 37

THE SEVENTH TURN

Page 17 / C1 / 2: At the Arrius Suite: Investigators who make a **Regular success** on a **Know** roll are aware of two the following items concerning the House of Arrius, chariot racing, and the Reds Faction. Those making a **Hard success** are aware of four items, while those making an **Extreme success** know all five.

Page 17 / C2 / Boxed Text: Charioteer (Sporting): Use the occupation package for Charioteer (Racing) on page 29 of the 7th Edition Guide to Cthulhu Invictus.

Page 19 / C2 / 4 & 5: The Riot:

Round Two—A rush attack by three men attempting to **restrain** or **knock prone** the investigator. If successful, this **combat maneuver**

knocks the investigator to the ground and enables the crowd to get at Lurco and Melito. The three men have a **35%** chance to **successfully execute this maneuver**.

Rounds Three and Four—Each investigator is the target of four melee attacks. If players are **prone or restrained from earlier combat maneuvers**, they are attacked by two punches and two kicks. If **not**, they are attacked by four punches.

Page 20 / C1 / 3: House Rumors: If any investigators are **slaves or otherwise of Infamis status**, they can learn several rumors from these members of the household provided they make a successful **Charm**, **Fast Talk** or **Persuade** roll.

Page 20 / C1 / 8–C2 / 1: Calling Out The Guards: Investigators who frequent the arena or make a **Hard success on a Know roll** recognize one or more of these guards. They are well known as among the most skilled gladiators of their type.

Page 21 / C2 / 3: Lead #1, Damokles of Gaios: The investigators can track Damokles down by making either a **Charm**, **Fast Talk** or **Persuade** roll when asking someone at the Baths of Nero, as the philosopher is a regular patron.

Page 21 / C2 / 4: Lead #1, Damokles of Gaios: While she does know Latin, she'll speak nothing but Greek as she does not want to make things easy on anyone. She knows her master hates being disturbed, so Aglea says that he is not home. However, she's lying, and rather convincingly, with her **Fast Talk** score being 50%. The investigators will have to make a **Hard Insight** roll to determine her dishonesty. If the investigators speak Greek and make a successful **Charm**, **Fast Talk** or **Persuade** roll **with a bonus die**, Aglea lets them in and summons her master.

Page 22 / Boxed Text / 5: "Getting There is Half the Fun": Investigators



who require directions must make a successful **Persuade check with a bonus die, or a successful Fast Talk, or Status check.**

Page 24 / C2 / 2: Failing this, an investigator must make a successful **Charm**, Fast Talk or Persuade roll before she opens up.

Page 25 / C1 / Boxed Text: Travel Between Ostia and Rome: The investigators can book passage on a barge traveling between Rome and Ostia for 5 sesterii, or for free if they make a successful **Persuade** roll and put in 2 hours hard labor loading and unloading cargo.

Page 25 / C1 / 6: About the Writer, Lead #3: Others can attempt the same roll, but **need a Hard success on their Know roll.**

Page 25 / C2 / 3: Lead #5, Captain Taccius Avitus: Inquiries to such people about how to find Captain Avitus will **bear fruit with a Hard success on a Luck roll.** The same questions made in Ostia to the same sort of people will fare better. These attempts **only need a Regular success on a Luck roll.**

Page 29 / C1 / 2: They will not tell the investigators who made the tabulae defixiones, even with a successful **Charm**, Fast Talk or Persuade check.

Page 29 / C2 / 4: The Shop of Lollius Pudens: Investigators who want to meet personally with Lollius Pudens must make a successful **Charm**, Fast Talk or Persuade roll to convince Gelvira to call for her master.

Page 30 / C2 / 1: Investigators who closely follow chariot racing or **get an Extreme success** on a Know roll recognize several of them as partial owners of the Reds Racing Faction.

Page 30 / C2 / 3: The Emperor's Emissary: Investigators who make a **Hard** success on their Know roll recognize him as Vantor, personal slave to Emperor Hadrian.

Page 31 / C1 / 4: Making A Powerful Enemy: The two slaves move to a corner of the room and share a whispered conversation. Investigators who make a successful **Hard Listen** check can eavesdrop on them and overhear the following items:

Page 31 / Boxed Text: Advocate / Jurisconsultus: Use the occupation package for Advocate / Jurisconsults on page 26 of the 7th Edition Guide to Cthulhu Invictus.

Page 32 / C2 / 5: The Attack at the Baths of Agrippa: Each investigator is attacked by 2 men, one of whom attempts to **hold** the investigator **still (Grapple (mvnr))** while the other attempts to stab him with a dagger.

Page 33 / C2 / 1: Agony and Insanity: Beyond the locked door (**STR 60**, the investigators need a **Hard success on a STR roll to batter it down and gain entry**), the man is dying.

Page 35 / 2 / 5: The Chest: The chest is locked; investigators can open it by breaking the lock (12 HP), forcing it open by **overcoming the door's STR of 70 with a Hard success (players gain a bonus die if investigators use an appropriate tool)**, or using the key located on Arrius Lurco's body.

Page 35 / 2 / 7: Testamentum Arrii Lurconis:

- **Testamentum Arrii Lurconis**
- **Latin, by Quintus Arrius Lurco**
- **Sanity Loss: 2D4**
- **Cthulhu Mythos: +4 / +8 Percentiles**
- **Mythos Rating: 25**
- **Study: 4 weeks**
- **Suggested Spells: Bless Blade, Exile Eihort, Fist of Yog-Sothoth, Healing, and Impeccable Throw.**

SPORTS RIOTERS

Page 19

STR 65 CON 55 SIZ 60 DEX 50 APP 45 EDU 50 INT 50
POW 50 SAN 50 LUCK 40 HP 11 MP 10 MOVE 8 BUILD +1

DAMAGE BONUS: +1D4

ATTACKS PER ROUND: 1

ATTACKS: Fighting (Brawl) 40% (20/8), 1D3+DB; Small Knife 40% (20/8), 1D4+DB; Dodge 25% (12/5)

ARMOR: None

SKILLS: Loot 55%, Scream 75%, Throw 35%

SPELLS: None

AVERAGE CREWMAN OF THE LADY OF ATHENS

Page 26

STR 70 CON 70 SIZ 65 DEX 60 APP 50 EDU 65 INT 55
POW 60 SAN 60 LUCK 50 HP 13 MP 12 MOVE 8 BUILD +1

DAMAGE BONUS: +1D4

ATTACKS PER ROUND: 1

ATTACKS: Fighting (Brawl) 60% (30/12), 1D3+DB; Small Club 60% (30/12), 1D6+DB; Long Knife 60% (30/12), 1D6+DB; Short Sword 55% (22/11), 1D6+DB (only in battle); Small Shield 40% (20/8) 1D3 + DB; Dodge 50 (25/10)

ARMOR: Soft leather work jerkin 1D3, Small Shield 40% parry (only in battle)

SKILLS: Climb 75%, Natural World 50%, Pilot Boat 55%, Swim 50%

SPELLS: None

TACCIUS AVITUS

Respected Merchant and Sea Captain • Page 26

STR 75 CON 70 SIZ 70 DEX 60 APP 65 EDU 75 INT 65
POW 70 SAN 70 LUCK 60 HP 14 MP 14 MOVE 7 BUILD +1

DAMAGE BONUS: +1D4

ATTACKS PER ROUND: 1

ATTACKS: Fighting (Brawl) 65% (32/13), 1D3+DB; Short Sword 70% (35/14), 1D6+1+DB; Small Knife 65% (32/13), 1D4+DB; Small Shield 60% (30/12) 1D3 + DB; Dodge 50% (25/10)

ARMOR: Soft leather work jerkin 1D3, Small Shield 60% parry (only in battle)

SKILLS: Climb 75%, Insight 45%, Natural World 50%, Persuade 65%, Pilot Boat 55%, Spot Hidden 55%, Status 54%, Swim 50%

SPELLS: None

RABBI MOAB OF TYRUS

Practitioner of Kabbalah • Page 28

STR 35 CON 30 SIZ 45 DEX 40 APP 35 EDU 92 INT 80
POW 90 SAN 30 LUCK 45 HP 7 MP 18 MOVE 2 BUILD -1

DAMAGE BONUS: -1

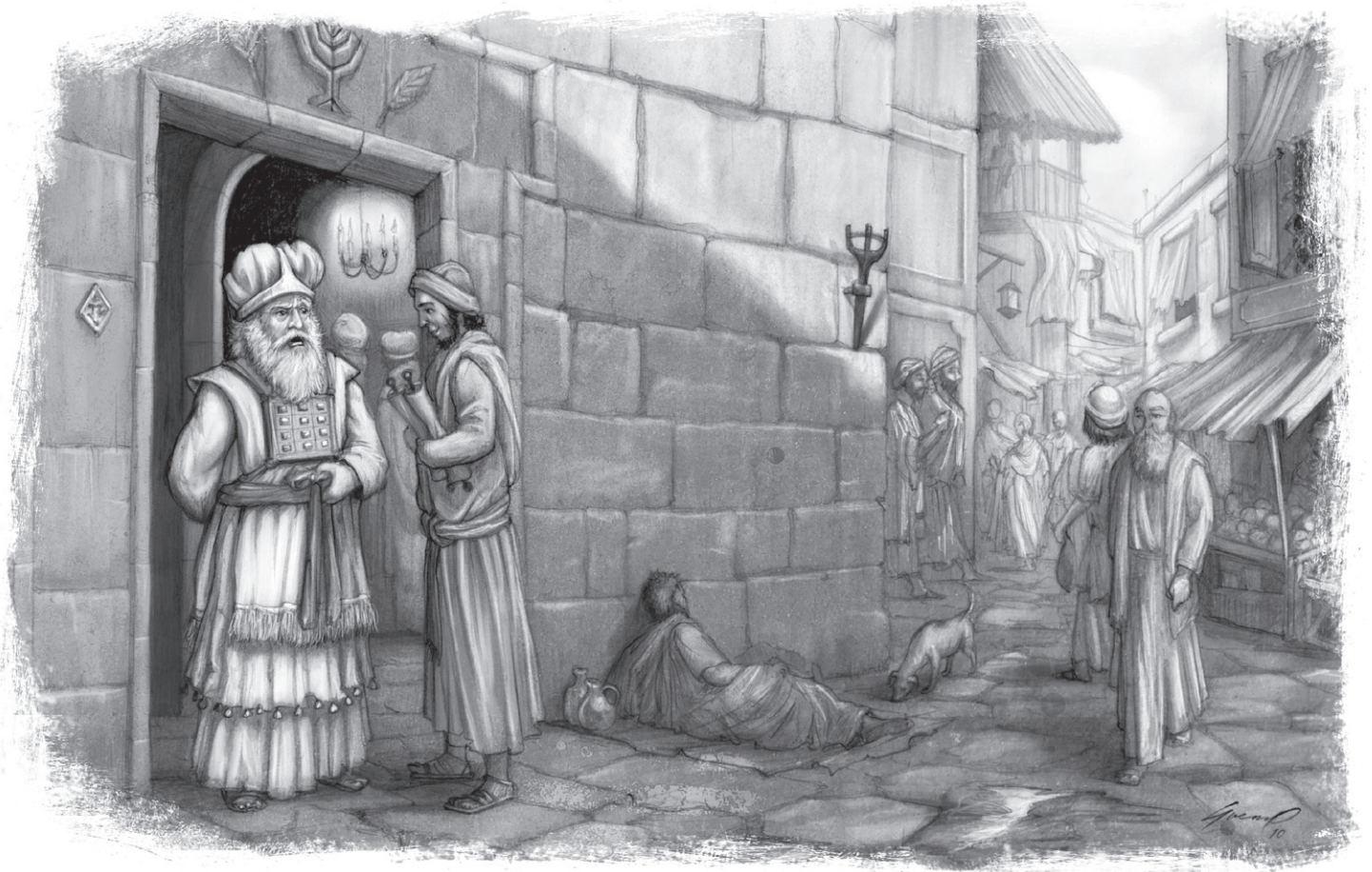
ATTACKS PER ROUND: 1

ATTACKS: Fighting (Brawl) 25% (12/5), 1D3+DB; Staff 25% (12/5), 1D6+DB; Dodge 20% (10/4)

ARMOR: None.

SKILLS: Cthulhu Mythos 18%, Insight 80%, Languages: Hebrew (Own) 80%, Latin 20%, Natural World 80%, Occult 90%, Sciences: Astrology 80%, Philosophy/Religion 85%

SPELLS: Bless Blade, Exile Eihort, Fist of Yog-Sothoth, Healing, Impeccable Throw, and any others desired by the Keeper

**EURIC, ALEWAR, AND GUNDISLAV***Gothic Slaves of Lollius Pudens • Page 29*

STR 75 **CON** 70 **SIZ** 75 **DEX** 55 **APP** 55 **EDU** 65 **INT** 50
POW 55 **SAN** 55 **LUCK** 50 **HP** 14 **MP** 11 **MOVE** 8 **BUILD** +1

DAMAGE BONUS: +1D4**ATTACKS PER ROUND:** 1

ATTACKS: Fighting (Brawl) 70% (25/14), 1D3+DB;
 Small Club 65%, 1D6+DB; Dodge 50% (25/10)

ARMOR: None**SKILLS:** Listen 55%, Spot Hidden 50%**SPELLS:** None**LOLLIUS PUDENS***Rome's Finest Tabulae Defixiones Maker • Page 29*

STR 50 **CON** 60 **SIZ** 55 **DEX** 80 **APP** 70 **EDU** 65 **INT** 80
POW 70 **SAN** 70 **LUCK** 60 **HP** 11 **MP** 14 **MOVE** 8 **BUILD** 0

DAMAGE BONUS: None**ATTACKS PER ROUND:** 1

ATTACKS: Fighting (Brawl) 60% (30/12), 1D3+DB; Dodge 40% (20/8)

ARMOR: None

SKILLS: Accounting 75%, Art/Craft: Create Tabulae
 Defixiones 80%, Charm 75%, Fast Talk 55%, Insight 60%,
 Occult 60%, Persuade 75%, Status 54%, Throw 55%

SPELLS: None**DECRIUS NEOPS***Insane Fan of the Reds Racing Faction • Page 33*

STR 75 **CON** 70 **SIZ** 70 **DEX** 60 **APP** 50 **EDU** 55 **INT** 65
POW 70 **SAN** 0 **LUCK** 35 **HP** 14 **MP** 14 **MOVE** 9 **BUILD** +1

DAMAGE BONUS: +1D4**ATTACKS PER ROUND:** 1

ATTACKS: Fighting (Brawl) 65% (32/13), 1D3+DB; Small
 Knife 65% (32/13), 1D4+DB; Dodge 30% (15/6)

ARMOR: Soft leather 1D3

SKILLS: Climb 55%, Listen 45%, Persuade
 65%, Sleight of Hand 50%, Stealth 70%

SPELLS: None**RANDOM THUGS UNDER THE
SWAY OF DECRIUS NEOPS***(Twice the number of investigators) • Page 33*

STR 70 **CON** 65 **SIZ** 70 **DEX** 50 **APP** 45 **EDU** 40 **INT** 50
POW 50 **SAN** 50 **LUCK** 40 **HP** 14 **MP** 10 **MOVE** 9 **BUILD** +1

DAMAGE BONUS: +1D4**ATTACKS PER ROUND:** 1

ATTACKS: Fighting (Brawl) 60% (30/12), 1D3+DB; Small
 Knife 60% (30/12), 1D4+DB; Dodge 25% (12/5)

ARMOR: None**SKILLS:** Sleight of Hand 45%, Stealth 55%**SPELLS:** None



MASK OF THE FUNERAL CLOWN

Page 38 / Boxed Text: Newsreader: Use the occupation package for Newsreader on page 33 of the 7th Edition Guide to Cthulhu Invictus.

