



Mystical Rome V1.0

Morra Universal Cinematic Game System

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Chapter Eight: Genre: Mystical Rome

“If you must break the law, do it to seize power: in all other cases observe it.”

— Gaius Julius Caesar

Beware the Ides of March! We remember a world where mighty Caesar ignored this warning and paid the ultimate price. But what if the Three Soothsayers were wizards of unimaginable power and could foresee not only one future, but all possible futures?

In the world of *Mystical Rome*, Julius Caesar still failed to take heed, but faithful Marc Antony did not, and paid the ultimate price for his loyalty, forever altering the destiny of the Eternal City. Twenty years after the Soothsayers whispered their dire warning, Caesar still reigns over the unified Roman Empire. The oracles who saved him now operate a notorious academy, where they instruct the sons and daughters of elite families in the eldritch arts. The only obstacles preventing Rome's domination of the entire world are the barbarous Caledonians and the seemingly invincible Parthian Empire.

A central moment in history radically altered — Caesar lives, Antony dies; and, most importantly, magic and myth return to the world, along with monsters from the abyss. What would the world look like, twenty years later? Discover a plethora of potential storylines as players and Directors explore an alternate historical timeline and themes of family, social warfare, religious maneuvering, dark mysteries, the lust for power, the desire for freedom, and the ideals of a fallen Republic.

Mystical Rome Credits

Developer: Jason Andrew

Writers: Jason Andrew, Andrea Barr, April Douglas, Renee Ritchie, and Brendan Whaley

Editor: Rachel Judd and J. Childs

Subject Matter Expert: James Davey

Following are the recommended guidelines for running the *Mystical Rome* Genre:

Target Audience

The target audience for *Mystical Rome* is the center of a cultural Venn diagram that includes those who enjoy fantasy, but may have become dissatisfied with the Tolkienian tropes that dominated the fantasy Umbrella Genre for the last hundred years; alternate history fans who enjoy wondering, *what would have happened if*; and fans of dirty political drama and satire. The Rome of antiquity, and her legends and histories, weighed heavily on the minds of the Founding Fathers of the United States as they worked together to build a new nation. The similarities of the two cultures don't stop there as both are noble and dastardly. The audience for *Mystical Rome* wants to experience both the light and the dark, then be offered a real choice, and play out the consequences.

Rating and Descriptors: R

Mystical Rome merges the gritty, bloody history of antiquity with fantastical elements derived from classical myths and legends. This world depicts extreme brutality, casual profanity, and unthinking depravity. *Mystical Rome* contains blood and gore, intense violence, strong sexual content, drug and alcohol use (and abuse), slavery and human trafficking, and the exploration of what human rights meant in the ancient world. The material contained within this Genre is an attempt to simulate a historical portrayal of ancient Roman society, and the intensity of the content is to suggest an authentic representation of that period without being gratuitous.

Writer's Room Commentary: Consent Calibrations for *Mystical Rome*

This Genre ventures forth into the dark places of the human psyche. Writers and Directors are encouraged to discuss these themes, and their own personal limitations, before playing. Adjust the rating as needed to better suit the needs of your own series. Some may not be interested in playing out all of horrific details of this time period or can find the tone too depressing. Likewise, as the great director Alfred Hitchcock showed in the immortal shower scene in *Psycho*, sometimes less is more. The human imagination will show such terrors that it's difficult to compete. Do what's best for your series. For more information, see **Chapter Six: Director's Primer: Consent Calibration Techniques**, page xx.

Mystical Rome Inspiration

Histories: *The History of the Decline and Fall of the Roman Empire*, by Edward Gibbon; *SPQR: A History of Ancient Rome* by Mary Beard; and *The Roman Triumph*, by Mary Beard.

Movies: *Ben Hur* (dir. William Wyler), *Caligula* (dirs. Tinto Brass, Bob Guccione, and Giancarlo Lui), *Clash of the Titans* (dir. Desmond Davis), *Cleopatra* (dir. Joseph L. Mankiewicz), *Gladiator* (dir. Ridley Scott), *The Last Days of Pompeii* (dir. Mario Bonnard), *Pan's Labyrinth* (dir. Guillermo del Toro), and *Spartacus* (dir. Stanley Kubrick).

Novels and Plays: *I, Claudius*, by Robert Graves; *Julius Caesar*, by William Shakespeare; the Marcus Didius Falco series by Lindsey Davis; and *Mystical Rome*, by Jason Andrew.

Television: *Game of Thrones* (created by David Benioff & D. B. Weiss), *Rome* (created by John Milius, William J. MacDonald, & Bruno Heller), and *Spartacus* (created by Steven S. DeKnight).

Writer's Room Commentary: Historical Accuracy

Mark Twain might have said, "Never let the truth get in the way of a good story." Or the saying might be an Irish proverb attributed to him. The truth might never be known, and, in some ways, gets in the way of a good story. Some of the inspirational works listed above took great pains to be historically accurate and pay homage to the culture and thought of the time. Others are sword and scandal adventures, transcending their genre and finding their own truth in the story.

Mystical Rome contains a good deal of research, baseless speculation, and some wild inaccuracies that make for a good story. Some of the details of Roman society have been plucked from the Early Empire period of Rome, as enacted and enforced by Emperor Caesar Divi Filius Augustus. In this reality, he's known as Gaius Julius Octavius Ptolemy, the Governor of Egypt, but he is still Caesar's heir and considered brilliant. The Emperor is a genius tactician and isn't above using the ideas of his son to further his ends.

Strict attention to detail is the mark of a good writer. A great writer knows when to ignore such details for the sake of the story. It is recommended that the Writer's Room do likewise when running their own sessions.

Mystical Rome Budget

The recommended budget for *Mystical Rome* is Major Motion Picture / Prime Time, to reflect the heroic nature of characters playing for the stakes of worldwide power and the domination of the Soothsayers and their power. Characters with inhuman levels of attributes can be presumed to be legendary heroes or enhanced via magic, be it from the Soothsayers or the ancient horrors unleashed by the razing of Atlantis.

All characters begin with the following points during character creation:

- Attributes: 10 points (to spread across all four Attributes).
- Skills: 12-points (to spread across all your Skills).
- Qualities: 10 points to spend on any Quality up to the Budget's ceiling.

Mystical Rome Archetypes

Mystical Rome is a Genre designed to explore the trials and tribulations of life inside of the greatest metropolis known to the ancient world. The Three Soothsayers forever altered Rome's destiny via their intervention into the assassination of Caesar on that fateful Ides of March. The War of Infinite Regress re-introduced magic to the world and unleashed unspeakable horrors, once banished forever to the rim of existence, on an unsuspecting populace.

To explore the universe of *Mystical Rome*, the custom Archetypes for this setting were designed around the common professions of an average Roman (see **Chapter Two: Create the Genre Archetypes**, page **Error! Bookmark not defined.**). A character's profession defines how she experiences life in *Mystical Rome*, her political beliefs, and her social standing within the city. These Archetypes were created to cover the widest range of experiences; but if you wish to explore a special concept, work with your Director to define your concept as an Archetype.

The following custom Archetypes are available for play within *Mystical Rome*:

Artisan

Motto: Labor Omnia Vincit (Latin: Hard Work Conquers All)

Signa Romanum: A chisel

Description: The old Greek philosophers taught that for a mortal, creation stood closest to divinity.

Rare is the patrician who deigns to spend the time and sweat required for mastery of any trade, but a scant few dabble in weaving, poetry, and other so-call “noble arts.” Plebeians thrive in this field, taking advantage of the city’s great need for skilled workers and artisans to build her temples, design her luxurious bathhouses, and keep sharp Rome’s technological edge against her enemies.

Artisans of Rome built the Aqueduct of Segovia, the Amphitheatre of Nimes, and, of course, the Coliseum. These workers are highly sought after in Rome. Any servant can sling a shovel, but it takes knowledge and training to build a heated bathhouse, arm the mighty legions of Rome, construct aqueducts and temples, and create the roads. The Caesarian reforms have mandated skilled labor must be fairly compensated, and even enslaved artisans may now earn their freedom after twenty years of working for the city.

The rise of the Collegia’s collective power, and their open support of the Emperor and his policies, ensured the wealth and prestige of these men and women rose along with Caesar’s. Some among the dying patrician class feel society has pushed too far and too quickly from the founding of the Republic. They argue the Republic is divine and perfect, and change only sullies the greatness of Rome. Artisans who poured their sweat and tears into transforming the Eternal City into a work of living art quietly disagree.

Playing an Artisan: You might be mortal. Your flesh might decay. However, if the gods favor you and your hands, your works can last for a millennium and your name will join the august company of such legendary crafters as Skopas (the sculptor famous for depicting Aphrodite, and the head of goddess Hygieia, daughter of Asclepius) and Marcus Vitruvius Pollio (author of *De Architectura*, and the designer who popularized the theory that architecture is a unification of art and science).

You work with your hands and your mind, your *logos*, to create things considered miracles and wonders around the world. You might be a gifted artist blessed by the Muses, or a tradesman who mastered a valuable craft, such as masonry or civil engineering. To work with your hands and your mind, to create something from nothing, is considered by some in the Republic the closest thing to divinity a human can experience.

For more information about the art and technology of Rome, see page xx.

Attribute Bonus: + 1 Body, +1 Mind

Special Qualities: see **Artisan Qualities**, page 25.

Bureaucrat

Motto: *Omnia Mala Exemplis Modis Iure Uti Coepit.* (Latin: All bad precedents begin as justifiable measures.)

