



Official Handbook



Nocte pluit tota, redeunt spectacula mane. Divisum Thebis,
et urbs cunctatur, inani

All night it poured, the spectacles return in the morning. Thebes divided, and the city
hesitates, empty.

Gaius Petronius Arbiter

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Qualis artifex pereo?

What an artist the world loses in me?

Nero

I Preface

Empires are like humans; they are born, they grow, they live, and finally die. Yet, they may not be forgotten. What do empires consist of? They have a name, are made by humans, and are shaped by ideas. While the humans soon enter oblivion, the ideas may survive.

The name of the Roman Empire has endured; otherwise, I would not be writing about it. The ideas have survived too; otherwise I would not have made a modification about it.

The Roman Empire, as vessels of human ambition and power, leave an indelible mark on history. Rome forged mighty legacies that transcend their temporal existence. The Roman Empire remains a testament to the heights of civilization, governance, and order. Its name echoes through the annals of time, a reminder of the grandeur it once possessed.

These enduring ideas of the Roman Empire have woven themselves into the fabric of subsequent civilizations, and they persist to this day. When we examine the roots of modern democracies, legal systems, and architectural marvels, we find the echoes of the Rome's influence.



Non est ad astra mollis e terris via

There is no easy way from the earth to the stars

Seneca

II Concepts

This chapter gives insights and information about fundamental game concepts.

I Time flow

Time flow is different from native. Instead of the normal calendar, one week equals to one month. That means, **a month is over after 7 days have past**. Thus after 84 days a year has past.

II The Roman government

The Mod distinguishes between “Imperial” and “Feudal” government types. The Roman Empire and its Civil War Factions are the only Imperial governments. All other Factions are Feudal (which are like the normal native governments)

The Roman Empire has the following offices:

1. Governors
2. Legates
3. Auxiliary commanders

Below you find a description of all offices. The rules described apply for the AI and the player.

AI or player can **only have one office at once**. Additionally, a governor can only **govern one province at once**, a legate can only **lead one legion at once** and an auxiliary commander can **only command one auxiliary unit at once**.

Provinces are distinguished between imperial and senatorial:

- **Senatorial provinces** have a governor appointed by the Senate. Their governorship will expire after one year (84 ingame days) and a new one is appointed.
- **Imperial provinces** have a governor appointed by the Emperor. Their governorship will not expire until the Emperor enacts a new one.

I Imperial budget and imperial treasury

The Roman Empire collects taxes and uses this money to pay certain expenses. All incomes and spendings are listed in the Imperial Budget report, which will be visible for the player once he is Emperor (It will appear right next to the normal Player's budget report). All money collected by the imperial tax collectors will be stored in the imperial treasury.

The player can interact with the imperial treasury via the Quaestor. Player can manage how much money he wants to withdraw or pay into the treasury on a weekly (i.e. monthly) basis. Player can also repay debts from the imperial state with money from players own pocket. Player may also take money directly from the imperial treasury (if there is a surplus). However, player should not take too much money, as otherwise people will see the player as greedy and corrupt. However, taking

100,000 denars on a monthly basis is considered as normal and will not give a penalty- But taking more will slowly generate a penalty.

The following income sources exist:

- **Land taxes:** Taxes collected by governors.
- **Profit taxes:** Taxes generated by Lords doing investment.
- **Spoils of warriors:** A certain faction of the loot legates and auxiliary commanders is send to the treasury.
- **Taxes from edicts:** Income generated from edicts and laws.
- **Reparations and tributes:** Income generated from reparations or from tributes of tributary states.

The following expenses exist:

- **Soldier recruitment:** Costs of soldiers being recruited by legates and auxiliary commanders.
- **Soldier wages:** Costs of wages paid to soldiers lead by legates and auxiliary commanders.
- **Garrisons refreshed:** Costs of soldiers being recruited to refresh garrisons of towns or fortresses.
- **Garrison wages:** Costs for wages of garrisons of towns or fortresses.
- **Subsidies from edicts:** Expenses generates by edicts (like social payments).
- **Administration costs:** Costs generated by administration for each town and fortress: Base cost is 1,000 denars for a fortress and 4,000 denars for a town. It is then modified by centralisation (**Centralization vs Decentralisation**), higher centralisation has higher costs. Additionally, as long as **Roma** has the “great fire” (**The great fire of Roma**) modifier, 300 000 denars will be added to administration costs each week to simulate costs for Rome’s reconstruction.
- **Officer salary:** Money paid to legates and auxiliary commanders as salary.
- **Tributes paid:** Reparations or tributes which have to be paid to other factions as part of a treaty.
- **Corruption:** It is the amount of money lost due to embezzling of funds or due to incompetence. In brackets is shown the percentage of total income that is lost due to corruption. Corruption depends on:
 - Base corruption is 16%.
 - Money Emperor is taking out of the treasury into his own pocket. Taking out 100,000 denars adds 3 percentage points, taking out 200,000 denars adds 5, taking out 300,000

denars adds 6, taking out 400,000 denars adds 7 and taking out more than 400,000 denars will add 8 percentage points to corruption.

- Relation with minister: Having less than 25 adds 1 percentage points, having less than 0 adds 2 percentage points , having less than -25 adds 4 percentage points, having less than -50 adds 6 percentage points, having less than -75 adds 12 percentage points and having less than -75 adds 12 percentage points.
- Trade skill of minister: If the **Minister** has 10 trade only 2 points are added, if the minister has 9 trade skill 4 points are added, if the minister has 7-8 trade skill 6 points are added, if the minister has 5-7 trade skill 8 points are added, if the minister has 3-5 trade skill 10 points are added and a minister with less than 3 trade skill will add 12 percentage points.
- Centralization: Higher centralization will decrease corruption.
- Having **NO Quaestor** will add 3 percentage points to corruption.
- Having conducted a census will half corruption.
- Having tax control will half corruption.
- Maximum possible corruption is 50%.

II Governors

Governors rule over a whole province, which usually consists of a number of fortresses, towns and villages.

Rules:

- They will not join military campaigns, they only patrol their province settlements and may fight bandit parties
- They must pay a certain amount of their rent and tariff income (generated by settlements) into the Imperial treasury. (Is shown as **land tax** in the **imperial budget** report)
- They must pay a certain amount of their income from other sources (like investments) into the imperial treasury. (Is shown as **profit tax** in the **imperial budget** report)
- They must pay upkeep and recruitment costs for their troops themselves.
- Upkeep for garrisons of the provinces they govern is paid by the imperial treasury.

III Legates

Legates are leading legions. They are the core units of the Roman miliary.

Rules:

- They do not own any settlements. But the legion always has a headquarter, which is a town or fortress. They will patrol their headquarter and stay there if they have nothing better to do.
- They will join military campaigns.
- They may be elected Marshal.
- They must pay a certain amount of their income from other sources (like investments) into the Imperial treasury. (Is shown as **profit tax** in the **imperial budget** report)
- Upkeep of their troops and recruitment costs are paid by the imperial treasury.
- They receive a salary from the Imperial treasury.

IV Auxiliary commanders

Auxiliary commanders are leading auxiliary units, which are either cavalry units or cohorts.

Rules:

- They do not own any settlements. But their attached legion always has a headquarter, which is a town or fortress. They will patrol their legion's headquarter and stay there if they have nothing better to do.
- They will accompany their respective Legate.
- They can't be elected Marshal.
- They must pay a certain amount of their income from other sources (like investments) into the Imperial treasury. (Is shown as **profit tax** in the **imperial budget** report)
- Upkeep of their troops and recruitment costs are paid by the imperial treasury.
- They receive a salary from the Imperial treasury.

V Lords without office

The Roman Empire also has Lords without offices (governor, legate, auxiliary commander). They may be given an office in the future.

Rules:

- They do not own any settlements.
- They will not join military campaigns.
- They must pay a certain amount of their income from other sources (like investments) into the Imperial treasury. (Is shown as **profit tax** in the **imperial budget** report)
- They must pay upkeep for their troops themselves.
- They may travel around Roman towns to seek investment opportunities.

VI Emperor

The Emperor of the Roman Empire is its Faction Leader. Additionally to the native features the Emperor can:

- The Emperor has to pay a tax like everyone else (but he can take as much money from the imperial treasury as he likes).
- Enact laws or edits (**Laws and Edicts**), which requires a vote in the Senate.
- Can change if a province is senatorial or imperial by talking with the Minister. Change to senatorial can always be done, while changing to imperial requires a vote in the Senate.
- Change of slave and landowner rights requires additional vote in the Senate
- Change of nobles and citizen rights requires additional vote in the Senate.
- The Emperor can take money from the Imperial treasury directly into his pockets or pay from his own pocket into it.
- The Emperor has to handle petitions (quest: **Libelli (petitions)**). (see **kaiserliche Libellkanzlei (A libellis)** as historical remark)
- The Emperor will face all kinds of events and quests. (See **Emperor events**, **Domus Augusti events**, event: **Boring games**, event: **An excessive welcome**, quest: **Corruption**, quest: **Corrupt governor**, quest: **Conspiracy**)

VII Unrest and empire stability

The Roman Empire has a stability score called unrest that measures how stable it is. Higher unrest means that the Empire is less stable.

High unrest will cause:

- More bandit parties spawning.
- More rebel parties spawning.
- Special rebel parties (**Rebelles (generic rebels)**) will spawn and start raiding villages.

III Economy

This section is about player's economy. It includes information about player's budget and sources of income.

I Player's budget report

The budget report will give the player an overview of his expenses and incomes. Every 7 in-game days money is booked accordingly and removed or added to player's pocket or player's personal treasury (if player has a **Quaestor**).

If player has no money to pay his expenses he will get **personal debts**. If those **debts rise too much**, player's **troops will start deserting**.

Once player has his own settlements to govern, tax inefficiency becomes important once the player's number of controlled settlement exceeds a certain limit (call it base limit).

It depends on following:

- Base inefficiency is 12 percentage points.
- Each value of trade skill reduces the base inefficiency by 1, i.e. having 10 trade skill will set the base rate to 2.
- The base limit is determined by trade skill: base limit = (trade skill) / 2.
- Having conducted a census will half tax inefficiency.
- If player is faction leader of a non-Imperial (so not the Roman Empire) government, then relation with player's **Minister** will also be considered:
 - Having more than 75 relation with Minister will reduce inefficiency by 1 percentage point. It will also add 2 to the base limit.
 - Having less than 15 relation will add 1 percentage point. It will subtracted 1 from the base limit.
 - Having less than -5 relation will add 2 percentage points. It will subtracted 2 from the base limit.
- If player is faction leader of a non-Imperial (so not the Roman Empire) government, then having tax personal hired will add 2 to the base limit.

If player should have loses due to tax inefficiency then player can recover a certain amount of the lost money:

- Having hired personal to investigate tax loses will recover 15 percent.
- Having a **Quaestor** will recover 10 percent.
- Being Faction Leader of non-Imperial (not Roman Empire) government also takes **Minister** relation into account:
 - Having larger than 75 relation will add 2 percentage points.
 - Having larger than 50 relation will add 1 percentage point.
- If being Faction Leader, having higher centralization will increase percentage regained.
- If not being a Faction Leader having higher centralization will decrease percentage regained.
- If player has a **Quaestor** then the percentage of money regained is shown in brackets.

II Looting and player-reputation-effects

Player may gain money from looting villages or sacking towns or fortresses. The money generated is modified by players reputation: A **low reputation will give player more income** from looting/sacking. Additionally, low reputation allows player to steal gold from defeated Lords.

Looting will also give player items which may be sold on the markets and player gets slaves which can be used at latifundia or villages or settlements to speed up constructions or just sold.

Additionally, looting a town or a fortress will give the player the gold item.

III Trading with settlements

Player may trade items by buying them at lower price in a settlement and selling them at higher price in some other settlement. Prices vary and depend on production sides available in towns. Certain goods are only available on special locations.

- Silk is only available in Persia and some Roman towns in the Middle-east. (silk rout)
- Amber is only available at the Germanic East Sea coast.
- Ivory is only available in Africa (in particular Minor Factions).
- Spices are available in Africa and the Middle-east.
- Wood is usually not available in deserts (or very expensive there) and more common in forest regions.
- Furs are more available in Barbarian lands like Dacia, Britannia or Germania.
- Date fruit my only be found in deserts (in particular North African Minor Factions)
- Silver deposits are quiet rare, there one in villages at:
 - Britannia (Deva and Lavatinae)
 - Northern Hispania (Augusta)
 - Central Dacia (Sarmizegetuza)
 - North Africa (Cirta)
 - Magna Germania (Urburzis)
 - Egypt (Thebae)
- Northern Africa (region around Carthage and Leptis Magna, Egypt) and Mesopotamia are grain baskets/food baskets in general.
- Stone may be found at villages with stone deposits or those with a Quarry build.
- Another special item is perfume and incense, which can be mainly found in the Middle-east.

The following ways to visually identify village productions exist:

- Villages with large grain fields (more than 25,000 acres) have a small grain field icon attached to it.
- Villages with iron or silver deposits have a mine icon attached to it.

IV Trade with India

As Roman Emperor player may establish trade routes with India. Player can either chose the land rout through Parthia (if at peace with Parthia) or through sea (from Egypt around Arabia to India).

It is expensive, dangerous but if successful gives the player high profit.

To start trading player must be Emperor, in control of Rome and talk with **Kanishka**, the Indian ambassador.

V Lending out money

Player may lend out money and receive interest for it. This is a simple and stable way to generate passive income. To lend out money player has to visit a **scriptorium** (which is in a town or fortress of Roman culture) and talk with the **Argentarius** there.

The Argentarius allows:

- Lend out money and receive interest for it. The loan may defaults and the money is lost, but probability is very low.
- Player may chose to reinvest the loan once it is repaid, which means that the original loan amount will be reinvested into a new loan which will generate again interest. If player does not chose so player will get the whole loan back once it expired.
- Player can manage his deposits. Deposits are a storage for players money. Money is save and cannot disappear or be stolen. (Though there must be at least one Roman town or fortress left to access an Argentarius, otherwise player can not withdraw money from his deposits).

VI Being a mercenary

Player may joins a Faction as mercenary. The contract lasts for four in-game months (i.e. 28 days). After the contract expires, player may renew it. During the contract player will gain a salary (which depends on player's party strength).

Contract can be signed by:

- Asking a Lord for a quest, then the Lord may proposes the contract
- Asking a Lord for a contract directly (under **I wish to ask you something**)

VII Ruling a settlement

As a Lord of a town, fortress or village you collect rents and tariffs. Those will be added to your weekly income.

The **garrison** of a settlement are troops stationed there to defend it. Towns and fortresses have per default four town-watch regiments (the type depends on the settlement's culture) which are refilled and paid automatically by the **budget of the town counsel**. Player (and AI Lords) may station additional troops in the garrison. Those additional troops have to be paid by the player (or Lord) or if it's a town/fortress part of the Roman Empire then the wages will be paid from the **Imperial budget and imperial treasury**.

Budget of the town counsel is generated weekly by following formula:

$$(\text{prosperity} + 20) * (100 \text{ if fortress}, 200 \text{ if town}) + 7500$$

The money is used to hire town watch troops for the garrison and to pay wages for the town watch.

Each settlement has a **culture**. If a settlement has a different culture than the Lord ruling over it, **wealth** weekly will be reduced and there may happen negative events (**Barbarian rebellion event**, **Rebellion events**). Culture can be converted either by building **Romanize the population** (**assimilate the population, settle people of your culture**) or by destroying the population and resettling the settlement with veterans.

Prosperity is a measure of how wealthy individual citizens living in a settlement are. It ranges from 0 to 100. It modifies the **wealth** of the settlement.

Wealth of a settlement is the taxable amount of money the settlement generates in a week. It is recalculated weekly. Calculation takes into account events (**Disaster!**, **Sickness and death!**) and seasonal effects. It will take into account all **production** sides of a settlement (like mills, looms, grain fields etc), those production sides are also the same which determine prices of items on the marketplace of the settlement. In particular, grain fields, olive groves etc will be less profitable during winter months but generate a lot of wealth during harvesting season. If the settlement is sacked the generated wealth (and rents and tariffs) will be destroyed.

Rents are generated on a weekly basis. They are calculated by:

$$(\text{Tax rate\%} * \text{wealth of the settlement}) / 100$$

Tariffs are generated in towns whenever a merchant caravan, slave traders, villager farmers or travellers reach the town and trade.

Ruling a settlement allows you to build **buildings**. Those buildings have various effects, some increase rents, others prosperity.

Buildings have different names and images for the different cultures in the game, but their effects are always the same. A full list of buildings is given here, the first name is always the Roman name, in the brackets are the names of the building in other cultures (Eastern, Germanic, Britonic, Dacian, Nomadic).

1. Irrigation

This building cannot be destroyed.

Effects:

- Increases probability of **Divine blessing!** event (good harvest).
- Decreases probability of **Disaster!** event (drought).
- Changes prosperity by +1 on finishing the building (one time effect).
- On finishing the building it increases the size of grain fields, olive groves etc by a maximal factor of 60% (one time effect).
- Adds +5 denars for each slave working in the village.

2. **Manor**

Effects:

- Allows player to rest at the village.
- Allows **player to give prisoners in the village**. The prisoners will work on fields or in mines (if there are any build in the village) and **generate additional income added to rents**. However, prisoners may escape.
- Allows player to station troops in the village (this may prevents the village from being raided by hostile armies).
- Increases prosperity by +1 on finishing the building (one time effect).
- Player may discuss slave treatment with the village elder.
- Generates costs of 500 denars, which will be subtracted from wealth generated weekly.

3. **Guard Posts**

Effects:

- Reduces probability of bandit infestation.
- Looters can no longer spawn next to the village.
- Adds +1 to ideal prosperity.
- Generates costs of 300 denars, which will be subtracted from wealth generated weekly.
- Bandits can no longer ambush player at night.
- Slowly decreases unrest in the Roman Empire for every building which is build in a village.

4. **Sewers** (kariz, water collector, sacred enclosure, sacred grove, camp of viatlity)

Effects:

- Adds +1 ideal prosperity.
- Decreases probability of **Sickness and death!** events (epidemic outbreaks).

- It has a stronger effect on diseases together with the **Hospital (shabestans, healer, druid healer, grove of Derzelas, shaman's hut)** building.

5. **Industrial Mills** (royal mills, mills and bakery, mills of the chieftain, royal granary, tribal granary)

Effects:

- Increases wealth generated by industries (mills, breweries, wine presses, olive presses, linen looms, silk looms wool looms, pottery kilns, smithies, tanneries and shipyards) by 20%.

6. **Industrial looms** (royal loom workshops, loom workshops, artisans, royal looms, weavery camp)

Effects:

- Increases wealth generated by industries (mills, breweries, wine presses, olive presses, linen looms, silk looms wool looms, pottery kilns, smithies, tanneries and shipyards) by 20%.

7. **Industrial smithies** (royal smithies, blacksmiths, toolmaker, royal iron smelt work, tribal smithies)

Effects:

- Increases wealth generated by industries (mills, breweries, wine presses, olive presses, linen looms, silk looms wool looms, pottery kilns, smithies, tanneries and shipyards) by 20%.

8. **Fishing port**

This building cannot be destroyed.

Effects:

- Adds additional 500 denars to wealth weekly generated.
- On finishing the building, the fishing fleet of the center will be increased by 25% (one time effect).

9. **Paved roads** (Royal toll roads, meadhall, farmer's market, royal treasury, marketplace)

This building cannot be destroyed.

Effects:

- Increases tariffs generated by merchant caravans, village traders and travellers by ~33%.
- Adds +5 to ideal prosperity.
- Adds 2,000 denars to wealth weekly.
- Building it in a village will also increase tariffs in the market town slightly.

10. Hospital (shabestans, healer, druid healer, grove of Derzelas, shaman's hut)

Effects:

- Adds additional costs of 1,000 denars, which will be subtracted from wealth generated weekly.
- Increases player relation with the settlement.
- Decreases probability of **Sickness and death!** events (epidemic outbreaks).
- It has a stronger effect on diseases together with the **Sewers (kariz, water collector, sacred enclosure, sacred grove, camp of vitality)** building.

11. Great harbour (grand merchant port, docks, port, harbours, basic port)

This building cannot be destroyed.

Effects:

- Adds 2,500 denars to wealth generated weekly.
- Doubles tariffs generated by merchants or village traders.
- Adds +5 to ideal prosperity.
- Increases renown of Lord building it by 150 (one time effect).
- Increases relation of player with settlement on building it (one time effect).
- Gives player experience on building it (one time effect).
- Adds +10 to prosperity on building it (one time effect).

12. Provincial farming (uzbari, farmsteads, oathsworn hamlets, aristocratic hamlets, tributary farms)

This building cannot be destroyed.

Effects:

- Adds +5 denars for each slave working in the village.
- Increases probability of **Divine blessing!** event (good harvest).
- **Increases** probability of **Disaster!** event (drought). (Ideally build together with **Irrigation**)
- On finishing the building prosperity is increased by +1 (one time effect).
- On finishing the building it increases the size of grain fields, olive groves etc by a maximal factor of 60% (one time effect).

13. Provincial pastureland (patbaz pastureland, pasturelands, oathsworn pastureland, aristocratic pastureland, tribal herds)

This building cannot be destroyed.

Effects:

- +5 denars per slave working in the village.
- On finishing the building prosperity is increased by +1 (one time effect).
- On finishing the building it increases the size of pasture lands (one time effect).
- On finishing the building it increases the size of cattle herds, horses and sheep is increased by +10 (one time effect).

14. Provincial trader (bazaar, fair, tavern, public markets, trading post)

Effects:

- Increases prosperity gain from trading of player with the village.
- Adds 1,000 denars to wealth weekly generated.
- Increases prosperity gain from villagers trading with their market town.
- Increases tariffs generated by market town from villagers trading by 33%.

15. Iron mine

Can only be build in villages with iron deposits. This building cannot be destroyed.