Page 41 / C1 / 2: He's small (SIZ 25), quite fit, and has a gift for navigating the twisting streets and alleyways. The young cultist darts through the crowd, into shops and out their back doors, across marketplaces, or even up the stairs and across the roofs of multistory tenements. To catch the boy, investigators must make a **Regular STR check**, if they are pushing through the crowd, or a **Regular DEX check**, if they are trying to snake their way around pedestrians. They must also make a **Regular CON check** to keep up with the nimble youngster.

Page 41 / C2 / 4: The Ceremony: Unless the investigators themselves are patricians with a Status of at least **80%**, they are not invited to these private affairs.

Page 45 / C2 / 1: An Offer for the Future: Any investigator who accepts the offer to work for Arrius Casca full time receives a **+5% to their Status scores**.

Page 46 / C2 / 4: Lying to Melito: Melito grows frustrated with the investigators' denials and refuses to believe them even with successful **Charm**, **Fast Talk** or **Persuade** rolls.

Page 47 / C2 / 3: Mask of the Hero: The attack does little more than cause a rash and spread revulsion. Investigators can attack the fleeing or swarming creatures by making a successful **Regular DEX check**.

Page 48 / C1 / 4: A Gift of Fruit and Tears: The fruit in the baskets tastes delicious despite being laced with a poison called Hades Tears. An exotic toxin, Hades Tears consists of a mixture of several herbs

and rare **Mythos** fungi. This **Lethal** poison has a duration of **four hours**. In the first hour, victims exhibit no symptoms. However in the second and third hours, those poisoned suffer terrible **diarrhea, abdominal cramps, and dizziness**. In the final, dreadful hour, victims are crippled by **full body spasms, seizures, and typically death**. The damage can be halved if the investigators make a successful **Extreme CON check**.

- **Poison: Hades Tears**
- **Speed: 4 hours**
- **Effects (1 Dose): Diarrhea, abdominal cramps, dizziness, spasms, seizures, and death (4D10)**
- **Notes: This dangerous toxin requires the use of a very rare, extraterrestrial fungus, and it typically only employed by the most nefarious cults in the empire.**

Page 48 / C1 / 7: A Gift of Fruit and Tears: At this point, the investigators must make a successful **Natural World** roll to locate the ingredients necessary for the antidote, followed by a successful **Art/Craft: Potions** roll to create it.

Page 48 / C2 / 1: A Gift of Fruit and Tears: Gathering the items and brewing the antidote takes at least an hour. With a successful Luck roll, investigators who are apothecaries or possess an Art/Craft: Potions score of 50% or more will have all the items needed among their supplies.

Page 48 / C2 / 2: A Gift of Fruit and Tears: Once the antidote is ingested, it halts the toxin's effects (**whether the victim takes full or half damage**) and should the victims survive they slowly recover over the next 4 hours. The damage already suffered can only be healed naturally; **First Aid** and **Medicine** checks are useless. Without

the antidote, poisoned investigators **are quite likely to die.**

Page 51 / Boxed Text: Laborer: Use the occupation package for Laborer on page 32 of the 7th Edition Guide to Cthulhu Invictus.

Page 54 / C2 / 5: Caelia's Neighbors: Investigators can move the statue aside by **winning an opposed STR check vs. STR 100.**

Page 55 / C1 / 4: Investigators so instructed must make a successful **Hard INT check** after 2 hours of instruction to learn the spell.

Page 56 / C1 / 2: Insights into The Children of Eihort: If the investigators make a successful **Charm or Persuade** roll, Caelia confesses that she lost someone close to her during the ritual of Becoming One.

Page 57 / C2 / 2: Caelia's Price: Investigators making a **successful opposed Charm or Persuade check** against the bustuariae can reduce her fees by 20%.

Page 58 / C2 / 3: A Meeting with the Collegium: The investigators can make a Know or **Empire** check to determine its location, or with a successful Luck roll someone will give them directions.

Page 59 / C1 / 4: An Audience with Maelius Primus: Pavia and Proxia, stunningly beautiful identical twins (APP 75), enter to serve the investigators wine.

Page 59 / C2 / 3: Reaching an Understanding: "But we can always make new friends, can't we? Tell me why you'd be good friends to have." Investigators must answer the crime lord and make a successful **Charm, Fast Talk, Persuade, or Status** check.

Page 59 / C2 / 5 Reaching an Understanding: However, if the

investigators make a successful **Persuade** roll, they can reduce this amount to 7,500 sestertii.

Page 60 / C2 / 3: Gala Offers a Deal: The investigators can reduce this amount to 3000 sestertii with a successful **Persuade** roll.

Page 62 / C1 / 4: The Courtesan's House: The girls scream at the first sign of danger; lock themselves in a back bedroom, and push furniture in front of the door (**a STR 60 barricade**) before yelling out the window for the vigiles.

Page 65 / C2 / 1: The Cabined and Chest: Failing this, the chest can be forced open by the investigators **succeeding on an opposed STR roll vs. the chest's STR of 75.**

Page 65 / C2 / 3: If the Investigators Fail: If successful, the thugs make certain to deliver either a broken bone, facial scar (**-5 APP**), or sever a finger from each investigator to deliver the proper message.

ROWDY FANS OF A RIVAL FACTION

(x2D4) • Page 40

STR 60 CON 65 SIZ 50 DEX 55 APP 45 EDU 40 INT 40
POW 50 SAN 40 LUCK 35 HP 12 MP 10 MOVE 8 BUILD 0

DAMAGE BONUS: None

ATTACKS PER ROUND: 1

ATTACKS: Fighting (Brawl) 45% (22/9), 1D3+DB; Small Club 45% (22/9), 1D6+DB; Dodge 22% (11/4)

ARMOR: None

SKILLS: Hurl Garbage 40%, Sleight of Hand 45%, Stealth 55%

SPELLS: None



CAELIA*Former Cultist • Page 42***STR** 55 **CON** 75 **SIZ** 50 **DEX** 75 **APP** 75 **EDU** 70 **INT** 70
POW 75 **SAN** 0 **LUCK** 70 **HP** 12 **MP** 15 **MOVE** 9 **BUILD** 0**DAMAGE BONUS:** None**ATTACKS PER ROUND:** 1**ATTACKS:** Fighting (Brawl) 50% (25/10), 1D3+DB; Small Knife 50% (25/10), 1D4+DB; Dodge 50% (25/10)**ARMOR:** None**SKILLS:** Art /Craft: Dance 60%, Potions 40%, Charm 75%, Cthulhu Mythos 18%, Fast Talk 75%, First Aid 50%, Infamy 20%, Insight 65%, Languages: Greek 50%, Latin (Own) 70%, Natural World 55%, Occult 60%, Persuade 70%, Spot Hidden 85%, Stealth 80%**SPELLS:** Ariadne's Twine, Balk Brood, Bat Form, Contact Eihort, Create Amulet, Healing, Resurrection, Summon/Dispel Typhoon**RANDOM THUGS***(x1D3+1) • Page 49***STR** 70 **CON** 70 **SIZ** 65 **DEX** 50 **APP** 45 **EDU** 40 **INT** 45
POW 55 **SAN** 40 **LUCK** 40 **HP** 13 **MP** 11 **MOVE** 8 **BUILD** +1**DAMAGE BONUS:** +1D4**ATTACKS PER ROUND:** 1**ATTACKS:** Fighting (Brawl) 65% (32/13), 1D3+DB; Pugio 65% (32/13), 1D4+2+DB; Dodge 25 (12/5)**ARMOR:** None**SKILLS:** Sleight of Hand 40%, Stealth 35%**SPELLS:** None**ANIMATED ZOMBIES***(x1D2) • Page 49***STR** 75 **CON** 80 **SIZ** 65 **DEX** 35
POW 5 **HP** 14 **MP** 1 **MOVE** 7 **BUILD** +1**DAMAGE BONUS:** +1D4**ATTACKS PER ROUND:** 1**ATTACKS:** Bite 30% (15/6), 1D3+DB; Dodge 17% (8/3)**ARMOR:** None, but impaling weapons do 1 point of damage and all others deal one half rolled damage.**SKILLS:** Appear to Be Normal Living Human 40%, Obey Animator's Commands 99%**SPELLS:** None**SANITY LOSS:** 1/1D8**ANIMATED ZOMBIES***(x1D2) • Page 49***STR** 80 **CON** 85 **SIZ** 60 **DEX** 35
POW 5 **HP** 14 **MP** 1 **MOVE** 7 **BUILD** +1**DAMAGE BONUS:** +1D4**ATTACKS PER ROUND:** 1**ATTACKS:** Bite 30% (15/6), 1D3+DB; Dodge 17% (8/3)**ARMOR:** None, but impaling weapons do 1 point of damage and all others deal one half rolled damage.**SKILLS:** Appear to Be Normal Living Human 40%, Obey Animator's Commands 99%**SPELLS:** None**SANITY LOSS:** 1/1D8**DAEMUNCULUS INDEX***Page 50***STAT** Roll / Average**STR** 2D3x5 / 20 **CON** 1D4x5 / 15 **SIZ** 1D3x5 / 10
DEX 4D6x5 / 55 **INT** 3D6x5 / 40 **POW** 2D6x5 / 30
HP 2 **MP** 2D6 / 6 **MOVE** 4 / 12 flying **BUILD** -2**DAMAGE BONUS:** -2**ATTACKS PER ROUND:** 1**ATTACKS:** Bite 25% (12/5), 1 point; Dodge 30% (15/6)**ARMOR:** None**SKILLS:** Listen 75%, Spot Hidden 65%, Stealth 80%, Track 65%**SPELLS:** None**SANITY LOSS:** 1/1D4**DAEMUNCULUS VENENARIUS***Page 50***STAT** Roll / Average**STR** 2D4x5 / 30 **CON** 2D6x5 / 40 **SIZ** 1D3x5 / 10
DEX 4D6x5 / 55 **INT** 2D6x5 / 30 **POW** 2D6x5 / 30
HP 5 **MP** 2D6 / 6 **MOVE** 6 / 10 flying **BUILD** -2**DAMAGE BONUS:** -2**ATTACKS PER ROUND:** 1**ATTACKS:** Bite 50% (25/10), 1D2+Strong poison (2D10) (*); Dodge 30% (15/6)**MANEUVERS & EXTRAS:** (*) If killed, the creature explodes in a cloud of noxious fumes with a 10-foot radius. Those exposed to this cloud, which lasts a single round, suffer from a Mild poison attack (1D10). The cloud causes watery eyes, dizziness, difficulty in breathing, and nausea.**ARMOR:** None**SKILLS:** Stealth 70%, Track 65%**SPELLS:** None**SANITY LOSS:** 1/1D4**GRUMIO***Murderous Cultist • Page 54***STR** 85 **CON** 80 **SIZ** 80 **DEX** 75 **APP** 50 **EDU** 70 **INT** 50
POW 55 **SAN** 0 **LUCK** 50 **HP** 16 **MP** 11 **MOVE** 8 **BUILD** +2**DAMAGE BONUS:** +1D6**ATTACKS PER ROUND:** 1**ATTACKS:** Fighting (Brawl) 65% (32/13), 1D3+DB; Small Club 80% (40/16), 1D6+DB; Dodge 50% (25/10)**ARMOR:** Hardened leather 1D4**SKILLS:** Insight 40%, Listen 55%, Sleight of Hand 65%, Spot Hidden 55%, Stealth 80%, Track 40%**SPELLS:** None**THE GHOULS OF THE GELLIUS FAMILY CRYPT***Page 55***STR** 65 **CON** 75 **SIZ** 75 **DEX** 75 **INT** 55
POW 65 **HP** 15 **MP** 13 **MOVE** 9 **BUILD** +1**DAMAGE BONUS:** +1D4**ATTACKS PER ROUND:** 3**ATTACKS:** Fighting: Claws 30% (15/6), 1D6 + DB; Fighting: Bite 30% (15/6), 1D4 per round; Dodge 40% (20/8)**MANEUVERS & EXTRAS:** Bite and hold (mnvr): If the ghoul's bite strikes home, it hangs on instead of using claw attacks, and worries the victim with its fangs, continuing to do 1D4 damage



automatically per round. An opposed STR roll is required to dislodge the ghoul, breaking the hold and ending the bite damage.

ARMOR: Projectiles do half damage; round down any fractions.

SPELLS: None

SANITY LOSS: 0/1D6

THE GHOULS OF THE GELLIUS FAMILY CRYPT

Page 55

STR 70 **CON** 70 **SIZ** 60 **DEX** 55 **INT** 50
POW 45 **HP** 13 **MP** 9 **MOVE** 9 **BUILD** +1

DAMAGE BONUS: +1D4

ATTACKS PER ROUND: 3

ATTACKS: Fighting: Claws 30% (15/6), 1D6 + DB; Fighting: Bite 30% (15/6), 1D4 per round; Dodge 40% (20/8)

MANEUVERS & EXTRAS: Bite and hold (mnvr): If the ghoul's bite strikes home, it hangs on instead of using claw attacks, and worries the victim with its fangs, continuing to do 1D4 damage automatically per round. An opposed STR roll is required to dislodge the ghoul, breaking the hold and ending the bite damage.