Signa Romanum: Curia Julia (Senate building)

Description: Rome is a true cosmopolitan metropolis, ruling over more than twenty percent of the world’s population. Such a mass of people requires a great deal of organization, employing thousands of bureaucrats, municipal leaders, judges, politicians, and diplomats. You serve the

glory of the Republic by ruling over its citizens and ensuring the machine of government continues to press ever onward.

It has become fashionable and profitable for male patricians to dabble in politics, getting involved with the intricate bureaucracy that governs Rome and her empire. Patricians seeking to make politics their trade (considered familial service rather than individual), follow the *curus honorum* ('course of offices'), which colloquially describes the career path for a Roman politician, and the age at which he became eligible for certain offices. This path requires serving the public good in a series of offices of ascending importance before one qualifies for Senator. Those patricians who attain higher office, during the earliest year they qualify to serve each office, are said to have made "it in their year."

A surprising number of minor bureaucrats are plebeians who made their fortune in the municipal slave trade. These bureaucrats achieve rank more slowly, but those dedicated to this path find or create the necessary opportunities for advancement. Now that Rome has extended her reach to include hundreds of tribes and former nations, the plebeian bureaucrats found their own star on the rise within the social order.

An embittered rivalry is wrapped up in a symbiotic relationship between the bureaucrats and the clergy, as many of their spheres of influence, especially when concerning the mob of Rome, overlap. Together, they ensure the poorest have grain, public works and rituals are funded and attended, and civic order is maintained.

Playing a Bureaucrat: You are a cog, large or small, in the great machine that is Rome. You lead, organize, and manage the people of the Republic: as a local administrator, a civil judge or officer, or even an elected politician. Whether you are a plebeian or a patrician, you wield your social acumen and keen political mind to bring order to the masses, organize workers, and otherwise get things done.

You might be a lowly bureaucrat organizing the affairs of a minor neighborhood, a judge ruling over legal affairs concerning the docks, or even a Quaestor or Censor serving the great Republic at the highest levels. What matters is Rome forever endures, and yours are the hands that help her keep its commerce flowing and her people fed and sheltered.

Attribute Bonus: + 1 Heart, +1 Mind

Special Qualities: see **Bureaucrat Qualities**, page 25.

Clergy

Motto: *Honor Virtutis Praemium* (Latin: Esteem is the reward of virtue)

Signa Romanum: A sigil of the specific god or goddess who rules over the situation. A sword for Mars, a trident for Neptune, a lamp for a Vestal Virgin, etc.

Description: Few patricians join the clergy, but it's fashionable for the young women of noble families to join a few highly respectable cults and mysteries, such as the Vestal Virgins. Plebeians and freedmen see the clergy as a way to wash away their name, joining a celestial lineage of great power and prominence. Romans are practical worshippers, giving homage to any god who suits their needs.

The rise of the Soothsayers, and their Academy, sharply curtailed the clergy's power. Augurs still exist, but mostly as an advisory position on the god's will, rather than true seers of the

future. The mob viewed the loss of the Sibylline Books to the Soothsayers as a sign of whom the gods truly favored. Some say that despite the Soothsayer's revelation of true magic and eldritch monsters in the world, the mob's faith is still strong. Temples are still built, the calendars are still maintained, and the people are still sated by the festivals. As even more evidence of their faith, many still come to the priests to intercede on their behalf for spiritual matters.

Playing a Cleric: You serve the divine in all things; their *logos*, their divine spark, lives within your breast. You dare to hear the words of the gods and speak their truth with your tongue.

You serve as a member of the august clergy of Rome, whether as a humble street preacher who tends to former slaves and the lost, or as one of the most holy pontiffs of the state religion conducting the public religious rituals, ceremonies, and festivals. Religious matters are performed with gravitas and exactness, so as to maintain the god's good will and favor of Rome. Only the monotheists are openly scorned for their narrow-minded beliefs.

Depending upon the god you serve, you might bless marriages and new business ventures, prepare the legions for war, or announce the gods' will at celebrations. You serve the divine and there is still a role for the gods to play among humanity.

Attribute Bonus: +1 Heart, +1 Soul

Special Qualities: see **Clergy Qualities**, page 26

Criminal

Motto: *Auribus Teneo Lupum* (Latin: I hold a wolf by the ears)

Signa Romanum: A sap (a short club of wood and/or leather, used to knock people unconscious).

Description: Criminals live outside of the law, and if caught offending the wrong Roman or breaking the law in the wrong place, they risk losing a hand or being strangled to death. Survival, much less freedom and creature comforts, are rare. Only the most savage thrive in such an environment. Many former slaves escape their masters only to become involved in the one place that will accept and shield them. There is no honor among thieves, except protect one's friends and hope they don't cut your throat while you sleep.

While there are criminals in every corner of every hill, the Aventine Hill is the most infamous of criminal locations, leaving a vast number of the docks along the Tiber river under gang control. Some of these gangs even have patrician patrons who use them as pawns in complex power plays.

The bureaucrats and clergy turn a blind eye to the criminal underworld. Corruption and graft are considered just another unsavory aspect of life. The stoic Roman heart believes crime will always exist because people are weak; the powerful tolerate some amount of crime, so long as the criminals limit themselves to the lower classes and avoid disrupting commerce.

Playing a Criminal: You exist in the shadows of the great empire, thieving and murdering to survive in her twisted alleys and hidden streets. Few make such a life for themselves by choice, instead falling prey to fortune and circumstance. You might be a starving pickpocket, a murderous cut-throat, or a member of a prestigious gang in the underworld Collegia.

For more information, see **Crime and Punishment**, page xx.

Attribute Bonus: + 1 Body, +1 Heart

Special Qualities: see **Criminal Qualities**, page 26.

Gladiator

Motto: *Ave, Imperator, Morituri te Salutant* (Latin: Hail, Emperor, we who are about to die salute thee)

Signa Romanum: A rudis (a wooden gladius or rod)

Description: Gladiators most often come from captured foreign soldiers (such as the infamous Thracian known only by the moniker Spartacus), criminals sentenced to death, or slaves raised and trained in the brutal blood sport from an early age. Those who fight well earn the adoration of the crowd, rewards in coin, and sometimes are even granted their freedom, including a pardon for all former crimes.

Some poor souls volunteer to test their mettle in the arena, seeking the fame and coin that comes with victory. Fallen freedman, broke or bored patricians, or even veterans of the legions sometimes became gladiators of their own free will. Among the most popular gladiators are women, such as the fearsome Achillia of Halicarnassus, who is said to have descended from a lost Amazonian tribe along the Rhine River. Single women who manage to survive the arena often have the coin to live independent lives as celebrities, out from under the control of their paterfamilias. Beloved encyclopedist and doctor Aulus Cornelius Celsus protested such behavior before the Curia, referring to them as a “disgrace to Rome,” and challenged men to imagine their wives coming home with armor and gladiator gear.

Playing a Gladiator: You are not a soldier, neither are you a mere mercenary or a common thug knifing someone in a dark alley. You are a god among mortals, a legend in the sand and arena – you are a gladiator. You’ve been branded into the brotherhood, given specialized training at a *ludus* (gladiator academy), and won the adoration of the Roman public. Bouts might be solo matches, chariot races, wild beast hunts, or even naval bouts mirroring old battles. Winners become heroes to the fickle mob, who often determined life or death by the roar of their applause. Losers are the bloody grist in the endless death mill of the arena.

Victory brings riches, fame, and even a certain amount of clout. Wealthy clients might even purchase vials of sweat and dirt scraped from your body after a match for health and beauty tonics, or pay more for certain romantic favors. It’s a paradise built upon the sand, waiting for the oncoming tide. So long as you risk your life in the arena, any error or misfortune could render your life forfeit at any moment. The mob is fickle, seeking only to sate their bloodlust. Should they ever turn on you, it will be your blood they demand when next they thirst. For more information, see **Panem et Circenses – the Arena**, page xx.

Attribute Bonus: + 2 Body

Special Qualities: see **Gladiator Qualities**, page 27.

Merchant

Motto: *Caveat Emptor* (Latin: Let the buyer beware)

Signa Romanum: A dupondius (a bronze-cast coin)

Description: Once wealth was measured in land and the patricians held a virtual monopoly on all the best acreages in Rome and outer Italia. In the aftermath of the Ides of March rebellion and assassination, Caesar broke this monopoly as he punished the Senators who were party to such treason. Mercy was once was the hallmark of mighty Caesar, but no more. The conspirators' lands were forfeit to the resettled veterans of the legions. Those with coin and cunning purpose took Hades' favor, and parted land from the gullible. Now, new families of power arise in Rome, drawing wealth from other sources.

The legions conquered the known world, but the merchants reaped the benefit by reselling the spoils of war: slaves, art, and goods of the conquered. They utilized the roads of Rome to create dynamic, protected trade routes. Despite the Caesarian Reforms, meant to encourage the hiring of plebeians and freedman by limiting the number of slaves who could be used on a single project in Italia, the cancer of slavery has spread throughout the Empire.

The patricians might consider the handling of coin distasteful, but the merchants know money is merely a tool that balances power between the high and the low. Trade is the one profession which can be entered into without family name or reputation. Coin has its own means and reputation. Many merchants are the freed slaves and low-born who have risen from nothing to power through trade. Not all trade is unsavory; many souls make decent livings while improving the community. Yet, to do business in the Eternal City is to deal with graft, corruption, and brutality.

Roleplaying a Merchant: Coin and shrewd business acumen are your weapons; your war is not waged for glory or honor, but profit. The patricians often refuse to even touch coins, and so it falls to the middle-men, the merchants, to buy and sell what the city requires, and, even more importantly, desires. You know how to track inventory, procure the best loans from moneylenders, and navigate the complex bureaucracy of the Eternal City, including dealing with certain members of its criminal population. You have connections within the municipals, the clergy, and, perhaps one day, you might have the wealth to stand with the Senate.