Effects:

- Adds iron items to the village inventory.
- Adds tool items to the village inventory.
- Adds +30 denars per slave working in the village.
- Increases prosperity by +1 weekly.

16. Quarry

This building cannot be destroyed.

Effects:

- Adds stone items to the village inventory.
- Adds 35 denars per slave working in the village.
- Adds 500 denars wealth generated weekly.

17. Slave market

Effects:

- In the town center menu (marketplace menu) an option is enabled to visit the slave market which allows slave trade.

- Adds +4 to ideal prosperity.
- Adds 1500 to wealth generated weekly.
- Increases tariffs generated by slave traders and allows slave traders to be spawned.

18. Silver and gold mine

Can only be build in a village with silver deposits. This building cannot be destroyed.

Effects:

- Will add additional income to the village, visible in **Player's budget report**.
- Will add silver and jewellery items to the villages inventory.
- Adds +2 to ideal prosperity.
- Increases prosperity by +1 weekly.
- Adds 65 denars per slave working in the village.

19. Training ground

Effects:

- Will generate costs of 1,000 denars subtracted from weekly generated wealth.
- Will add experience to troop stationed at the settlement.
- Will add experience to Lord parties recruiting troops at the settlement.
- Increases number of recruits (nobles and peasants) by 40%.
- Doubles refresh rate of recruits (nobles, peasants and mercenaries).

20. Mill

Effects:

- Adds +5 to ideal prosperity.
- Adds 600 denars to weekly generated wealth.
- Changes prosperity by +3 upon finishing building (one time effect).

21. Fire department (windcatchers, sanctuary of Wodanaz, Sanctuary of Epona, basic sanitations, altar)

Effects:

- Adds costs of 500 denars subtracted weekly from wealth.
- Reduces probability of **Disaster!** (fire) events.

22. Watch tower

Effects:

- Adds some mercenaries to the village.
 - Decreases raid time (i.e. raids take longer).
 - Increases spotting range of the village.
 - Decreases chance for bandit infestation.
 - Less bandits spawn near the village.
- **School** (archery games, storyteller, hall of the elders, school of nobles, learning grove)

Effects:

- Improves relation of Player with the village by +1 each week.
- Adds costs of 500 denars subtracted weekly from wealth.
- Adds +2 to ideal prosperity.

23. Messenger post

Effects:

- Adds a messenger troop to the village defenders.
- Gives information about nearby enemies.
- Gives notification about village raid.

24. Prison

Effects:

- Spawns a torturer inside the prison scene. Player can use him to torture imprisoned Lords. But be aware that rumours about your evil acts may damage your reputation.
- Decreases probability of imprisoned Lords escaping.

25. Amphitheatrum Maximum

This building cannot be destroyed. This is a special building which can only be build in Rome after **The great fire of Roma** has happened.

Effects:

- Doubles tariffs generated by merchant caravans.
- Adds +2 to ideal prosperity.
- Upon finishing the building it will add +500 renown (one time effect).
- Upon finishing the building it will add +50,000 exp (one time effect).
- Upon finishing the building it will add +25 reputation (one time effect).
- Upon finishing the building it will raise player intelligence by +1 (one time effect).

- Upon finishing the building it will increase player relation with Rome by +50 (one time effect).
- Upon finishing the building it will add 25 prosperity to Rome (one time effect).

26. **Forum** (grand bazaar, great thingstead, coin mint, temple of Zalmoxis, sanctuary of Api)

This building cannot be destroyed.

Effects:

- Will increase tariffs generated by merchants by 33%.
- Will add +4 to ideal prosperity.
- Upon finishing the building it will add +150 renown (one time effect).
- Upon finishing the building it will add 7,000 exp (one time effect).
- Upon finishing the building it will add +7 reputation (one time effect).
- Upon finishing the building it will increase player relation with settlement by +10 (one time effect).
- Upon finishing the building it will raise player intelligence by +1 (one time effect).
- Upon finishing the building it will add +8 prosperity to the settlement (one time effect).
- It will increase prosperity by +1 weekly.
- It will increase renown of settlement's owner by +3 weekly.

27. **Temple of A**

This is a temple dedicated to deity A which player is currently worshipping (i.e. that way player can build Christian temples). The building will only appear in the list if player is worshipping a deity at all.

Effects:

- Will add an option to visit the temple in the town center menu (marketplayer menu).
- Upon building it player gains 1,500 xp (one time effect).
- Adds +1 prosperity upon building it (one time effect).
- Adds +2 reputation upon building it (one time effect).
- Adds +4 relation with settlement (one time effect).

28. **Theatre** (field of games, loremaster's hall, bards hall, great games, great horse racing games)

This building cannot be destroyed.

Effects:

- It will increase prosperity by +1 weekly.
- It will increase renown of settlement's owner by +3 weekly.
- Upon finishing the building it will add +150 renown (one time effect).
- Upon finishing the building it will add 5,000 exp (one time effect).
- Upon finishing the building it will add +8 reputation (one time effect).
- Upon finishing the building it will increase player relation with settlement by +15 (one time effect).
- Upon finishing the building it will raise player intelligence by +1 (one time effect).
- Upon finishing the building it will add +5 prosperity to the settlement (one time effect).

29. Public baths (dynastic fire altar, bathhouse, sacred place of the druids, sanctuary of Kotys, house of the ancestors)

This building cannot be destroyed.

Effects:

1. It will increase prosperity by +1 weekly.
2. It will increase renown of settlement's owner by +3 weekly.
3. It will increase relation with settlement by +1 weekly.
4. Upon finishing the building it will add +150 renown (one time effect).
5. Upon finishing the building it will add 7,000 exp (one time effect).
6. Upon finishing the building it will add +5 reputation (one time effect).
7. Upon finishing the building it will increase player relation with settlement by +15 (one time effect).
8. Upon finishing the building it will raise player intelligence by +1 (one time effect).
9. Upon finishing the building it will add +8 prosperity to the settlement (one time effect).

30. Triumphal arch (pahlavi scriptorium, bardic circle, Nemeton, royal scriptorium, Kurgan field)

This building cannot be destroyed.

Effects:

- Adds +6 renown to the owner of the settlement each week.
- Upon finishing the building it will add +300 renown (one time effect).
- Upon finishing the building it will add 4,000 exp (one time effect).
- Upon finishing the building it will add +5 reputation (one time effect).

- Upon finishing the building it will raise player intelligence by +1 (one time effect).

31. **Barracks** (royal barracks, warrior hall, oathsworn hall, hall of champions, warrior camp)

This building cannot be destroyed.

Effects:

- Allows recruitment of troops of payer's Faction.
- Cannot be used if it's of wrong culture (must be destroyed and rebuild).
- Increases number of recruits by 10%.

32. **Romanize the population** (assimilate the population, settle people of your culture)

This building cannot be destroyed.

Effects:

- Will change the culture of the settlement to the Lord owning it (or the Faction culture if there is no owner). This will also change town walkers and town watch cohorts, but it will not change appearance of worldmap or scene.
- The building can be build whenever a Lord has not the same culture as the settlement.

Additionally player can issue **decrees** for the settlement (if it is a town or fortress).

- **Nightly curfew**

Effects:

- Generates costs of 500 denars, which will be subtracted from wealth generated weekly.
- Reduces chance of night bandits appearing in town.
- Reduces chance of **Rebels weaken garrison** or **Barbarian rebellion event** event.
- Lowers player's relation with the town.
- Every enacted decree in a Roman town contributes to the reduction of unrest in the Roman Empire.
- Player can no longer walk around the streets during night.

- **Entry controls**

Effects:

- Generates costs of 500 denars, which will be subtracted from wealth generated weekly.
- Reduces chance of night bandits appearing in town.
- Reduces chance of **Rebels weaken garrison** or **Barbarian rebellion event** event.
- Lowers player's relation with the town.

- Every enacted decree in a Roman town contributes to the reduction of unrest in the Roman Empire.
- Traffic jams may block player from entering the town.
- Increases tariffs generated by travellers and village traders and merchant caravans.

- **Garbage collection**

Effects:

- Generates costs of 1000 denars, which will be subtracted from wealth generated weekly.
- Decreases probability of **Sickness and death!** events (epidemic outbreaks).

- **Social housing**

Effects:

- Generates costs of 5000 denars, which will be subtracted from wealth generated weekly.
- Increases player's relation with the town.
- Increases ideal prosperity by 4.
- Reduces chance of night bandits appearing in town.

- **Strict law enforcement**

Effects:

- Reduces chance of night bandits appearing in town.
- Reduces chance of **Rebels weaken garrison** or **Barbarian rebellion event** event.
- Lowers player's relation with the town.
- Every enacted decree in a Roman town contributes to the reduction of unrest in the Roman Empire.
- Decreases town wealth (tax able income of a town) by 5%.
- Reduces ideal prosperity by 7.

- **Ban on begging**

Effects:

- Decreases ideal prosperity by 3.
- Player can no longer beg money from town walkers.

Lastly, if a player rules a settlement he may abuses his position and **extorts his subjects** on the settlement. Player may:

- **Raid the town counsel**

Effects:

- Reduces prosperity of the settlement by -3.
- Reduces player relation with the settlement by -5.
- Reduces player reputation by -5.
- Reduces player renown by -15.
- Will give the player all the money stored in the budget of the town counsel.

- **Raise special tax**

Effects:

- Reduces prosperity by settlement by -7.
- Reduces relation. If player has high relation with settlement then the effect will be even larger.
- Reduces player reputation by -5.
- Reduces player renown by -15.
- Player will get 1/3 of the current wealth of the settlement. However the wealth will be reduced by said amount.

- **Raise special tariffs**

Effects:

- Reduces prosperity by settlement by -5.
- Reduces relation. If player has high relation with settlement then the effect will be even larger.
- Reduces also relation with nearby villages (as they are also effected by the tariffs).
- Reduces player reputation by -5.
- Reduces player renown by -15.
- Player will get 1/3 of the current wealth of the settlement. However the wealth will be reduced by said amount.

VIII Town Workshops

Workshops can be bought in towns by talking with the Magister Civium. A workshop will produce goods and sell them on the market.

- The profit depends on the prices on the market. It is a steady source of income for the player.
- If the governor/Lord of the town hates the player he may confiscate the workshops income.
- If the player is at war with the town's faction then the workshops income is also confiscated.

IX Latifundia and estates

Another possible source of income are latifundia (estates). Player may buy land near a village by talking with the local leader (village should not be in the desert). Then player can build buildings, place slaves to work for him and manage treatment of slaves. **Income** will be generated **depending on season**. On buying the latifundia it **only has grain fields**, which means only during harvesting season income will be generated.

Player can buy Latifundia if:

- Player has more than 250 renown.
- Player has more than 10 relation with the village faction.
- The village has the same culture as the player.
- If player is Dacian, Caledonian, Britonic, Germanic or Sarmatian player can NOT buy villages in deserts as they lack the knowledge.

Following latifundia buildings exist:

1. Grain fields

This is the default building of the latifundia, it is always there.

Effect:

- Spawns a NPC from whom player can buy grain.
- Adds 2,700 denars income during harvesting season if there is no **Mill and bakery**.

2. Vineyards

Effect:

- Spawns a NPC from whom player can buy grapes.
- Generates 3,200 denars of income during harvesting season if there is no **Winepress**.

3. Winepress

Requires **Vineyards**

Effect:

- Spawns a NPC from whom player can buy wine.
- Generates 870 denars of income each week (independent of season).

4. Olive hain

Effect:

- Spawns a NPC from whom player can buy olives.
- Generates 3,200 denars of income during harvesting season if there is no **Oilpress**.

5. Oilpress

Requires **Olive hain**

Effect:

- Spawns a NPC from whom player can buy olives.
- Generates 870 denars of income each week (independent of season).

6. Blacksmith

Effects:

- Spawns a NPC from whom player can order weapons or refine them (**Crafting orders, importing horses and refining weapons**).
- Adds 260 denars income each week (independent of season).
- Increases income of other income sources by 10%.

7. Cattle ranch

Effects:

- Spawns a NPC from whom player can buy butter.
- Adds 260 denars of income each week (independent of season).

8. Sheep ranch

Effects:

- Spawns a NPC from whom player can buy wool.
- Adds 260 denars of income each week (independent of season).

9. Horse and mule breeder

Effects:

- Spawns a NPC from whom player can buy horses or order horses (**Crafting orders, importing horses and refining weapons**) or player may heal his horse.
- Increases income of other income sources by 10%.

10. Tannery

Requires **Cattle ranch**

Effects:

- Spawns a NPC from whom player can buy leather work.
- Adds 730 denars of income each week (independent of season).

11. Cheeser

Requires **Cattle ranch**

Effects:

- Spawns a NPC from whom player can buy cheese.
- Adds 110 denars of income each week (independent of season).

12. **Weavery**

Requires **Sheep ranch**

Effects:

- Spawns a NPC from whom player can buy wool clothes.
- Adds 730 denars of income each week (independent of season).

13. **Butcher**

Requires **Cattle ranch**

Effects:

- Spawns a NPC from whom player can buy meat and dried meat.
- Adds 110 denars of income each week (independent of season).

14. **Fishery**

Effects:

- Spawns a NPC from whom player can buy smoked fish.
- Adds 510 denars of income each week (independent of season).

15. **Fruit garden**

Effects:

- Spawns a NPC from whom player can buy fruits.
- Adds 2900 denars of income during harvesting season.

16. **Pottery kiln**

Effects:

- Spawns a NPC from whom player can buy pottery.
- Adds 510 denars of income each week (independent of season).

17. **Mill and bakery**

Effects:

- Spawns a NPC from whom player can buy bread.
- Adds 730 denars of income each week (independent of season).

18. Inn

Effects:

- Spawns a NPC (inkeeper), player may flip a coin or do other things with her.
- Spawns mercenaries in the inn.
- Adds random amount of 300 to 1,100 denars income each week (independent of season).

19. Goods merchant

Effects:

- Spawns a NPC from which player can buy all kind of goods.
- Increases income from all sources by 15%.

20. Temple

Effects:

- Spawns a NPC (priest) who allows player to perform sacrifices or pray.
- Increases income by all sources by 4%.

21. Living quarters

Effects:

- Allows player to rest at the latifundia without being attacked.

22. Pavilion

Effects:

- Increases income by all sources by 1%.
- Looks good.

23. Slave barracks

Effects:

- Increases maximum number of slaves which can be placed in the latifundia by 100.

24. Guard barracks

Effects:

- Guard troops will spawn in the latifundia.
- Adds 10 vigilia as garrison to the latifundia upon finishing the building (one time effect).
- Allows player to place maximal 10 guards in the latifundia (be aware that removing all guards will cancel all effects of this building!)

- Player will still receive income from the latifundia even if the nearby village is looted or infested by bandits (as long as there are at least 5 guards in the latifundia).
- Slave population will grow (as guards will take care that they wont flee), as long as there are 10 guards in the latifundia.

25. Wall

Effects:

- Will increase slave population by 2 slaves each week (as it will protect slaves from wild animals and make fleeing more difficult).

26. Silk worm breeder and velvet weaver

Requires The great worm heist event.

Effects:

- Spawns a NPC from which player can buy silk and velvet.
- Adds 4,000 denars of income each week (independent of season).

The buildings built will appear on the scene.

Additionally, player can hire following NPCs:

- **Physician**

Effects:

- A physician will appear on the scene, player can heal his wounds by talking with him.
- Reduces income by 500 denars each week (upkeep).
- Increases income generated by all sources by 4%.

- **Magister Ludi**

Effects:

- A teacher will appear on the scene.
- Reduces income by 500 denars each week (upkeep).
- Increases income generated by all sources by 8%.

Income from latifundia is now calculated as follows: Income from all sources is added together and modifiers are applied. The result is then modified by number of slaves working at the latifundium. If no slaves are working at all no income is generated.

IV Battles

This section is about battles, which are the core of Mount and Blade games and mods.

Some general notes about battles:

- Battles are fought between two or several parties.
- Troops spawn at entry points at the beginning of battle. Number of troops spawned depends on battle size.
- Reinforcements may arrive (if not all troops participating in battle can spawn) if a side losses too many troops.
- If the maximal number of reinforcement waves is reached or one side is completely destroyed then the battle will end.
- Player may change number of reinforcement waves in settings menu (under camp menu).

I Morale during battles

During battles each troop gets a morale value assigned. If the morale goes below a certain threshold the troops will start routing towards their spawn points. Over time they slowly regain morale and may recover and reform before they leave the battlefield.

In particular, morale will depend also on the strength ratio between both sides. The side with less troops will also have less morale and may rout faster.

For player's party, **Morale** of player's main party is also taken into account to calculate troop morale.

If a battle is over and enemies managed to rout, a **routed warriors** party will spawn and retreat to the next friendly center (if there is any) and reinforce its garrison, otherwise they just flee to the nearest town and disband.

Morale during battles is effected by following and can be tweaked by changing values in settings:

- **Battle ratio multiplier**

This value is used determine how large the impact of being outnumbered is on morale.

- **Moralshock multiplier**

This value will increase/decrease impact of morale shocks (i.e. high casualties) during battles.

- **Runaway threshold**

Will determine how likely it is for a troop to rout.

- **Morale modifier I**

Modifies the morale gain from killing enemy troops.

- **Morale modifier II**

This modifies the morale lose for losing troops.

- **Heroes effect morale**

If enabled, companions, Lords will encourage nearby troops. Effects of companions and Lords depend on their leadership and charisma (so skilling companions on leadership can also be helpful). Though if they are killed troops will lose morale.

- **Ranged troop penalty**

If enabled, ranged troops will suffer a moral penalty in melee.

- **Morale recovery**

If enabled morale will recover every three seconds by a small rate depending on number of alive allies.

Besides that, following troops/items will effect morale if present on battlefield:

- Hornmen and standard bearers additionally increase morale whenever an ally is killed or wounded.
- Aquilifer and Vexilarius additionally increase morale whenever an ally is killed or wounded.
- Roman officers like centurions additionally increase morale whenever an ally is killed or wounded.

During battles **player can encourage his troops with a warcry**. Be aware, this will play an animation for player and his troops (which can be disabled in settings menu).

II Formations

Formations are an optional feature and may be disabled in settings menu. Player and AI can use following formations during battle (if enabled):

- **Shield wall** (useable by infantry divisions)
Troops with shields will be placed in front.
- **Ranks** (useable by skirmishers and infantry divisions)
Highest level troops will be placed in front.
- **Wedges** (useable by cavalry and infantry divisions)
Highest level troops in front.
- **Square** (useable by infantry divisions)
No particular order.

Player orders formations via F4 key. Player can then order the division to attack enemies by using F1 key.

Horse archers and mounted missile troops in general have their **own AI**. If they are ordered to charge they will try to **run in circles** around the enemies and **keep distance**, until they run out of ammunition.

III Field fortifications

Player can build fortifications for his camp. If he is attacked, the battle will take place on a special camp map. The map has two attacker spawn points. The attackers will target the two entries of the fort. Player's forces are also split to defend them.

Player can build fortifications if:

- Player is Roman.
- Player has at least 40 men in his party

IV Ambushes

A special type of battles are ambushes. They take place on special maps. The ambusher has a positional advantage and additionally fire balls will spawn and cause causalities.

Ambushes are typical setup by Celtic or Germanic or Judean opponents and are more likely to happen in forest areas.

If **player is non-Roman** and has **tactics skill higher than 5** he may also **setup an ambush**.

Player can lower probability of getting ambushed by **increasing tracking skill** and by using the **Screening** party stance.

If player gets ambushed player cannot retreat.

At the beginning of the battle, the ambushed troops will run around in chaos for some time, giving the ambusher additional advantage.

V Sieges

A special type of battles are sieges, which will happen if a settlement is assaulted.

All siege maps have now **4 different ladders**. Each ladder has its own spawn point for attackers and defenders (to ensure that all ladders are used) and the attack may happen from multiple directions (depends on scene). Additionally, attackers and defenders have own spawns for archers. Attacker archers have own positions which they hold and fire at the defenders (to give cover). Once they are out of ammunition they will charge. The **attackers will gain five-times ammunition supplies** until they run out of ammunition, while the **defenders will gain infinite ammunition supplies**.

There are other options to weaken the defenders than just assaulting:

- Player can build a **blockade** and wait until the defenders run out of supplies.
- If the defender garrison is very small compared to player its worth to ask them if they **surrender** (being out of supply also helps).
- Player may weaken the garrison by **poisoning** their water (requires a blockade),
- Player may **sabotage** their food storages (requires a blockade).

- Player can build **mantels** to protect his troops (will spawn additional protection for attackers archer positions).

Dozens of events can happen during sieges (see [Siege events](#)).

During the siege battle, defenders spawn with **fire-pots**, which can cause heavy causalities for the first waves of attackers.

VI Pre-Battle actions

Player (and AI Lord) can take several actions before the battle starts to try to improve their situation. This includes:

- Performing a sacrifice to the gods, which may improve morale (success depends on leadership skill).
- Holding a speech, which may improve moral (depends on charisma, oratory and persuasion). Will also lead to a cutscene. Has no negative effect.
- Sending out skirmishers, which may causes causalities to the enemy.

For those options to appear player needs a **tactic skill of at least 4** and player is not ambushed or on water.

V Player's Party

This section is about player's party, which is the core force of the player.

I Recruitment

Player can recruit troops for his parties in various ways:

- **Recruit volunteers from villages** (the classic native way). Those can NOT be upgraded to more elite troops. They are just farmer troops with simple equipment and will remain like that.
- **Recruit cohorts from towns and fortresses** is the way how player can access regular and elite troops of his Faction. Recruiting faction troops usually requires a barrack building be build in the settlement. The Roman Empire has additional rules: Recruitment of legionaries is only possible in the headquarter of respective legion. While recruitment of auxiliary troops has an area of recruitment (see in game concepts for it). Depending on the cohort composition, it requires a mix of noble or peasant recruits. Player can hire them only if enough nobles or peasants are available **in the province**.
- **Hiring mercenaries** is a good way to get quickly additional troops if needed. Mercenaries can be either hired in taverns of towns (usual way) or by hiring whole mercenary cohorts from the recruitment menu. Mercenaries require the “mercenary” recruit type. Player can only hire them if enough mercenaries are available **in the province**. Mercenary recruits are only available in towns and fortresses.