ARMOR: Projectiles do half damage; round down any fractions.

SPELLS: None

SANITY LOSS: 0/1D6

THE GHOULS OF THE GELLIUS FAMILY CRYPT

Page 55

STR 90 **CON** 70 **SIZ** 75 **DEX** 45 **INT** 80
POW 50 **HP** 14 **MP** 10 **MOVE** 9 **BUILD** +2

DAMAGE BONUS: +1D6

ATTACKS PER ROUND: 3

ATTACKS: Fighting: Claws 30% (15/6), 1D6 + DB; Fighting: Bite 30% (15/6), 1D4 per round; Dodge 40% (20/8)

MANEUVERS & EXTRAS: Bite and hold (mnvr): If the ghoul's bite strikes home, it hangs on instead of using claw attacks, and worries the victim with its fangs, continuing to do 1D4 damage automatically per round. An opposed STR roll is required to dislodge the ghoul, breaking the hold and ending the bite damage.

ARMOR: Projectiles do half damage; round down any fractions.

SPELLS: None

SANITY LOSS: 0/1D6

GRATIAN

Professional Assassin • Page 57

STR 75 **CON** 80 **SIZ** 70 **DEX** 80 **APP** 55 **EDU** 65 **INT** 60
POW 65 **SAN** 35 **LUCK** 40 **HP** 15 **MP** 13 **MOVE** 9 **BUILD** +1

DAMAGE BONUS: +1D4

ATTACKS PER ROUND: 1

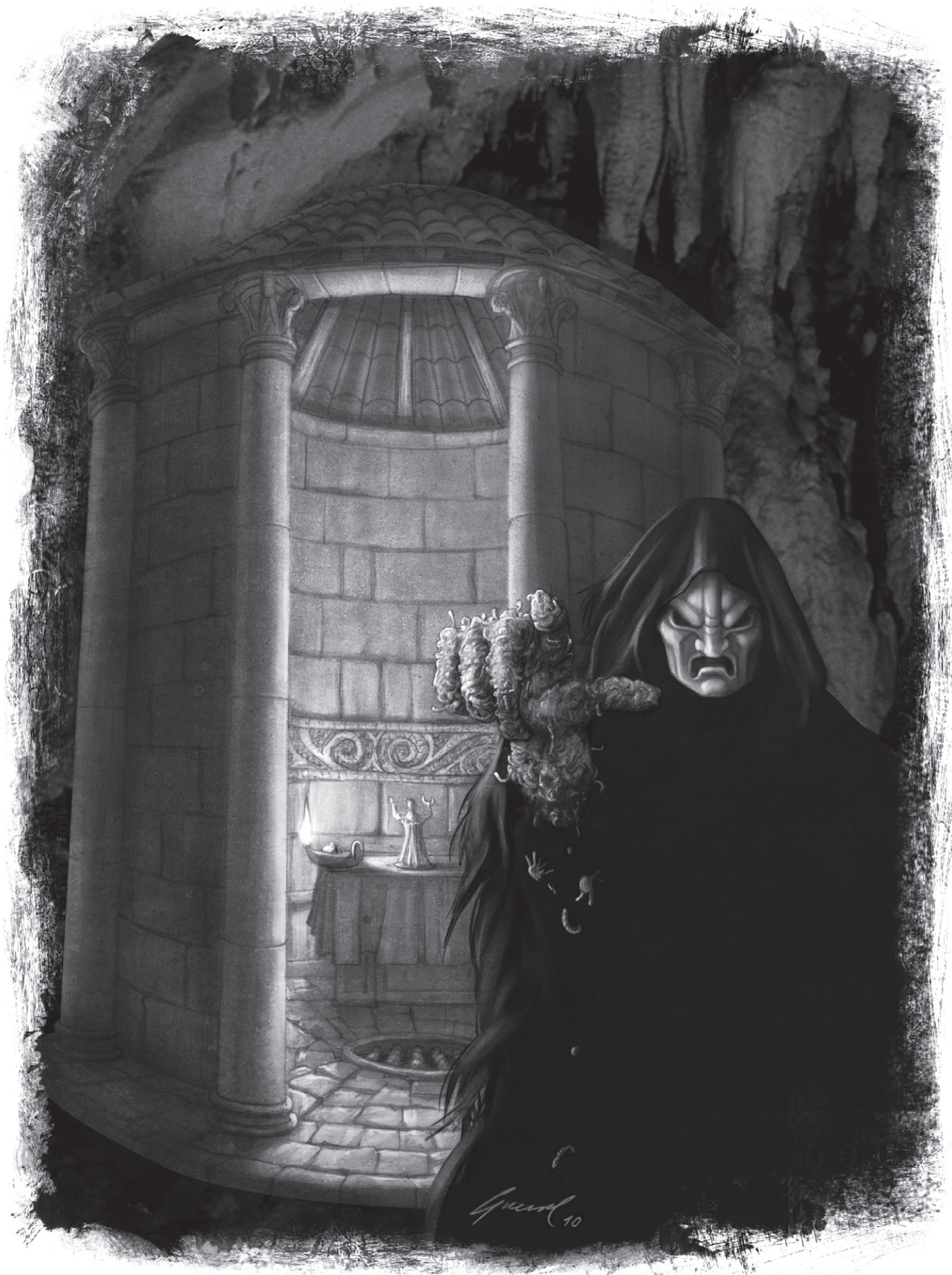
ATTACKS: Fighting (Brawl) 80% (40/16), 1D3+DB; Small Knife 80% (40/16), 1D4+DB; Gladius 75% (37/15), 1D6+1+DB; Dodge 65% (32/13)

ARMOR: Hardened leather breastplate, bracers, and shin guards 1D4

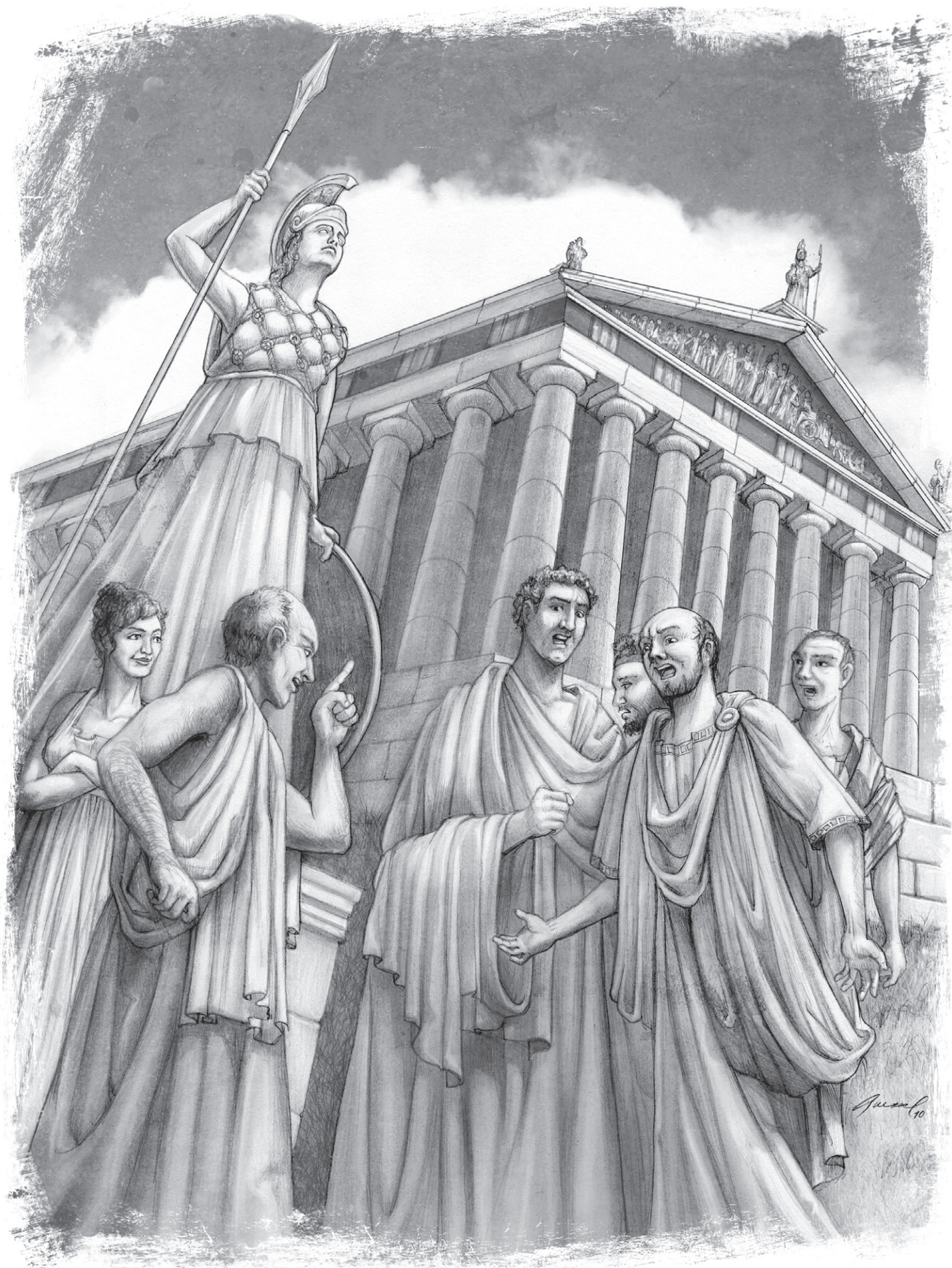
SKILLS: Climb 45%, First Aid 50%, Insight 70%, Jump 50%, Listen 65%, Sleight of Hand 65%, Spot Hidden 75%, Stealth 85%, Throw 60%, Track 55%

SPELLS: None





MARTUS*Professional Assassin • Page 57***STR 75 CON 80 SIZ 70 DEX 80 APP 55 EDU 65 INT 60**
POW 65 SAN 35 LUCK 40 HP 15 MP 13 MOVE 9 BUILD +1**DAMAGE BONUS:** +1D4**ATTACKS PER ROUND:** 1**ATTACKS:** Fighting (Brawl) 80% (40/16), 1D3+DB; Small Knife 80% (40/16), 1D4+DB; Gladius 75% (37/15), 1D6+1+DB; Dodge 65% (32/13)**ARMOR:** Hardened leather breastplate, bracers, and shin guards 1D4**SKILLS:** Climb 45%, First Aid 50%, Insight 70%, Jump 50%, Listen 65%, Sleight of Hand 65%, Spot Hidden 75%, Stealth 85%, Throw 60%, Track 55%**SPELLS:** None**AVERAGE COLLEGIUM FOOT SOLDIER***(x6D4 in chapter house at any time) • Page 59***STR 75 CON 75 SIZ 70 DEX 70 APP 45 EDU 40 INT 55**
POW 55 SAN 55 LUCK 45 HP 14 MP 11 MOVE 8 BUILD +1**DAMAGE BONUS:** +1D4**ATTACKS PER ROUND:** 1**ATTACKS:** Fighting (Brawl) 75% (35/15), 1D3+DB; Small Knife 75% (37/15), 1D4+DB; Small Club 75% (37/15), 1D6+DB; Dodge 45% (22/9)**ARMOR:** Soft leather 1D3 or hardened leather 1D4**SKILLS:** Intimidate 35%, Listen 45%, Spot Hidden 50%, Stealth 65%**SPELLS:** None**PAVO***Plumber and Cowardly Cultist • Page 61***STR 80 CON 75 SIZ 60 DEX 70 APP 45 EDU 70 INT 65**
POW 60 SAN 0 LUCK 50 HP 13 MP 12 MOVE 9 BUILD +1**DAMAGE BONUS:** +1D4**ATTACKS PER ROUND:** 1**ATTACKS:** Fighting (Brawl) 60% (30/12), 1D3+DB; Small Knife 60% (30/12), 1D4+DB; Dodge 40% (20/8)**ARMOR:** None**SKILLS:** Climb 40%, Empire 45%, Insight 70%, Listen 40%, Natural World 65%, Repair/Devise 80%, Sleight of Hand 40%, Spot Hidden 50%, Stealth 65%, Swim 40%**SPELLS:** Ariadne's Twine, Contact Eihort, Create Zombie, Evil Eye, Healing, Voorish Sign**AVERAGE ROMAN VIGILIS***(x1D3+1) • Page 62***STR 70 CON 70 SIZ 65 DEX 75 APP 50 EDU 65 INT 55**
POW 60 SAN 55 LUCK 50 HP 13 MP 12 MOVE 9 BUILD +1**DAMAGE BONUS:** +1D4**ATTACKS PER ROUND:** 1**ATTACKS:** Fighting (Brawl) 65% (32/13), 1D3+DB; Small Club 50% (25/10), 1D6+DB; Dodge 40% (20/8)**ARMOR:** Soft leather 1D3**SKILLS:** Climb 60%, Empire 50%, Insight 40%, Spot Hidden 50%**SPELLS:** None**DAMA***Pimp and Deadly Cultist • Page 62***STR 85 CON 75 SIZ 80 DEX 65 APP 70 EDU 60 INT 50**
POW 50 SAN 0 LUCK 45 HP 15 MP 10 MOVE 8 BUILD +2**DAMAGE BONUS:** +1D6**ATTACKS PER ROUND:** 1**ATTACKS:** Fighting (Brawl) 80% (40/16), 1D3+DB; Gladius 80% (40/16), 1D6+1+DB; Pugio 80% (40/16), 1D4+2+DB, uses pugio to parry attacks; Dodge 50% (25/10)**ARMOR:** None**SKILLS:** Fast Talk 60%, Insight 60%, Intimidate 50%, Listen 35%, Persuade 60%, Sleight of Hand 30%, Spot Hidden 54%, Stealth 60%, Throw 75%, Track 40%**SPELLS:** Ariadne's Twine, Contact Eihort, Evil Eye**APOLLINA***Beautiful Courtesan and Cunning Cultist • Page 62***STR 70 CON 80 SIZ 65 DEX 80 APP 85 EDU 75 INT 60**
POW 65 SAN 0 LUCK 50 HP 14 MP 13 MOVE 9 BUILD +1**DAMAGE BONUS:** +1D4**ATTACKS PER ROUND:** 1**ATTACKS:** Fighting (Brawl) 55% (22/11), 1D3+DB; Twin Sicas 75% (37/15), 1D4+2+DB; Dodge 60% (30/12)**ARMOR:** None**SKILLS:** Accounting 45%, Art/Craft: Acrobatics 60%, Lyre 60%, Fast Talk 65%, Insight 60%, Listen 40%, Persuade 55%, Sleight of Hand 50%, Stealth 65%**SPELLS:** Ariadne's Twine, Contact Eihort, Evil Eye, Healing**SARRIUS***Father to Many and Defender of the Faithful • Page 62***STR 80 CON 80 SIZ 70 DEX 75 APP 60 EDU 70 INT 60**
POW 60 SAN 0 LUCK 50 HP 15 MP 12 MOVE 9 BUILD +1**DAMAGE BONUS:** +1D4**ATTACKS PER ROUND:** 1**ATTACKS:** Fighting (Brawl) 75% (37/15), 1D3+DB; Gladius 80% (40/16), 1D6+1+DB; Dodge 50% (25/10)**ARMOR:** None**SKILLS:** Climb 40%, Empire 45%, Insight 60%, Listen 35%, Natural World 65%, Repair/Devise 80%, Sleight of Hand 30%, Spot Hidden 54%, Stealth 60%, Swim 40%**SPELLS:** None**LARCILLA***Mother to Many and Brewer of Poisons • Page 62***STR 65 CON 70 SIZ 55 DEX 75 APP 75 EDU 60 INT 65**
POW 65 SAN 0 LUCK 50 HP 12 MP 13 MOVE 9 BUILD 0**DAMAGE BONUS:** None**ATTACKS PER ROUND:** 1**ATTACKS:** Fighting (Brawl) 50% (25/10), 1D3+DB; Pugio 50% (25/10), 1D4+2+Mild poison (1D10) (*); (*) The pugio is coated with Moonflower Honey (aka Datura. See page 56 of the *7th Edition Guide to Cthulhu Invictus*.; Dodge 37% (18/7)**ARMOR:** None**SKILLS:** Art/Craft: Potions 80%, Fast Talk 40%, First Aid 50%, Insight 70%, Listen 40%, Natural World 65%, Sleight of Hand 40%, Spot Hidden 50%, Stealth 65%**SPELLS:** Create Daemunculus