Attribute Bonus: + 1 Heart, +1 Mind

Special Qualities: see **Merchant Qualities**, page 27.

Legionnaire

Motto: *Senatus Populusque Romanus* (Latin: For the Senate and People of Rome)

Signa Romanum: Golden Eagle

Description: All legionnaires serve for a period of twenty-five years, unless given special dispensation by a general or the Senate. The Marian reforms ensured service always guaranteed citizenship, even for foreign nationals. The last five years of service were always lighter duties, often in a civilian capacity at home. However, by law and tradition, once a soldier crossed the Rubicon river, he immediately reverted back to a citizen unless given special dispensation.

Life in the military is hard. It breeds hard men who believe in doing whatever's required without sentiment. The citizens of Rome live in both terror and awe of its armies, always afraid a charismatic general will lead an open revolt against the Senate and, now, the Emperor. The traitor Brutus still controls three legions in Britannia, where he's surely been training British

barbarians in Roman military techniques. Some whisper the truth is even worse: these lost legions have gone native, running into battle naked, painted blue, and consuming the flesh of their enemies.

Playing a Legionnaire: You are a citizen-soldier in the world's greatest military power, capable of conquering enemy territory, building roads that encourage commerce, and bringing the civilization of Rome to the barbarians, whether they wish it or not. Each legion is a combination mobile army and brutally efficient government, which has a unique culture of service and glory dating back to when kings ruled Rome.

Whatever your rank and whatever your social class, you live to serve the Republic of the Eternal City, and you'll let nothing stop you from enforcing her will. For more information about the culture and structure of the legions of Rome and their legionaries, see the Legions of Rome, page xx.

Attribute Bonus: + 1 Body, +1 Mind

Special Qualities: see **Legionnaire Qualities**, page 28.

Soothsayer

Motto: *Praemonitus Praemunitus* (Latin: Forewarned is forearmed)

Signa Romanum: A human skull

Description: All Soothsayers serve the academy for a period of ten years either as a magister (teacher) or enforcer. In exchange, those who graduate earn a lifetime's membership to the school's gargantuan library, access to rare herbs and minerals required for rituals, and, most importantly, a constant stream of communication with the Three Soothsayers.

Every patrician family sends their children for testing, hoping one of the academy's magisters finds a spark of inherent talent. Some of the great patrician families, lacking such luck, offer patronage in the form of sacks of filled with coin or political influence. Few students who join in this manner manage to succeed, but there's great prestige even in limited training. Plebeians and freedmen also send their hopefuls, and, thus far, have succeeded in equal measure. Surprisingly, even slaves purchased at random have shown some natural talent for magic. The requirements for success at the Soothsayer Academy are blind to social standing or political sway.

Playing a Soothsayer: Through tireless hours of study, bloody sacrifice, and the tutelage of the Soothsayer Academy, you've mastered the subtle and terrifying art of magic. With but a gesture, together with the understanding of mystical principals and the proper application of energy, you can perform real magic – miracles that hitherto had been the province of the gods. Eternally bound by loyalty and oath to the Soothsayer Academy, you navigate the bonds of family and politics as an outsider; mortal but empowered with the force of a god.

In return for their protection and favored status, the Soothsayer Academy provides the Empire with new magicians, who aid their attempt to expend Rome's reach and position in the world.

Attribute Bonus: + 1 Mind, +1 Soul

Special Qualities: See **Soothsayers Qualities**, page 29

Genre Factions

Cato the Black is believed to have said that Rome rules the known world, but lacks the discipline to govern herself.

Patricians

Historian Titus Livy recorded the first one hundred men appointed as Senators by Romulus himself were granted the *cognomen ex virtute* (name by virtue) of *patres*, meaning ‘fathers’. Thereafter their clans (called *gens*, or collectively *gentes*) became known as patricians. While this origin story is dogmatically correct, adhering to Roman mythology and the accepted theology of the founding of the city, most rationalists presume the patricians were the leaders and land-owners of the first tribes who settled the seven hills of Rome. The twin pillars of patrician social power stem from a near-monopoly on land ownership within Rome and the length of their *gentes*’ Roman citizenship. Many eschew direct worship of the gods, and instead consider the Republic itself divine. Thus, the expansion of an Empire beyond Rome’s natural borders makes many uneasy.

Under the Caesarian reforms, patricians no longer enjoy more special rights than those possessed by an average citizen. However, many still believe the patricians are favored by the gods and their presence adds social weight to any occasion they deign to participate in. It is commonly said the patricians are the foundation of the Republic, and their blood is the mortar which keeps the walls standing strong. The word of a patrician is always accepted as true, and the courts will almost always favor one unless presented with overwhelming evidence to the contrary.

The civil wars, and banishment of the Senate Liberators, marked the decline of many patrician *gentes*, leaving them as names on dusty lists, soon known only to historians. Some stave off this extinction via adoption of cadet plebeian *gentes*, such as the Julii Caesares adopting the equestrian branch of the plebeian *gens* Octavia.

All patricians benefit from the following legal and cultural traditions:

- Cannot be judged, punished, nor detained without a trial
- Cannot be accused of lying or perjury, based on the honor of their house, without a trial.
- Can be sentenced to a lesser punishment due to their family’s service to Rome.
- Always the first to be seated at any religious or public festival.

Patrician Gentes Miores (The Major Patrician Families)

Among the patrician families (known as *gentes*), six are considered the most noble houses, who best represent the great virtues of Rome. The Speaker of the Senate is traditionally chosen from this august group, and efforts to change this custom are greatly opposed.

Some of these ancient and storied families fell onto hard and desperate times, most notably the Valerii. However, despite the Caesarian reforms, the majority of patrician *gentes* still flourish and control important positions in the Senate and Rome. Many citizens of Rome believe these storied familial bloodlines are as sacred as the Republic of Rome itself, and are thus reluctant to take any direct action against them.

To become a member of one of the major patrician houses, characters must purchase the **Quality: Patrician Gentes Maiores**, page 29. Typically, this quality is purchased during character creation. But if the storyline warrants a change in status, such as the classical movie tropes of identity switched at birth, the revelation of one's true father, being adopted, or marrying above one's station, the character can purchase the Quality. Purchasing this Quality unlocks **Factional Qualities**, see page 29.

Aemilii

Legend has it that this patrician gente descends from Amulius, the tyrannical uncle of Romulus and Remus, who deposed his brother Numitor to become king of Alba Longa. Such myths, however, are not repeated in open due to the current political climate, for even the mighty Aemilii must publicly appear to support Caesar.

Historian Titus Livy claims the Aemilli founder is Mamercus, the son of Numa Pompilius, the legendary second king of Rome. The family name is thought to come from the persuasiveness and cunning of their founder's words. Some say the name comes from Mamercus being a fierce warrior. Others claim there were once twin brothers who battled the enemies of Rome under the banner of Mars. The eldest bore the cognomen *Aemilius, He Who Conquers*. The younger brother was Valerius, founder of the Valeria line. The centuries set these two cousin patrician families against each other. Whatever their origins, the Aemilii have been a part of Rome and her inner workings from the time of kings and legends to the current Republic and her Empire.

Astonishingly, the Aemilii recently publicly allied themselves with the Cornelii, despite Caesar's displeasure. Their paterfamilias is Senator Manius Aemilius Vetus, the richest man in all of Rome. It is said that only his appetite exceeds his wealth. His wife, Nephele of the Aemilii, is the materfamilias of a militia comprised of exceedingly wealthy sons and grandsons of Rome. Since the wife of the Emperor, Calpurnia, died of a strange wasting disease five years ago, Nephele has become the unspoken Materfamilias.

Claudii

The Claudii, sometimes written in the old histories as the Clodia, have occupied the highest offices of state since the dawn of Rome. They are noted in the current era for their overwhelming pride concerning their patrician status, as well as some bitterness over the Caesarian reforms and the subsequent removal of their special privileges. Their bearing is distinguished by a haughty defiance of any other gentes' claims to superiority, disdain for the laws that restrict their rights, and coldness of heart in all dealings with others.

While the other major patrician families speak of their origins during the dawn of the time of kings, the Claudii formed after the formation of the Republic. A young Rome warred with all of the surrounding tribes, including the Sabine. A Sabine military leader, Attius Clausus, came to Rome with his soldiers during these early years. Clausus offered the Senate of Rome their eternal loyalty, and was rewarded with a unique, grandfathered-in patrician citizenship. His followers were given land on the far side of the Anio river, where they formed the core of what became the "Old Claudian" tribe.

Many believe the Claudii are touched by the god Vulcan, for they are known to be clever, well-versed in design, exceptionally rich with their gold mines, and sometimes have children born with uncommon congenital deformities. This caused some scandal in the high society, and few other patrician families wish to marry their children into their gens.

Marcus Livius Drusus Claudianus, the paterfamilias, remains a strong supporter of the Emperor, despite the Caesarian reforms. While the Aemilii can't oppose Caesar directly, they can and do frequently oppose Claudianus in the Senate.

Cornelii

The origin of the Cornelii is lost to the fog of history. Their nomen suggests the cognomen *Corneus*, which means 'horny from having thick or callused skin.' Tradition holds the Cornelii first tamed the wild seven hills of Rome, and were Rome's first farmers and land-holders. Historian Titus Livy is so bold to say that the Cornelii laid the foundation for the Eternal City. This family has sired many lesser patricians, and their adoption of a host of plebeian gentes was instrumental in many victories for Rome, including the Punic Wars.