- **Hiring special (bandit) parties** is another way of gaining troops. Player may hire following parties, which are roaming around the world map, only if respective Factions are not hostile towards player:
 - **Minor Factions** parties.
 - Teutones (**Teutones (Germanic raiders)**) if player is Germanic.
 - Young warriors (**Piktoi (Picts)**) if player is Caledonian.
 - Judean rebels (**Rebelles Iudaicus (Judean rebels)**) if player is Judean. The judeans rebels are completely free, player only needs enough space in his party.

Number of recruits is increased or decreased over time until a certain threshold is reached. The refresh rate is modified by:

- Base rate is randomly, either 1 or 2.
- Doubled if the center lies in the same province where the **Custos Publicus** is training troops.
- Doubled if the center has a **Training ground** build.

The threshold is modified by:

- -40% if center is of other faction
- -30% if faction has a feudal government type and player is not owner of the center
- -30% if faction has an imperial government type and player is not faction leader, or not legate, or not tribune
- +10% if player is faction leader
- -/+5% for each point of **Slave laws**
- -25% if the faction is Roman and the law Lex militaris is enacted.
- +15% if the constable is training in the same province
- +40% if a training ground is built
- +10% if barracks are built
- decreased or increased depending on diseases and events
- -40% if its a village
- -30% if its a castle
- -10% if it has different culture than player

II Customizable troops

Player can create customizable military units. **Conditions** to create military units are:

- Player is ruler of his own faction.

- Player has a town or fortress with a barracks.
- If player is Roman, player has to be Emperor to raise a legion.
- If player is non-Roman, player has to own the fortress or town.

If those conditions are satisfied, visit the barracks and talk with the Praetor there.

As Roman, player can create:

- **Custom legion**

Player chooses a legate for the legion. Then player can choose the name, the banner, and the equipment of the troops.

- **Custom auxiliary cohort**

This unit is attached to custom legion. Player chooses a tribune. Then player can choose its name and customize its units.

- **Custom auxiliary ala**

This unit is attached to custom legion. Player chooses a tribune. Then player can choose its name and customize its units.

As non-Roman player can found following units:

- **Infantry retinue**

Consists of a standard bearer, a hornman and three types of infantry: Recruit – Experienced – Veteran. Player can customize its name and troops.

- **Skirmisher retinue**

Consists of a standard bearer, a hornman and four types of skirmishers: Skirmisher – Skirmisher Veteran and Archer – Archer Veteran.

- **Cavalry retinue**

Consists of a mounted standard bearer, and four types of horsemen: Skirmisher Cavalry – Skirmisher Cavalry Veteran and Cavalry – Cavalry Veteran.

III Party stances

Player can change the party stance in the camp menu. Different stances have different effects.

1. **Default**

Effect:

- This stance is the default and has no effect at all.

2. **Forced march**

Effect:

- Increases party speed.
- Decreases morale over time.

- Increases probability of **Ambushes**.

3. Screening

Effect:

- Decreases party speed.
- Decreases probability of **Ambushes**.

IV Morale

Morale is key measure for player's party stability. Party morale has some impacts:

- It effects morale during battles, with lower party morale leading to troops having lower morale on battle.
- Low party morale will lead to troops deserting over time.
- If morale is below 40 player's troops may start stealing valuable items (like gold) from his inventory.

Party morale is effected by following:

1. Party size effect

The maximal party size the player can have is taken and halved. For each troop over this value party will get a penalty. If player has less troops than half maximal party size there is no effect. The maximal negative impact is -33.

2. Food effect

Depending on amount and food variety player's party may get a malus or bonus to morale.

3. Personal debts

If player wasn't able to pay his wages troops will become upset.

4. Lack of rest (optional)

Player can enable or disable this option in settings menu. If enabled, player has to rest frequently to refresh his troops.

5. Follower party

Having a **Follower Party** with women in it (follower woman, hunter woman, camp defender, soldier wife, refugee or peasant woman) will increase morale up to a bonus of +15.

6. Special items

There are some special items increasing party morale. Those effects will be added to the food-modifier. Following items exist that give morale bonus:

- Scythian bong (**Conversation of Sarmatian warriors (Siracena)**)

- Statue of Mithras (only if player is NOT worshipping Christ or YHWH), ([The adventure of Włodowiecus \(I\)](#))
- Menorah (only if player is worshipping YHWH) (raiding the Jewish temple in Jerusalem, or staging a revolt in Jerusalem as Judean)

Additionally morale is effected over time by:

- Having nothing to eat will cause additional morale lose of -8 per day.
- Random events.
- Having a **Follower Party** with women in it (follower woman, hunter woman, camp defender, soldier wife, refugee or peasant woman) will give an additional bonus of +15 each week.
- If its winter morale will decrease by -5 each week.
- If player is moving through a desert morale will decrease by -5 each week.
- **Forced march** stance will decrease morale by -5 each day.
- During sieges morale will slowly decline by -1.

Player can also increase morale by following one-time effects:

- Buying drinks at taverns for player's men.
- Hiring prostitutes for player's men (which may spawn in taverns).
- Roman officers (like centurios) offer some disciplinary measures (Talk with them from the party screen).
- Player may force women (follower woman, hunter woman, camp defender, refugee or peasant woman) in his party to play with his men (Talk with them from the party screen).
- If player has a soldier wife in his party he may donates money to the families of the soldiers (Talk with them from the party screen).
- Winning/losing battles.
- Player may force imprisoned female slaves to 'play' with player's men.
- Reward troops with money (via camp menu).

V Party size limit and prisoner limit

Prisoner limit is the maximal amount of prisoners player can have in his party. It depends on:

- **Party size:** Each 5 troops in the party increases limit by 1.
- **Prisoner management skill:** Each point of prisoner management increases limit by 10.
- **Reputation:** Having reputation below -20 will increase limit by a factor, factor will increase with lower reputation until a maximum of 2 is reached.

Cohort limit is the maximal number of cohorts player can recruit and maintain. It is effected by

- If player is part of the Roman Empire it depends on office. As tribune player can command 2 cohorts, as military prefect player can command 4 cohorts and as legate player can command 10 cohorts. As Emperor player can command a total of 15 cohorts which is also the maximum. Otherwise, if player has no military office or is not Emperor he can command at least one cohort.
- If player is not part of a Roman faction then base limit is 4, which is then modified by
 - Each point of centralisation gives 1 cohort more to the faction leader and 1 cohort less to his lords up to a maximum of 2 cohorts (and other way round for decentralised Factions).
 - Being marshal gives +1 cohort.
 - Being Lord of a town gives +2 cohorts.
 - Being lord of a castle gives +1 cohort.
 - Being of Parthian or Armenian culture gives player another +1 cohorts.
 - Being of Barbarian culture (neither Armenian, Parthian or Roman) gives player another +3 cohorts for proper human waves.

Maximum of cohort limit is 15.

Party size limit is the maximal number of troops a player can have in his party. It depends mainly on:

- **Base size** is calculated from the cohort limit: (Limit of cohorts) * 85
- **Leadership:** For each point player gets additional +5 size.
- **Charisma:** For each point player gets additional +2 size.

VI Follower Party

Player can create a follower party. This unit is attached to the main party and cannot be attacked in anyway by enemies. Management of the follower party works from the camp menu.

To create a follower party you need:

- At least 60 men in your party.
- 2,500 denars to hire mules and a mule driver.
- 10 non-wounded women in your party (follower woman, hunter woman, camp defender, refugee or peasant woman).

A follower party allows:

- Accessing a physician to heal heavy wounds of the player.

- Storing items on the mule. In particular, **food items stored** In the follower party will be **consumed by the party**, which is useful to gain additional food storage for large parties.
- By adding women to the follower party player gains following boni:
 - Morale bonus
 - Wound treatment bonus
 - Surgery bonus (this requires soldier wives)
- A follower party will decrease party speed (-20%).

Follower parties are ideal for larger campaign efforts. Player should however consider the decreased speed as it makes player party more vulnerable to fast Lord parties.

VII Other party features

Player can send **foragers** to gain additional food. This can be done via camp menu and requires at least 40 men in the party.

Large player parties will receive a **malus on tactic skill**. This effect can be removed by having low rank officers in the party (for Roman player that means centurions, signifers etc and for non-Roman player that means hornmen).

Player will gain a **leadership bonus if he has high rank officers** in his party (for Roman player that means primus pilus, aquilifers, vexilarii, tribunes etc and for non-Roman player that means having standard bearer).

As marshal (or Faction Leader), player can **order Lords to attach** themselves **to player party**. Unlike the normal “follow” feature, this will ensure they will not run away. After a week the Lords want to walk around independently again. As Faction Leader player can force them to stay, costing a relation lose.

As marshal player can **manage any garrison** of a town or fortress of players own faction.

Player may **order companions to create parties**. Player can than give troops to those parties.

Player may establish **permanent camps** with companions leading them. Permanent camps can be attacked by enemy parties. They can be used to store supplies or prisoners, though prisoners may escape.

VI Politics

This section is about politics, that includes ruling a Faction, laws and policies, the Senate and interactions with Lords.

Renown is a measure how famous a characters is. Higher renown means higher fame. However, renown can also be lost, depending on actions and events. In general its good to have high renown as it will activate certain actions and make interactions with Lords easier.

Reputation is an indicator about the play-style of a player. It can be negative or positive. Having positive reputation means that the player is seen as kind and helpful person, while having negative reputation means that the player is seen as selfish and wicked. Reputation will influence player's relation and interactions with Lords. Player will gain relation with Lords who are helpful (example being goodnatured) if his reputation is high. However he will lose relation with selfish Lords (like quarrelsome) if reputation is high. On the other hand, low reputation will increase relation with selfish Lords while it will decrease it with helpful ones.

But **reputation will also effect income generated by looting. Lower reputation means more income** from such business. In particular, lower reputation will increase number of slaves captured during looting and increase prisoner limit.

Right to rule is measure about the legitimize of a player if he is Faction Leader. High right to rule is necessary to conclude agreements with other Factions and it will be make Faction interaction in general easier. As Emperor, low right to rule will also increase unrest.

Gravitas is used to describe your fame among the Romans as commander. It can only be obtained as marshal during fighting battles and only if player is Roman. If player or any other character reaches more than 1,000 gravitas a triumph will be awarded and the character gains the Trait "Vir Triumphantis".

I Staff Members and Minister

Once a player is Faction Leader or Lord of a Faction he has access to following stuff members:

1. Minister

Only available if player is Faction Leader. Can be usually found at your capital (court). Player can chose companions or his spouse as minister. If player does not chose any minister, **Septimus Homunculus** will appear as default minister. However, the default minister has limited functionality.

The minister allows player to:

- Send companions as emissaries to other Factions.
- Manage governors/Lords of settlements.
- Appoint a marshal.
- Indict Lords for treason.
- Hire other staff members (like Quaestor etc).
- Appoint a Praefectus urbi if there is none (only possible as Emperor).
- Manage honorary titles (only if Emperor).
- The minister will confront player with issues (if there are any), this includes:
 - High debt of player or Imperial Treasury (later only if Emperor).

- Quarrels between Lords of player's Faction.
- Succession of player (if player is Emperor)
- Manage edicts and laws (only if Emperor and only if player is at Rome).
- Rename the capital of player's Faction.
- Exchange imprisoned Lords of his Faction.
- Persuade a Lord to join player's Faction (only possible if player is NOT Emperor).
- Send a companion as spy to another Faction.

2. Quaestor

Available once the player owns a fortress or town.

The Quaestor has following effects:

- The Quaestor enables a personal treasury for the player. Taxes the player collects directly are stored in personal treasury. The personal treasury can be accessed by talking with the Quaestor.

If player has a companion and is in the field, he can ask his companion to bring money from the treasury.

- The Quaestor allows player to manage the imperial treasury (see also [Imperial budget and imperial treasury](#)).
- Having a quaestor allows player to threaten other Factions with war and demand tribute. (via minister as emissary mission).
- Having a Quaestor allows player to send money as gift to other Faction Leaders (via minister as emissary mission).
- Player can hire additional staff to reduce tax-loss.
- A Quaestor will reduce tax loss in general and the amount of regained money is shown as percentage in brackets.
- Player can change Imperial tax rates (only as Emperor).
- Quaestor allows player to manage all his settlements he governs.
- Quaestor (like all other staff members) gives access to a special inventory as storage for items. Those items can NOT be lost.
- If player has a Quaestor (and thus a personal treasury) his spouse may take money out of the treasury. ([Spouse spendings](#))
- A Quaestor will inform player about livestock epidemics in his settlements. (They anyway, the Quaestor only enables the message.)

3. Custos Publicus

Available once the player owns a fortress or town.

The Custos Publicus has following effects:

- Player can send spies to gather intel about settlements.
- Player can release any prisoners. In particular, if player is Faction Leader he can release prisoners held captive by his Lords if the player's Faction has at least slight centralisation.
- Can give player various reports on the armies and garrisons of his realm or his own forces.
- Player can order him to send troops from one town/fortress to another.
- Player can enlist patrols.
- Player can sell prisoners (which gives similar price as ransom brokers).
- Player can hire trainers for settlements. This will add experience to troops garrisoned in particular settlement. Additionally, maximal number of recruits (nobles and peasants) will increase and refresh rate will double.
- Custos Publicus (like all other staff members) gives access to a special inventory as storage for items. Those items can NOT be lost.

4. Censor

Available once the player owns a fortress or town.

The Censor has the following effects:

- Allows player to get additional information in the province/governor/fief management screen.
- Allows player to change domestic politics of his Faction (see **Domestic Policies**).
- Allows player to get information about any Lord.
- Player can send messages to other Lords of his Faction.
- Allows player to send gifts to settlements or Lords to improve relation.
- Censor (like all other staff members) gives access to a special inventory as storage for items. Those items can NOT be lost.

Additionally, if the player is Emperor of Rome he has access to following advisors:

1. **Servius Sextus, Political Adviser**
2. **Primus Horatius, Financial Adviser**
3. **Titus Livius, Military Adviser**
4. **Marcus Gaius Cassius**

5. Archippus the Scholar

II Influence

Influence is a currency which the player can use to manipulate Faction politics without being Faction Leader.

Influence can be used for:

- Convince Faction Leader to end a war.
- Exchange influence for money.
- Exchange influence for support in Senate (only possible with Roman Lords and being part of Roman Empire).
- Obtaining honorary titles.
- Changing a legate (only possible if part of Roman Empire).
- Changing governorship of a province (only possible if part of Roman Empire).
- Changing marshal.
- To trigger the quest **Money doesn't stink**.
- Avoiding relation lose with Emperor if player gives up a governorship of imperial province.

Influence can be obtained by:

- Doing quests for Lords with high renown:
 - 75 influence for a Lord with 750 or more renown.
 - 50 influence for a Lord with 500 or more renown.
 - 25 influence for a Lord with 300 or more renown.
- With the help of your lover
- By conquering towns (500 influence) or fortresses (250 influence).
- By fighting battles (larger battles give more influence).
- In exchange for money.

Influence exchange with Lord's is done by several political mini quests, see also **Meet with friends**, **Meet with senators** and **Collect the requested money**.

III Senate

The Senate is located in **Roma**. Meetings will take place on a regular basis. If player is Emperor or has the title of **Consul** or **Censor** he may issue a compulsory order which will start a Senate meeting immediately.

The senate itself has 40 senators. They either oppose the player or support him.

Possible interactions:

- Give a speech to improve senate support.
- Walk around the Senate, during meetings this allows player to bribe or persuade senators.
- Rename a month (if Emperor), see also [Laws and Edicts](#).
- As Emperor: If player issues a law or edict a vote in the senate will happen ([Laws and Edicts](#)).
- As Emperor: If player changes certain [Domestic Policies](#) a vote will happen.
- As Emperor player should legitimize his rule via the Senate, otherwise player's right to rule will remain capped by 40.
- As Emperor player can handle petitions from the Senate menu ([Libelli \(petitions\)](#)).
- Player can try to influence senatorial provinces (and may try to change governor).
- Events may trigger on entering the Senate ([Senate events](#)).
- During Senate meetings player may get a quest (see [Senate quests](#)).
- The [Te amo, tu me non amare](#) may trigger upon visiting the Senate.
- During meetings: Join current discussions (or if there are none start one). This allows influential players to change laws/edicts to their wishes even if they are not Emperor yet.
- If [Censor](#): Inspect the Imperial treasury (which allows embezzling of funds).
- The [Water dispute](#) quest must be solved via Senate menu.

Senate support is a currency that can be spent on or used for:

- As Emperor for law/edict/domestic politic changes.
- To legitimize rule.
- To change/assign governors of senatorial provinces.
- To turn senatorial into imperial provinces.
- Usurping a senatorial province must be resolved via Senate menu (see quest [Tyranny and despotism](#)).

IV Honorary Titles

The Roman Empire has honorary titles (which are the old offices of the cursus honorum).

They are:

1. Censor

Description: Only one Lord can have this title. A Censor is overseeing certain aspects of finance and responsible for supervising public morality. It is a very prestigious office.

Effects:

- Renown cannot go below 400
- Allows player to inspect the imperial treasury (from the Senate menu). Player may take money from it. But player may get caught and punishment is very high!
- Player may collect a special tax by talking with the Praefectus of Rome (can be found in the scriptorium).
- Player may host games in any town of the Roman Empire.
- Allows player to start a Senate meeting.

2. Consul

Description: Only two Lords can have this title at most. A Consul has the right to preside at meetings of the Senate.

Effects:

- Renown cannot go below 350
- Player may host games in any town of the Roman Empire.
- Allows player to start a Senate meeting.

3. Aedil

Description: Only four Lords can have this title at most. The Aedil is responsible for development of Rome.

Effects:

- Renown cannot go below 300
- Player may host games in any town of the Roman Empire.
- Player may collect a special tax by talking with the Praefectus of Rome (can be found in the scriptorium).

4. Quaestor

Description: Only four Lords can have this title at most. The Quaestor is responsible for supervising the treasury and conducting audits.

Effects:

- Renown cannot go below 250
- Player may collect a special tax by talking with the Praefectus of Rome (can be found in the scriptorium).

V Love Affairs

Love affairs are relationships between Lords and married Ladies. They can occur between AI Lords and Ladies, but also the player can have one. A Lady can only have one love affair at all while Lords can have multiple ones.

If the player has a spouse she may have a love affair too. As long as a love affair is not discovered it has no negative impact on Lord's relation with his spouse.

A jealous husband may hire spies to discover love affairs. Player can do this by sending out one of his companion (see NPCs and their purpose too). A Lord may ask the player to spy on his spouse (quest Jealous husband).

How to get a lover:

- Ladies being adventurous or ambitious have the highest chance, while Ladies being moralist have the lowest chance.
- Player must increase relation with a married Lady, persuasion skill and most importantly charisma help.
- If player's relation is high enough she may ask player to be her lover.
- If player's relation is high enough he may ask her to be her lover.
- If the Lady already has a lover it is more difficult for the player to conquer her heart. However, if player does then her ex-lover will be his enemy.

How to lose a lover:

- Have less than 10 relation with your lover and she will break the relationship.
- The lover affair is discovered. It will result in loss of renown, generation of controversy and loss of relationship with the betrayed husband.

Once player has a lover it allows him:

- Recite poems to her.
- Intrigue to start a quarrel between a Lord and his Faction Leader.
- Gaining additional information about a Lord.
- Gaining influence via a scheme.

By chatting with Ladies ("Have you heard anything interesting recently?"), player may discover a love affair. If he does, then two optional quests will be issued (Talk with AB). This allows the player to blackmail respective Lord and gain some money or influence. Or player informs the betrayed husband and gain some relation with him.

VI Marriage and Spouse

Player can marry Ladies (or Lords) of a Faction. Also some special NPCs are available for marriage. This are:

- Gwenhyfar
- Thestia Domitia.

Marrying a Lady works similar as in Native:

- Either player meets her without blessing of father (or guardian).
- Or player ask her father (or guardian) first and then meets her.

Then player has to increase his relation with her by:

- Visiting her.
- Reciting poems.
- Flirting.
- Bringing gifts (amber, ivory, perfume).

If the father or guardian does not give his blessing for the marriage, player may marry the Lady anyway (which will decrease player relation with Ladies family).

If player decides to marry a Lady he better ask for the blessing of the father first before speaking to her and meeting her in private. That way player can ensure that player will have the blessing for the marriage and avoid losing relation (as relation is important).

Once player has married, the spouse give the following options:

- Making children (they will not appear other than in dialogue). Which allows player to grant them succession if he is Emperor.
- Hosting feasts.
- Player may ask his spouse to join his party, depending on reputation type she may accept (adventurous, otherwordly will accept, all others not).
- Player may appoint his spouse Minister.
- Player's spouse can help him improving his relation with other Lords (dialogue).

VII Family Affiliation

Player may be affiliated to a family, this is done by asking a Lord ("I have great respect for your lineage, I wish to be affiliated to your family."). It depends on the Lord's reputation type how easy it is to be affiliated:

- Martial: Have larger renown than him.
- Cunning: Governs at least one settlement.

- Upstanding: Player reputation Is larger than 10.
- Goodnatured: Player relation with Lord's Faction is larger than 60.
- Selfrighteous: Player has more wealth (personal money and personal treasury) than the Lord's renown multiplied by 65.
- All others: Player needs more than 75 relation.

Once those conditions are fulfilled player must persuade the Lord (depending on relation and persuasion skill).

Once being affiliated it allows:

- Resting without costs at any town or fortress of a family member.
- Will give additional messages about family members actions.
- Allows player to exchange troops with the Lord.
- Will allows join player in battle if nearby.
- They are more likely to follow player orders even if he is not marshal.