SCION OF VULCAN

Page 68 / C2 / 3: As It Stands: (see The Tale of the Scion of Vulcan, page 71)

Page 69: Boxed Text: New Spell: Balk Brood:

Balk Brood

Cost: Variable magic points; 1D3 Sanity

Casting time: 3 rounds

This spell calls forth Eihort's brood from a particular target. The spell requires 3 rounds to cast and costs 1D3 SAN per participant. The caster and other people who know the spell can expend as many magic points as desired; additional participants who touch the caster as the spell is cast can add 1 MP per person, although the SAN cost per participant remains constant at 1D3 for each person involved.

The caster multiplies the number of magic points spent by five and attempts to roll under the total in an opposed roll against the Keeper, who multiplies by five the number of days elapsed since the host was infected and attempts to roll under that total. If the spell succeeds, the half-formed brood erupt from the target's bodily orifices, causing great pain and embarrassment, and costing 1D4 SAN.

The brood may already have injured the victim severely, with only their presence keeping it from being obvious. In that case, removing them might kill the victim since the target of the Balk Brood spell must absorb 1 HP in damage for each day that he has been infested with the brood.

Participants risk Eihort attacking each time they use the spell, a risk that increases by 10% each time the spell is cast. Eihort's attack is always launched at the person who has cast the spell

the most number of times or who has the highest POW. Therefore, after casting Balk Brood nine times, a particular caster has a 90% chance that Eihort will appear. (See *The Grand Grimoire of Cthulhu Mythos*, pp. 34–35)

Page 70 / C1 / 2: Caelia tries to avoid telling the investigators exactly what's going on unless they make a successful **Charm** or **Persuade** check.

Page 72 / C1 / 6: The Workshop: Gervasio does not elaborate to the investigators unless they make a successful **Charm** or **Persuade** roll.

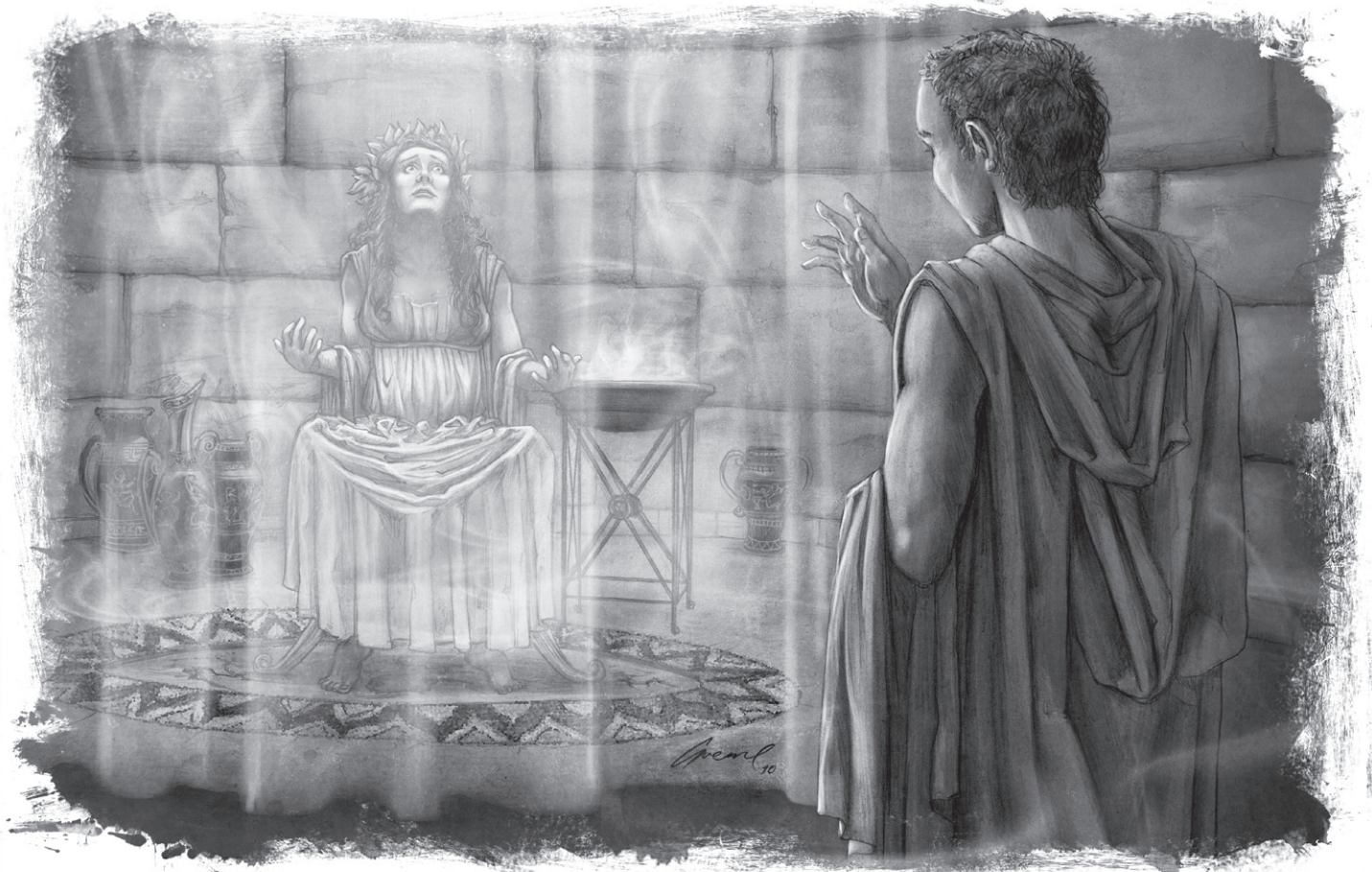
Page 74 / C1 / 4: A Conversation with Kepheus of Alopec:

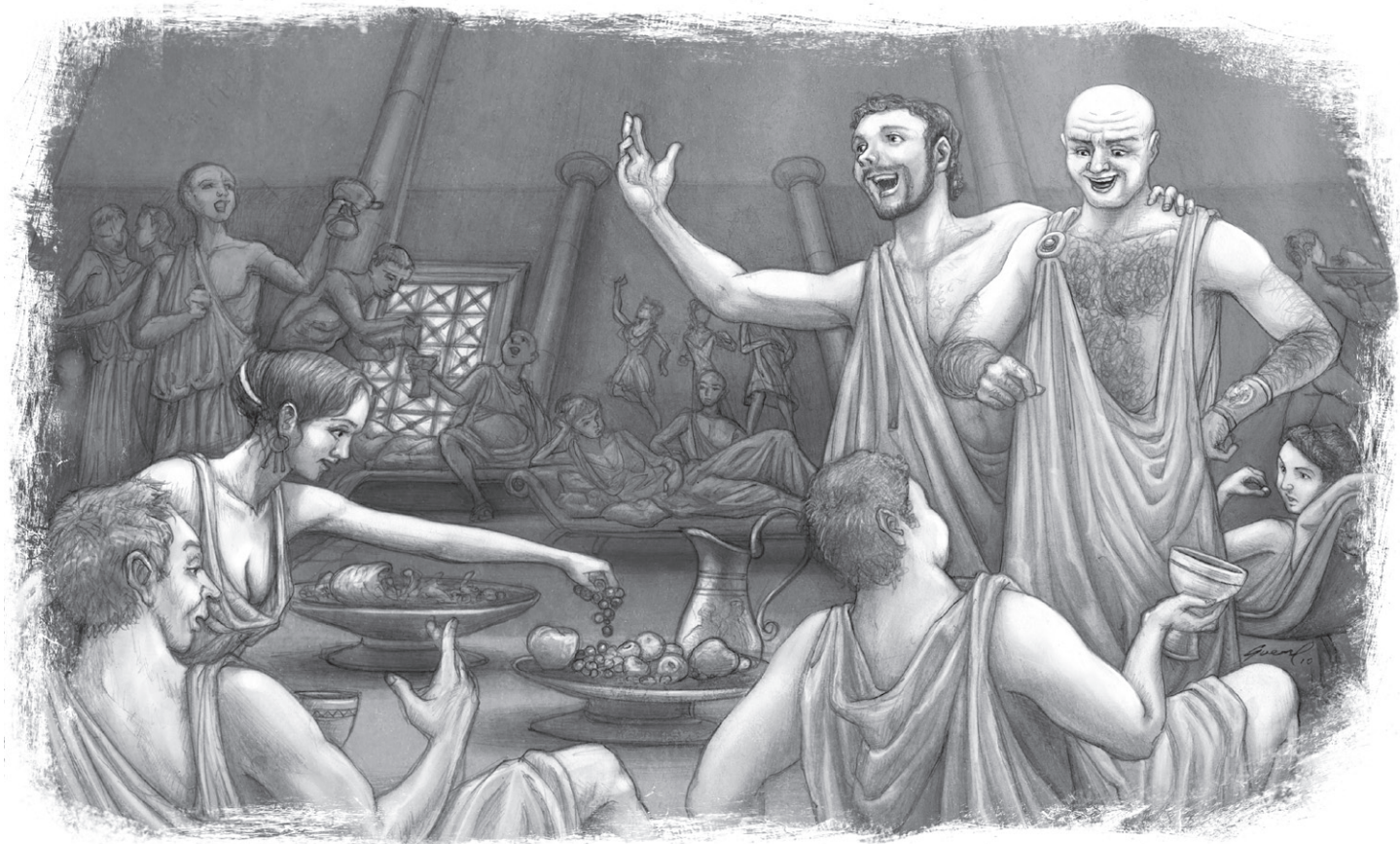
Investigators participating in a dialogue with Kepheus discover him to be a master of the arts of philosophy, debate and rhetoric. Investigators must make three successful opposed Oratory / Rhetoric rolls against Kepheus. Investigators who have more than 30% in the Science: Philosophy / Religion skill are granted a bonus dice in such contests. If the investigators win one of these opposed rolls Kepheus concedes a point in their argument and is generally impressed by his opponent. For each such victory Kepheus rewards the investigators with a piece of information. Each such contests, successful or not, takes at least 30 minute of debate.

Page 74 / C2 / 5: Information from Kepheus: If the investigators make a fourth successful opposed Rhetoric / Oratory check, Kepheus decides to take them to his commander within the Hidden Shield Society.

Page 78 / C1 / 4: Finding Elpidios: Investigators trying to determine his whereabouts need only ask someone in Delphi and make a **Hard POW** check.

Page 79 / C1 / 1: If the investigators are below their maximum Sanity, they regain 1 / 1D3 Sanity points during their relaxing, week-long





vacation, as a form of Home/Family Care. (See page 62 of the 7th Edition Guide to Cthulhu Invictus.)

Page 79 / C2 / 1: Purification Ritual While undergoing this period of intense religious observance, the petitioning investigator regains 1/1D4 Sanity points, if necessary, as a form of Mystical Treatment. (See pp. 62–63, of the 7th Edition Guide to Cthulhu Invictus.)

Page 79 / C2 / 3: A Meeting with the Oracle at Delphi: Investigators with a CON lower than 50 begin feeling lightheaded and euphoric after breathing it for a few minutes.

Page 80 / C1 / 6: The Stadium: If the investigators make a successful **Extreme Luck** roll, the Stadium will be hosting a day-long athletic competition that very day, or in the next 1D3 days **if they roll a Regular success**.

Page 80 / C1 / 7–C2 / 1: Finding a Symposium: Once out and about, the investigators need to be sociable with the locals to get invited to a symposium. A **Language: Greek** score of 40% or higher is helpful. Investigators must also demonstrate intelligence, (**INT of greater than 55**), possess either good looks, (**APP greater than 60**), or seem wealthy and well established (**equestrian rank or higher / Status 51 or above**). Failing that, investigators can demonstrate their wit and skill at conversation, requiring a successful **Charm, Oratory / Rhetoric, or Persuade** check. However, flirtatious female investigators with an **APP of 70** or greater who speak even a smattering of Greek (10% or higher) easily secure an invitation.