Staunch defenders of the Republic, and not-so-quiet supporters of Brutus and his Senate Liberators, circulate rumors that Publius Cornelius Scipio Salvito sent men and gold to Britannia years ago. At least the Emperor believed that to be so, and then publicly forgave the Cornelii, while accepting their continued donations to the Republic's granaries to supplement the income from Alexandria. The implication was clear, and for nearly a decade, the Cornelii have nearly been social exiles. None would openly impugn their family honor, but they are often quietly excluded from the best parties and events.

Recently, the richest man in Rome made their redemption his cause. Manius Aemilius Vetus, along with the younger brother of Marcus Antony, Senator Lucius Antony Creticus, openly embraced the Cornelii. He reminded Caesar of the potential war with the Parthian Empire, and that victory in Africa is assured if a Scipio of the Cornelii line leads the battle. This is part of the same prophecy in the Sibylline Books, which says only a Rome united under a king can win again the Parthians.

Fabii

The Fabia established themselves forever among the greatest patrician families when three brothers were invested with seven successive consulships early in the history of the Republic. They won eternal glory at the tragic Battle of Cremera, when the best of several generations was wiped out in a futile defense of Rome.

Once, the Fabii were staunch supporters of the aristocratic policies of the Senate, favoring the rights of patricians. During the revenge war against the Veientes, victory was achieved only through cooperation between the Fabii, the Valerii, and a majority of the older plebeian families. Thereafter, the Fabii pledged to support whatever was best for Rome. This caused some tension with their ancient allies, the Claudii.

Fabii are staunch believers and devout supporters of the state religion. They have deep ties to the Luperci, the priests who perform the sacred rites of the ancient religious festival,

Lupercalia. They also worship Hercules, and maintain their family descends directly from the demigod, who visited Italy a generation before the Trojan War and sired the three brothers who founded the Fabii tribe.

Historian Titus Livy suggests it's more likely the first Fabii were the followers of the brothers Romulus and Remus, and offered up sacrifices in the cave of the Lupercal at the base of the Palatine Hill (which became the origin of Lupercalia). This tribe was believed to be shepherds and hunters of wolves, and hard men and women born from an uncivilized time and place.

The Fabii continue to support Rome and her gods. They oppose the fashionable wave of stoicism and remember a time when instinct and faith brought them out of the darkness. If they have opinions about the Emperor and the Soothsayers, they keep such thoughts to themselves. But they openly mourn the deaths of the Decemviri (see **Pagan Rome: Decemviri**, page xx) and the Augurs (see **Pagan Rome: Augurs**, page xx) on the Ides of March, and that alone is a risky position to take. Thus far, no Fabii have graduated from the Soothsayer Academy.

Sulpicii

The Sulpicii are one of the most distinguished and ancient families in Rome. This gen produced multiple, concurrent Consuls and other worthy and distinguished politicians. They were instrumental in driving out the Tarquins and establishing the Republic. The Sulpicii founded a number of prosperous plebeian families descended from their freemen, to which they still maintain close ties. Notable characteristics and virtues of this family include a passionate devotion to family and the arts, their liberal treatment of women, and a sense of civic responsibility.

It is said the legions of Rome supplied the materials, but the Sulpicii transformed Rome from a city of brick to one of marble. Many notable, famous artisans come from their patrician and plebeian gens. Currently, their most famous artist is the poetess known as Sulpicia, the daughter of Servius Sulpicius Rufus, a noted orator. The current Paterfamilias of the Sulpicii, Quintus Sulpicius Camerinus, seems content to allow the controversy his cousin by blood generates, and the accusations that she couldn't have possibly written such elegant poetry.

During the reign of the Emperor, the Sulpicii remained silent. They continue to concentrate on what they believe to be the real glory of Rome, its culture and art. Yet, they remain close, if non-political allies, of the Aemilii.

Valerii

The Valerii are dying. They have no cadet houses. Their current paterfamilias, Quintus Valerius Orca, led them to financial ruin to appease his wife, exiled in Alexandria (Septima Valerius Orca). In days past, many great leaders of the legions and Senate came from this gens. Much of their prestige stems from their leadership in removing the last kings of Rome and exiling the Tarquins. During the transition to the Republic, this gens was so trusted that they were granted royal power on behalf of their tribes.

Their early honors resulted in a number of unusual privileges awarded to this family, including the right to bury their dead within the city walls-- a right only otherwise granted to the Imperial family and former Consuls of Rome. They also hold a special balcony at the Circus Maximus, with a unique throne that not even the Emperor enjoys, and a villa built by the legendary Publius Valerius Publicola (one of the first Consuls of Rome), with doors that open outward into the street to allow for a proper military defense. No other gentes is allowed such a defense, and these doors are an honor, a symbol of Rome's debt to this family. Other gentes might have political power or great wealth, but the fortunes of the Valerii lie in their deeds and inspiration of others.

Starting with Publius Valerius Publicola, the Valerii are notable in their advocacy of plebeian causes, and helped pushed through many laws granting them the full rights of Roman citizens.

The former paterfamilias of the Valerii, Titus Valerius Perseus, was the senator who first sponsored the Caesarian reforms. While they lack patrician cadet houses, the Valerii sponsored many plebeian houses, even if they are too proud to take payment for their patronage. It is said that Titus Valerius Perseus himself shielded Caesar's body during that fateful Ides of March. To their critics, this is yet another sign of this fallen gens striving for the glories of ages past without concerning the consequences of their deeds.

The blood of the Titus Valerius Perseus grows strong in the shadow of Caesar, such that the enemies of the Empire have sought the lives of his children, citing an ancient verses in the Sibylline Books.

Patrician Gentes Minores (The Minor Patrician families)

Over a hundred or more minor patrician families, aligned under one of the Gentes Maiores, live in Rome. For example, the Julii Caesares are formally aligned with the Claudii.

This section contains a list of these minor houses, along with a simple description of what said family is known for during the events of *Mystical Rome*. Little is known about many of these gentes, except for their appearances on important lists, coins, or official records. There are many other houses addressed in history, and players should discuss their options with the Director.

Directors and players are encouraged to expand upon the limited descriptions here:

Developer's Note: We're going to allow patrons to help us expand this section with the upcoming Morra Kickstarter.

- *Aquillia*: A gens with many patrician and plebeian branches, known for being traditionalists and sun worshippers.
- *Atilia*: Known for their support of the legions, and the rare willingness of a patrician gens to dive into commerce.
- *Cloelia*: Descended from Clolius, a companion of Aeneas, and a cousin branch to the last kings of Rome.
- *Curtia*: Part of the Sabine tribe from the time of kings, made citizens of Rome after their surrender.

- *Foslia*: A gens that has a strong interest in shipping and trade, known for offering rare pleasures to their guests.
- *Furia*: A gens of Tusculan origin, known for their great tempers, wealth, and passion.
- *Gegania*: Descended from Gyas, who accompanied Aeneas from Italy to Troy. They are said to be one of the noblest families of the Alban aristocracy, and were incorporated into the Roman state after that city's destruction by Tullus Hostilius.
- *Genucia*: Said to be gifted by Athena with incredible foresight. In the Time of the Soothsayers, they have more graduates of the Soothsayer Academy than any other gens.
- *Herminia*: Known for their roots as fishermen and bridge builders, allegedly the architects and first defenders of the great Sublician Bridge.
- *Horatia*: A small but legendary gens that hails from fabled Alba Longa, and is known for their heroes and horses.
- *Julia*: Of Alban origin, the Julii moved to Rome upon the destruction of Alba Longa. They claim descent from Ascanius, son of Aeneas, who is in turn the son of Venus and Anchises. This small house almost faded into obscurity until the rise of Caesar and his adoption of the plebeian gens Octavia, which breathed new life into the family.
- *Lartia*: A noble gens famous for their defense of Pons Sublicius in Lars Porsena's war against Rome.
- *Lucretia*: A cultured gens known for their skill with poetry, politics, and love.
- *Manlia*: A disgraced gens from the Latin city of Tusculum. Once revered for their loyalty, Marcus Manlius Capitolinus was tried for treason by the Senate two decades ago. He died in the arena, and his family was ordered to never again use the praenomen Marcus. They hunger for redemption.
- *Menenia*: Famous for their curly hair, this gens faded into obscurity in the Time of the Soothsayers.
- *Metilia*: A gens that moved to Rome following the destruction of Alba Longa. Known primarily from their deeds in the Punic Wars and avid support of the Imperator.
- *Minucia*: Known for their mercurial temperament and strong devotion to Stoic ideals to combat it.
- *Mucia*: A legendary gens descended from the hero Gaius Mucius Scaevola. Historian Titus Livy reports that as a young man, Mucius volunteered to sneak into the camp of Lars Porsena, the king of Clusium, then besieging Rome, and assassinate him. Unfamiliar with Etruscan dress, he mistook the king's secretary for the king himself and was captured. Later, Mucius demonstrated his bravery to his captors by thrusting his right hand into a brazier and standing silently as it burned. King Porsena could no longer stand the sight or smell of Mucius' burning hand and forced it out of the brazier. This sight of Roman bravery, and the promise of future assassinations, inspired Porsena to leave Rome.
- *Nautia*: Known for their service during the Samnite Wars, this gens seems to be fading, although it's said Caesar favors them.
- *Numicia*: A gens known for their service in the legions and the mines they own in Africa.
- *Papiria*: An old monied house with resources in land, mines, and shipping.
- *Pinaria*: Descended from Pinus, a son of Numa Pompilius, the second King of Rome. In a sign of their devotion to the Republic, they surrendered their divine right of kingship.

It's whispered that at private meals, they toast Brutus and prepare for the day he marches on Rome.