VIII Laws and Edicts

The Roman Empire has additionally to the **Domestic Policies** its own set of laws and edicts. A full list of laws and edicts is given here:

- **Edictum de libelli**

It is no longer allowed to send petitions to the Emperor.

- One-time Effects on enacting: Decreases player relation with all Lords of his faction.
- One-time Effects on revoking: None
- Effect as long as enacted: The quest **Libelli (petitions)** cannot trigger anymore. Decreases stability over time. The event **Erosion of institutions** may trigger.
- Can be enacted if the quest **Libelli (petitions)** by talking with **Servius Sextus, Political Adviser** about Libelli. Can be revoked by talking with the Minister.

- **Lex Iulia et Papia**

Every Roman citizen in marriageable age is forced to marry. If not he must pay a punitive tax. Families with three children gain tax privileges.

- One-time Effects on enacting: Cannot be enacted. It is enacted on game start by default.
- One-time Effects on revoking: Will decrease player relation with moralist Ladies of his faction.
- Effect as long as enacted: If player has more than 200 renown and if he is of Roman culture he has to pay the punitive tax of 100 denars.

- Can be only be revoked by talking with the Minister.

- **Lex Christiani**

The various Christian sects are now under protection of the Roman Empire and accepted religions.

- One-time Effects on enacting: Decreases stability. Decreases player relation with all Roman Lords (except **Kaeso Flavius**).
- One-time Effects on revoking: Decreases player relation with **Kaeso Flavius**.
- Effect as long as enacted: Persecutions (if there are any) will slowly be stopped.
- Can be enacted by talking with the Minister.

- **Edictum securitatis publica**

To Worship the Christian god is punished by death.

- One-time Effects on enacting: Decreases player relation with goodnatured and upstanding Lords of his faction, increases it with all others.
- One-time Effects on revoking: Increases player relation with goodnatured and upstanding Lords of his faction, decreases it with all others.
- Effect as long as enacted: Persecutions of Christians will trigger in towns of the Roman Empire from time to time (**Persecution**). Decreases stability whenever persecutions happen. Adds bureaucratic costs of 1000 denars per town or fortress to the imperial budget.
- Can be enacted (or revoked) by talking with the Minister.
- Enacting the **Lex Christiani** will automatically revoke it.

- **Constitutio {playername}**

The civitas Romana is granted to every assimilated aristocrat and wealthy free man of the peregrini. (Can be expanded by **Constitutio {playername} II** and **Constitutio {playername} succession law**)

- One-time Effects on enacting: Increases stability. Decreases player relation with Roma. Decreases player relation with Roman Lords.
- One-time Effects on revoking: Cannot be revoked
- Effect as long as enacted: None
- Can be enacted by talking with the Minister if player has more than 20 intelligence.

- **Constitutio {playername} II**

The civitas Romana is granted to every free man of the Empire. There are only two social classes: the honestiores and the humiliores. (It is an expansion of the law **Constitutio {playername}**)

- One-time Effects on enacting: Increases stability by a large amount. Gives player right to rule. Decreases player relation with Roma by a large amount. Decreases player relation with Roman Lords by a large amount.
- One-time Effects on revoking: Cannot be revoked
- Effect as long as enacted: Decreases amount of bandits which can spawn due to high instability.
- Can be enacted by talking with the Minister and modifying the **Constitutio {playername}**, if player has more than 23 intelligence.
- **Constitutio {playername} succession law**

Gives the Empire a constitution and a succession law. (It is part of the law **Constitutio {playername}**)

- One-time Effects on enacting: Increases stability.
- One-time Effects on revoking: Cannot be revoked.
- Effect as long as enacted: Decreases chance of a conspiracy against the Player-Emperor (**Conspiracy**). Increases stability over time.
- Can be enacted by talking with the Minister and modifying the **Constitutio {playername}**, if player has more than 25 intelligence.

- **Lex frumentaria et agraria**

Grain prices are regulated: minimum of 30 denars per unit, maximum of 59 denars per unit. Also restrict landownership: There is a maximum of land which someone can obtain. Thus one can only buy 10 latifundia in total.

- One-time Effects on enacting: Decreases stability. Increases player relation with Roma. Increases player relation with goodnatured or upstanding Lords of his faction, while it decreases player relation with all other Lords of his faction.
- One-time Effects on revoking: Decreases stability. Decreases player relation with Roma. Decreases player relation with goodnatured or upstanding Lords of his faction, while it increases player relation with all other Lords of his faction.
- Effect as long as enacted: Increases price for paying latifundia by 15,000 denars. Limits number of latifundia by 10 which the player can own. Limits grain prices for grain bought or sold in town or village markets of the Roman Empire. Prosperity of villages is decreased while those of towns is increased. Adds bureaucratic costs of 500 denars per town or fortress to the imperial budget.

- Can be enacted (or revoked) by talking with the Minister.

- **Lex militaris**

The minimum age for conscripts is 17 years, which decreases number of conscripts.

- One-time Effects on enacting: Increases stability. Increases player relation with Roma. Increases player relation with goodnatured or upstanding Lords of his faction, while it decreases player relation with all other Lords of his faction.
- One-time Effects on revoking: Decreases stability. Decreases player relation with goodnatured or upstanding Lords of his faction, while it increases player relation with all other Lords of his faction.
- Effect as long as enacted: Decreases number of recruits by 25%. Increases prosperity of settlements.
- Can be enacted (or revoked) by talking with the Minister.

- **Lex Alimenta**

The government founds orphanages and poor families receive substitutions in form of tax privileges.

- One-time Effects on enacting: Increases stability. Increases player relation with Roma. Increases player relation with goodnatured or upstanding Lords of his faction, while it decreases player relation with all other Lords of his faction.
- One-time Effects on revoking: Decreases stability. Decreases player relation with goodnatured or upstanding Lords of his faction, while it increases player relation with all other Lords of his faction.
- Effect as long as enacted: Decreases unrest over time. Increases prosperity of settlements over time. Adds bureaucratic costs of 500 denars per town or fortress to the imperial budget.
- Can be enacted in two ways:
 - Talk with the Minister AND have intelligence higher than 23
 - Talk with **Servius Sextus, Political Adviser** and ask him how to improve stability

- **Edictum mensum**

A month is renamed.

- One-time Effects on enacting: Renames month after the name chosen by player.
- One-time Effects on revoking: Cannot be revoked.
- Effect as long as enacted: None.
- Can be enacted from the Senate, if the Roman Empire is NOT in a Civil War.

- **Vicesima Libertatis Vel Manumissionum**

A tax on slave manumissions.

- One-time Effects on enacting: Decreases relation with (good-natured) lords. Decreases stability.
- One-time Effects on revoking: Increases relation with (good-natured) lords. Increases stability.
- Effect as long as enacted: Additional income from settlements depending on prosperity (added to **taxes from edicts**). Additional income from (good-natured) lords, depending on their wealth. In case of player, depending on players manumission setting and number of slaves, player has also to pay a small amount.

IX Domestic Policies

Following general faction policies exist:

1. Centralization vs Decentralisation

Description: This politic is about the centralization (or decentralisation) level of a faction.

Effects:

- Being slightly centralized allows player to access the management screen of any settlement of his Faction if he is Faction Leader.
- Higher centralization decreases tax inefficiency if he is Faction Leader.
- If player is Lord of a faction, higher centralization will increase tax inefficiency.
- Being very centralized allows player to build buildings and issue decrees of his Faction if he is Faction Leader.
- If player is faction leader, centralization effects player party wages. Higher centralisation decreases wages.
- If the faction is NOT the Roman Empire, the Faction Leader will receive tributes from his vassals depending on centralisation.
- If the faction is NOT the Roman Empire, centralisation will decrease party sizes of Lords while increasing party size of the Faction Leader.
- If the faction is the Roman Empire, higher centralization will increase administrative costs.
- If the faction is the Roman Empire, higher centralization will decrease corruption.
- Effects maximum Imperial tax rate player can issue (only as Emperor), higher centralization allows higher taxes.

2. Noble rights vs Citizen rights

Description: This policy is about either giving citizens more rights or nobles more rights. One can find a balance too.

Effects:

- High noble rights will decrease tariff income, while high citizen rights will increase it.
- Higher noble rights will increase Lord's investment income, while higher citizen rights will decrease it.
- Higher noble rights will decrease rent income from settlements, while high citizen rights will increase it.

3. Slave laws

Description: This policy is about giving slaves more rights (i.e. restricting punishment to be less cruel) or the masters (allowing them to be as cruel as possible).

Effects:

- Effects number of bandits appearing in infested villages (treating slaves harsher will increase number of bandits appearing during mission).
- If slave laws are more in favour of the masters then a slave punishment may appear in the streets of Rome (**Punishment of a slave**).
- Giving slaves maximal rights disables the slave market building.
- Less slave rights decreases building time.
- Less slave rights decrease number of recruits (as less free slaves are available as potential recruits).
- High slave rights decreases chance of bandits at night appearing.

4. Mercantilism vs laissez fair

Description: This policy is about the approach on trade of the realm. Mercantilism means that there is higher control of the state while laissez fair means that there is no state involvement into trade.

Effects:

- Higher mercantilism makes it more unlikely that a caravan will enter a town of said faction. Thus it will decrease imports.
- While higher laissez fair makes it more likely that a caravan will enter a town of said faction and hence will increase imports.

5. Quality / Quantity

Description: This policy is about the quality of the equipment and troops.

Effects:

- **Custos Publicus** has option to improve training of troops stationed in player's town/fortress.
- Increases (or decreases) experience gain of troops after battles.
- Modifies amount of mercenaries lords are hiring: Hire quality results in less mercenaries being hired.
- Increases (or decreases) strength of troops during auto-calculated battles.
- Increases (or decreases) strength of troops during field battles.
- Increases (or decreases) troop recruitment costs.

VII Others

Other features present in the mod.

I Hunting

Player may go on a hunt during which one either encounters boar or deer. Hunting is only possible in forests or greenland and not in deserts. This feature is accessible via the camp menu.

II Crafting orders, importing horses and refining weapons

Player can order an armour or weapon merchant to **craft any (non-legendary) item** for him. If the item is of different culture than the merchant, the price will be increased. Player can chose to receive the item with a messenger once its finished or to collect it by visiting the merchant.

Player may **import any horse** with the help of a horse merchant. Again player can chose to receive the item with a messenger once its finished or to collect it by visiting the merchant.

Player can chose the quality of the item, which will effect its price.

The item will not be delivered immediately, **player has to wait some days** depending on the item quality.

That way, player can obtain any (non-legendary) item without relying on cheats.

Player may **refine his weapons and armours** (example making a sword masterwork) at weapon or armour smithies.

III Special merchants

Following special merchants are noteworthy:

- **Gaius Marius** in Rome sells Roman weaponry and armoury.
- **Ogulus the tailor** in Rome sells all kind of Roman civilian clothing.
- In Ctesiphon is a special merchant selling Indian equipment.

- In each **Minor Factions** settlement one can find a special merchant. Most noteworthy, **Geloni (Gelonians)** have poisoned arrows.
- **Hadrianus Pavel** sells ancient Hellenic stuff.
- **Alwius** sells Germanic equipment in Rome.
- In Great Jewish temple of Jerusalem will spawn additional merchants.
- In Roman town streets will spawn additional merchants.

IV **Legendary items**

The mod has all kinds of legendary items, from weapons and armoury to statues and cups you can find a lot. Player can view all special items (together with a description) in-game, under in the camp menu “take an action => show special items”.



...at which, it is said, there were served up no less than two thousand choice fishes, and seven thousand birds. Yet even this supper he himself outdid, at a feast which he gave upon the first use of a dish which had been made for him, and which, for its extraordinary size, he called "The Shield of Minerva". In this dish there were tossed up together the livers of pike, the brains of pheasants and peacocks, with the tongues of flamingos, and the entrails of lampreys, which had been brought in ships of war as far as from Parthia and the Spanish Straits...

Suetonius, Vitellius chapter 13

III Factions

There are three kinds of Factions:

1. **Major Factions:** They are major players of the time period or important for the context of the game. This includes the Roman Empire, Parthian kingdom or Dacian kingdom. Major Factions by itself can be again divided into two categories:
 1. **Civilised kingdoms/Empires:** Those can conquer towns and fortresses normally. Though if they conquer a tribal settlement, they suffer from rebellions (**Rebellion events**).
 2. **Tribal kingdoms/confederations:** Those can ONLY conquer towns or fortresses belonging to their own culture group. For instance, Dacians cannot conquer Roman settlements South of the Danube. If the Dacians besiege such a settlement and win the siege, the settlement will be looted and destroyed (rebuild after one week).
2. **Minor Factions:** They are minor players of the time period or conceptually unimportant. Such are Factions like the Ebdani (Ireland), or the Gaetuli (Africa). Minor factions have capitals, which are fixed towns. Some minor factions also have villages/camps, which are spawned and act like bandit hideouts (player can destroy them, which ensures that no raider party can spawn for 14 days).
3. **Bandit and rebel Factions:** They represent different groups, like pirates or various people usually rebelling against Rome. They can set up hideouts which player may search and destroy. Destroying hideouts will prevent bandit spawn for 14 days.

I Major Factions

The following major Factions exist ingame:

1. Getai (Dacians)

Civilisation status: Tribal kingdom.

Description: The Dacians settle in the Carpathian Mountain and the west of the Black Sea. They are a strong kingdom and noteworthy enemy of **Imperium Romanum (Roman Empire)**.

2. Kaledonoi (Caledonians)

Civilisation status: Tribal kingdom.

Description: The Caledonians are a Celtic tribe that settles in modern-day Scotland.

3. Basileion tou Bosporou (Bosporian kingdom)

Civilisation status: Civilised kingdom.

Description: The Bosporian kingdom was originally a Hellenic kingdom, with Sarmatian influence. By the time of the mod, the Bosporians are heavily influenced by the Romans.

4. **Fris (Frисians)**

Civilisation status: Tribal kingdom.

Description: The Frisians are a Germanic tribe living in modern-day Frisia, East of the Rhine.

5. **Hayastan (Armenian kingdom)**

Civilisation status: Civilised kingdom.

Description: The Armenian kingdom is by the time of the mod contested between the sphere of the Parthians and the Roman sphere.

6. **Basileia ton Parthaion (Parthian kingdom)**

Civilisation status: Civilised kingdom.

Description: The Parthian kingdom has conquered Persia and Mesopotamia from the Seleucids and expended its influence far West to the Caucasus and Syria. Its the major opponent of **Imperium Romanum (Roman Empire)**.

7. **Imperium Romanum (Roman Empire)**

Civilisation status: Civilised Empire.

Description: The Roman Empire controls most of the map by the time of the mod. Though, its peak expansion is not reached yet.

8. **Dumnones (Dumnonii)**

Civilisation status: Tribal kingdom.

Description: The Dumnones were a Celtic tribe living in Southern England, modern-day Cornwall.

9. **Corieltauvi**

Civilisation status: Tribal kingdom.

Description: The Corieltauvi were a Celtic tribe living in the English East Midlands.

10. **Brigantes**

Civilisation status: Tribal kingdom.

Description: The Brigantes were Celtic tribe, who controlled a large section of Northern England. They are the only in-game major Faction with a queen, **Cartimandua**.

11. **Sauromatae (Sarmatian tribes)**

Civilisation status: Tribal confederation.

Description: The Sarmatians were a confederation of nomadic people and dominated the Pontic steppe. By the time of the mod, the Scythian influence is declining while the Sarmatian influence is raising.

12. Sirakoi (Siraces)

Civilisation status: Tribal kingdom.

Description: The Siraces were a Sarmatian tribe that inhabited Sarmatia Asiatica, the coast of Achardaeus at the Black Sea North of the Caucasian Mountains.

13. Leugoz (Lugii)

Civilisation status: Tribal confederation.

Description: The Lugii were a larger Germanic tribal confederation, living in Central Europe, North of the Sudetes mountains and the upper Oder.

14. Markommanoz (Marcomani)

Civilisation status: Tribal kingdom.

Description: A Germanic tribe who settled North of the Danube.

15. Rygir (Rugii)

Civilisation status: Tribal kingdom.

Description: A Germanic tribe who settled somewhere in the Southern shores of the Baltic Sea.

16. Coadui (Quadi)

Civilisation status: Tribal kingdom.

Description: A Germanic tribe who settled somewhere in the area of modern-day Moravia.

17. Yehuda (Judea)

Civilisation status: Tribal kingdom.

Description: Judea is the region around the city of Jerusalem. By the time of the mod, the Judean people are part of the Roman Empire, but may revolt. (**Judean revolt event**)

18. Iazyges

Civilisation status: Tribal kingdom.

Description: The Iazyges were a Sarmatian tribe. Likely they moved during the first century AD in the plain lands between the Danube and the Tisza rivers. (**Iazyges events**)

19. Batava (Batavian tribes)

Civilisation status: Tribal kingdom.

Description: The Batavians are Germanic people who lived in the modern-day Dutch Rhine delta. They served as auxiliaries for Rome. ([Batava revolt event](#))

20. **Kartli**

Civilisation status: Civilised kingdom.

Description: Kartli is a region and kingdom in the Caucasus, in modern-day central Georgia.

21. **Aghwank**

Civilisation status: Civilised kingdom.

Description: Aghwank is Caucasian Albania. It is located in the Caucasus, mostly in what is now modern-day Azerbaijan.

22. **Kolcha (Colchis)**

Civilisation status: Civilised kingdom.

Description: Kolcha/Colchis was exonym for the Georgian polity Egrisi located on the eastern coast of the Black Sea, in modern-day western Georgia.

23. **Osrhoene**

Civilisation status: Civilised kingdom.

Description: Osrhoene was a region and kingdom in upper Mesopotamia (Edessa). It was a contested region between the Romans and the Parthians.

24. **Imperium Romanum Pars Otho**

Civilisation status: Civilised Empire.

Description: Civil war Faction of the **Imperium Romanum (Roman Empire)**. Lead by [Marcus Salvius Otho](#).

25. **Imperium Romanum Pars Vespasianus**

Civilisation status: Civilised Empire.

Description: Civil war Faction of the **Imperium Romanum (Roman Empire)**. Lead by [T. Flavius Vespasianus](#).

26. **Imperium Romanum Pars Vitellius**

Civilisation status: Civilised Empire.

Description: Civil war Faction of the **Imperium Romanum (Roman Empire)**. Lead by [Aulus Vitellius](#).

27. **Imperium Romanum Pars Galba**

Civilisation status: Civilised Empire.

Description: Civil war Faction of the **Imperium Romanum (Roman Empire)**. Lead by **Ocella Sulpicius Galba**.

II Minor Factions

The following minor Factions exist:

1. Garamantes (Garamantian kingdom)

Description: The Garamantes were descended from Berber tribes and Saharan pastoralists. Living in the southern region of Libya.

2. Gaetuli (Gaetulian and Mauri tribes)

Description: The Gaetuli were an ancient Berber tribe in North Africa.

3. Malkuta Nabatu (Nabatean kingdom)

Description: The Nabataeans were Arab people settling in Northern Arabia.

4. Kusi (Kingdom of Kush)

Description: The kingdom of Kush located at the Nile.

5. Heruli (Scandinavian tribes)

Description: Possibly originating from Scandinavia, they settled in modern Denmark.

6. Ebdani (Irish tribes)

Description: Celtic tribe living in Ireland.

7. Geloni (Gelonians)

Description: The Gelonians likely emerged as Scythians who settled and build the town Gelonus.

8. Diduroi (Georgian tribes)

Description: They are a Caucasian tribe, living in the mountains.

9. Dahae (Saka tribe)

Description: A nomadic tribe living North of Parthia.

III Bandit and rebel Factions

Following bandit and rebel Factions exist ingame:

1. Rebelles Iudaicus (Judean rebels)

Description: Generic Judean rebels appearing in Judea. They are at war with all **Major Factions** except **Yehuda (Judea)** and all **Minor Factions** and all other **Bandit and rebel Factions**.

2. Rebelles Illyrius (Illyrian rebels)

Description: Generic rebels appearing in Illyria (and Northern Greek). They are at war with all **Major Factions** and **Outlaws**.

3. Rebelles Hispanicus (Iberian rebels)

Description: Generic rebels appearing in Spain. They are at war with all **Major Factions** and **Outlaws**.

4. Qaydar (Arabs)

Description: The Arabian tribes are represented by raiders. They are at war with all **Major Factions** and **Outlaws**.

5. Alanna (Alans)

Description: The Alans are nomadic people. By the time of the mod they likely slowly began to move Westwards. Noteworthy, they are the only unit in the mod equipped with two-handed swords and strong lamellar armours (they also use bows and contos as weapons). They are at war with all **Major Factions** and **Outlaws**.

6. Teutones (Germanic raiders)

Description: The teutons (Latin Teutoni) were a Germanic tribe. They represent generic bands of Germanic raiders. They appear if a Germanic tribe is at war with a Faction owning a border settlement to Germania (fortresses at the Rhine or Danube). They are at war with all other **Major Factions** except the Germanic ones. They are at war with the **Outlaws** Faction too.

7. Remetjw-men-Maat (Egyptian rebels)

Description: Remetjw-men-Maat means “those who are with the justice”. They are rebels in Egypt and hostile to all other **Major Factions** and **Kusi (Kingdom of Kush)**.

8. Piktoi (Picts)

Description: The pictish (which basically means “painted ones”), are a group of people living in Northern Britain. In the game they are raiders allied with **Kaledonoi (Caledonians)** and at war with all other **Major Factions**. They are at war with the **Outlaws** Faction too.

9. Deserters

Description: They are a special bandit Faction consisting of deserted troops. They will spawn near Lord parties. They are at war with the **Outlaws** Faction too.

10. Rebelles (generic rebels)

Description: They are generic rebels spawning near villages of the Roman Empire if the stability of the Roman Empire has dropped below a certain point. They can raid villages.