Page 84 / C1 / 3: Freeing Taras: Investigators who try to negotiate better terms must succeed at a **Hard Persuade** check; if successful, they lower the price to 5,000 sestertii.

Page 84 / C1 / 4: Freeing Taras: They can do so with a successful **Hard Persuade** check; otherwise, the man will completely refuse to cooperate.

Page 86 / C1 / 8: A Hunting Trip: The swine folk keep a careful watch

on this area and easily **notice** anyone moving across it unless each investigator makes a **Hard Stealth** roll.

Page 87 / C2 / 3: Finding the Entrance: The investigators must search the area for the new entrance, making a successful **Hard Spot Hidden** roll during the day. This might take some time since each check takes about 40 minutes. The opening, once found, is cunningly hidden behind some rocky outcroppings. If the investigators don't locate the entrance and are in the area at dusk **or later**, with a successful **Regular Spot Hidden** roll, they notice several thousand bats emerging from the concealed cavern entrance.

Page 88 / C1 / 4: Realm of the Anemoe Thyellae: I. The Entrance: Investigators using climbing tools such as a hammer, spikes, and ropes gain **2 bonus dice**.

Page 88 / C1 / 5: Realm of the Anemoe Thyellae: II. The Ledge: After stepping onto the ledge, the investigators must make a **DEX** check to maintain their balance while maneuvering along it to the passage opening.

Page 88 / C2 / 3: V. The Bat Colony: The investigators suffer a **Minor Injury (1D3)** from gathered fumes for each round they spend here. They can reduce the difficulty of their CON check for half damage from an **Extreme** to a **Hard success** by covering their mouths and noses with cloth.

Page 88 / Boxed Text: Firepots: Keepers may allow investigators who fail their Throw rolls by less than 20% to make a Luck roll in order to inflict half damage (3D3, 2D3, and 1D3).

Page 89 / C2 / 2: VI. The Fallen Hoplite: If the investigators threaten the ghost or attempt to take the falcata without his permission, Alexios attacks **by making opposed POW checks against his target**. If successful, the hoplite's ghost drains **2D10** points of POW. If the target resists this contest, Alexios loses **2D10** points of his own POW.

Page 92 / Boxed Text: The Athenian Death Ray's Components

Component, Stats Required to Carry

1. Three-legged stand and pivot swivel mount, **STR 45 / DEX 45**
2. Metal box with dual handles and an aiming lens, **STR 70 / DEX 45**
3. Pottery cylinder reinforced with bands of copper, **STR 60 / DEX 60**
4. Series of long, tapering, crystal-tipped rods, **STR 45 / DEX 70**

Page 92 / C1 / 4: VIII. The Vault: It will take a combined **STR 160** to move the four large stones blocking the passage enough to enter this chamber. **At their discretion, Keepers may allow one or two bonus dice** if the investigators use digging tools, ropes, or a pulley system to move the boulders.

Page 93 / C1 / 2: If the villagers notice Taras with the investigators, Keepers should apply a **penalty die to the Persuade** check. Their asking price is 3 days of moderate labor or 100 sestertii. This can be reduced to 2 days of labor or 60 sestertii if the investigators **got a Hard success on the Persuade** check.

Page 93 / C1 / 4: The Road to Thermopylae: This costs them 200 sestertii, or 150 sestertii if the investigators make a successful **Persuade** check.

Page 93 / C2 / 2: Purchasing Hesiod: If the investigators make a successful **Persuade** roll, Kadmos will accept 300 sestertii.

Page 94 / C1 / 1: Investigators attempting to negotiate new terms must make an **Extreme success on a Charm, Fast Talk, or Persuade** check to convince Taras to accept them.

Page 95 / 1 / 3: Captured Weapons: While less impressive, the blades employed by the assassins are also quite remarkable. The thin black gladii are made not of metal but some of sort of impossibly hard clay called **black steel**. The weapons are light, unbelievably sharp, and enable the wielder to ignore **3** points of a target's armor.

Page 95 / C1 / 6: An Agreement Fulfilled: This costs the investigators 5000 sestertii, or 4200 sestertii with a successful **Persuade** roll.

Page 96 / C1 / 1: The investigators must make a **Hard INT** check to comprehend these instructions and be able to operate the weapon.

Page 96 / 1 / 4: Briefing the Societas Cryptaegidis: Investigators trying to dissuade Makarios from this course of action must make a successful **Charm, Fast Talk, or Persuade** roll. Taras has little desire to recount his time serving as liaison to a spirit scholar, and even less to have his father subjected to any sort of interrogation. He's afraid that the memories, which might surface from the questioning, could seriously harm Hesiod. Investigators attempting to convince Taras to meet with representatives of Societas Cryptaegidis must make a **Hard Charm or Persuade** check.

Page 96 / Boxed Text / 1: The Athenian Death Ray: Once fully assembled, the machine is heavy and difficult to move, requiring a combined **STR 100**.

Page 96 / Boxed Text / 3: The Athenian Death Ray: This changes the **weapon's base chance to hit from 30% to one half of the user's DEX score**. For example, an investigator with a DEX of **70** has a **35%** chance to hit.

ATHENIAN TEMPLE GUARDS

Page 73

STR 70 CON 75 SIZ 70 DEX 60 APP 50 EDU 60 INT 60
POW 60 SAN 50 LUCK 55 HP 14 MP 12 MOVE 8 BUILD +1

DAMAGE BONUS: +1D4

ATTACKS PER ROUND: 1

ATTACKS: Fighting (Brawl) 65% (32/13), 1D3+DB; Short

Sword 65% (32/13), 1D6+DB; Dodge 40% (20/8)

ARMOR: Hardened leather and helmet with bronze greaves, 1D4+1

SKILLS: Insight 55%, Intimidate 60%, Spot Hidden 45%

SPELLS: None

KEPHEUS OF ALOPECE

Philosopher and Societas Cryptaegidis Agent • Page 74

STR 40 CON 50 SIZ 50 DEX 55 APP 55 EDU 94 INT 85
POW 70 SAN 40 LUCK 50 HP 10 MP 14 MOVE 8 BUILD 0

DAMAGE BONUS: None

ATTACKS PER ROUND: 1

ATTACKS: Fighting (Brawl) 50% (25/10), 1D3+DB; Dodge 22% (11/4)

ARMOR: None

SKILLS: Cthulhu Mythos 19%, Insight 75%, Languages: Greek (Own) 94%, Latin 80%, Library Use 85%, Listen 60%, Occult 80%, Persuade 80%, Spot Hidden 55%, Status 55%

SPELLS: None

MAKARIOS OF SCANBONIDAS

Priest of Athena, Societas Cryptaegidis Commander • Page 76

STR 60 CON 70 SIZ 65 DEX 60 APP 65 EDU 90 INT 65
POW 75 SAN 60 LUCK 55 HP 13 MP 15 MOVE 7 BUILD +1

DAMAGE BONUS: +1D4

ATTACKS PER ROUND: 1

ATTACKS: Fighting (Brawl) 50% (25/10), 1D3+DB; Staff 50% (25/10), 1D6+DB; Small Knife 50% (25/10), 1D4+DB; Dodge 45% (22/9)

ARMOR: Soft leather breastplate 1D3 worn under clothing

SKILLS: Cthulhu Mythos 15%, Insight 75%, Languages: Greek (Own) 90%, Latin 80%, Library Use 85%, Listen 60%, Occult 80%, Persuade 50%, Spot Hidden 75%, Status 55%

SPELLS: None

ELPIDIOS

Proxenos, Commander of the Delphi Branch
of Societas Cryptaegidis • Page 78

STR 55 CON 55 SIZ 70 DEX 50 APP 60 EDU 85 INT 70
POW 70 SAN 55 LUCK 60 HP 12 MP 14 MOVE 7 BUILD +1

DAMAGE BONUS: +1D4

ATTACKS PER ROUND: 1

ATTACKS: Fighting (Brawl) 60% (30/12), 1D3+DB; Large Knife 60% (30/12), 1D4+2+DB; Dodge 25% (12/5)

ARMOR: Soft leather breastplate 1D3 worn under clothing

SKILLS: Accounting 45%, Charm 65%, Cthulhu Mythos 11%, Empire 85%, Fast Talk 80%, Insight 55%, Languages: Greek (Own): 95%, Latin 80%, Occult 80%, Oratory/Rhetoric 85%, Persuade 70%, Spot Hidden 65%, Status 65%

SPELLS: None

TARAS OF ICARIA

Slave, Teacher, and Former Assistant to the Scion of Vulcan • Page 82

STR 55 CON 70 SIZ 55 DEX 65 APP 75 EDU 92 INT 85
POW 80 SAN 60 LUCK 55 HP 12 MP 16 MOVE 8 BUILD 0

DAMAGE BONUS: None

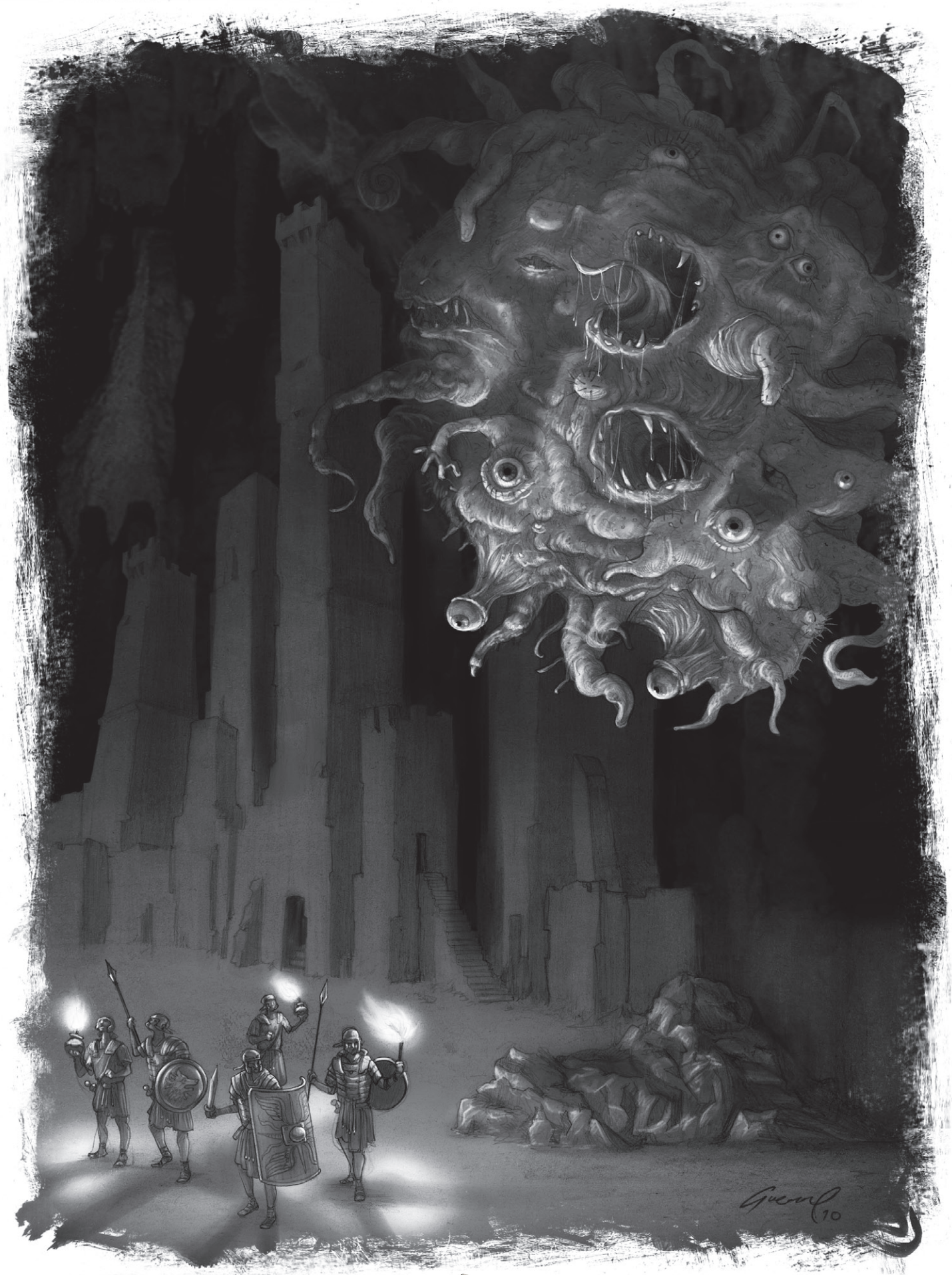
ATTACKS PER ROUND: 1

ATTACKS: Fighting (Brawl) 50% (25/10), 1D3+DB; Small Knife 50% (25/10), 1D4+DB; Dodge 40% (20/8)

ARMOR: None

SKILLS: Charm 80%, Climb 45%, Art/Craft: Apiary 65%, Potions 50%, Cthulhu Mythos 25%, Empire 45%, First Aid 60%, Insight 65%, Languages: Greek (Own) 92%, Latin 70%, Library Use 80%, Medicine





45%, Natural World 50%, Occult 80%, Read/Write 70%, Repair/Devise 80%, Sciences: Architecture 50%, Engineering 85%, Geography 45%, Mathematics 65%, Metallurgy 75%, Sleight of Hand 30%, Stealth 55%

SPELLS: Contact Yithian

ANGRY VILLAGERS OF KANDROS

Page 85

STR 75 **CON** 70 **SIZ** 65 **DEX** 55 **APP** 50 **EDU** 50 **INT** 50
POW 55 **SAN** 45 **LUCK** 30 **HP** 13 **MP** 11 **MOVE** 8 **BUILD** +1

DAMAGE BONUS: +1D4

ATTACKS PER ROUND: 1

ATTACKS: Fighting (Brawl) 65% (32/13), 1D3+DB; Small Club 65% (32/13), 1D6+DB; Staff 65% (22/13), 1D6+DB; Dodge 22% (11/4)