- *Politia*: One of the original Servian tribes, considered important landowners during the Roman monarchy.
- *Postumia*: Noted old and wealthy Roman aristocracy, the Postumii faded for a time into obscurity until Caesar appointed a number of them to city offices to replace the disgraced and exiled Senate Liberators.
- *Quinctilia*: Descended from one of the followers who left Alba Longa after the brothers Romulus and Remus restored their grandfather, Numitor, to the throne. They offered up sacrifices in the Lupercal at the base of the Palatine Hill, which earned the god's blessing and became the foundation of the religious festival, Lupercalia.
- *Scipiones*: A branch of the Corneli family, founded by Publius Cornelius Scipio Africanus, famous for their many victories in Africa, and a subsequent prophecy in the Sibylline Books concerning a future battle against the Parthian Empire. Every general, Senator, and Emperor knows never to send armies to Africa without a Scipio to lead them.
- *Sempronia*: An ancient gens known for their beauty and poise. They are well-liked and thought of as the reason Rome exists, to produce such civilized refinement. Their wealth derives from the huge dowries other families pay for the privilege of marrying Sempronia sons and daughters.
- *Sergia*: Descendants of the legendary Sergestus, one of the heroic Trojans who came to Italy with Aeneas. Four hundred years ago, Lucius Sergius Fidenas became Consul and attempted to become a tyrant and abolish the Senate. He was stopped by the Bruti and condemned to the arena. They disappeared from public life for centuries, until the Emperor forgave the gens.
- *Servilia*: An old gens believed to have a magical copper coin that grows or shrinks in size in proportion to their prosperity. They are the only conspirator patrician family related to the Senate Liberators allowed to remain after the purge following the Ides of March, because they threw themselves upon the mercy of Caesar and paid some secret, but believed to be very expensive, price.
- *Sestia*: Known for their light touch, disposition, and neutrality towards politics, but consumed with fashion, art, and the arena.
- *Siccia*: A quiet, almost rural gen with many farms, orchards, and slaves.
- *Tullia*: A solemn gen known for a tradition of public service and working in the lesser offices of the Republic.
- *Verginia*: Vocal supporters of the Emperor, this gens got rich off the slave trade and other imports from western Europe.
- *Veturia*: Legend has it during the Time of Kings, the armorer Mamurius Veturius crafted the sacred ancilia. The beauty of these twelve shields was such that Mars himself was pleased, and when they were placed in his temple the god promised he would forever aid the Eternal City against her enemies. Thus, the Veturia family are forever elevated, and continue to build great and terrible things for Rome.
- *Vitellia*: The origin of this family is currently in dispute. They claim to have settled at Nuceria Apulorum in the time of the Samnite Wars, but their enemies claim this gens rose from a freedman who somehow found the coin to bribe his way into Roman society.

- *Volumnia*: A gens of little political or social importance, but overburdened with coin and land.

The following gens were exterminated or exiled after the infamous Ides of March:

- *Brutii*: An old and legendary gens, famous for killing the last king of Rome. Once on the rise, under the patronage of Caesar himself, Marcus Junius Brutus led the infamous Senate Liberators against Caesar. He would have won if the Three Soothsayers had not intervened with their magic. This old house relocated to Britannia, and allied their legions with the Caledonians and a foreign Soothsayer.
- *Cassia*: An old gens with ties to politics and farming, with a solid reputation until the Ides of March.
- *Cinna*: A cadet gens from the Corneli, who funneled a good deal of Rome's worth and wealth to field the Caledonian army.
- *Ligarius*: A haughty gens, known for their opposition to Caesar and yet still thrice-forgiven by him. After the Ides of March, it is said those who remained in Rome were fed to the lions.
- *Tillia*: A fierce and respected gen, known for insisting that all of their sons serve in the legion before entering public life.

Plebeians

Plebeians are the general body of free Roman citizens. The precise origins of the group, and the term itself, are unclear. Historian Titus Livy suggests that Ancus Marcius, one of the early kings of Rome, granted the gentes of hardworking Romans whose blood had paved the streets of Rome the collective *cognomen ex virtute* (name by virtue) 'plebeians'.

Over the centuries, the patricians came to use the term pejoratively, forcing through the Senate many punitive laws restricting plebeian legal rights, and leveraging their monopoly on land ownership to reap many rewards. Plebeians were excluded from magistracies and religious colleges, and they were not permitted to know the laws by which they were governed. Plebeians served in the army, but rarely became military leaders. Dissatisfaction with their place in the social structure led to a *secessio plebis* (plebeian general strike), where they withdrew from the business of Rome. Commerce shutdown and the people went hungry and rioted, murdering others in the streets.

The Caesarian reforms ended the last of the legal restrictions upon the plebeians as a class, leaving them more or less equal to the patricians before the law of Rome. However, many patrician families were granted special privileges that became pseudo-laws under Roman traditions. For example, the Valeria are the only family allowed to bury their dead inside of the city walls, and to fortify their doors, so as to allow themselves a chance to fight invaders. Both are against the law for anyone else, but their storied family earned the right from the second King of Rome when they defended Rome from an enemy tribe.

Some plebeian families took advantage of these reforms and transformed themselves into a new nobility amongst the plebeians. Such rich plebeians are called *novus homo* (a new man) or, more specifically, a self-made man.

Here's a list of common plebeian *nomens*: Abronia, Afrania, Anneia, Arellia, Ateia, Balventia, Bantia, Bellicia, Betiliena, Caecina, Caelia, Caeparia, Caesia, Calpurnia, Calvisia, Canutia, Catia, Curtilia, Cuspia, Duilia, Durm//ia, Duronia, Epidia, Equitia, Erucia, Fidiculania, Flaminia, Fulvia, Fundania, Gallia, Gargonia, Gavia, Gegania, Gratidia, Hateria, Heia, Helvia, Hostilia, Insteia, Juventia, Laceria, Lamponia, Laronia, Lartia, Livia, Lollia, Lucilia, Lutatia, Magia, Maria, Memmia, Menenia, Menia, Mustia, Naevia, Nasennia, Neria, Nonia, Nymphidia, Obellia, Obultronia, Octavia, Ofania, Opetreia, Opsia, Ovidia, Paccia, Palfuria, Palpellia, Pantuleia, Papia, Papinia, Peducaea, Perpenna, Pinnia, Plaetoria, Pompilia, Pomponia, Pomptina, Porcia, Pupia, Quartia, Quartinia, Rabonia, Rabuleia, Reginia, Remmia, Rufria, Rullia, Sallustia, Salonia, Sanquinia, Saria, Scaevia, Servaeaa, Sicinia, Silicia, Tarpeia, Tineia, Titia, Tullia, Ulpia, Ummidia, Viridia, and Visellia.

Liberti (Freedmen and Freedwomen)

The Liberti are former slaves redeemed from bondage to a Roman citizen via a process known as manumission. Afterwards, the liberti enjoy freedom from ownership and *libertas* (voting rights). A former slave granted this freedom is called a *libertus* (freed person) in relation to her former master, who gains the title of *patronus* (patron). A patron is expected to ensure his former slave knows and obeys the laws of Rome.

Liberti are neither entitled nor empowered to seek public office or state priesthoods, nor can they achieve Senatorial rank without Emperor intervention. However, many liberti work in the bureaucracy of Rome, ensuring the Eternal City keeps running. By law, the children of any liberti can earn the full rights of citizenship, and their grandchildren are considered plebeians.

Slaves

The glory of Rome was built upon the blood and suffering of her slaves. The legions of Rome return after each victory with slaves taken from enemy forces, their captured families, and anyone else they could justify press-ganging into servitude. Slavery in ancient Rome played an important economic role. Aside from manual labor, they performed many domestic tasks (called body slaves), and were often quite skilled Artisans. Unskilled slaves, and those condemned to slavery as punishment, lived harsh lives working on farms, arenas, mines, and mills. Those who refused to work were sent for redemption in the Arena.

Slaves are considered property under Roman law, have no legal personhood and thus no rights as people. A slave can be subjected to corporal punishment, torture, and brutal execution. Attitudes have begun to change, in part because of the Caesarian economic reforms. These were greatly supported by the plebeians and freedmen, mainly because no-cost labor made competition impossible and killed trade. The Stoics, black-garbed disciplines of Cato the Black believed in the divinity of the Republic and that slavery as a taint on their souls. They have made it quite unfashionable for citizens to keep slaves in the Eternal City, believing all people contain within their flesh the *logos*, the divine word or spark that separates a person from an animal.

Thanks to the Caesarean reforms, it is now illegal not to pay slaves for jobs, transforming the horrific experience into an also horrible, forced, indentured servitude. Playing in this faction is a major challenge. A good portion of your agency is lost to the whims of fate.

Foreign Tribes

While some foreigners, such as the Greeks or the Alexandrians (children of Ptolemy) are held in high esteem, only two classes of tribes matter. Roman or foreigner. Romans naturally presume that all other tribes have a social order akin to their own, and respect that order so long as it is understood that Rome and her citizens are always first among equals.

Rome is the cosmopolitan center of an expansive economic and martial empire. Those who seek to advance their own business interests must find inroads to the Eternal City, learn to navigate the complex and often far too confusing bureaucratic system, discover who must be bribed, and then determine the underworld gangs who should be employed to protect their shipments. Ironically, Romans tend to respect the merchants and diplomats of foreign tribes, especially the ones who learn local laws and traditions. Only the Caledonians of Britannica are treated with suspicion as they are feared as Brutus' spies.

Playing in this faction is a challenge. Characters of this faction are considered to have a 1-point Consequence: Foreign Tribe (see **Genre Qualities and Consequences**, page xx).