11. Outlaws

Description: Generic bandit Factions. Looters, sear raiders and generic bandits are part of it.

12. **Commoners**

Description: Generic Faction for travellers. They are not at war with minor or major Factions. They will only be attacked by the Outlaws.



The absolute ruler may be a Nero, but he is sometimes Titus or Marcus Aurelius; the people is often Nero, and never Marcus Aurelius.

Antoine de Rivarol

IV Religions

I Christianity and Judaism

The **early Christianity** was based on the belief of the end of the world and the day of last judgment. Jesus Christus would come to the world to judge over the humans, a new age would begin with the rule of Christus and the foundation of a realm, which has the character of a communistic wonderland. Yet, this did not happen and instead the (capitalistic) church emerged.

The Christian characters appearing in the mod can be divided into three groups:

1. Those who worship Christus more like they would worship any other god and may not know about the eschatology (day of last judgment/end of world). They sometimes only have insufficient knowledge about the doctrines in general and often refer to Christus as Chrestos.
2. Those who fanatically worship him, believe in the concepts of the eschatology and think that the world will end soon.
3. Those who have brought knowledge of the doctrines and the concepts of the eschatology, but should not be called “fanatics”, as they condemn violence.

Judaism of the time period has, similar to Christianity (which is not more than Judean sect at that time), a strong belief that the last days of the world has begun. They are waiting for the Messiah to appear and redeem the Judean people. Various Judean rebel groups appeared in the first century AD with leaders claiming to be the Messiah or are believed by some to be it.

How to convert?

- **Judaism**

Player has to talk with the priest at the Great Jewish temple. Note: If player destroys the Great Jewish temple by raiding it, then player will have no chance to convert to Judaism.

- **Christianity**

If the fire of Rome has triggered, due to the persecutions player gets aware of the existence of the Christian god, and thus has the option to convert to dedicate himself to Christus in the **camp menu**, under **take an action**.

Otherwise, player can convert by talking with **Memercius**.

For the player, worshipping the Christian or the Jewish gods has similar mechanics:

- Player has to accumulate positive reputation (honour), either by his actions or by praying (or making sacrifices). Additionally, praying and making sacrifices has following advantages:
 - If praying to Christus together with **Memercius** your party may get healed.

- Sacrificing to YHWH may increase your charisma, intelligence, agility or strength (depending on luck).
- If player uses the “pray” option in the **camp** menu, under **take an action**, then he may get rewards if his reputation is high enough.

- **Judaism**

Player may get increase of all attributes (charisma, intelligence, strength and agility) by one. And player gets the item “temple gold”, increase in party morale and experience.

- **Christianity**

Player may get increase of all attributes (charisma, intelligence, strength and agility) by one. Additionally player gets experience.

II Roman pantheon

The Roman pantheon consists of different gods player may want to worship.

How to convert?

Player visits the respective temple in **Roma**. There he talks with the priest and may woe to worship the respective god. While making sacrifices, different gods grant different boni:

- **Mars**

Boni: While making a sacrifice at a temple, your strength attribute may increase.

- **Jupiter**

Boni: While making a sacrifice at a temple, your charisma attribute may increase.

- **Aphrodite**

Boni: While making a sacrifice at a temple, you may be healed and your health improves.

- **Castor and Polux**

Boni: While making a sacrifice at a temple, your agility attribute may increase.

- **Saturn**

Boni: While making a sacrifice at a temple, your intelligence attribute may increase.

- **Vesta**

Boni: While making a sacrifice at a temple, your ironflesh skill may increase.

III Other pantheons

There are various other holy-sides with gods and goddesses player may owe to worship, see also Sacred places.

How to convert?

Player visits the respective temple in the respective sacred place and talks with a priest.

Following deities and their sacred places exist:

- **Mazda**

Boni: While making a sacrifice at a sacred place, player may randomly gets either one intelligence attribute, one strength attribute, one charisma attribute or one agility attribute.

- **Al-Lat**

Boni: While making a sacrifice at a sacred place, player may randomly gets either one intelligence attribute, one strength attribute, one charisma attribute or one agility attribute.

- **Ifri**

Boni: While making a sacrifice at a sacred place, player may randomly gets either one intelligence attribute, one strength attribute, one charisma attribute or one agility attribute.

- **Ammon**

Boni: While making a sacrifice at a sacred place, player may randomly gets either one intelligence attribute, one strength attribute, one charisma attribute or one agility attribute.

- **Apedemak**

Boni: While making a sacrifice at a sacred place, player may randomly gets either one intelligence attribute, one strength attribute, one charisma attribute or one agility attribute.

- **Goitosuros**

Boni: While making a sacrifice at a sacred place, player may randomly gets one strength attribute.

- **Gebeleizis**

Boni: While making a sacrifice at a sacred place, player may randomly gets one strength attribute.

- **Baduhenna**

Boni: While making a sacrifice at a sacred place, player may randomly gets one strength attribute.

- **Armazi**

Boni: While making a sacrifice at a sacred place, player may randomly gets one charisma attribute.

- **Andraste**

Boni: While making a sacrifice at a sacred place, player may randomly gets one charisma attribute.

- **Dunraz**

Boni: While making a sacrifice at a sacred place, player may randomly gets one charisma attribute.

- **Artimpasa**

Boni: While making a sacrifice at a sacred place, player may randomly gets one agility attribute.

- **Maponos**

Boni: While making a sacrifice at a sacred place, player may randomly gets one agility attribute.

- **Alcis**

Boni: While making a sacrifice at a sacred place, player may randomly gets one agility attribute.

- **Mihr**

Boni: While making a sacrifice at a sacred place, player may randomly gets one intelligence attribute.

- **Zalmoxis**

Boni: While making a sacrifice at a sacred place, player may randomly gets one intelligence attribute.

- **Frijo**

Boni: While making a sacrifice at a sacred place, player may randomly gets one intelligence attribute.

- **Mithra**

(see note in **Roma**)

Boni: While making a sacrifice at the temple, player may randomly gets one strength attribute.

Additionally (unlike Roman deities), player may pray together with a priest at a sacred place, which gives him honour bonus.

IV Divine challenges

Once player owes to worship a deity (from **Other pantheons** or **Roman pantheon**), he can also pray to the deity via **camp menu**, under **take an action**. This will enable a divine challenge:

1. First fight
2. Second fight
3. Third fight

4. Final fight

Once player won all fights, player obtains a set of special Ancient armoury and weapons. Depending on the god the player worships the hero characters will be different, with each culture-group having its own set of heroes (one for each of the four fights).

V Piety

Piety is a measure how other people view player's relation with the gods. In particular, it is important to **make sacrifices to deities** which are **accepted by player's cultural group**.

Sacrifices (which can be performed at temples, see previous chapters) have a base cost and additional cost, which is a certain fraction of player's wealth. In this case, player's wealth is calculated by: last weekly income + money in inventory + money in private treasury + value of loans given. A sacrifice will also increase reputation and renown.

Piety decreases over time, thus it is important to perform sacrifices once and a while.

If piety is very low, player will suffer from relationship malus and renown will decrease over time. On the other hand, if piety is very high, relationship with Lords/Ladies and renown will increase.

Piety is changed by:

- Making sacrifices
- Hosting games
- Winning divine challenges
- Winning Olympics (uses Jupiter/Zeus as deity to decide if you get a bonus or malus)
- Building a temple in latifundia or settlements increases piety
- Raiding holy sites lowers piety, effect is halved if player has different culture
- Making sacrifices to gods that are disliked among a culture will decrease player piety instead of increasing it
- Piety is decreased if player switches to a god which is disliked by players faction
- During quest **Dionysus rege!** player suffers a massive piety drop
- Player gets 1 piety per 5 cattle sacrificed



Tiridates

My Lord, I am a descendant of Arsakes and the brother of the Kings Vologases and Pacorus. I have come to you who are my god; I have worshipped you as the sun. I shall be whatever you would order me to be, because you are my destiny and fortune.

Nero

You have done well by coming here to enjoy my presence in person. What your father has not left to you and what your brothers did not preserve for you, I do accord to you, and I make you King of Armenia, so that you, as well as they, may know that I have the power to take away and to grant kingdoms.

VI NPCs and their purpose

There are hundreds of NPCs in the mod. They can be grouped into categories:

- Named NPCs appearing during quest, events or are encounter-able in special places.
- Faction leaders, Lords or Ladies:
 - **Lords:** Those are NPCs who are part of a Faction, travel around the worldmap, raise troops, fight in battles, collect taxes, raid fiefs etc, or participate in politics.
 - **Faction Leaders:** Are like lords but additionally they are the leaders (kings/emperors) of their Faction.
 - **Ladies:** Those are NPCs married to Lords or Faction leaders, who can only participate in politics, but do not fight on the battle field or lead parties.
- **Companions** are NPCs which the player can find in taverns, in the streets of towns/fortresses or gain during quests. They will be part of the player party, but are not killable during battles. Player can also send them on special mission, which includes:
 - **Appointment of office:** Make them Lord (or governor/legate/auxiliar commander), minister, praefectus urbi (only possible as Roman Emperor).
 - Send them as emissaries to other Factions
 - **Ask about a foederati contract** (player pays a sum to sign a defensive alliance)
 - **Ask for peace** (if player is at war with a Faction)
 - **Declare war** (if player is at peace with a Faction)
 - **Join Faction** (if player is not Emperor)
 - **A friendly message** (depending on response player may gain right to rule)
 - **Threaten with war to gain money or a fortress** (only possible if player has a quaestor, and if there is no truce/agreement signed between player's Faction and selected Faction)
 - **Send a gift to improve relation**
 - **Form an alliance**, which is only possible if player has at least a trade agreement with the Faction and Faction recognized players rule (which is possible via "sending a friendly message")
 - **Form a defensive alliance**, which is only possible if player has at least a non-aggressive pact with the Faction and Faction recognized players rule (which is possible via "sending a friendly message")

- **Form a trade agreement**, which is only possible if player has at least a non-aggressive pact with the Faction and Faction recognized players rule (which is possible via “sending a friendly message”)
- **Form a non-aggressive pact**, which is only possible if the Faction recognized players rule (which is possible via “sending a friendly message”) and player is at peace with the Faction.
- Send them on various other tasks:
 - **Stage a border incident between (neighbouring) Factions**
 - **Deliver a friendly message to the Faction Leader** (relation)
 - **Deliver a message to the Faction Leader informing that player leaves Faction**
 - **Deliver a message to the Faction Leader informing about players rebellion** (only during sandbox)
 - **Recruit troops** (will give player either cheap mercenaries or looters)
 - **Recruit camp follower women**
 - **Buy food supplies**
 - **Sabotage a town/fortress/village** (this will damage prosperity of the settlement, make its Lord angry with player and hit on reputation)
 - **Order the companion to lead his own party** (requires companion to be level 10, not possible with Ligia)
 - **Beat another Lord up.** (Companion will hire thugs to beat a Lord, player dislikes, up)
 - **Spy on players spouse.** (can discover love affairs of players spouse, depends on companion skill)
 - **Bring gold from the treasury** (if player has a quaestor and money in the treasury)
- **Establish a permanent camp** (done via camp menu). Permanent camps can be used as supply bases, but they can be attacked by enemy parties!

I Special named NPCs

A list of all unique NPCs is given (excluding Lords, Ladies and Faction Leaders). Be warned, this list definitely contains spoilers! (List of events and quest has less potential of spoilers)

1. Christus, Chrestos, Christos

Description: Christus/Christos or Chrestos is mentioned at various dialogues and texts, mainly in connexion with Christianity.

Location: Menu and dialogue texts. (see also **Christianity and Judaism**)

Historical reference: According to the Christian holy literature, Jesus Christus is the son of God and the Messiah (the saviour), who lived in the first century. Yet, there are no contemporary sources mentioning him, that have not been potentially counterfeit. Christus is the Latinized version of Christos, which is Greek for anointed (it is related to the Messiah concept). The word Chrestos was a typical name for slaves in the first century. It is usually used by Roman characters speaking about Christus. It is remarked here that the name Christus/Christos/Chrestos is used a lot, while the name Jesus is hardly ever mentioned. Ultimately, the religion is called Christianity, not Jesusism. Most people in the first century probably never heard the name Jesus.

2. **Ascetic**

Description: A mysterious man who decided to live alone in a forest. This character has the touch of a cynic (cynicism), though he is not begging like others.

Location: Can be found at the holy forest of Seraca. (**Alatar of Armazi**)

Historical reference: Purely fictional.

3. **Claudia Urgulanallia**

Description: She is daughter of Emperor Claudius and Plautia Urgulanilla. Although Claudius never accepted her as his daughter. Due to several political affairs she was finally punished by sending her to the sailors brothels in Neapolis. Finally, she survived by joining the Christian faith. One can imagine this character as those people who, after enduring great suffering, only survived because Christianity provided them with support. Otherwise, they would have drowned in the stream of life.

Location: Can be found in a villa near Etna, Sicily. (see quest **Katabasis**).

Historical reference: Claudia Urgulanallia existed, yet it is unclear if she was a daughter of Claudius or not. Paulitia gave birth to her after she divorced with Claudius. The story with the brothel and Christianity is purely fictional.

4. **Amokos Impotos**

Description: He was a slave working in the brothels of Neapolis. He survived due to his strong will. The suffering he had to witness made him compassionate. In the end, he converted to Christianity because of it.

Location: Can be found in a villa near Etna, Sicily. (**Roman main story** character).

Historical reference: Purely fictional. Based on some retard from discord.

5. **Old man**

Description: A mysterious old man, who was once a rich, but then wasted all his money on hedonistic women. He has some characteristics from Sinuhe (character from Mika Waltari's book "The Egyptian")

Location: Can be found in a villa near Etna, Sicily. (**Roman main story** character).

Historical reference: Purely fictional.

6. **Josephus of Arimathea**

Description: He is very old and due to the suffering of his life he has become mentally ill. Yet, his faith keeps him alive. He claims to be a witness of the resurrection of Christus.
Location: Can be encountered in town center of Hierosolyma. (related to **Death of Josephus of Arimatrea (Hierosolyma)**)

Historical reference: According to all four canonical gospels, Josef of Arimathea was the man who assumed responsibility of the burial of Christus. Yet, his historicity is uncertain. Legends connect him with the holy grail too.

7. **Kados Gigantos**

Description: He is the ultimate Greek chad: xenophobe, misogyny and lover of gyros.

Location: Can be encountered in the library of Alexandria.

Historical reference: Purely fictional. (related to **The adventure of the toilet cleaners**)

8. **Gigacus Chadus**

Description: He is the ultimate Roman chad: xenophobe, misogyny and bullies Greeks.

Location: Can be encountered in the library of Alexandria.

Historical reference: Purely fictional. (related to **The adventure of the toilet cleaners**)

9. **Sittius Afer**

Description: He is a merchant selling all kind of stuff in Carthage.

Location: Can be encountered in Carthage. (related to quest **A lightning from the past**)

Historical reference: Purely fictional. Based on a discord user.

10. **Agrippina**

Description: She is the mother of Nero. She has been murdered by Nero, though as it seems she survived. She is a friend of Sittius Afer.

Location: Can be encountered in Carthage. (related to quest **A lightning from the past**)

Historical reference: Agrippina minor (the younger) was the mother of Nero and spouse of Claudius (in third marriage). Finally, she was murdered and died. That she survived is pure fictional.

11. **Aeneas**

Description: He says exactly one line of dialogue in the mod, purely poetic in its nature.

Location: Can be found in Elysium. (see quest **Elysium**)

Historical reference: Character from Roman and Greek mythology. He is the legendary founding father of **Roma**.

12. **Gaius Julius Caesar**

Description: He has learned from his mistakes and gives player a valuable advice. Unlike Megas Alexandros, Gaius Julius Caesar is portrait as a man with life experience, who learned from his actions.

Location: He can be found in the underworld. (see **Katabasis**)

Historical reference: Gaius Julius Caesar was a prominent Roman general and statesman

who played a crucial role in the transformation of the Roman Republic into the Roman Empire. He was known for his military prowess, as he conquered Gaul and launched a civil war against his political rival Pompey, ultimately emerging victorious. However, his political ambitions and disregard for traditional Republican institutions led to his assassination in 44 BCE, marking a pivotal moment in Roman history.

13. **Megas Alexandros**

Description: He is still crying after his lost Empire and searching Hephaestion. Unlike Gaius Julius Caesar, Megas Alexandros is portrait as a webbing brat.

Location: He can be found in the underworld. (see [Katabasis](#))

Historical reference: Alexander the Great (Megas Alexandros) was an ancient Macedonian king and military genius who created one of the largest empires in history. He embarked on a relentless campaign of conquest, conquering vast territories from Greece to Egypt, Persia, and India in just a decade. His leadership and strategic brilliance left an indelible mark on history, and he is celebrated for his cultural diffusion and the spread of Hellenistic influence throughout his empire.

14. **Fiducia**

Description: “Fiducia” is Latin for “confidence” or “trust”. She is the personification of trust.

Location: Can be found in Elysium. (see quest [Elysium](#))

Historical reference: Purely fictional.

15. **Animalia**

Description: “animalia” can be derived from Latin word for animals. The word “animalis” means “lively”. In this context, Animalia can be understood as the personification of life.

Location: Can be found in Elysium. (see quest [Elysium](#))

Historical reference: Purely fictional.

16. **Odius**

Description: “Odius” comes from “odium”, which is Latin for “hate”. Odius can be understood as the personification of primitive human emotions, such as hatred and envy.

Location: Can be found in Elysium. (see quest [Elysium](#))

Historical reference: Purely fictional.

17. **Desiderius**

Description: “Desidere” is Latin word for “desire”, while desiderium means “yearning”. Desiderius represents the personification of desire and yearning.

Location: Can be found in Elysium. (see quest [Elysium](#))

Historical reference: Purely fictional.

18. **Chulainn Makasius Aurelianu**

Description: He is a worshipper of Sol Invictus, mentally retarded and dumb (like most Sol worshippers).

Location: Can be found in the tavern of Neapolis. (see event [The death of Chulainn](#)
[Makasius Aurelianu](#)s (Neapolis))

Historical reference: Purely fictional. Based on some discord retard.

19. Sussus Amogus

Description: He is the leader of a pirate group. Nothing is known about his origins and life.

Location: Can be found on the island [Cythnus](#).

Historical reference: Purely fictional. Based on a legendary discord retard.

20. Nero Augustus (Fake-Nero)

Description: He claims to be the real Nero, who survived all coups and purges and wants to establish himself as Emperor. Nothing is known about his origins and life. He has masterful lyre playing skills.

Location: Can be found on the island [Cythnus](#). (see quest [Nero reborn](#))

Historical reference: Purely fictional. Based on a legendary discord retard and the [Nero Redivivus](#) legend. At least three Nero impostors emerged and lead rebellions. First appear during the reign of Vitellius, the second during the reign of Titus and the third during the reign of Domitian.

21. Fortuna

Description: She appears in two versions.

Firstly, she is a mysterious young woman, coming from a village North of Scythia. The Scythians enslaved her, but she managed to escape and finally ended up in the hanging gardens. She does not believe in superstition, though she knows how to manipulate humans by exploiting their superstitious beliefs.

Secondly, she is the goddess of luck and fortune and guides the path of the player.

Location: Can be found in the [Hanging Gardens of Babylon](#). (see quest [Gardens of pleasure](#))

Historical reference: Purely fictional. Based on the goddess Fortuna (Roman goddess of luck).

22. Wikkon

Description: Wikkon is Germanic and means sorcerer. He is a powerful warrior who came from lands far North. Nothing is known about his origin and family.

Location: Can be found somewhere in [Sacred grove](#) (see quest [The eagle](#))

Historical reference: Purely fictional.

23. Hagatusja Hunna

Description: Hagatusja is Germanic and means witch. She is a mysterious woman living alone in a dark forest. She seems to be a sadistic person. Player can bring her slaves for human sacrifices which will heal all troops in his party. Little is known about her family and

origin. Despite looking young, she must be at least older than 70 years.

Location: Can be found in **Sacred grove** (see quests **The eagle**, **Arminius tomb**)

Historical reference: Purely fictional.

24. **Thusnelda the beautiful**

Description: Thusnelda the beautiful (not to be confused with the Lady Thusnelda), was the wife of Arminius. By the time of the mod she is an old woman, likely older than 70 years.

Location: Can be found in Lupfurduum (see quest **Arminius tomb**)

Historical reference: Thusnelda was the daughter of the Cheruscan king Segestes and the wife of Arminius. She was likely born 10BC and died 17AD.

25. **Billy the Beagle**

Description: While being insanely drunk, player believes he is talking with a beagle called Billy who is trapped in the body of a camel.

Location: Can be found on a party in **Roma** (see quest **The merchant Lucillus**)

Historical reference: Purely fictional. Based on a real-life beagle called Billy.

26. **HOLY SOON**

Description: While being insanely drunk, player encounters the personification of soon™.

Location: Can be found on a party in **Roma** (see quest **The merchant Lucillus**)

Historical reference: Purely fictional. Based on the fact that game/mod developers tend to soonify.

27. **Biggus Dickus**

Description: While being insanely drunk, player encounters the senator “Biggus Dickus”, his real name is Servius Octavius Libidus (“libido” is Latin for sexual desire). He is the average hedonistic Bacchus worshipper (today would be called “swinger”).

Location: Can be found on a party in **Roma**, and later in Neapolis (see quests **The merchant Lucillus**, **Te amo, tu me non amare**)

Historical reference: Purely fictional. Based on Monty Python’s Life of Brian.

28. **Incontinentia Buttocks**

Description: While being insanely drunk, player encounters “Incontinentia Buttocks” the wife of “Biggus Dickus”. Her real name is Gaia Volupta (“voluptas” is Latin for pleasures, in particular sexual pleasures). She is the average hedonistic Bacchus worshipper (today would be called “swinger”).