ARMOR: None

SKILLS: Sleight of Hand 45%, Stealth 55%

SPELLS: None

SWINE FOLK AMBUSHERS

Page 86

	#1	#2	#3	#4	#5
STR	80	70	70	75	70
CON	50	55	50	50	55
SIZ	75	70	65	75	70
DEX	60	55	45	55	55
INT	55	50	55	50	50
POW	50	50	55	45	50
HP	12	12	11	12	12
MP	10	10	11	9	10
MOVE	8	8	8	8	8
BUILD	+1	+1	+1	+1	+1

DAMAGE BONUS: +1D4

ATTACKS PER ROUND: 2

ATTACKS: Fighting 30% (15/6), 1D6 + DB; Dodge 30% (15/6)

MANEUVERS & EXTRAS: Fighting Attacks: Swine folk attack by clawing, biting, and goring with their tusks

ARMOR: None

SKILLS: Climb 80%, Listen 60%, Scent 80%, Sense Time/Space Instability/Gate 75%, Track 65%

SPELLS: None

SANITY LOSS: 0/1D6

REMAINING SWINE FOLK

Page 86

	#6	#7	#8	#9	#10	#11	#12
STR	75	80	70	70	80	75	70
CON	50	50	55	60	50	50	55
SIZ	75	75	70	70	65	75	70
DEX	55	60	55	50	45	55	55
INT	50	50	50	55	55	45	50
POW	50	50	70	60	45	35	40
HP	12	12	12	13	11	12	12
MP	10	10	14	12	9	7	8
MOVE	8	8	8	8	8	8	8
BUILD	+1	+1	+1	+1	+1	+1	+1

DAMAGE BONUS: +1D4

ATTACKS PER ROUND: 2

ATTACKS: Fighting 30% (15/6), 1D6 + DB; Dodge 30% (15/6)

MANEUVERS & EXTRAS: Fighting Attacks: Swine folk attack by clawing, biting, and goring with their tusks

ARMOR: None

SKILLS: Climb 80%, Listen 60%, Scent 80%, Sense Time/Space Instability/Gate 75%, Track 65%

SPELLS: None

SANITY LOSS: 0/1D6

ALEXIOS OF DECELEA

Ghost • Page 89

STR N/A **CON** N/A **SIZ** N/A **DEX** N/A **APP** N/A **EDU** N/A **INT** N/A
POW 80 **SAN** N/A **LUCK** N/A **HP** N/A **MP** 16 **MOVE** N/A **BUILD** N/A

DAMAGE BONUS: N/A

ATTACKS PER ROUND: 1

ATTACKS: Opposed POW roll, POW Drain / Loss 2D10 / 2D10

MANEUVERS & EXTRAS: Time Required to Reform if Dispelled: 16 days; Manifestation Focus: Family's hereditary sword; Manifestation Focus: Family's hereditary sword; Release Conditions: Has his remains taken to a temple of Apollo and a ram sacrificed in his name; See page 333 of the *Call of Cthulhu 7th Edition Keeper Rulebook* for more details.

SPELLS: None

SANITY LOSS: 1/1D6

ANEMOE THYELLAE (FLYING POLYPS)

#1 • Page 90

STR 250 **CON** 120 **SIZ** 250 **DEX** 65 **INT** 65
POW 80 **HP** 37 **MP** 16 **MOVE** 8 / 12 flying **BUILD** 6

#2 • Page 90

STR 220 **CON** 125 **SIZ** 240 **DEX** 55 **INT** 70
POW 85 **HP** 36 **MP** 17 **MOVE** 8 / 12 flying **BUILD** 6

DAMAGE BONUS: +5D6

ATTACKS PER ROUND: 2D6 (each round, roll 2D6 to determine how many tentacles form); may use only one wind-based attack per round

ATTACKS: Fighting 85% (42/17), 1D10; Wind Blast 70% (35/14), damage equal to DB (base range is 20 yards in a 10-yard-diameter circle, and damage is lowered by 1D6 per 20 yards distance); Dodge 30% (15/6)

MANEUVERS & EXTRAS: Fighting Attacks: Polyps continually form and dissolve tentacles from their body. Due to the partially-nonmaterial nature of these entities, the tentacle's damage ignores armor. The wound resembles windburn or desiccation of tissue.; Note: Each of the polypoid wind abilities cost them 1 magic point per round to use.; Fixing Attack: Anemoe Thyellae use their control of winds to secure fleeing creatures in place, rendering them immobile. The range for this is 1,000 yards and need not be within line of sight, working very well around corners. Victims must make an opposed STR check against the polyp's POW or be fixed in place. If the Anemoe Thyellae is closer than 200 yards, the target gets a bonus die on the STR check. This can be employed against multiple targets that are within 30 yards of one another, but each other target gets a bonus die on the STR check.; See pp. 292–293 of the *Call of Cthulhu 7th Edition Keeper Rulebook* for further information, but note that there are too few Anemoe Thyellae to create a Windstorm Attack.

ARMOR: 4 points, plus invisibility. The extra-terrene polyp takes only minimum damage from physical weapons, which is reduced again by 4 points due to the monster's skin armor. Enchanted weapons do full normal damage, as do forces such as heat or electricity.

SKILLS: None

SPELLS: None

SANITY LOSS: 1D3/1D20



YITHIAN ASSASSINS

(x2) • Page 94

STR 75 CON 75 SIZ 60 DEX 65 APP 50 EDU 70 INT 60
 POW 60 SAN 0 LUCK 55 HP 13 MP 12 MOVE 9 BUILD +1

DAMAGE BONUS: +1D4

ATTACKS PER ROUND: 1

ATTACKS: Fighting (Brawl) 65% (32/13), 1D3+DB; Black
 Steel Gladius 65% (32/13), 1D6+1+DB; Disintegration
 Javelin 70% (35/14), 2D8; Dodge 40% (20/8)

ARMOR: Hardened leather 1D4 worn under clothing

SKILLS: Listen 55%, Sleight of Hand 45%, Spot Hidden 55%, Stealth 70%

SPELLS: None

A SECOND THESEUS

Page 98 / C2 / 3: Bugged: The creatures are tiny and do everything they can to remain hidden. Investigators specifically looking for such threats locate the brood on a successful **Hard Spot Hidden check**.

Page 100 / C1 / 1: Keepers may allow investigators making a sacrifice to recover 1D2 Sanity points and gain a **bonus die** to their next 1D3 Luck rolls.

Page 100 / C1 / 3–C2 / 1: The Trio from Britannia: Those making a successful **Extreme Empire roll**, or who are familiar with Britannia, realize that the Emissaries are from three different tribes, the Iceni, the Brigantes and the Silures, all native to a region that will one day become known as the Severn Valley.

Page 100 / Boxed Text: Emissary of Eihort, Greater Servitor Race: The human body of an Emissary of Eihort gains **+5** to APP and **+15** points to STR, DEX, and CON. Emissaries regenerate 1 HP of damage per hour, as long as it remains alive. The aging process is slowed to 20% the normal rate, giving Emissaries on average a 140-year lifespan, but these creatures are neither immortal nor invulnerable. The physical bodies die if they succumb to illness, are reduced to –3 HP, or reach the limit of their extended lifespans. When this happens, the Hatchling emerges from the host's skull (see Hatchlings of Eihort).

Page 101 / C2 / 2: Jodoc of the Iceni: Investigators native to Britannia who make a successful **Hard Know roll** recognize Jodoc's name as belonging to an Iceni noble long suspected by Rome of being a leader of insurrection.

Page 102 / C1 / 2: Morcant of the Brigantes: Investigators native to Britannia who make a successful Know roll with a penalty die will recognize Morcant's name as the retired commander of the XXI



Arcus auxiliary, famous for their deadly archery skills.

Page 103 / C2 / 3: Fleeing: Investigators must make both a successful **Hard POW** and a **Hard DEX** check to evade capture. If 3 or more investigators run in different directions at the same time these checks are made with a bonus die. If more than three investigators or NPC are fleeing together, these checks are made with a penalty die. </bold>

Page 104 / C1 / 5–C2 / 1: Harboring Fugitives: Keepers should have the investigators make Spot Hidden and **Stealth rolls** to both locate and remain unnoticed by any vigiles on surveillance duty.

Page 17 / Boxed Text: Vigiles: Use the occupation package for Vigilis on page 37 of the 7th Edition Guide to Cthulhu Invictus.

Page 105 / C1 /: Monologuing: The investigators can attempt to get the Emissaries talking again by making a successful Charm, Fast Talk or Persuade roll.

Page 105 / C1 / 14: Investigators making both a successful Luck and a successful Charm, Fast Talk, or Persuade check when questioning someone about where the three rich Britons are staying can learn the warehouse's location.

Page 105 / C2 / 2: Escape: The investigators are shackled to the wall. Anyone attempting to break the chains or pull them free from the wall must **win an opposed STR contest vs. STR 150**. Alternately, the investigators can attempt to pull their arms free of the shackles. By spitting upward onto their wrists they can pull them out, albeit with much difficulty and a great deal of pain. To do this requires **an Extreme success on both a DEX and CON check** for each hand, with investigators suffering 1 point of damage in the process if successful. Keepers should impose **a penalty die** from having fractured wrists to any appropriate skills of checks.

Page 107 / C2 / 1: The Storm The investigators must make a **CON check** to avoid becoming violently seasick. Affected investigators suffer **a penalty die**.

Page 108 / C1 / 3: "Sacrifice Other": One or more sentient, conscious human beings must be sacrificed. The total POW of those sacrificed must equal **70**.

Page 108 / C2 / 3: "Sacrifice Self": Caelia explains that unless they perform a human sacrifice, participants in the ritual must contribute part of their own life energy. The spell requires a total **70** points of POW, which is drained from the casters equally. The greater the number of participants, the fewer POW points each will lose. POW loss is rounded up; for example, 7 participants would each be drained of **10** points of POW, while 4 participants would each be drained of **20** points. In addition to the permanent POW loss, participants must make a 1/1D3 Sanity Check, are drained of 10 MP, and age 5 years, with any attribute penalties immediately applied. (See "Age and Aging" on page 15 of the 7th Edition Guide to Cthulhu Invictus.)

Page 109 / Boxed Text: New Spell: Summon/Dispel Typhoon:

Summon/Dispel Typhoon

Cost: 100 MP, 140 points of POW, and 1/1D4 (for sacrificing others POW) or 1/1D3 (for sacrificing personal POW) Sanity points.

Casting Time: 6 Hours

This ancient and terrible spell practiced by secret cults of Neptune and the Followers of Dagon summons a colossal storm upon the seas or along coast. The typhoon covers an area 50 leagues square (about 75 square miles) **up to 100 miles away from the site of the casting**. The storm lasts a full day and night (**24 hours**). Few ships

could survive such a storm, and if cast upon a coastal settlement the magical storm could cause massive devastation and loss of life due to flooding, tidal surges, and winds fearsome enough to collapse buildings. Such powerful magic comes at a high price, though. The spell requires a total of 100 MP and the permanent loss of **140** points of POW. The POW can either come from the casters or from the sacrifice of a sentient being. If life force is not offered during the ritual, the spell draws it from the casters. Those who perform this spell without a living sacrifice suffer the additional penalty of being aged ten years. The reverse of this spell, Dispel Typhoon, can be cast to end the terrible storm. Alternately, a minor version of the counter-spell diminishes the storm's effects without ending it. This costs half the required MP, POW, and aging as the full version (50 MP, **70** POW, and 5 years of aging).

Page 109 / C2 / 1: The Fortuna Reaches Port: Keepers may allow investigators to participate in this ritual by making a similar sacrifice. Doing so allows them to recover 1D2 Sanity Points and **to add a bonus die** to their next 1D3 Luck rolls.

Page 110 / Boxed Text: New Spell: Telepathic Sending: Use the deeper magic version of Telepathy on page 128 of The Grand Grimoire of Cthulhu Mythos Magic.

Page 113 / C1 / 4: The Trap Is Sprung: They can drop these into an investigator's food or drink with a successful **Sleight of Hand** roll.

Page 113 / C1 / 5: The Trap Is Sprung:

- **Poison: Kiss of Twilight**
- **Speed: 60 minutes**
- **Effects (1 Dose): Reduces victims to a semi-conscious state easily mistaken for death for 1D12+12 hours.**

Page 113 / C1 / 6: The Trap Is Sprung: If any investigators avoid eating or drinking, the cultists try to overpower **and immobilize** them with **Fighting maneuvers** once the toxin begins to affect the other investigators.

Page 114 / C2 / 1: Tortured: The investigators must make a **Regular CON** check to stomach the disgusting food, or else vomit it up violently. Investigators who refuse to eat, or who try to do so and fail, lose **5 points** of CON per day.

Page 114 / C2 / 5: Escape Attempts: Doing so requires **a successful opposed STR roll vs. 150 STR**. They can attempt to pull their ankle free from the shackles, which requires them to make **a successful Extreme DEX and CON check**.

Page 115 / C1 / 1: Escape Attempts: This combined with their missing ear permanently reduces their Appearance by **10**.

Page 116 / C1 / 4: The Storeroom: Those attempting to open the blocked or spiked door must make a **successful opposed STR roll vs. 100 STR** or inflict 20 points of damage to the door itself.

Page 117 / C1 / 2: Mission Objective #2, The Third Course: Investigators who don't have **Art/Craft: Cooking** must make a successful Idea roll to finish the cook's preparations well enough to avoid suspicion (see Mission Objective #3, The Servers). As the investigators finish the third course, they will also need to lace it with the proper dosage of poison. Too much, and it will be noticeable immediately. Too little, and it will not be effective. Investigators who have **an Art/Craft: Potions** score above 40% or who make a successful Potions check will be able to get the dosage correct.

Page 117 / C2 / 2: Mission Objective #3, The Servers: With the plan on the verge of collapse, the investigators must make a successful **Hard Charm or Fast Talk** roll.





Page 119 / C1 / 2: Rejoining the Others: This requires a successful Idea roll, with each check taking 30 minutes.

Page 119 / C1 / 5-C2 / 1: Navigating the Labyrinth: Otherwise, they must puzzle their way through the maze, making an INT check once every 4 hours of travel. Investigators who attempt to reach the center of the labyrinth this way must make 5 successful checks.

Page 119 / C2 / 4: Back Together Again: The investigators can travel there by making a successful **Hard INT** check.