The Collegia

A *Collegium* (translation: 'joined together' or 'college') is any association or club in ancient Rome with a legal persona, similar to a corporation in the modern world. They operate as trade guilds, social clubs, burial societies, religious orders, political factions, and even gangs or underworld organizations. Collegia generally organize themselves by copying the Senate, and meeting locations are known as *curia*, after the Senate building.

Skill Adjustments

The following adjustments to the baseline skills are required to keep the tone, feel, and historical accuracy of *Mystical Rome*:

Art

Advanced arts education and training is a rarity in ancient Rome. To advance beyond the second point of this skill requires a special Quality.

The following Professional Specializations are appropriate for *Mystical Rome*: Bronze Casting, Ceramics, Dancing, Drawing, Glassblowing, Metalworking, Mime (acting), Mosaics, Painting, Poetry, and Sculpting.

Convince

Speeches and oration are a necessary form of communication for every profession. Merchants, politicians, actors, and even gladiators all have forms and rules to follow when addressing a crowd.

The following Professional Specializations are appropriate for *Mystical Rome*: Debate, Insult Poetry, Political Oration, Public Announcements, Religious Oration, Senatorial Debate, and Threats.

Crime

Crime is a brisk and deadly trade in this Genre. Forgery is the largest threat to law and order. Most Romans are barely literate, and those with the skill to mimic official orders can take advantage of the unwary. Even apart from forgery, second-story workers do a brisk business for their Collegium.

The following Professional Specializations are appropriate for *Mystical Rome*: Arson, Breaking and Entry, Forgery, Lock-Picking, and Pick-Pocketing.

Fighting

Romans are obsessed with the fighting styles of their fallen enemies, and so their gladiators often wield strange or archaic weapons.

The following Professional Specializations are appropriate for *Mystical Rome*: Axe, Contus (Lance), Gladius (Short Sword), Knife, Mariobarbuli (Weighted Darts), Pilum (Javelin), Pugio (Dagger), Spear, and Trident.

Firearms

In *Mystical Rome*, this skill relates to archery, as appropriate to the geographic region. Naturally, modern firearms remain outside the Genre.

The following Professional Specializations are appropriate for *Mystical Rome*: Arcubus Ligneis (Wooden Longbow), Ballistae (Bolt Thrower), Composite Bow, and Mounted Archery.

Knowledge

Formal education is a rarity in ancient Rome, with most relying upon parental instruction or private tutors. For those with the coin to pay, private academies are available. Those wishing to learn a trade or other skills can seek out the appropriate Collegia, and apprentice themselves to a master in exchange for training. To advance beyond the second point of this skill requires a special Quality.

The following Professional Specializations are appropriate for *Mystical Rome*: Accounting, Bureaucracy, Cartography, History, Law, Politics, Philosophy, Religion, Rules of Order (how the Senate and other political bodies operate, useful for a politician).

Medicine

Nowhere is education's rarity more evident than in the field of medicine. Many religions and philosophers entertain strange theories related to the four humors (developed by the Greek physician Hippocrates), and other speculations regarding the physicality of the human condition. Yet, a few actual doctors advance their art by experimentation, and learn through repeat failures how to cure the sick and perform surgery without killing the patient. To advance beyond the second point of this skill requires a special Quality.

The following Professional Specializations are appropriate for *Mystical Rome*: Faith Healing, Diagnostics, Herbal Remedies, Surgery, and Valetudinarian (military triage and combat medicine).

Science

Despite the advances of the Greeks and Romans in a number of scientific fields, such as Astronomy, the scientific method hasn't yet been developed. Romans encourage learning

through an appeal to authority rather than objective experimentation. To advance beyond the second point of this skill requires a special Quality. For more information, see **Reference Material: Theory and Practice of Science and Technology**, page **Error! Bookmark not defined.**

Technology

One of Rome's significant strategic advantages is her technology. In a time of antiquity, they had heated baths, reservoirs and aqueducts, accurate maps, elevators, and strange wonders such as recreating sea battles in the Coliseum. Once they conquered a territory, the first thing the legions did was build roads, and then a bathhouse. Many a barbarian people joined the Empire once they realized the benefits of hot baths and straight roads. To advance beyond the second point of this skill requires a special Quality. For more information, see **Reference Material: Theory and Practice of Science and Technology**, page **Error! Bookmark not defined.**

The following Professional Specializations are appropriate for *Mystical Rome*: Architecture, Construction, Engineering, Masonry, Plumbing, and Weaponry.

Transport

In the *Mystical Rome* genre, this skill relates to the care and riding of horses, and other beasts of burden, as appropriate to the geographic region. It also covers other mechanized form of travel such as carts, caravans, and sailing vessels.

The following Professional Specializations are appropriate for *Mystical Rome*, and may modify said skill to the appropriate animal: Camel, Chariot, Donkey, Elephant, Horses, Giraffe, Rhinoceros, Sailing, Teamster.

Wild Card: Magic

In *Mystical Rome*, this skill relates to the casting of spells and rituals. Magic is exceptionally rare, requiring an approved Quality granting access to this special skill. The Soothsayers Academy, spiritual investments from otherworldly creatures, and divine favor are the most common methods of learning this skill. Some rare individuals master this art via time, dedication, and sacrifice (sometimes of themselves, most often of others).

The following Professional Specializations are appropriate for *Mystical Rome*: Aruspex (reading the future via entrails), Cryptozoology, Divine Energies, Healing, Ley Lines, Magical Theory, Prophecy, Ritual Training, and School of Magic.

***Mystical Rome*: Human Limitations and Genre Qualities**

Mystical Rome is a complex world of adventure, magic, and dark secrets that can freeze the soul. Characters with Qualities that shatter the traditional human ceiling on attributes or skills are thought to be of divine blood. All Qualities that represent unusual or impossible abilities, gimmicks, or powers are considered supernatural or divine in origin. Some characters might be imbued with the horrifying powers of the gods themselves. Directors should reject any Quality that seems strange for this Genre, or if the character lacks the story justification for it.

Archetype Qualities

The following Archetype Qualities are available for purchase, for characters of the given archetype:

Artisan

Apprenticeship (1-point Quality)

You've served time as an apprentice to a known and respected master of your trade, or worked several years for one of the elite Collegia of Rome. You are not bound to the Mystical Rome Genre limitations for the following skills: Art, Knowledge, Science, and Technology. You possess all of the required tools of your trade, are licensed to operate in Rome, and have a local workshop. You gain the following Qualities for free: Specialized Training (page **Error! Bookmark not defined.**) and Small Business (page **Error! Bookmark not defined.**).

Patronage (2-point Quality)

You might not be a patrician yourself, but you have the formal patronage of one of the major patrician families (page xx). So long as said family remains your patron, you live as though you possess the Wealthy quality (page **Error! Bookmark not defined.**) and you gain their immunity to certain laws. Alas, this Quality cuts both ways as you are considered to be part of that patrician family, but less important and more vulnerable, and their enemies are now your enemies.

Touched by the Muses (3-point Quality)

You have a special talent, even among your peers, and a special flair for creating and building; you can create items two levels above Mystical Rome's Tech Level. In addition, you gain a Major MacGuffin (see Chapter Five: Qualities, page **Error! Bookmark not defined.**) for free.

Bureaucrat

Eirenarchs (1-point Quality)

You are an acknowledged keeper of the peace in service to the Republic, often called on to develop young candidates for future service in the militias or as future members of the Empire's bureaucracy. Cato the Black laments that Rome is rife with corrupt bureaucrats, but you are seen as part of a new start. You are an acknowledged bureaucrat in service to the Republic, serving your *cursus honorum*. Whatever your post, you have intimate knowledge of the workings of Rome: you know where to find her public records, purchase orders, construction plans, laws, accounts payable, and any other legal document (with the exception of wills, which are kept by the **Reference Material: Pagan Rome: Vestal Virgins**, page xx). In addition, you gain the Assistant and Talented Qualities ([Chapter Five: Cinematic Qualities](#), page **Error! Bookmark not defined.**). This Quality can be limited by a Director for story purposes.

Known Citizen of Rome (2-point Quality)

You are a known and venerated citizen of Rome, considered to be a living virtue and reflection of her glory. You have the ear of important people and with some work you can make things happen in the Eternal City; you can help local magistrates get selected for "elections," get the verdicts you want in trials, and offer or deny city permits. Pre-

requisite Qualities: Plebeian or Patrician. Once you have achieved this quality, it's possible to lose it due to scandal or political maneuverings.

Magistrate (3-point Quality)

You've been elected to serve one of the lesser magistrate offices (see page xx; quaestor, curule Aedile, or censor) for the Republic (within Rome) or the Empire (serving as the assistant to a provincial governor). You have all of the rights and privileges afforded to this office, and it's considered the basis of a long, political career (see **Reference Material: The Body Politic: Quaestor**, page xx). Pre-requisite Qualities: Plebeian or Patrician. Once you have achieved this rank, it's possible to lose it due to scandal or political maneuverings.

Clergy

Initiate (1-point Quality)

You've been formally inducted into one of the official religious orders recognized by the empire, be it one of the mysteries, or cults. As a result, you are not bound to any limitations from this Genre regarding the following skills: Knowledge and Medicine. You can purchase any metahuman Quality as being divinely inspired. You have all of the rights and privileges afforded to this office, and it's considered the basis of a long, religious career (see **Reference Material: Pagan Rome**, page xx). Pre-requisite Qualities: Plebeian or Patrician. Once you have achieved this rank, it's possible to lose it due to scandal or political maneuverings.