Location: Can be found on a party in **Roma** and later in **Neapolis** (see quests **The merchant Lucillus**, **Te amo, tu me non amare**)

Historical reference: Purely fictional. Based on Monty Python’s Life of Brian.

29. **Lucillus**

Description: He is a wealthy merchant who is expanding his business by selling beer, imported cheaply from Germania, to the Roman population.

Location: Lives in **Roma**. (see quest **The merchant Lucillus**)

Historical reference: Purely fictional.

30. Kashamir

Description: Kashamir is a painter, yet he has constantly bad luck.

Location: Can appear in some random tavern. (see **The death of the famous painter Kashamir**)

Historical reference: Purely fictional. Based on an annoying discord Chad.

31. Petrus

Description: After the fire of Rome and the persecutions of Christians began, player meets Petrus somewhere near Rome.

Location: On a road near **Roma**. (event **Quo vadis?**)

Historical reference: **Petrus** (usually known as Saint Peter/Peter the Apostle), is as one of the twelve apostles of Jesus Christus. He is founder of the Church of Antioch and the Church of Rome. According to apocryphal Acts of Peter, Petrus was fleeing Rome to avoid execution and meets the risen Jesus. Petrus asks Jesus: "Quo vadis, Domine?" (Where are you going, Lord?). Jesus replies: "Romam eo iterum crucifigi" (I am going to Rome to be crucified again). Hence, Petrus gains courage to go back to Rome, where he is martyred.

32. Paulus

Description: Player visits him in the dungeons, where he is held captive.

Location: Imprisoned in the dungeons of **Roma**. (quest **Paulus the Christ**)

Historical reference: **Paulus** (commonly known as Paul the Apostle), spread the teachings of Jesus Christus. He founded several Christian communities in Asia Minor and Europe. According to the Acts of the Apostles, Paulus lived as Pharisee and participated in the persecutions of followers of Christus in the area of Jerusalem. But then he was converted by Jesus Christus: Paulus was blinded and then after three days his sight was restored by Ananias of Damascus. He finally died by crucifixion in Rome.

33. Lucia Sabina

Description: She is a rich, old and sick widow. She is one of those many (woman) who waste most of their money, not able to take care of their expenses.

Location: She lives in her villa in **Roma**. (see quest **Tussit**)

Historical reference: Purely fictional.

34. Amorus Valentinus

Description: "Amor" is Latin for "love". He is the typical womanizer. Although women are attracted to him, he wouldn't survive a minute on a battlefield.

Location: A young noble from **Roma**. (see quest **Tussit**)

Historical reference: Purely fictional.

35. Albus

Description: Albus is the leader of a smaller slave revolt. He is looting and terrorising the Italian countryside. He is a strong warrior due to the harsh slave life.

Location: Somewhere between **Roma** and **Neapolis**. (quest **The slave Albus**)

Historical reference: Purely fictional.

36. **Solus Monachus**

Description: “Solus” is Latin and means “alone”. Monachus is derived from the Greek word “monos” which also means “alone”. He is a philosopher living in Alexandria and had a very frustrating love-life. (At least he had one)

Location: Can be found in the library of **Alexandria**. (quest **The philosopher**)

Historical reference: Purely fictional.

37. **Plinius Secundus**

Description: Plinius served the Roman Empire well, as officer and as governor. Now he is an advisor at the Imperial court. Player can outfit expeditions to Africa or Asia by talking with him (which will cost money).

Location: Can be found in the Domus Augusti in Rome. (Player is Emperor) (major events related **Grand expedition**, **The great worm heist**)

Historical reference: **Gaius Plinius Caecilius Secundus**, commonly known as Pliny the Elder, was a Roman author, naturalist, and military commander who lived in the 1st century AD. He is best known for his monumental work, "Naturalis Historia," which served as an encyclopedia of the knowledge of his time, covering a wide range of subjects from science and natural history to art and culture. Pliny the Elder tragically died during the eruption of Mount Vesuvius in 79 AD while attempting to rescue people in the area, leaving behind a lasting legacy through his writings and contributions to Roman literature and science.

38. **Pupienus Maximus**

Description: Legendary poop-business man of Roma. He knows how to get maximal revenue out of pure shit.

Location: Can be encountered in **Roma**. (quest **Money doesn't stink**)

Historical reference: Purely fictional.

39. **Sporus**

Description: Sporus is a very feminine man and castrated. Player can encounter him during service in the Praetorian guard and later on he will be part of the court.

Location: Can be found in **Roma** (Domus Augustus). (event **Sporus**)

Historical reference: **Sporus** was a slave boy. Nero had him castrated and married during his tour of Greece in 66-67AD. It is said that Sporus looked similar to Poppaea Sabina and after her death, Nero saw Sporus as replacement.

40. **Pulchra Invidia**

Description: “Pulchra” means “beautiful” in Latin and “invidia” means “envy”. She is a beautiful woman and not very intelligent.

Location: Player encounters her during the service in the Praetorian guard. (event [Envious Augusta](#))

Historical reference: Purely fictional. She is like the average instagram influencer, replaceable and unnecessary.

41. Pompeia Paulina

Description: She is the wife of Seneca. In the course of the events player can decide her fate.

Location: Can be found at the house of Seneca near [Roma](#). Player encounters her during service in the Praetorian guard. (event [Seneca](#))

Historical reference: [Pompeia Paulina](#) was the second wife of Seneca. After the failed [Pisonian conspiracy](#), Nero ordered Seneca to commit suicide. Pompeia also wanted to commit suicide, though Nero tried to avoid that (as it would have meant a lose of face for him) and thus send soldiers to ensure that she would not kill herself.

42. Seneca

Description: Seneca was the tutor of Nero, after the failed [Pisonian conspiracy](#), Nero decided to force Seneca to commit suicide as part of political purges.

Location: Can be found at his villa in [Roma](#). Player encounters him during service in the Praetorian guard. (event [Seneca](#))

Historical reference: [Lucius Annaeus Seneca the Younger](#) was a Stoic philosopher, statesman, dramatist and satirist. He was the tutor of Nero and provided competent government for the first five years of Nero's reign. After the failed [Pisonian conspiracy](#), Nero ordered Seneca to commit suicide.

43. Octavia

Description: Events have taken their toll and the shadow of depression darkens her soul. Yet, she is a perfect example of a proper Roman (noble) woman. Player witness her death, which is with courage and honourable.

Location: Can be encounter in her exile on the island of Pandateria during service in the Praetorian guard. (events [A meeting in Pandateria](#), [A woman's head](#))

Historical reference: [Claudia Octavia](#) was daughter of Emperor Claudius. She was married to Nero (which was arranged by Nero's mother Agrippina). Though, as Poppaea got pregnant (from Nero), he divorced and married Poppaea.

44. Gambara

Description: She is the mystical queen of the Winnili, a tribe coming from Scandia and now settling on the North-Eastern coast of Magna Germania.

Location: She can be found in [Scoringa](#) related to [The invasion of the Winnili](#).

Historical reference: Purely fictional.

45. Agio

Description: He is son of Gambara, and a prince of the Winnili.

Location: He can be found in [Scoringa](#) related to [The invasion of the Winnili](#).

Historical reference: Purely fictional.

46. **Ybor**

Description: He is son of Gambara, and a prince of the Winnili.

Location: He can be found in [Scoringa](#) related to [The invasion of the Winnili](#).

Historical reference: Purely fictional.

47. **Gaius Petronius**

Description: He was Nero's "arbiter elegantiae" (expert for good taste) until he fell in disgrace. He is true Roman bon vivant.

Location: Can be found at his villa in Neapolis. (quest [Nero's wishes](#), [The death of Petronius](#))

Historical reference: [Gaius Petronius Arbiter](#) was a Roman noble at Nero's court. He is believed to be the author of the Satyricon, a satirical novel. He was accused of treason (by the jealous Tigellinus). He committed suicide before he could be sentenced to death.

48. **Ophonius Tigellinus**

Description: He has the office of the praefectus urbi. If player is Emperor he can change the praefectus urbi (by talking with the current one or by talking with the minister). He is a sadistic and amoral person and gives Nero all sorts of stupid ideas.

Location: He can be found in [Roma](#) (Atrium Augusti).

Historical reference: Ophonius Tigellinus was prefect of the Praetorian guard from 62AD to 68AD. He was a friend of Nero. During the events of the Year of the Four Emperors he finally committed suicide, to avoid execution.

49. **Dionysus**

Description: He and his fellows are celebrating prohibited orgies in a cave network in Southern Italy. Player may help him, with unforeseen consequences.

Location: Can be found in [Caves of Dionysius](#).

Historical reference: The god [Dionysus](#) was ancient Greek religion the god of wine-making, orchards, fruit, vegetation, fertility, festivities, insanity, ritual madness, religious ecstasy and theatre.

50. **Yaaba**

Description: She is a successful rice trader from Djenne Djanno.

Location: Can be encountered only during the quest [The adventure of Włodowiec \(II\)](#), somewhere far South of the African provinces.

Historical reference: Purely fictional.

51. **Old Mercenary**

Description: He is an old Celtic warrior, who owns his living by selling his sword as mercenary. He has much experience due to his age and is a valuable warrior.

Location: Can be encountered in the backstreets of Roma. (The adventure of Wlodowiecus (II), The adventure of Wlodowiecus (III))

Historical reference: Purely fictional. Based on a Giga Chad discord user.

52. **Varus**

Description: A Roman veteran, who seeks his luck by joining dubious expeditions to foreign lands.

Location: Can be encountered in the backstreets of Roma. (The adventure of Wlodowiecus (II), The adventure of Wlodowiecus (III))

Historical reference: Purely fictional. Based on a retarded discord user.

53. **Mancinellus**

Description: Ultimate Giga Chad when it comes to seducing (African) women. He always has great plans and ideas to gain wealth, yet fails (due to bad luck).

Location: Can be encountered in the backstreets of Roma. (quests The adventure of Wlodowiecus (I), The adventure of Wlodowiecus (II), The adventure of Wlodowiecus (III))

Historical reference: Purely fictional. Based on a Chad discord user.

54. **Hadrianus Pavel**

Description: He comes from the Lygian lands of Eastern Germania. He is hellenophil and his favourite hobby is collecting ancient Greek stuff.

Location: Can be encountered in the backstreets of Roma. (quests The adventure of Wlodowiecus (I), The adventure of Wlodowiecus (II), The adventure of Wlodowiecus (III))

Historical reference: Purely fictional. Based on a Chad discord user.

55. **Olivarius**

Description: Most famous sculptor of Roma. He is the creator of the legendary Mithras slays the bull statue. Unfortunately, he all too often indulges in reckless plans from Mancinellus.

Location: Can be encountered in the backstreets of Roma. (quests The adventure of Wlodowiecus (I), The adventure of Wlodowiecus (II))

Historical reference: Purely fictional. Based on a Giga Chad discord user.

56. **Wlodowiecus**

Description: He is a Germanic warrior who served the Roman army and gained citizen right. He is intelligent, strong and charismatic. Overall a good officer and warrior.

Location: Can be encountered in the backstreets of Roma. (quests The adventure of Wlodowiecus (I), The adventure of Wlodowiecus (II), The adventure of Wlodowiecus)

(III)

Historical reference: Purely fictional. Based on a Chad discord user.

57. **Hludwig**

Description: He is the Chief of the Sciri, a Baltic tribe living far in the North.

Location: Can be encountered only during the quest **The adventure of Wlodowiecus (III)**.

Historical reference: Purely fictional.

58. **Ekkebert**

Description: He is the son of the Chief of the Sciri, a Baltic tribe living far in the North.

Location: Can be encountered only during the quest **The adventure of Wlodowiecus (III)**.

Historical reference: Purely fictional.

59. **Egino**

Description: He is the son of the Chief of the Sciri, a Baltic tribe living far in the North.

Location: Can be encountered only during the quest **The adventure of Wlodowiecus (III)**.

Historical reference: Purely fictional.

60. **Mathildiz**

Description: She is the daughter of the Chief of the Sciri, a Baltic tribe living far in the North.

Location: Can be promoted to a companion of the player if he does the right decision during the quest **The adventure of Wlodowiecus (III)**.

Historical reference: Purely fictional.

61. **Alwius**

Description: He is the cousin of **Hadrianus Pavel** from the Lugian tribes.

Location: Can be found in **Roma** after the quest **The adventure of Wlodowiecus (III)** has been done.

Historical reference: Purely fictional.

62. **Wlodarnoxarthos**

Description: He is a great Sarmatian warrior. Player meets him by chance in a tavern and has the opportunity to his bong (and f*** his daughter).

Location: Can be found in the tavern of Siracena (event **Conversation of Sarmatian warriors (Siracena)**)

Historical reference: Purely fictional. Based on a Chad discord user.

63. **Gaia Tristitia**

Description: “Tristitia” is Latin for “sadness”. She is married and a loving spouse, spoiling her husband constantly.

Location: She lives in the village of Patrae in Greece. Player meets her first during a party at Biggus Dickus villa. (quest **Te amo, tu me non amare**)

Historical reference: Purely fictional. She is based on the typical beautiful and popular young woman who (except of a set of measure zero) constantly has a boyfriend.

64. Gaius Desperatus

Description: “Desperatus” is Latin and means “hopeless” (as is no hope for his love to Gaia Tristitia). He's a strange, lonely guy and in love with Gaia Tristitia.

Location: He lives in small house in Augusta (Hispania). Player meets him first during a party at Biggus Dickus villa. (quest **Te amo, tu me non amare**)

Historical reference: Purely fictional. He based on the average dude (and most likely typical discord schizo).

65. Minotaur

Description: A mentally ill man living in a network of caves near Cnossus. He has some legendary items. Player may feed him with meat or vegetables. It is noted that vegetables make him sick (and weaker).

Location: Can be found in the caves near Cnossus (visible from the scene).

Historical reference: Based on the mythical Minotaur, a creature with the head of a bull and the body of a man, living in the labyrinth.

66. Philo

Description: He is the director of the Akademia in **Athenae**. Player can find the Akademia if he is governor of the town (or if he is the Faction Leader of the town's Faction). Player can play a philosophical mini-game by talking with him.

Location: Can be found in the Akademia in **Athenae**.

Historical reference: Purely fictional.

67. Tiberius Claudius Balbillus

Description: He is the director of the library of Alexandria. Player may trade books with him (the library).

Location: Can be found at the library of **Alexandria**.

Historical reference: **Tiberius Claudius Balbillus Modestus** was a Roman scholar, politician and court astrologer of Nero (and later Vespasian). He was also director of the library of Alexandria.

68. Calvia Crispinialla

Description: She is a courtier at the Imperial court in **Roma**.

Location: Can be found in Atrium Augusti in **Roma**. (related quest **Fate of an artist**)

Historical reference: **Calvia Crispinialla** was a courtier at Nero's court. She was seen as greedy and spacious. She was also active in wine trade. She seems to have died naturally (and murdered).

69. Locusta

Description: She is a courtier at the Imperial court in **Roma**.

Location: Can be found in Atrium Augusti in **Roma**. (related quest **Fate of an artist**)

Historical reference: **Locusta** was a notorious maker of poisons. She supposedly took part in the assassination of Claudius and Britannicus. She was a favourite of Nero for several years too. Though, she was executed by Galba.

70. **Marcus Valerius Martialis**

Description: He is a poet and player may ask him to compose a poem for a Lady or to spread his fame.

Location: He can be found in the Atrium Augusti in **Roma**.

Historical reference: **Marcus Valerius Martialis** was a Roman poet, born in Hispania. He is best known for his books of epigrams. His called the greatest Latin epigrammatist. He lived in the second half of the first century AD.

71. **Decimus Junius Juvenalis**

Description: He is a poet and player may ask him to compose a poem for a Lady or to spread his fame.

Location: He can be found in the governor palace of **Alexandria**.

Historical reference: **Decimus Junius Juvenalis** was a Roman poet. He is the author of a collection of satirical poems, known as "Satires". He lived in the late first century AD to the early second century AD.

72. **Marcus Tertius**

Description: He is the steward of the Domus Mare (a villa player can purchase). Player can store goods in the villa or rent out rooms (for additional income) by talking with him.

Location: Can be found inside the Domus Mare in **Neapolis**.

Historical reference: Purely fictional.

73. **Eystachus**

Description: He is the organizer of the **Olympic games (event)**. Player play any Olympic discipline by talking with him.

Location: Can be found at **Olympia**.

Historical reference: Purely fictional.

74. **Lykos**

Description: He is the high priest of Delphi. Player can talk with him about the oracle of Delphi and can ask him to question the oracle.

Location: Can be found in **Delphi**.

Historical reference: Purely fictional.

75. **Pythia**

Description: She is the oracle of Delphi. She looks like a young woman, but appearances are deceptive. As she is the oracle, she is not allowed to leave the temple and therefore indulges

with alcohol and other drugs. Pythia is not her realm name, it is the “title” she has.

Location: Can be found in **Delphi**.

Historical reference: The **Pythia** was the name of the high priestess of the Apollo temple in Delphi. The name Pythia is derived from Pytho, which was the original name of Delphi (the place at which Apollo slay the monstrous Python).

76. Archippus the Scholar

Description: He is a Greek scholar and philosopher living at the Imperial court in Roma.

Player can play two mini games by talking with him. Player can ask him for advices too.

Location: Can be found in the Domus Augustus in **Roma**.

Historical reference: Purely fictional.

77. Marcus Gaius Cassius

Description: He is a Roman scholar living at the Imperial court in Roma. Player can ask him for advices.

Location: Can be found in the Domus Augustus in **Roma**.

Historical reference: Purely fictional.

78. Titus Livius, Military Adviser

Description: He is the military advisor of the Roman Emperor. Player can manage legions and auxiliary cohorts by talking with him. Player can also play a tactical game that will improve his tactics skill. Player may also ask him for an advice. The quest **Conquest of Britannia** can get triggered by asking him for an advice

Location: Can be found in the Domus Augustus in **Roma**.

Historical reference: Purely fictional.

79. Primus Horatius, Financial Adviser

Description: He is the financial advisor of the Roman Emperor. Player can send money to his Lords by talking with him (which will improve relations). Player can ask him to conduct a census. Player may ask him for an advice. The quest **Conquest of Mesopotamia** can get triggered by talking with him.

Location: Can be found in the Domus Augustus in **Roma**.

Historical reference: Purely fictional.

80. Servius Sextus, Political Adviser

Description: He is a Roman scholar living at the Imperial court in Roma. Player can ask him for advices. That includes questions about how to raise stability of the Empire, questions about the Libelli (while quest **Libelli (petitions)**) is active. Player may create the libelli office (responsible for handling petitions) and may dismiss it by talking with him.

Location: Can be found in the Domus Augustus in **Roma**.

Historical reference: Purely fictional.

81. Orchon

Description: He is a rude, idiotic guy.

Location: Can be found at the **Pyramids** in Egypt.

Historical reference: Purely fictional. He is like the average criminal.

82. **Kasius**

Description: He is leading an expedition to search for artefacts at Ancient Egyptian ruins. He seems to be a dubious character.

Location: Can be found at the **Pyramids** in Egypt.

Historical reference: Purely fictional. He is like the average criminal gang leader.

83. **Gaius Marius**

Description: He is a weapon merchant. Player can buy any Roman item from him. (NOT special or legendary items)

Location: Can be found in the streets of **Roma**.

Historical reference: Purely fictional.

84. **Ogulus the tailor**

Description: He is a weapon merchant. Player can buy any Roman civilian tunic/clothing from him. (NOT special or legendary items)

Location: Can be found in the streets of **Roma**.

Historical reference: Purely fictional.

85. **Musculus**

Description: “Musculus” is Latin and means “mouse”. He is a Christian priest and leader of the Christian church in **Roma**. He is rather fanatical but does not fully understand the meaning of the words of Christus.

Location: Can be found in the Christian underground chapel in **Roma**.

Historical reference: Purely fictional. This character is based on the average fanatical Christian sect leader.

86. **Memercius**

Description: He is another Christian priest. Player can vow to worship Christus by talking with him (just being baptized is not enough). He is less fanatical than Musculus. Player can also pray together with him (giving small boni).

Location: Can be found in the Christian underground chapel in **Roma**.

Historical reference: Purely fictional. This character is based on the average Christian priest.

87. **Petronius**

Description: He is part of the Christian community and tries to persuade poor and neglected people to join the Christian faith.

Location: Can be found in the streets of **Roma**. (as long as the edictum securitatis publica, i.e. Christians are persecuted, is not issued)

Historical reference: Purely fictional.

88. Teiresias

Description: Teiresias is a famous oracle. At the time of the mod he had long since passed away. Player encounters his soul during **Katabasis**.

Location: Can be found in the underworld.

Historical reference: **Tiresias** (romanized Teiresias) was a blind prophet of Appolo in Thebes. He died after drinking water from the tainted spring Tilphussa, killed by an arrow Apollo. He was visited in the underworld by Odysseus, who seeked advice from him.

89. Odysseus

Description: Legendary Greek hero. Player encounters his soul during **Katabasis**. Player can also fight him during the divine challenges (praying via camp menu).

Location: Can be found in the underworld.

Historical reference: **Odysseus** was king of Ithaca and hero of Homer's epic poem Odyssey. He fought in the Trojan wars. As the war ended, it took him 10 years to finally reach his home.

90. Agamemnon

Description: Legendary Greek hero. Player encounters his soul during **Katabasis**. Player can also fight him during the divine challenges (praying via camp menu).

Location: Can be found in the underworld.

Historical reference: **Agamemnon** was king of Mycenae and commander of the Greeks during the Trojan war. He was killed by his wife Clytemnestra after he returned victorious from the Trojan war.

91. Achilleus

Description: Legendary Greek hero. Player encounters his soul during **Katabasis**. Player can also fight him during the divine challenges (praying via camp menu).

Location: Can be found in the underworld.

Historical reference: **Achilles** was a hero of the Trojan war and central character in Homer's Iliad. He was killed by Pyris, who shot him with an arrow.