Page 119 / C2 / 6: Re-arming the Sacrificed Investigators: Additionally, Keepers may place 1 mefkat amulet in each bundle. These talismans were enchanted with the Create Amulet spell by Caelia and included as a peace offering to the sacrificed investigators. The talismans enable the wearer to **heal 5 points of damage once per day**. (See page 82 in *The Grand Grimoire of Cthulhu Mythos Magic*.)

Page 120 / C1 / 4: A Fearsome Foe: Lastly, the creature wears a Celtic torc as a nose ring, an enchanted adornment that surrounds the Minotaur in a cloak of shadows and **raises its Stealth to 90%**.

Page 124 / C1 / 2: The investigators must make **Regular DEX** checks to stand and re-arm themselves before being attacked.

Page 125 / C2 / 3: The Offer: If any investigator agrees to become a host for Eihort's brood, **the Great Old One bites them, paralyzing them for 1D6 hours unless they make an Extreme CON roll, but refraining from doing any damage to willing hosts.**

Page 127 / C1 / 1: It is locked and heavy, requiring **winning an opposed STR vs. STR 100 roll** to break open and **STR 140** to transport.

Page 127 / C2 / 2: Lurca Hedeia and Other NPCs: Unless the investigators cast Balk Brood on the NPCs, they do not survive.

NATTA

The Bestiarii • Page 98

STR 80 CON 70 SIZ 75 DEX 65 APP 40 EDU 75 INT 55
POW 70 SAN 65 LUCK 50 HP 14 MP 14 MOVE 8 BUILD +1

DAMAGE BONUS: +1D4

ATTACKS PER ROUND: 1

ATTACKS: Fighting (Brawl) 70% (35/14), 1D3+DB; Hasta 75% (37/15), 1D10+DB; Sica 70% (35/14), 1D4+2+DB; Dodge 50% (25/10)

ARMOR: Piecemeal leather armor (cingulum (wide belt), manica (strips protecting the forearms and wrists), fascia (padded shin guards), and helmet). 1D2+1

SKILLS: Infamy 35%, Listen 60%, Natural World 60%, Spot Hidden 60%, Stealth 75%

SPELLS: None

EMISSARY OF EIHORT (AVERAGE/ROLL)

Children of the God of the Labyrinth • Page 100

STAT Roll / Average

STR 80 / (3D6+6 x 5) CON 70 / (3d6+4 x 5) SIZ 65 / (2D6+6 x 5)
DEX 80 / (3D6+6 x 5) APP 65 / (2D6+6 x 5) EDU Variable / Variable
INT 65 / (2D6+6 x 5) POW 80 / (3D6+6 x 5) SAN 0
HP 13 MP 16 / (3D6+6) MOVE 9 BUILD +1

DAMAGE BONUS: +1D4

ATTACKS PER ROUND: 1

ATTACKS: Brawl 50% (25/5) +1D3+DB; Dodge 40% (20/8); Any weapon skill the Keeper wishes

MANEUVERS & EXTRAS: Emissaries of Eihort have the usual range of unarmed attacks open to humanoids and can use any human weapon.

ARMOR: Any as determined by Keeper.

SKILLS: Any as determined by Keeper.

SPELLS: Contact Eihort and Emissaries of Eihort with POW greater than 14 may have 1D3+1 spells as determined by Keeper.

SANITY LOSS: None, but 0/1D3 points to witness Hatchling of Eihort emerge from an Emissary of Eihort.

JODOC OF THE ICENI

Emissary of Eihort • Page 101

STR 85 **CON** 80 **SIZ** 75 **DEX** 70 **APP** 65 **EDU** 75 **INT** 65
POW 75 **SAN** 0 **HP** 15 **MP** 15 **MOVE** 8 **BUILD** +1

DAMAGE BONUS: +1D4

ATTACKS PER ROUND: 1

ATTACKS: Fighting (Brawl) 70% (35/14), 1D3+DB; 70% (35/14), damage 1D4+DB; Long Sword 75% (37/15), 1D8+DB; Throw 60% (30/12); Dodge 40% (20/8)

ARMOR: Soft Leather 1D3

SKILLS: Fast Talk 55%, Insight 50%, Intimidate 70%, Languages: Brythonic (Own) 80%, Latin 35%, Listen 45%, Sleight of Hand 50%, Spot Hidden 55%, Status 65%, Stealth 75%

SPELLS: Contact Eihort

SANITY LOSS: None, but 0/1D3 points to witness Hatchling of Eihort emerge from an Emissary of Eihort.

MORCANT OF THE BRIGANTES

Emissary of Eihort • Page 102

STR 75 **CON** 95 **SIZ** 70 **DEX** 65 **APP** 70 **EDU** 80 **INT** 75
POW 70 **SAN** 0 **HP** 16 **MP** 14 **MOVE** 8 **BUILD** +1

DAMAGE BONUS: +1D4

ATTACKS PER ROUND: 1

ATTACKS: Fighting (Brawl) 60% (30/12), 1D3+DB; Bow 75% (37/15), 1D8; Small Knife 60% (30/12), damage 1D4+DB; Long Sword 70% (35/14), 1D8+DB; Small Shield 40% (20/8) D3+DB; Dodge 32 (16/6)

ARMOR: Soft leather 1D3 worn under clothing, or 1D8+1D3 chainmail and small shield (40%, 20 HP) if expecting trouble

SKILLS: Climb 50%, Empire 80%, Insight 50%, Persuade 65%, Oratory/Rhetoric 80%, Languages: Brythonic 60%, Latin (Own) 80%, Read/Write 55%, Spot Hidden 80%, Status 60%, Stealth 75%

SPELLS: Contact Eihort

SANITY LOSS: None, but 0/1D3 points to witness Hatchling of Eihort emerge from an Emissary of Eihort.

TALLULAH OF THE SILURES

Emissary of Eihort • Page 102

STR 65 **CON** 70 **SIZ** 60 **DEX** 75 **APP** 75 **EDU** 92 **INT** 80
POW 85 **SAN** 0 **HP** 13 **MP** 17 **MOVE** 9 **BUILD** +1

DAMAGE BONUS: +1D4

ATTACKS PER ROUND: 1

ATTACKS: Fighting (Brawl) 60% (30/12), 1D3+DB; Sling 85% (42/17), 1D4; Net 85% (42/17) (See page 55 in the <italic>7th edition Guide to Cthulhu Invictus.</italic>); Knife 60% (30/12), damage 1D4+DB; Dodge 75% (37/15)

ARMOR: None

SKILLS: Empire 60%, Fast Talk 75%, Insight 65%, Languages: Brythonic (Own) 92%, Latin 65%, Occult 55%, Oratory/Rhetoric 60%, Persuade 80%, Status 55%, Stealth 60%

SPELLS: Alter Weather, Blight/Bless Crop, Cause/Cure Blindness, Cloud Memory, Contact Eihort, Dominate, Evil Eye, Summon/Bind Byakhee, Wrack.

SANITY LOSS: None, but 0/1D3 points to witness Hatchling of Eihort emerge from an Emissary of Eihort.

LOCAL BRAWLERS

Hired by the Emissaries of Eihort • Page 102

STR 70 **CON** 75 **SIZ** 60 **DEX** 50 **APP** 45 **EDU** 50 **INT** 40
POW 50 **SAN** 50 **LUCK** 40 **HP** 13 **MP** 10 **MOVE** 8 **BUILD** +1

DAMAGE BONUS: +1D4

ATTACKS PER ROUND: 1

ATTACKS: Fighting (Brawl) 65% (32/13), 1D3+DB; Small Club 65% (32/13), 1D6+DB; Dodge 40% (20/8)

ARMOR: None

SKILLS: Stealth 35%

SPELLS: None

VIGILIS

(x1D3+2) • Page 103

STR 70 **CON** 75 **SIZ** 70 **DEX** 70 **APP** 55 **EDU** 70 **INT** 60
POW 60 **SAN** 60 **LUCK** 50 **HP** 14 **MP** 12 **MOVE** 8 **BUILD** +1

DAMAGE BONUS: +1D4

ATTACKS PER ROUND: 1

ATTACKS: Fighting (Brawl) 65% (32/13), 1D3+DB; Small Club 65% (32/13), 1D6+DB; Dodge 40% (20/8)

ARMOR: Soft leather 1D3

SKILLS: Empire 45%, Insight 40%, Spot Hidden 40%, Track 30%

SPELLS: None

SOLDIER

(x1D2) • Page 103

STR 70 **CON** 75 **SIZ** 70 **DEX** 60 **APP** 60 **EDU** 65 **INT** 55
POW 65 **SAN** 65 **LUCK** 60 **HP** 14 **MP** 13 **MOVE** 8 **BUILD** +1

DAMAGE BONUS: +1D4

ATTACKS PER ROUND: 1

ATTACKS: Fighting (Brawl) 65% (32/13), 1D3+DB; Hasta 45% (22/9), 1D6+DB; Spatha 45% (22/9), 1D8+DB; Dodge 30% (15/6)

ARMOR: Chainmail and Helmet, 1D8+1D2

SKILLS: Empire 40%, Listen 40%, Spot Hidden 45%,

SPELLS: None

AUGMENTED VIGILES PATROL

(x1D6+1) • Page 104

STR 70 **CON** 75 **SIZ** 70 **DEX** 70 **APP** 55 **EDU** 70 **INT** 60
POW 60 **SAN** 60 **LUCK** 50 **HP** 14 **MP** 12 **MOVE** 8 **BUILD** +1

DAMAGE BONUS: +1D4

ATTACKS PER ROUND: 1

ATTACKS: Fighting (Brawl) 65% (32/13), 1D3+DB; Small Club 65% (32/13), 1D6+DB; Small Shield 30% (15/5) 1D3+DB; Dodge 40% (20/8)

ARMOR: Hardened Leather and Small Shield (30%), 1D4+1D3

SKILLS: Empire 45%, Insight 40%, Spot Hidden 40%, Track 30%

SPELLS: None

AUGMENTED SOLDIER

(x1D4+1) • Page 104

STR 70 **CON** 75 **SIZ** 70 **DEX** 60 **APP** 60 **EDU** 65 **INT** 55
POW 65 **SAN** 65 **LUCK** 60 **HP** 14 **MP** 13 **MOVE** 8 **BUILD** +1

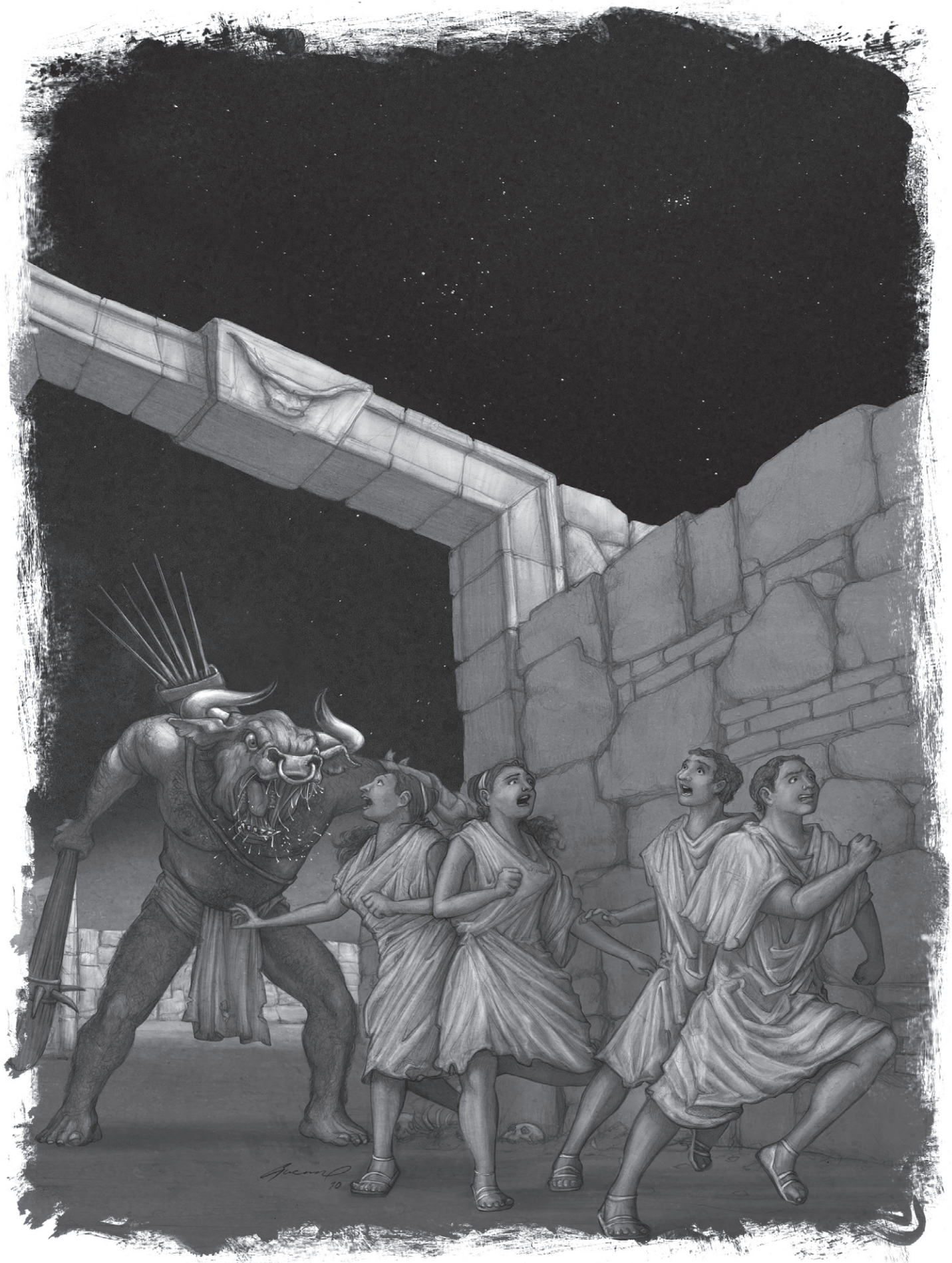
DAMAGE BONUS: +1D4

ATTACKS PER ROUND: 1

ATTACKS: Fighting (Brawl) 65% (32/13), 1D3+DB; Hasta 45% (22/9), 1D6+DB; Spatha 45% (22/9), 1D8+DB; Medium Shield 35% (17/7) 1D4+DB; Dodge 30% (15/6)