Sacrificium (2-point Quality)

You have been officially recognized as a ritual master, able to perform rites of appeasement including sacrifice. By performing *expiations* (appeasing or seeking favor of a deity) or *piaculum* (seeking forgiveness from a deity) you are capable of influencing the attitudes of the Soothsayers and other Clergy toward specific actions or events. You are qualified to run one of the larger city festivals and rites such as Lupercalia. If you possess a Quality that grants you magic, or are working in concert with someone that does possess said quality, you can leverage the energy of the rite to lower the difficulty of the spell casting (see page **Error! Bookmark not defined.**).

Holy Cantrips (3-point Quality)

Through divine inspiration, or uncovered secret fragments of the Sibylline Books, you've somehow managed to learn the Wild Card Skill: Magic, and gained the Quality: Magic Dabbler (see **Chapter Five: Cinematic Qualities**, page **Error! Bookmark not defined.**). This isn't *strictly* illegal, but those who possess magic outside of the auspices of the Soothsayers tend to be horribly murdered while the Senate looks the other way.

Criminal

Made (1-point Quality)

You belong, body and soul, to one of the underworld's state-approved collegia and were chosen to bear its mark upon your flesh. Only the strongest gangs gain acknowledgement

by the state as a formal Collegia. Joining such a collegia takes cunning, strength, and the ability to apply cruelty judiciously. You can freely walk the criminal underworld, hide in any known safehouse, and if arrested you are immune to prosecution from all lesser crimes that are not against the state or disruptive to the flow of trade. You gain the following Qualities: Calling Card (page **Error! Bookmark not defined.**), and Connected (see page **Error! Bookmark not defined.**).

Noxii (2-point Quality)

You were sentenced and survived the deplorable conditions of the arena and the blood pits as penance for the crimes against Rome. Despite the lack of training or protection, you survived and made a name for yourself fighting trained Gladiators and even the beasts of the wilds. Children pretend to be you, and mimes perform recreations of your last battles. You gain two of the following qualities for free: Minor MacGuffin (page **Error! Bookmark not defined.**), No Fear (page **Error! Bookmark not defined.**), Stone Cold Killer (page **Error! Bookmark not defined.**), and Street Cred (page **Error! Bookmark not defined.**).

Honor Among Thieves (3-point Quality)

Your name is spoken only in fear and hushed voices, even in the halls of the Senate. Despite your disreputable trade, it is known you are a person of worth and honor. Legitimate tradesmen, politicians, and even elite patricians may seek you out to protect their interests in your territory. You walk a very fine line, existing in a brutal world where mercy is often a sign of weakness. The community treats you as honored citizen, merchants will seek your advice, and local criminals give you a cut of their ill-gotten goods as an honorarium.

Gladiator

Apprenticeship (1-point Quality)

You've served time as an apprentice to a known and respected Ludus Magnus (gladiator schools) of Rome. You gain the following Qualities: Calling Card (page **Error! Bookmark not defined.**), Specialized Training (page **Error! Bookmark not defined.**), and Special Attack (page **Error! Bookmark not defined.**).

Brotherhood (2-point Quality)

You are a member of an elite brotherhood: a gladiator of Rome. You trained in the ludus and shed your blood in the sands. You gain +1 Body and +1 Fighting. This bonus breaks the standard rule of not being able to stack bonuses from other Qualities.

God of the Arena (3-point Quality)

You are infamous for your bouts in the arena and are considered to be in line for future godhood. Wealthy patricians (men and women both) pay gold for your sweat (and occasionally other, more private services). You are a celebrity known throughout Rome, and your patrons adore you and shower you with presents. Your fame has attracted the attention of the Clergy, who often perform *expiations* in your honor. You have the best

equipment and weapons. You gain the quality: Major McGuffin (page **Error! Bookmark not defined.**), which must be applied to your armor or weaponry in the arena.

Merchant

Open for Business (1-point Quality)

You've scraped enough coin and contacts to put together a solid business and are known in your trade as a fair merchant. You have enough income to have the Rome version of My So-Called Average Life (**Chapter Five: Cinematic Qualities**, page **Error! Bookmark not defined.**) and Small Business (page **Error! Bookmark not defined.**). In addition, you can choose from one of the following Qualities: Needful Things (page **Error! Bookmark not defined.**) or Resourceful (page **Error! Bookmark not defined.**). You aren't rich, but have just enough coin to be known as an up-and-comer.

Shipping and Exports (2-point Quality)

You have a great deal of contacts in shipping. You know how to get your goods to where they need to go, which pirates to bribe, and what sailors are both honest and discreet. With a little coin and some discussions, you can ensure that a package (be it a group of passengers or cargo) arrives on-time and without any hassles.

Prosperity (3-point Quality)

Business goes well. Prosperity is your mistress. You are a god among mere mortals. You gain the Quality: Midas Touch (**Chapter Five: Cinematic Qualities**, page **Error! Bookmark not defined.**).

Legionnaire

Training Package: Legionnaire (1-point Quality)

The legion has put special time and energy in your training. You may select one of the following Qualities for free: Specialized Training (**Chapter Five: Cinematic Qualities**, page **Error! Bookmark not defined.**) or Special Attack (page **Error! Bookmark not defined.**). In addition, you gain a Trivial MacGuffin in the form of a weapon of advanced quality from your legion (see **Chapter Five: Qualities**, page **Error! Bookmark not defined.**) for free.

Veteran (2-point Quality)

You are a veteran soldier in one of the mighty legions of Rome. You've marched and fought your way across the known world. As you've already earned your salt in previous campaigns, you are treated as a revered veteran. The legion stores always repair and replace your equipment at no cost. Logistics gives you the easiest assignments and when you need to adventure away from the legion to earn a little coin or take care of personal business, your commanders are willing to grant you special dispensation so long as there isn't a battle imminent. Such soldiers are often given permission to marry, own businesses within Rome, and have a life.

Immunes (3-point Quality)

You trained at one of the elite Collegia as an artisan before joining the legion. You march and fight with the legions, as any other soldier, but then lead your fellow soldiers as an artisan, helping to build roads, construct bathhouses, and otherwise bring civilization to the wilds. This special status means you are afforded special privileges: you are excused from guard duty, and can work flexible hours. You are not bound to Genre limitations for the following skills: Art and Technology. In addition, you can select one of the following Qualities for free: Specialized Training (**Chapter Five: Cinematic Qualities**, page **Error! Bookmark not defined.**) or Talented (**Chapter Five: Cinematic Qualities**, page **Error! Bookmark not defined.**).

Soothsayer

Soothsayer Academy (1-point Quality)

Through rigorous study and training under the Three Soothsayers at the Academy, you've learned the Wild Card Skill: Magic, and gained the Quality: Magic Dabbler (see **Chapter Five: Cinematic Qualities**, page **Error! Bookmark not defined.**). Further, you are certified to perform magic and read the future for citizens of Rome. You can purchase any metahuman Quality and justify it as magically based.

Magister (2-point Quality)

You graduated from the Soothsayer Academy and were privileged enough to teach the next generation of students. You have a loyal research assistant (Quality: Sidekick, page xx), access to academy resources to continue your private studies, and immunity to legal prosecution for all minor offenses within the city of Rome. See **Reference Material: The Body Politic: Soothsayer Academy**, page xx.

Blessed by the Three (3-point Quality)

The sacred Three Soothsayers have a special interest in you. They trained you well, and as a departing gift upon graduation you were given either an Avatar (page **Error! Bookmark not defined.**) or a Major McGuffin (page **Error! Bookmark not defined.**).

General Qualities

The following Qualities are available for purchase by any character:

Literacy (1-point Quality)

You might not be a scholar, but you've managed to either bribe a tutor or teach yourself how to read, write, and even keep simple figures. You can read and write Latin, and must take this Quality again for other languages.

Classical Education (2-point Quality)

You had the standard Roman education in the classics via family instruction, tutors, and even some higher education. You studied literature, Roman law, history and tradition. You might even specialize in studies of rhetoric, philosophy, natural philosophy (metaphysics, mathematics, medicine, and natural sciences), and astronomy. This Quality

automatically grants you the Quality: Literacy of one language, and it allows you to break Genre limitations for the following Skills: Art, Knowledge, Medicine, Science, and Technology.

Plebeian (2-point Quality)

You were born to a proud plebeian family, with strong ties to the history and glory of Rome. Select a name from the faction list or create your own (see: **Faction: Plebeian**, page 20). Your family should have one thing they are good at, be that art, commerce, politics, or something else and have a challenge to overcome. As a plebeian, you are a client to a more powerful patrician family.

Minor Patrician Family (3-point Quality)

You were born to a proud patrician family, with strong ties to the history and glory of Rome. Select a name from the faction list or create your own (see: **Faction: Minor Patrician**, page 17). Your family should have one thing they are good at, be that art, commerce, politics, or something else and have a challenge to overcome. You likely give patronage to several other plebeian families, and are the client of a more powerful Gentes Maiores.

Storied Cognomen (3-point Quality)

You've earned a cognomen from a great deed you performed, or you were blessed with a brilliant family cognomen, and are recognized as the heir apparent within your family. Such names are often mentioned in prophecies. Great deeds are expected of one bearing a cognomen. For instance, Publius Cornelius Scipio Africanus conquered Africa for Rome, and thereafter it is said that only an army led by a Scipio could achieve victory there.

Major Patrician Family (4-point Quality)

You were born to a proud patrician family with strong ties to the history and glory of Rome. Select a name from the faction list or create your own (see: **Faction: Major Patrician**, page xx). Your family should have one thing they are good at, be that art, commerce, politics, or something else; and have a challenge to overcome. You likely give patronage to many other families, both plebeian and minor patrician.