92. Herakles

Description: Legendary Greek hero and Demigod. Player encounters him in Elysium, during **Elysium**. Player can also fight him during the divine challenges (praying via camp menu).

Location: Can be found in **Elysium**.

Historical reference: **Herakles** was son of Zeus and Alcmene. He was a demigod and greatest of the Greek heroes. Most noteworthy, he accomplished the twelve labours of Heracles.

93. Sisyphus

Description: Player encounters his soul during **Katabasis**. He is taking a break from his task (rolling a stone on a hill).

Location: Can be found in the underworld.

Historical reference: **Sisyphus** was founder and king of Ephyra. Hades punished him for cheating death twice by forcing him to roll an immense boulder up a hill only for it to roll back.

94. Kanishka

Description: He is emissary of the Kushan Empire. Player can talk with him about trade and negotiate an agreement.

Location: Can be found in the Domus Augustus in **Roma**.

Historical reference: Purely fictional.

95. Gar Daram Senur

Description: He is an emissary from the Garamantian kingdom (Garamantes). Player can ask him for troops.

Location: Can be found in the Domus Augustus in **Roma**. Will only appear if player is not at war with the Garamantians.

Historical reference: Purely fictional.

96. Kashta

Description: He is an emissary from the kingdom of Kush (Kusi).

Location: Can be found in the Domus Augustus in **Roma**. Will only appear if player is not at war with the Kusi.

Historical reference: Purely fictional.

97. Arsaces

Description: He is an emissary from the Parthian kingdom. During civil war, player can ask him to attack Syria, if it is under control of another civil war Faction.

Location: Can be found in the Domus Augustus in **Roma**. Will only appear if player is not at war with Parthia.

Historical reference: Purely fictional.

98. Salvation

Description: Player encounters her during a party. She rescues him (in some sense).

Location: Can be encountered during a party in a villa in **Roma**. (as part of quest **The merchant Lucillus**)

Historical reference: Purely fictional. Go to a party, look at the people and you will understand.

99. Avaritia

Description: “Avaritia” is Latin and means “greed”. She is a follower woman of a legions. Player encounters her during serving in the legion. Later, player may encounter her again. She also has valuable information about player’s real origin.

Location: Can be encountered during quest/events as part of **Serve an Empire** and **Avaritia**

the thief.

Historical reference: Purely fictional. She is like those people from the lower class who believe they need wealth to be fully recognized. Such people usually believe that the upper class is dishonest, unjust and criminal, hence justifying their own criminality (“They are not better?! Why should I stick to the law if they don’t!”).

100. **Superbus**

Description: “Superbus” means “superior”. He is a new recruit (tiro) in the legion. Player encounters him during serving in the legion. He's ugly and stupid and always in trouble (also because one can easily convince him to stupid actions).

Location: Can be encountered during quest/events as part of **Serve an Empire** and **Avaritia the thief.**

Historical reference: Purely fictional. Based on that guy who always gets bullied for whatever reason.

101. **Gaius Lucarius**

Description: Rich and influential Roman merchant. He gets in trouble with corrupt officials and blackmails the player into helping him

Location: Can be encountered during a party in a villa in **Roma**. (as part of quests **Recruit five men**, **Learn where the hostages are held**, **Attack the bandit lair**, **Bandit cartel**)

Historical reference: Purely fictional.

102. **Gwenhyfar**

Description: Gwenhyfar is old Welsh and can be translated as “The white fay/ghost”. She is a mysterious woman and linked with series of unfortunate events. She is a victim of chance. Whenever an unfortunate event occurs, it seems (to the superstitious people) that she is involved in it or caused it. However, player may marry her.

Location: Can be found in a **Dark forest** in Britannia and linked to event chain (**Gwenhyfar event chain**).

Historical reference: Purely fictional. On the one hand, she is based on those people who are targets of persecution just by being on the wrong place during the wrong time. On the other hand, she is inspired by female characters from Celtic/Irish mythology (like **Morrigan**).

103. **Thestia Domitia**

Description: She is a slave at the Domus Augusti. Player may decide about her faith. (She can be married or adopted.)

Location: Can be encountered during event **Thestia Domitia.** .

Historical reference: Purely fictional.

104. **Claudia Antonia**

Description: She is daughter of Claudius. She survived the purges of Nero, by hiding herself in Sicily. On the one hand, she is intelligent, calculating, manipulative and ruthless. On the other hand, she is impulsive, moody and easily angered.

Location: She is main character of **Roman main story**.

Historical reference: **Claudia Antonia** was the daughter of Emperor Claudius and Aelia Paetina (his second wife). She first married Gnaeus Pompeis Magnus, descendant of Pompey. Though he was stabbed to death a few years later. Valeria Messalina (third wife of Claudius, mother of Britannicus) may ordered his death out of fear he would be a rival to her son Britannicus. Her second husband was Faustus Sulla. Faustus Sulla was exiled and then murdered on the orders of Nero. It is rumoured that Piso intended to marry Antonia as part of the **Pisonian conspiracy**. After Poppaea's death, Nero asked her to marry him. But she refused. Outraged, Nero accused her of rebellion and she was executed.

105. **Faustus Sulla Felix**

Description: He is an influential Roman politician. Player has to terrorize and finally kill him while serving in the Praetorian guard.

Location: Can be encountered during **Knocking at Sulla's door**, **A fire in Sulla's house**, **Sulla's nightmare**, **Sulla's last stand**.

Historical reference: Based on **Faustus Cornelius Sulla Felix**, second husband of Claudia Antonia. Though in the mod, events may not appear in chronological order.

106. **Tetraites**

Description: He is a famous Roman gladiator.

Location: Appears during games (tournaments) in Roman towns and the Olympic games.

Historical reference: According to a graffiti from Pompeii, a gladiator named Tetraites defeated a gladiator named Prudes.

107. **Spiculus**

Description: He is a famous Roman gladiator.

Location: Appears during games (tournaments) in Roman towns and the Olympic games.

Historical reference: Was a gladiator who got awards from Nero after several victories.

108. **Hermes**

Description: He is a famous Roman gladiator.

Location: Appears during games (tournaments) in Roman towns and the Olympic games.

Historical reference: Marital wrote an epigram about a gladiator named Hermes, whom he praises.

109. **Flamma**

Description: He is a famous Roman gladiator.

Location: Appears during games (tournaments) in Roman towns and the Olympic games.

Historical reference: Flamma was a Syrian slave, who fought as gladiator. He fought thirty-for time and won twenty-one of those fights. Nine battles ended in a draw, and he was defeated as little as four times.

110. **Marcus Attilius**

Description: He is a famous Roman gladiator.

Location: Appears during games (tournaments) in Roman towns and the Olympic games.

Historical reference: Marcus Attilius was a Roman citizen but chose to enter the gladiator school in attempt to solve his heavy debts. In his first battle he defeated Hilarus, a gladiator owned by Nero.

111. **Appuleius Diocles**

Description: He is a famous Roman gladiator.

Location: Appears during games (tournaments) in Roman towns and the Olympic games.

Historical reference: Gaius Appuleius Diocles was a famous charioteer during the first half of the second century AD. His career is attested by inscriptions. He was born in Lusitania and made his racing debut in Rome at age of 18. He raced for 24 years and represented three of the four most famous chariot racing stables. Then he retired to the small town of Praeneste at age of 42 and died soon after. According to inscriptions his winnings totalled 35Mio sesterces.

112. **Scorpius**

Description: He is a famous Roman gladiator.

Location: Appears during games (tournaments) in Roman towns and the Olympic games.

Historical reference: Flavius Scorpus was a famous charioteer living in the first century AD. He accumulated 2048 victories and earned large amounts of money. He died young at age of 27. He was a slave from Hispania and eventually he bought his freedom. Martial refers to Scorpus twice. He likely died in a chariot crash.

113. **Septimus Homunculus**

Description: He is the default minister of player's Faction if player does not chose anyone else.

Location: Appears at player's court as minister if player does not chose anyone else.

Historical reference: Purley fictional. 'Homunculus' is Latin for 'retard'.

114. **Galeas**

Description: He is as slave trader and gives player a good price of 301 denars per prisoner, one denar more than the other slave traders offer.

Location: Can be found in the tavern of Roma.

Historical reference: Purley fictional.

115. **Ramun**

Description: He is as slave trader and gives player a good price of 301 denars per prisoner, one denar more than the other slave traders offer.

Location: Can be found in the tavern of Antiochia.

Historical reference: Purley fictional.

116. **Sinue Migdue**

Description: He is an Egyptian goods merchant. He sells the best perfume in the world called ‘Rose of Egypt’, it is perfect gift for a Lady.

Location: He is the goods merchant of Thebae. Also related to The four Caesars quest, if player decides to side with Aulus Vitellius.

Historical reference: Purley fictional.

117. **Bastet**

Description: She is an Egyptian goods merchant.

Location: He is the goods merchant of Alexandria. Also related to The four Caesars quest, if player decides to side with Aulus Vitellius.

Historical reference: Purley fictional.

118. **Mamertinus Crachus**

Description: He is a Roman goods merchant.

Location: He is the goods merchant of Rome. Also related to The merchant Lucillus quest.

Historical reference: Purley fictional.

119. **Pamphile**

Description: She is a historian living in Athenae, originally from Egypt. She has a healthy appetite. She is linked to the quest Zarinaia, the golden one.

Location: Can be found in Athenae, on the Akropolis.

Historical reference: Pamphile of Epidaurus lived in the 1st century AD in Greece. She was of Egyptian descent. She is the first known female Greco-Roman historian and one of the first known female historians. She has written a book about famous women.

120. **Zarinaia**

Description: She was the queen of the Dahae, a tribe of the Saka. She lived centuries before the mod takes place. Her burial mound can be discovered during the quest Zarinaia, the golden one.

Location: She can be found inside her burial mound.

Historical reference: Zarinaia was a queen of the Dahae (or some other Saka tribe) during the 7th century BC. After her death she was honoured with a huge 600 feet high pyramidal mound-tomb at the top of which was a golden statue.

121. **Tiganu Tate**

Description: Works as cleaner at the public toilets in Rome.

Location: Can be found in the public toilets of Rome (Roma)

Historical reference: Fictional character based on a discord schizo.

122. **Heidus Knightus**

Description: Works as cleaner at the public toilets in Rome.

Location: Can be found in the public toilets of Rome (Roma)

Historical reference: Fictional character based on a discord schizo.

123. **Pyromaniacus**

Description: Works as cleaner at the public toilets in Rome.

Location: Can be found in the public toilets of Rome (**Roma**)

Historical reference: Fictional character based on a discord schizo.

124. **Werdheri**

Description: Famous Germanic warrior. Won many great battles.

Location: Can be encountered during quest **The suffering of Werdheri**.

Historical reference: Fictional character. The name itself is Germanic, “werd” could be derived from “wart” which means “protector” and “heri” means “warband”. It’s old Germanic form of the name “Werther”. Somehow based on the **The sorrows of Young Werther**.

125. **Heri**

Description: Famous Germanic warrior.

Location: Can be encountered during quest **The invasion of the Winnili** and during **Divine challenges**, if player worships a Germanic deity.

Historical reference: Fictional character.

126. **Leikrauc**

Description: Famous Germanic warrior.

Location: Can be encountered during quest **The invasion of the Winnili** and during **Divine challenges**, if player worships a Germanic deity.

Historical reference: Fictional character.

127. **Malobald**

Description: Famous Germanic warrior.

Location: Can be encountered during quest **The invasion of the Winnili** and during **Divine challenges**, if player worships a Germanic deity.

Historical reference: Fictional character.

128. **Thorwald**

Description: Famous Germanic warrior.

Location: Can be encountered during quest **The invasion of the Winnili** and during **Divine challenges**, if player worships a Germanic deity.

Historical reference: Fictional character. Based on a good friend.

129. **Eamane Turakina**

Description: A female warrior of the Xiongnu.

Location: Can be encountered during the quest **The adventure of Wlodowiecus (IV)**.

Historical reference: Fictional character.

130. **Lei Li Xia Qiu**

Description: A Han merchant.

Location: Can be encountered during the quest **The adventure of Włodowiecus (IV)**.

Historical reference: Fictional character.

131. **Temur, Tuqi King of the Right**

Description: Cruel and ruthless ruler of the Northern Xiongnu.

Location: Can be encountered during the quest **The adventure of Włodowiecus (IV)**.

Historical reference: Fictional character.

132. **Commander Lin Lee Shen Shen**

Description: Arrogant commander of the Jilu fortress.

Location: Can be encountered during the quest **The adventure of Włodowiecus (IV)**.

Historical reference: Fictional character.

133. **The Lybian**

Description: Caius Antonius Geta, also called “The Lybian”, is a Roman tailor and merchant.

Location: Can be encountered during the quest **The adventure of Włodowiecus (IV)**.

Historical reference: Fictional character, based on famous Lyb, responsible for making art for the mod.

134. **Magister Civium Traianus**

Description: He is the magister civium of **Roma**. He looks like the later Emperor Trajan.

Location: Can found on the streets of **Roma**, sometimes he can also be seen at the scriptorium.

Historical reference: **Emperor Trajan** ruled the Roman Empire from AD 98 to 117. He was considered as one of the good Emperors and extended the Roman Empire by subjugating the Dacians and conquering Mesopotamia from the Parthians. Under his rule, Rome reached its greatest extent.

135. **Auctor Caracalla**

Description: He is the auctor of **Roma**. He looks like the later Emperor Caracalla.

Location: Can found in the arena of **Roma**.

Historical reference: **Emperor Caracalla** ruled the Roman Empire first as co-ruler with Septimius Severus from 198 AD to 211, then with Geta from 209 AD to 211 and finally as sole-emperor until he was murdered by a disaffected soldier in 217 AD. He issued the Antonine Constitution which granted Roman citizenship to all free men throughout the Roman Empire.

136. **Hannibal**

Description: Famous Punic general Hannibal, nightmare of Rome.

Location: Can be encountered during quest **Prophecy of Caeselius Bassus** and during **Divine challenges**, if player worships a North African deity.

Historical reference: **Hannibal** was a Carthaginian general. He fought Rome during the second Punic war, one many battles and delivered high casualties to the Romans. Yet, the effort was not enough and finally, Scipio Africanus defeated him at the battle of Zama. Seven years after the humiliating peace treaty, Rome demanded from Carthage to surrender him into their custody, but he went into exile. The Romans tried to pursue him, but eluded them. When the Romans finally caught him in Bithynia, he committed suicide before they could imprison him.

137. Praefectus Scipio

Description: He is the praefectus of **Carthago** and for whatever reason he looks like Scipio Africanus. Player will be flogged by his orders during the **Prophecy of Caeselius Bassus** quest.

Location: He can be found in the scriptorium of **Carthago**.

Historical reference: **Scipio Africanus** was a Roman general and enemy of Hannibal. After a series of crushing military defeats against Hannibal, Scipio took the war away from Italy, by attacking Carthage in Spain and then in Africa. Hannibal was forced to retreat from Italy and was finally defeated during at the battle of Zama.

II Lords, Ladies and Faction Leaders

Here is a list of Lords/Ladies/Faction leaders who have a historical reference or are of importance. All others will not be included.

1. Nero Claudius

Description: Faction Leader of the Imperium Romanum (Roman Empire) if not in civil war. He is the main character of the mod. He can be anything: Greedy yet also modest, envious but also content, cruel but also empathic. Sometimes he is whiny, a coward and weak. He is a master of the lyre and a poet too. He is usually misunderstood and torn between women, their (and his) feelings and moods.

Location: He usually just rests in **Roma**. Player encounters him in the Atrium Augustus.

Historical reference: **Nero Claudius Caesar Augustus Germanicus** born as Lucius Domitius Ahenobarbus (The author wants to remark that famous dictators usually have hilarious birth-names and later usually change their names.) was Roman Emperor from 54AD to 68AD. He had a daughter, Claudia Augusta, who died as infant. He was married first to Claudia Octavia, then to Poppea Sabina, Statilia Messalina and also Sporus and Pythagoras (a joke during the Saturnalia). Nero was not only Emperor, but also artist and poet. His rule ended in 68 AD when he faced a revolt and ultimately took his own life. Rumours say he faked his suicide and escaped to the East.

2. Scorilo

Description: He is Faction Leader of the Getai (Dacians). A strong warrior and honourable opponent.

Location: Acts as normal Lord/Faction Leader and travels on worldmap/recruit troops/fight

battles etc.

Historical reference: **Scorilo** was Dacian king during the first half of the first century AD. He may have been father of the Decebalus. He died 70AD, his birth date is not known. During the Year of the Four Emperors and the turmoil, the Dacians took advantage and attacked the Danube provinces. Though they had bad luck, the Dacian host encountered Licinius Mucianus (a supporter of Vespasian), who was leading troops towards Rome to overthrow Vitellius. They lost the battle. During this time, Scorilo likely died.

3. **Tiberius Julius Rhescupors**

Description: He is the Faction Leader of the Basileion tou Bosporou (Bosporan kingdom). The nobility of the Bosporean kingdom is influenced by Rome (after the decline of Greek influence).

Location: Acts as normal Lord/Faction Leader and travels on worldmap/recruit troops/fight battles etc.

Historical reference: **Tiberios Iulios Rheskouporis Philocaesar Philoromaios Eusebes**

was Roman client king of the Bosporan kingdom. The Bosporan kingdom was lead by (client) king Cotys until 63AD, when Nero decided to integrate the kingdom into the province of Moesia. After the death of Nero, Rhescuporis (together with his mother) managed to convince Galba to restore the client kingdom, which prospered under his rule.

4. **Vologaeses Arsacid**

Description: He is the Faction Leader of the Basileia ton Parthaion (Parthian kingdom). He is brother of Trdat.

Location: Acts as normal Lord/Faction Leader and travels on worldmap/recruit troops/fight battles etc.

Historical reference: Vologases I was king of kings of the Parthian kingdom from 51AD to 78AD. His reign was full of conflicts with the Roman Empire. He made his younger brother Tiridates (Trdat) king of Armenia, after invading the country, which caused a Roman intervention. Nero sent his general Corbulo to restore Roman authority in Armenia. Armenia fell to Roman troops and Tigranes was appointed Armenian king by Nero. The Parthians counter attacked. The Parthians were forced to withdraw, though also Corbulo withdrew with his legions from Armenia. Lucius Caesennius Paetus (governor of Cappadocia) was send to bring Armenia under direct Roman rule, but failed and his legions got defeated. Finally, Corbulo gained command again, purged through Armenia and a peace agreement was arranged. Tiridates was recognized as vassal king of Armenia and had to accepted a permanent Roman garrison. Tiridates also travelled to Rome in order to meet Nero and attest his fidelity.

5. **Trdat**

Description: He is the Faction Leader of Hayastan (Armenia). He is brother of Vologaeses Arsacid.

Location: Acts as normal Lord/Faction Leader and travels on worldmap/recruit troops/fight

battles etc.

Historical reference: **Tiridates** was king of Armenia and brother of Vologaeses I. His reign was during the Roman-Parthian wars. Tiridates was also a Zoroastrian priest. It is speculated that due to his journey to Rome (to meet Nero), Mithraism was spread to Rome. In the year 72AD Alan tribes invaded Armenia and looted it.

6. **Farzoy**

Description: He is the Faction Leader of the Sauromatae (Sarmatian tribes).

Location: Acts as normal Lord/Faction Leader and travels on worldmap/recruit troops/fight battles etc.

Historical reference: He was likely a Sarmatian (client?) king ruling in Olbia Pontica (Romans had a camp there). His name comes from coins. He likely lived during the same time as Nero.

7. **Venutius**

Description: He is the husband of the Faction Leader of **Brigantes**, **Cartimandua**.

Location: Acts as normal Lord/Faction Leader and travels on worldmap/recruit troops/fight battles etc.

Historical reference: **Venutius** was king of the Brigantes. He was first husband of Cartimandua, queen of the Brigantes. But Venutius became a prominent leader of resistance against Rome. His spouse Cartimandua was ally of Rome and thus she tried to hand him over to the Romans (and they divorced). She married his armour bearer Vellocatus. Venutius staged a revolt against his ex-wife and Rome. But the Romans crushed the revolt. During the Year of the Four Emperors he tried it again and were able to overthrow Cartimandua. After Vespasian won and became Emperor, several campaigns were launched against the Brigantes.

8. **Cartimandua**

Description: She is the Faction Leader of **Brigantes**. She is spouse of **Venutius**.

Location: Acts as Faction Leader but does not lead troops into battle!

Historical reference: **Cartimandua** was the from 43AD to 69AD queen of the **Brigantes**. She seems to have inherited her power. She was married first to Venutius. She cooperated with the Romans and was rewarded with wealth during the reign of Emperor Claudius. She divorced her husband Venutius and replaced him with Vellocatus. In 57, Venutius rebelled against Cartimandua and her Roman allies, but he was defeated with the help of Roman forces. However, in 69, during the Year of the Four Emperors, Venutius staged another revolt with the support of other nations. Cartimandua sought Roman assistance but could only receive auxiliary troops. As a result, she had to evacuate, leaving Venutius in control of a kingdom at odds with Rome. After this point, Cartimandua disappears from historical sources.

9. **Hanan ben Hanan**

Description: Faction Leader of Yehuda (Judea). Will emerge once the Jewish revolt has started. (event **Judean revolt event**)

Location: Acts as normal Lord/Faction Leader and travels on worldmap/recruit troops/fight battles etc.

Historical reference: **Ananus ben Ananus**, Hebrew Hanan ben Hanan, was a Jewish high priest. He was one of the main leaders of the **great revolt of Judea**, which started 66AD.

10. Gaius Julius Civilis

Description: He is the Faction Leader of the Batava (Batavian Tribe). Will emerge once the Batavan revolt has started. (event **Batava revolt event**)

Location: Acts as normal Lord/Faction Leader and travels on worldmap/recruit troops/fight battles etc.