ARMOR: Chainmail and Helmet, Medium Shield (35%), 1D8+1D2+1D3**SKILLS:** Empire 40%, Spot Hidden 45%**SPELLS:** None**BYAKHEE***(x3-5) • Page 106***STR** 85 **CON** 50 **SIZ** 85 **DEX** 65 **APP** N/A **EDU** N/A **INT** 55
POW 50 **SAN** N/A **HP** 13 **MP** 10 **MOVE** 5/16 flying **BUILD** +2**DAMAGE BONUS:** +1D6**ATTACKS PER ROUND:** 2**ATTACKS:** Fighting 35% (17/7), damage 1D6 + damage bonus; Bite and hold (mnvr) damage 1D6 + 3D10 STR (blood) drain (single victim); Dodge 35% (17/7)**MANEUVERS & EXTRAS:** Fighting attacks: Byakhee may strike with claws or crash into victims, delivering grievous wounds; Bite and hold (mnvr): If the bite strikes home the byakhee remains attached to the victim and begins to drain his or her blood. Each round the byakhee remains attached, including the first, the blood drain subtracts 3D10 points of STR from the victim. Death occurs at STR 0. The byakhee remains attached until the victim is drained of blood, unless the victim makes a successful opposed STR roll. Victims who escape death may rest and regain blood at up to 1D10+5 STR per day. A byakhee may hold only one victim at a time.**ARMOR:** 2 points of fur and tough hide**SKILLS:** Listen 50%, Spot Hidden 50%**SPELLS:** None**SANITY LOSS:** 1/1D6**HATCHLING OF EIHORT (AVERAGE / ROLL)***Greater Servitor Race • Page 106***STAT Roll / Average****STR** 35 / (2D6 x 5) **CON** 50 / (2d6+3 x 5) **SIZ** 5 / (1D2 x 5)
DEX 70 / (4D6 x 5) **APP** N/A **EDU** N/A **INT** 50 / (2D6+3 x 5)
POW 70 / (4D6 x 5) **SAN** N/A **HP** 5 **MP** 70 / (4D6) **MOVE** 8 **BUILD** -2**DAMAGE BONUS:** -2**ATTACKS PER ROUND:** 1**ATTACKS:** Bite 10% (5/2) 1D3+DB**MANEUVERS & EXTRAS:** Fighting Attacks: Hatching of Eihort attack with a two-fanged bite after a leap.**ARMOR:** None**SKILLS:** None**SPELLS:** None**SANITY LOSS:** 0/1D3 points to witness a Hatchling emerge from an Emissary of Eihort. 1/1D4 Sanity points to see a Hatchling of Eihort.**AGATHAIS***Leader of the Tenders • Page 110***STR** 50 **CON** 55 **SIZ** 60 **DEX** 60 **APP** 50 **EDU** 75 **INT** 85
POW 100 **SAN** 0 **LUCK** 50 **HP** 11 **MP** 20 **MOVE** 8 **BUILD** 0**DAMAGE BONUS:** None**ATTACKS PER ROUND:** 1**ATTACKS:** Fighting (Brawl) 50%, 1D3; Staff 50% (25/10), 1D6+D3; Small Knife 50% (25/10), 1D4+D3; Dodge 20% (10/4)**ARMOR:** None**SKILLS:** Art/Craft: Potions 70%, Cthulhu Mythos 26%, Fast Talk 80%, First Aid 40%, Insight 80%, Listen 50%, Occult 50%, Persuade 60%, Sleight of Hand 35%, Spot Hidden 50%, Status 65%, Stealth 70%**SPELLS:** Ariadne's Twine, Augury, Bat Form, Cause/Cure Blindness, Contact Eihort, Dominate, Food of Life, Resurrection, Summon Typhoon, Telepathy**AVERAGE TENDER CULTIST***Server • Page 113***STR** 55 **CON** 60 **SIZ** 55 **DEX** 70 **APP** 70 **EDU** 65 **INT** 55
POW 70 **SAN** 0 **LUCK** 30 **HP** 11 **MP** 14 **MOVE** 8 **BUILD** 0**DAMAGE BONUS:** None**ATTACKS PER ROUND:** 1**ATTACKS:** Fighting (Brawl) 60% (30/12), 1D3+DB; Dodge 40% (20/8)**ARMOR:** None**SKILLS:** Fast Talk 60%, Insight 60%, Persuade 55%, Sleight of Hand 70%**SPELLS:** None**AVERAGE TENDER CULTIST***Guest or Guard • Page 113***STR** 70 **CON** 75 **SIZ** 70 **DEX** 60 **APP** 55 **EDU** 55 **INT** 50
POW 55 **SAN** 0 **LUCK** 30 **HP** 14 **MP** 11 **MOVE** 8 **BUILD** +1**DAMAGE BONUS:** +1D4**ATTACKS PER ROUND:** 1**ATTACKS:** Fighting (Brawl) 50%, 1D3+DB; Small Knife 50%, 1D4+DB*; Small Club 50%, 1D6+DB*; Dodge 30% (15/6); *These weapons are not carried, but can be obtained or improvised at the time.**ARMOR:** None**SKILLS:** Fast Talk 35%, Insight 45%, Sleight of Hand 40%, Stealth 50%**SPELLS:** None**ASSISTANT TENDER APOTHECARY***Page 116***STR** 50 **CON** 65 **SIZ** 55 **DEX** 70 **APP** 75 **EDU** 70 **INT** 70
POW 55 **SAN** 0 **LUCK** 40 **HP** 12 **MP** 11 **MOVE** 8 **BUILD** 0**DAMAGE BONUS:** None**ATTACKS PER ROUND:** 1**ATTACKS:** Fighting (Brawl) 50% (25/10), 1D3+DB; Dodge 40% (20/8)**ARMOR:** None**SKILLS:** Art/Craft: Potions 55%, Insight 40%**SPELLS:** None**TENDER CULTIST GUARD***Page 116***STR** 70 **CON** 75 **SIZ** 70 **DEX** 60 **APP** 55 **EDU** 55 **INT** 50
POW 55 **SAN** 0 **LUCK** 40 **HP** 14 **MP** 11 **MOVE** 8 **BUILD** +1**DAMAGE BONUS:** +1D4**ATTACKS PER ROUND:** 1**ATTACKS:** Fighting (Brawl) 65% (32/13), 1D3+DB; Small Knife 65% (32/13), 1D4+DB; Small Club 65% (32/13), 1D6+DB; Small Shield 20% (10/4), 1D3+DB; Dodge 30% (15/6)**ARMOR:** Hardened Leather and Small Shield (20%) 1D4+1D3**SKILLS:** Insight 45%, Spot Hidden 45%**SPELLS:** None**TENDER CULTIST***Cooks (x4) • Page 116***STR** 60 **CON** 50 **SIZ** 60 **DEX** 65 **APP** 50 **EDU** 65 **INT** 70
POW 60 **SAN** 0 **LUCK** 45 **HP** 11 **MP** 12 **MOVE** 8 **BUILD** 0**DAMAGE BONUS:** None**ATTACKS PER ROUND:** 1**ATTACKS:** Fighting (Brawl) 60% (30/12), 1D3+DB; Small Knife 60% (30/12), 1D4+DB; Dodge 30% (15/6)**ARMOR:** None**SKILLS:** Art/Craft: Cooking 70%**SPELLS:** None





THE MINOTAUR

Bull-Headed Cretan • Page 120

STR 110 **CON** 130 **SIZ** 100 **DEX** 70 **INT** 50
POW 50 **HP** 23 **MP** 10 **MOVE** 10 **BUILD** +3

DAMAGE BONUS: +2D6

ATTACKS PER ROUND: 1

ATTACKS: Fighting (Brawl) 60% (30/6), 1D6+DB; Spiked Club 50%, 3D4+DB; Oversized Javelins (4) 60%, 1D8+DB; Large Shield 40%, 1D4+1+DB; Dodge 35% (17/7)

MANEUVERS & EXTRAS: Fighting Attacks: Minotaurs have the usual range of unarmed attacks open to humanoids. In addition, they can gore with their horns.

ARMOR: 6 points of hide, sinew and muscle; Large Shield 40% (30 HP)

SKILLS: Stealth 60% with normal movement, but with careful movement when wearing the enchanted torc as a nose ring, 90%

SPELLS: None

SANITY LOSS: 1/1D6

POISONED TENDER CULTIST

(x3 or more per investigator) • Page 122

STR 35 **CON** 35 **SIZ** 55 **DEX** 30 **APP** 30 **EDU** 55 **INT** 60
POW 60 **SAN** 0 **LUCK** 20 **HP** 4 **MP** 12 **MOVE** 5 **BUILD** 0

DAMAGE BONUS: None

ATTACKS PER ROUND: 1

ATTACKS: Fighting (Brawl) 35% (17/7), 1D3+DB; Khopesh 35% (17/7), 1D8+DB;

ARMOR: None

SKILLS: None

SPELLS: None

UNPOISONED TENDER CULTIST

(x3 or more per investigator) • Page 122

STR 70 **CON** 75 **SIZ** 70 **DEX** 60 **APP** 55 **EDU** 55 **INT** 50
POW 55 **SAN** 0 **LUCK** 40 **HP** 14 **MP** 11 **MOVE** 8 **BUILD** +1

DAMAGE BONUS: +1D4

ATTACKS PER ROUND: 1

ATTACKS: Fighting (Brawl) 80% (40/16), 1D3+DB; Khopesh 60% (30/12), 1D8+DB; Dodge 30% (15/6)

ARMOR: Leather and Rings 1D4+1

SKILLS: None

SPELLS: None

UNPOISONED TENDER CULTIST

(x4) • Page 124

STR 70 **CON** 75 **SIZ** 70 **DEX** 60 **APP** 55 **EDU** 55 **INT** 50
POW 55 **SAN** 0 **LUCK** 40 **HP** 14 **MP** 11 **MOVE** 8 **BUILD** +1

DAMAGE BONUS: +1D4

ATTACKS PER ROUND: 1

ATTACKS: Fighting (Brawl) 80% (40/16), 1D3+DB; Khopesh 60% (30/12), 1D8+DB; Dodge 30% (15/6)

ARMOR: Leather and Rings 1D4+1

SKILLS: None

SPELLS: None

SERGIUS MESSALLA (POISONED/UNPOISONED)

Businessman and second-in-command of The Tenders • Page 124

STR 30/60 **CON** 25/55 **SIZ** 70/70 **DEX** 40/65
APP 30/55 **EDU** 70/70 **INT** 70/70 **POW** 80/80 **SAN** 0/0
LUCK 20/50 **HP** 9/12 **MP** 16/16 **MOVE** 5/7 **BUILD** 0/+1

DAMAGE BONUS: none/+1D4**ATTACKS PER ROUND:** 1

ATTACKS: (poisoned): Fighting (Brawl) 40% (20/8), 1D3+DB; Staff 40% (20/8), 1D6+DB; Small Knife 40% (20/8), 1D4+DB; Dodge 20% (10/4) / Weapons (unpoisoned): Fighting (Brawl) 60% (30/12), 1D3+DB; Khopesh 65% (32/13), 1D8+DB; Small Knife 60% (30/12), 1D4+DB; Dodge 32% (16/6)

ARMOR: None/Leather and Rings 1D4+1

SKILLS: Accounting 65%, Cthulhu Mythos 16%, Fast Talk 50%, Insight 65%, Listen 50%, Occult 40%, Persuade 70%, Spot Hidden 50%, Status 60%, Stealth 55%

SPELLS: Ariadne's Twine, Cause/Cure Blindness, Contact Eihort, Dominate, Food of Life, Resurrection

AGATHAIS (POISONED/UNPOISONED)*Leader of The Tenders • Page 124***STR** 20/50 **CON** 25/55 **SIZ** 60/60 **DEX** 30/60**APP** 25/50 **EDU** 75/75 **INT** 85/85 **POW** 100/100 **SAN** 0/0**LUCK** 25/50 **HP** 8/11 **MP** 20/20 **MOVE** 5/8 **BUILD** -1/0**DAMAGE BONUS:** -1/None**ATTACKS PER ROUND:** 1

ATTACKS: (poisoned): Fighting (Brawl) 30% (15/6), 1D3+DB; Staff 30% (15/6), 1D6+DB; Small Knife 30% (15/6), 1D4+DB; Dodge 20% (10/4) / (unpoisoned): Fighting (Brawl) 50%, 1D3; Staff 50% (25/10), 1D6+D3; Small Knife 50% (25/10), 1D4+D3; Dodge 20% (10/4)

ARMOR: None/None

SKILLS: Art/Craft: Potions 70%, Cthulhu Mythos 26%, Fast Talk 80%, First Aid 40%, Insight 80%, Listen 50%, Occult 50%, Persuade 60%, Sleight of Hand 35%, Spot Hidden 50%, Status 65%, Stealth 70%

SPELLS: Ariadne's Twine, Augury, Bat Form, Cause/Cure Blindness, Contact Eihort, Dominate, Food of Life, Resurrection, Summon Typhoon, Telepathy

EIHORT*God of the Labyrinth • Page 125***STR** 220 **CON** 400 **SIZ** 250 **DEX** 60 **APP** N/A **EDU** N/A **INT** 125**POW** 150 **SAN** N/A **HP** 65 **MP** 30 **MOVE** 8 / 1 burrowing **BUILD** +6**DAMAGE BONUS:** +5D6**ATTACKS PER ROUND:** 2

ATTACKS: Fighting 70% (35/14), half damage bonus; Bite 70% (35/14), half damage bonus + paralytic poison (see above); Crush 85% (42/17), damage equals damage bonus to all in 10-foot radius

MANEUVERS & EXTRAS: Fighting attacks: May kick and crush anyone near enough.; Bite: Injects a paralytic poison, requiring targets to make an Extreme CON roll or become paralyzed for 1D6 hours.; Crush: May crush all targets within a 10-foot area.

ARMOR: None. All physical attacks do minimum damage. Additionally, Eihort regenerates 3 hit points per combat round. Brought to 0 hit points, his remains ooze into the ground and he regenerates somewhere far within the earth.

SKILLS: None

SPELLS: Cloud Memory, all Contact Deity spells, Create Gate, Summon/Bind Cthonian, Summon/Bind Ghoul

SANITY LOSS: 1D6/1D20