Scholar (4-point Quality)

You are considered a scholar of Rome. You gain all of the benefits of Classical Education (page 29), and 5-points to spend on the following skills: Art, Knowledge, Medicine, Science, and Technology. You are one of the leading experts in your field. You've been quoted in Senate reports and often lesser students accept your theories as fact.

Mystical Rome: Story Bible

The universe of *Mystical Rome* is a rich, complex setting that merges legend, mythology, and history. This story bible is divided into different sections which provide shade and color to Rome's beautiful mosaic.

Writers and Directors are free to incorporate any and all of this material, or none at all, as suits their particular production.

Likewise, we've includes several reference primers to detail the historical world of *Mystical Rome*. To quote Bruce Lee, the great writer, actor, and film director, "Absorb what is useful, discard what is useless, and add what is specifically your own."

Story Overview

Beware the Ides of March! Caesar failed to take heed of the Three Soothsayers' warning, but faithful Marc Antony did not and paid the ultimate price for his loyalty, forever altering the destiny of the Eternal City. Twenty years later, Caesar still reigns over the unified Roman Empire, which includes the Republic of Rome, the Egyptian Empire, and the Europa Provinces. The oracles who saved him now operate a notorious academy of sorcery, where they instruct the sons and daughters of the elite in the eldritch arts.

The only obstacles preventing Rome's domination of the known world are the barbarous Caledonians led by the traitor Marcus Junius Brutus, who also commands the remains of the so-called Senate Liberators and three lost legions of Rome. Apart from the traitor prince, the seemingly invincible Parthian Empire threatens Roman power in the Mediterranean. One of the few true prophecies remembered from the Libri Sibyllini (a book of prophecy destroyed by the Soothsayers) claims that Rome will never win against the Parthians until united by a single king. Some whisper this was the real reason Brutus and Gaius Cassius Longinus led the revolt that killed Antony. If they know the truth of the matter, the Three Soothsayers have not shared it. Even the mighty Emperor, Caesar, fears to move against Parthia, lest the mob rise up against him as a tyrant, and give Brutus an opening to return to Rome.

Yet Caesar grows old, and not even the Soothsayers can extend his life for much longer. The few remaining Patrician Majores smell blood, and want to expand their power after the Caesarian reforms. Caesar's heir, Gaius Julius Octavius Ptolemy, seems content to rule over Alexandria as Consul with his wife, Arsinoe the Astronomer, sister of infamous Cleopatra. The Pax Romana over the Mediterranean Sea is shattered by a new breed of pirates who are intent on slowing the shipments of grain from Egypt to Rome, leaving the common people hungry and dangerously angry.

The War of Infinite Regress: Soothsayer's Conflict

How do those who can observe and alter time war against each other? What happens when different sides view the infinite possibilities of the universe, and regress back again and again to try a different tactic? The Three Soothsayers refer to this fractal conflict as the War of Infinite Regress.

Two thousand years ago, before the Trojan War and before known civilization, there was only shining Atlantis. Her people conquered the elements, and commanded time and space with the power of their magic. The world was theirs, as nothing that walked the land or swam in the sea could ever hope to match their strength.

Then, a dread terror from outside, the evil from another world, broke the floating city. It struck beautiful Atlantis down with a meteor from the sky, scattering her people across the continents. Those who survived were strong with magic, and had the ability to communicate through their dreams, ignoring the laws of time and space. They knew that it was their magic, their threat to the otherworldly creatures, that drew them to this world.

Earthly magic could never challenge these eldritch horrors. But, if left to their own devices, humanity might grow strong enough to challenge the darkness. So, the magicians agreed to shut the door and lock away magic forever and kill both monsters and myths to save humanity.

The Divergence of the Soothsayer Timeline: The Ides of March

The beginning of Rome is steeped in myth and legend. Centuries of propaganda ensured that history is indeed written by the victors. Furthermore, the Three Soothsayers subtly altered the history of Rome from the beginning. Some believe it's entirely possible that the origins and even the mythology of the world remains in constant flux.

On the Ides of March, when the Senate Liberators prepared to assassinate Gaius Julius Caesar on the floor of the Senate Curia, the Three Soothsayers wielded their powers to intervene. Once, in world long forgotten, they merely warned Caesar and left him to his own devices. This time, they offered Marc Antony a choice: save his friend at the cost of his own life.

They could not change the world themselves, but required a soul with free will to choose. When the Senate Liberators struck at Caesar in the Senate Curia, in this world, Antony was there to deflect the first blow. The Three Soothsayers then appeared as though they were Dis Pater, and struck down the traitors with fires from the Underworld. Only one man survived.

Somehow, through some strange but equally powerful magic, Brutus survived the eldritch assault. Some say he accepted an investment from the world beyond. Others claim the Caledonian Soothsayer, the Morrigan, wielded her own might from across the world.

The flames and the chaos of the failed assassination attempt allowed Brutus to survive and escape the city. The Three Soothsayers could have stopped him, but instead chose to infiltrate the Curia further, into a hidden chamber where the Senate Liberators had secretly taken the Sibylline Books.

The Sibylline Books

The Sibylline Books were a collection of oracular prophecies written in Greek hexameters. Legend has it they were purchased from a sibyl (secretly a Soothsayer) by the last king of Rome, Tarquinius Superbus. These sacred books were consulted in secret at momentous crises through the history of the Republic.

The secrets the Soothsayers gleaned from the Sibylline Books changed their behavior, and they decided to form their Academy. Magic returned to the world, but at a cost. Monsters and beasts of legend also returned to harrow humanity. Some say that it's only beginning and the real threat of the War of Infinite Regress hasn't yet begun. The door, once closed, now hangs wide open.

Alexandria: The Eye of the Storm

There's a shortage of grain in Rome. The city swells in size and power, but such growth requires resources. The Cornelii feed the Eternal City, and bill the Imperial treasury. Alexandria is held by the adopted son of the Emperor, Gaius Julius Octavius Ptolemy, who gave his sacred oath that his grain shipments are leaving Egypt unmolested. If piracy continues, though, the mob might well riot. This is the foundation of the Mystical Rome introduction script - Casus belli, page xx.

The Soothsayers extended Caesar's life, but even they can't halt the advances of time. Whisper among the patricians state Caesar's son married an Egyptian and now worships cats and dogs in the manner of her people. Politics is rarely kind with old dictators, who seek immortality through their deeds.

Rivals Parthia and Egypt have raided each other borders for a century. Their mutual hatreds go back to before memory. Each once held a Soothsayer of their own, and Alexandria's went into an eternal slumber. What of Parthia's?

The major patrician families are split in loyalty, and each seeks to improve their position and status in the Republic.

The Brutus Stratagem

Brutus took three legions to Britannia nearly twenty years ago, and worked to turn a collection of warring tribes into a force that could restore the Republic. Rumor has it they have their own Celtic Soothsayer named Morrigan and a hero of the Germanic tribes, a young lord named Armin.

The Return of Magic

A new generation of Soothsayers, trained at the Academy, began to filter into society. How will the presence of magic affect the average person? Would it drive a normal person mad to have such power? What is this War of Infinite Regress whispered in the halls of the academy?

Reference Material: Theory and Practice of Magic

This section defines how the modifications to the magic system used for the Genre: Mystical Rome. For more information about the template and how magic operates, see **Chapter Five: Qualities: Theory and Practice of Magic**, page **Error! Bookmark not defined.**

Mastery of Magic

There are three Qualities that grant a character the ability to wield and practice magic. Some archetypes, such as Soothsayer, can offer a discount of these qualities.

- Magic Dabbler (page **Error! Bookmark not defined.**)
- Sorcerer (page **Error! Bookmark not defined.**)
- Master of Mystic Arts (page **Error! Bookmark not defined.**)

The Origin of Magic

The world was once rich with magic; gods and monsters roamed freely, and the first sorcerers banded together in fabled Atlantis. There, they consolidated their power, explored the universe,

and tamed the world. Then, they discovered something horrible that terrified them so much they placed a universal capstone on the flood of mystical energy flowing in their world. In that time, gods and monsters became myth, their city sank into the oceans, and the empire of man rose.

The world was to be safe from the terrors beyond by wiping away magic, but three of the last Atlanteans, the Three Soothsayers, changed the future. They saved mighty Caesar to save magic and cracked open the capstone, starting the War of Infinite Regress between the survivors.

Magic Ecosystem: Base Difficulty Rating

Medium Magic: There's a wealth of mystical energy in this Genre, but it takes training and discipline to tap into it. Think of the magical world and mundane separated by a barrier and travel between them takes effort.

- Base Difficulty Rating for magic that falls within your schools of magic: 10
- Base Difficulty Rating for magic that falls outside your schools of magic: 15

Laws of Magic

Mystical Rome defaults to all of the laws of magic as found in **Chapter Five: Qualities Laws of Magic**, page Error! Bookmark not defined..

Available Schools of Magic

Mystical Rome defaults to all of the schools of magic as found in **Chapter Five: Qualities: Schools of Magic**, page Error! Bookmark not defined..

Reference Material: Theory and Practice of Technology

Redacted until Beta when Tech Levels are finished.

Reference Material: Monsters and Mayhem

Redacted

Reference Material: Rome Culture and Family Life

Redacted

Reference Material: The Legions of Rome

Redacted

Reference Material: Pagan Rome

Redacted

Reference Material: The Body Politic

Redacted

Reference Material: The Soothsayer Academy

Redacted

Reference Material: Important Names and People of Rome

This section will be completed after the Mystical Rome Event in September 2019.

Reference Material: Sample Plot Threads:

Here is a list of potential plot-threads that a director might use in her series:

- House Competition: Points to Die For
- Sneak into the Forbidden Library