Historical reference: **Gaius Julius Civilis** was the leader of the Batavian rebellion in 69AD. After the death of Nero, he staged a rebellion against Roman rule (and sided with Vespasian). They defeated two legions under Mummius Lupercus. Eight Batavian auxiliary cohorts joined their uprising. As a result, also a rebellion in Gaul occurred. Though the differences between the tribes made major success impossible. As Vespasian ended the civil war as victor he ordered Julius Civilis to lay down weapons and end the rebellion. But he refused. Quintus Petillius Cerialis was sent with a strong force, defeated Civilis at Augusta Treverorum and Castra Vetera. A peace treaty was signed, granting the Batavians additional rights.

11. Ma'nu, son of Abgar

Description: He is the Faction Leader of Osroene.

Location: Acts as normal Lord/Faction Leader and travels on worldmap/recruit troops/fight battles etc.

Historical reference: Ma'nu seems to have been king of **Osroene** until 70AD. Then he was followed by Abgar. Osroene was a kingdom in Syria, between the Parthians and the Romans. It was a vassal state of Rome until it was annexed in 214AD.

12. Lucius Calpurnius Licinianus

Description: He is a Lord of the Roman Empire. He is son of **Ocella Sulpicius Galba**.

Location: Acts as normal Lord/Faction Leader and travels on worldmap/recruit troops/fight battles etc.

Historical reference: **Lucius Calpurnius Piso Frugi Licinianus** was a Roman noble. He was adopted by Galba during the Year of the Four Emperors as successor. The disappointed Otho assassinated both Galba and Calpurnius.

13. Aulus Germanicus Vitellius

Description: He is a Lord of the Roman Empire and son of **Aulus Vitellius** and **Galeria Fundana**.

Location: Acts as normal Lord/Faction Leader and travels on worldmap/recruit troops/fight battles etc.

Historical reference: Aulus Vitellius Germanicus was the son of **Aulus Vitellius** and **Galeria Fundana**.

14. **Aulus Alienus Caecina**

Description: He is a Lord of the Roman Empire.

Location: Acts as normal Lord/Faction Leader and travels on worldmap/recruit troops/fight battles etc.

Historical reference: **Aulus Caecina Alienus** was a Roman politician and general. On Nero's death he joined Galba, who appointed him command of Legio IV Macedonica (Germanic Rhine frontier). Caecina was convicted for embezzling funds. However, with the raise of Vitellius, Caecina was appointed as commander again. Caecina defeated Otho's forces at the **first battle of Bedriacum**. As Vespasian turned against Vitellius, Caecina tried to persuade his troops to join him, but was imprisoned. After Vitellius was defeated, Caecina was released from prison by Vespasian. Years later Caecina participated in a conspiracy against the Flavians, but failed and was killed.

15. **Salvius Otho Titianus**

Description: He is a Lord of the Roman Empire and brother to **Gnaeus Salvius Otho** and **Marcus Salvius Otho** and **Salvia Minor**.

Location: Acts as normal Lord/Faction Leader and travels on worldmap/recruit troops/fight battles etc.

Historical reference: **Lucius Salvius Otho Titianus** was the elder brother of (Emperor) Otho and Salvia. He participated as commander in the **first battle of Bedriacum**. He married Cocceia (sister of later Emperor Nerva).

16. **Caesennius Paetus**

Description: He is a Lord of the Roman Empire and spouse of **Flavia Sabina**.

Location: Acts as normal Lord/Faction Leader and travels on worldmap/recruit troops/fight battles etc.

Historical reference: **Lucius Caesennius Paetus** was Roman politician. He married Flavia Sabina, niece of (later Emperor) Vespasian. He was consul and then governor of Cappadocia. He was appointed command to defend Armenia against Parthian invasions, but was defeated decisively. Under Vespasian he gained command again. He invaded the kingdom of Commagene.

17. **T. Flavius Vespasianus**

Description: He is a Lord of the Roman Empire and brother of **Flavius Sabinus minor** son of **T. Flavius Sabinus** and spouse of **Domitilla** and father of **Domitilla minor** and **Titus Vespasianus**. He is related to the quest **The four Caesars**.

Location: Acts as normal Lord/Faction Leader and travels on worldmap/recruit troops/fight battles etc.

Historical reference: **Titus Flavius Vespasianus** was a Roman politician and later Emperor. He was married to Domitilla the Elder (and after her death had an affair with **Antonia**

Caenis). His children were Titus, Domitian and Domitilla the Younger. Vespasian was appointed command of Legio II Augusta and participated in the invasion of Britannia and earned himself a triumph. He retired from political life for a while and returned as governro fo Africa. As the Jewish revolt started he was appointed command to suppress it. After the death of Nero in 68AD, Rome saw sucession of short-lived Emperors. Galba was killed by Otho, who was defeated by Vitellius. The supporters of Otho allied with Vespasian, who believing a phrophecy that the new ruler would come from the East, made himself ready to challenge Vitellius. Vespasian was declared Emperor by the Eastern legions, the legions of Moesia, Pannonia and Illyricum soon joined him and entered Italy. They defeated Viellius at the second battle of Bedriacum. Vespasian was still in Egypt and crowned pharaoh. Finally, Vespasian arrived in Rome and was declared Emperor by the senate. He restored financial and political order by introducing various (tax) reforms and initiating the construction of the iconic Colosseum in Rome. Vespasian's rule is marked by his pragmatic and effective governance, which brought a period of relative stability and prosperity to the Roman Empire following a tumultuous time.

18. **Kaeso Flavius**

Description: and Praefectus Praetorio (commander of the Praetorian guard). He is also related to the Roman main story. He secretly converted to Christianity, which causes emotional conflicts during the persecution of Christians.

Location: Acts as normal Lord/Faction Leader and travels on worldmap/recruit troops/fight battles etc.

Historical reference: Purely fictional.

19. **Cornelius Scipio Asiaticus**

Description: He is Lord of the Roman Empire and brother of Poppaea Sabina.

Location: Acts as normal Lord/Faction Leader and travels on worldmap/recruit troops/fight battles etc.

Historical reference: Publius Cornelius Scipio was consul in the year 56AD. Poppaea's mother married his father Publius Cornelius Lentulus Scipio. Thus he is stepbrother of Poppaea Sabina.

20. **Aulus Petronianus Vitellius**

Description: He is Lord of the Roman Empire and son of Aulus Vitellius and Galeria Fundana.

Location: Acts as normal Lord/Faction Leader and travels on worldmap/recruit troops/fight battles etc.

Historical reference: Aulus Vitellius Petronianus was son of later Emperor Vitellius.

21. **Marcus Salvius Otho**

Description: He is a Lord of the Roman Empire and is son of Lucius Salvius Otho and Error: Reference source not found. He is related to the quest The four Caesars.

Location: Acts as normal Lord/Faction Leader and travels on worldmap/recruit troops/fight

battles etc.

Historical reference: **Marcus Salvius Otho** was a Roman politician and Emperor for three months during the Year of the Four Emperors. He was a member of a noble Etruscan family and initially friend and courtier of young Nero. He married **Poppaea Sabina**, though she betrayed him with Nero. They divorced and he was “banned” from Rome to govern the remote province of Lusitania. Later he allied with Galba, the governor of Hispania Tarraconensis. They marched to Rome and depose Nero. Galba refused to make him successor and thus he murdered Galba and followed him as Emperor. In the meantime, Vitellius has revolted with the legions in Germania Inferior. The Vitellian army defeated his forces at **the battle of Bedriacum**. Otho committed suicide rather than fight on.

22. Gnaeus Salvius Otho

Description: He is a Lord of the Roman Empire and brother of **Salvius Otho Titianus** and **Marcus Salvius Otho** and **Salvia Minor**.

Location: Acts as normal Lord/Faction Leader and travels on worldmap/recruit troops/fight battles etc.

Historical reference: Purely fictional. Otho’s father had three confirmed siblings: Two sons (Titianus and Otho) and one daughter (Salvia)

23. Ocella Sulpicius Galba

Description: He is a Lord of the Roman Empire. He is sister of **Error: Reference source not found**, husband of **Aemilia Lepida**, father of **Lucius Calpurnius Licinianus**, **Servius Sulpicius** and **Lucius Sulpicius**. He is related to the quest **The four Caesars**.

Location: Acts as normal Lord/Faction Leader and travels on worldmap/recruit troops/fight battles etc.

Historical reference: **Lucius Livius Ocella Servius Sulpicius Galba** was a Roman politician and Emperor during the Year of the Four Emperors. He had a brother (while in the mod he has a sister), was married to Aemilia Lepida. He had various influential positions in the Roman political sphere (due to the wealth of his family). He was governor in Hispania as the revolt of **Vindex** against Nero occurred. However, Vindex rebellion failed and in the course of the events Galba was declared Emperor by the Senate (while Nero committed suicide in Rome). Galba made himself very unpopular among the troops, as he did not pay the Praetorians and disbanded various troops. Also he upset his supporter Otho, as he did not declared him his successor (and instead adopted **Lucius Calpurnius Licinianus**). As a result, troops at the Germanic frontier declared Vitellius Emperor. Otho used the opportunity too and killed Galba, donated large funds to the Praetorians and declared himself Emperor. It is unclear who exactly killed Galba. One hundred and twenty persons later petitioned Otho that they had killed Galba as they expected a reward. Though, after Otho’s defeat, Vitellius ordered to execute all of them!

24. Servius Sulpicius

Description: He is a Roman Lord and son of **Ocella Sulpicius Galba**.

Location: Acts as normal Lord/Faction Leader and travels on worldmap/recruit troops/fight battles etc.

Historical reference: Purely fictional. Galba had no children.

25. **Lucius Sulpicius**

Description: He is a Roman Lord and son of **Ocella Sulpicius Galba**.

Location: Acts as normal Lord/Faction Leader and travels on worldmap/recruit troops/fight battles etc.

Historical reference: Purely fictional. Galba had no children.

26. **Aulus Vitellius**

Description: He is a Lord of the Roman Empire. He is father of **Aulus Germanicus Vitellius**, **Aulus Petronianus Vitellius** and **Vitellia Aula**. He is brother of **Lucius Vitellius** and **Vitellia Aula**. He is related to the quest **The four Caesars**.

Location: Acts as normal Lord/Faction Leader and travels on worldmap/recruit troops/fight battles etc.

Historical reference: **Aulus Vitellius** was Roman politician and Emperor during the Year of the Four Emperors. He was made commander of the German Rhine legions by Galba (after Nero's death) and here Vitellius made himself popular with his subalterns and with the soldiers by outrageous prodigality and excessive good nature, which soon proved fatal to order and discipline. The Rhine legions declared him Emperor as opposition to Galba. Yet, Galba was murdered by Otho. Vitellius marched towards Rome and defeated Otho's forces at **the battle of Bedriacum**. He rewarded his supporters well and enacted all kinds of (weird) laws (like banning astrologers from Italy). Soon Vespasian was proclaimed Emperor in the East. Legions in Moesia and Pannonia joined Vespasian and marched to Rome. They defeated the Vitellian forces at the second **battle of Bedriacum**. Vitellius retreated to Rome and made a last stand there. He was beheaded and his body thrown into the Tiber.

27. **Lucius Vitellius**

Description: He is a Lord of the Roman Empire. He is brother of **Aulus Vitellius** and **Vitellia Aula**. He is married to **Iunia Triaria**.

Location: Acts as normal Lord/Faction Leader and travels on worldmap/recruit troops/fight battles etc.

Historical reference: **Lucius Vitellius** was Roman politician and brother of Aulus Vitellius (Emperor). He served as a suffect consul in 48 AD. He married Junia Calvina but divorced her before 49 AD. His second wife was Triaria, and he had no children from either marriage. Lucius gained favor from several emperors, including Claudius, Nero, and his brother. During the Year of Four Emperors, Lucius celebrated his brother's entrance into Rome with a lavish feast but later denounced Junius Blaesus to his brother, leading to Blaesus' poisoning. When Vespasian's troops entered Rome, Lucius was in Campania suppressing

Vespasian's supporters. He surrendered but was treacherously executed after negotiating for his safety.

28. **Lucius Salvius Otho**

Description: He is Lord of the Roman Empire and married to **Albia Terentia**. He is father of **Salvia Minor**, **Salvius Otho Titianus**, **Marcus Salvius Otho** and **Gnaeus Salvius Otho**.

Location: Acts as normal Lord/Faction Leader and travels on worldmap/recruit troops/fight battles etc.

Historical reference: **Lucius Salvius Otho** was the father of Emperor Otho. He was part of a well-connected Etruscan family. He married Albia Terentia. He had three children: Salvia, Lucius Salvius Otho Titianus and Marcus Salvius Otho. It is assumed that Tiberius may have been his father (due to their physical similarities and due to their friendship). He served in the Roman military, was consul and governor of Africa.

29. **Flavius Sabinus minor**

Description: He is a Lord of the Roman Empire. He is son of **T. Flavius Sabinus** and brother of **T. Flavius Vespasianus**.

Location: Acts as normal Lord/Faction Leader and travels on worldmap/recruit troops/fight battles etc.

Historical reference: **Titus Flavius Sabinus** was a Roman politician. He was elder brother of Emperor Vespasian. During Claudius reign he served as legate under Aulus Plautius in Britannia along with his brother Vespasian. Then he governed Moesia. He was also praefectus urbi for the last eleven years of Nero's reign. He was an important supporter of his brother.

30. **T. Flavius Sabinus**

Description: He is a Lord of the Roman Empire. He is father of **T. Flavius Vespasianus**, **Flavius Sabinus minor** and **Flavia Vespasia**.

Location: Acts as normal Lord/Faction Leader and travels on worldmap/recruit troops/fight battles etc.

Historical reference: **Titus Flavius Sabinus** was father of Emperor Vespasian. He came from Reate in the Sabine region of Italy. He served as official and then as banker in the province of Asia and later at Aventicum among the Helvetii. He had two sons, Titus Flavius Sabinus and Titus Flavius Vespasianus and one daughter, Flavia Vespasia. After Vitellius was defeated in **the second battle of Bedriacum**, Vitellius retreated to Rome and agreed to hand over the Empire to him, until his brother Vespasian arrives from Egypt. But Vitellius Germanic soldiers refused and besieged the Capitol (where Sabinus and his nephew Domitian retreated). The Capitol was burned, while the other Flavians escaped, Sabinus was captured and killed.

31. **Marcus Cocceius Nerva**

Description: He is a Lord of the Roman Empire and he is sister of **Cocceia Prima**.

Location: Acts as normal Lord/Faction Leader and travels on worldmap/recruit troops/fight

battles etc.

Historical reference: **Marcus Cocceius Nerva** was Roman politician and Emperor from 96AD to 98AD. He was born in the year 30AD in Narni, Italy. He came from a relatively modest background and was not born into a prominent Roman family. Nerva's early life was characterized by a focus on legal and political studies. He pursued a career in law and politics, and his legal expertise helped him rise through the ranks of Roman society. Eventually, he became a respected senator and held various positions in the Roman government before ascending to the throne as Emperor of Rome in 96 AD, marking the beginning of the Nerva-Antonine dynasty.

32. **L. Verginius Rufus**

Description: He is a Lord of the Roman Empire and he is sister of **Virginia Aurora**.

Location: Acts as normal Lord/Faction Leader and travels on worldmap/recruit troops/fight battles etc.

Historical reference: **Lucius Verginius Rufus** was Roman commander and politician. He was three times consul. He was governor of Germania Superior in the year of Vindex rebellion against Nero. He defeated the rebels though. After Nero's death he was declared Emperor by his legions, but refused the call. After Galba's death his soldiers declared him again Emperor, but he refused again. He ended his political and military career by retreating to an estate at Alsium on the coast of Etruria. As Nerva became Emperor, the 80 year old Rufus was made consul again. Though when Rufus wanted to hold a speech, he dropped a book, bended down to pick it up, slipped and broke his hip. He died not long afterward. On his gravestone is written:

Hic situs est Rufus, pulso qui Vindice quondam Imperium asseruit non sibi sed patriae
(Here lies Rufus, who after defeating Vindex, did not take power, but gave it to the fatherland)

33. **Q. Petillius Cerialis**

Description: He is a Lord of the Roman Empire and brother of **Caesius Nasica**.

Location: Acts as normal Lord/Faction Leader and travels on worldmap/recruit troops/fight battles etc.

Historical reference: **Quintus Petillius Cerialis** was a Roman general and administrator who served in Britannia during Boudica's rebellion. It is believed that he was the younger brother of Caesius Nasica. He succeeded Caesius Nasica as commander of Legio IX Hispania. He crushed the Batavan rebellion of Julius Civilis. After the Year of the Four Emperors, Vespasian made him governor of Britannia. He campaigned against the Brigantes in Northern Britannia. According to Tacitus he was a loyal and brave soldier.

34. **Caesius Nasica**

Description: He is a Lord of the Roman Empire and brother of **Q. Petillius Cerialis**.

Location: Acts as normal Lord/Faction Leader and travels on worldmap/recruit troops/fight battles etc.

Historical reference: **Caesius Nasica** was a Roman commander. He commanded the Legio IX Hispania in Britannia and defeated the first rebellion of Venutius of the Brigantes. He may have been elder brother of Quintus Petillius Cerialis.

35. G. Suetonius Paulinus

Description: He is a Lord of the Roman Empire.

Location: Acts as normal Lord/Faction Leader and travels on worldmap/recruit troops/fight battles etc.

Historical reference: **Gaius Suetonius Paulinus** was a Roman general. In particular he defeated the rebellion of Boudica. He was praetor, then governor of Mauretania, where he suppressed the revolt of **Aedemon**. He was the first Roman commander who lead troops across the Atlas Mountains. Then he was appointed governor of Britannia, replacing Quintus Veranius, who had died in office. He continued the aggressive policy of subduing the tribes. Then Boudica of the Iceni rebelled against Roman rule. The colonia Camulodunum was destroyed and its inhabitants slaughtered. Finally, he defeated the Britons at the battle of Watling Street. Boudica poisoned herself. Suetonius was then replaced by Petronius Turpilianus. During the year of four Emperors he was a general of Otho. Suetonius was captured by Vitellius. His eventual fate is unknown.

36. G. Alpinus Classicianus

Description: He is a Lord of the Roman Empire.

Location: Acts as normal Lord/Faction Leader and travels on worldmap/recruit troops/fight battles etc.

Historical reference: **Gaius Iulius Alpinus Classicianus** was procurator in the Roman province of Britannia from 61AD to 65AD. He expressed concern towards Nero that the harsh policies of **G. Suetonius Paulinus** would lead to continued hostilities. Classicianus died in Londinium in 65AD.

37. P. Petronius Turpilianus

Description: He is a Lord of the Roman Empire.

Location: Acts as normal Lord/Faction Leader and travels on worldmap/recruit troops/fight battles etc.

Historical reference: **Publius Petronius Turpilianus** was a Roman senator. He was also consul in the year 61AD. He was appointed governor of Britannia, replacing **G. Suetonius Paulinus**. In contrast to Suetonius's punitive measures, Petronius took a conciliatory approach, and conducted few military operations. Then he was appointed curator aquarum in Rome (superintendent of the aqueducts). He was granted a triumph in 65AD for his loyalty to Nero. He was executed by Galba during the year of four Emperors. After Galba's death, Otho saved him and took him into his "inner circle". Then, Celsus was one of Otho's commander in the fight against Vitellius rebellion. Though Otho was defeated. Despite being on Otho's side, Celsus was allowed to keep his consulship under Vitellius. Then,

under Emperor Vespasian, Celsus served as governor of Germania inferior. Then he was transferred to Syria where he likely died.

38. **Aulus Marius Celsus**

Description: He is a Lord of the Roman Empire.

Location: Acts as normal Lord/Faction Leader and travels on worldmap/recruit troops/fight battles etc.

Historical reference: **Aulus Marius Celsus** was a Roman politician and commander. He was appointed command of Legio XV Apollinaris in Pannonia, then in Asia Minor. After the death of Nero, he was part of Galba's "inner circle".

39. **Aulus Decenius Geminus**

Description: He is a Lord of the Roman Empire.

Location: Acts as normal Lord/Faction Leader and travels on worldmap/recruit troops/fight battles etc.

Historical reference: **Aulus Decenius Geminus** was a Roman politician. He was quaestor, then plebeian tribune, praetor and suffect consul. Later he was appointed governor of Dalmatia by Nero. During the year of the four Emperors, Galba appointed him praefectus urbi (as replacement for **Flavius Sabinus minor**). He likely survived the Year of the Four Emperors. His later fate is unknown though.

40. **Fonteius Capito**

Description: He is a Lord of the Roman Empire.

Location: Acts as normal Lord/Faction Leader and travels on worldmap/recruit troops/fight battles etc.

Historical reference: **Fonteius Capito** was a Roman politician. He came from a plebeian family. He had the office of governor of Germania Inferior. He assisted in the suppression of the revolt of Vindex, as well as the Batavians lead by Julius Civilis. When Galba became Emperor, Foneius Capito was executed on the orders of Cornelius Quatinus and Fabius Valens.

41. **Marcus Ambivulus**

Description: He is a Lord of the Roman Empire.

Location: Acts as normal Lord/Faction Leader and travels on worldmap/recruit troops/fight battles etc.

Historical reference: **Marcus Ambivulus** was the second Roman prefect of the province of Judea. He succeeded Coponius in 9AD and ruled until 12AD.

42. **Baebius Massa**

Description: He is a Lord of the Roman Empire.

Location: Acts as normal Lord/Faction Leader and travels on worldmap/recruit troops/fight battles etc.

Historical reference: **Baebius Massa** lived from ~40AD to ~93AD). He was equestrian

procurator of Africa in 70AD and promoted to the Senate by Vespasian as rewards for suppression of a revolt. 91AD he was governor of Baetica. He was accused to plunder the province. Later, Pliny the Younger and Herennius Senecio were chosen to prosecute.

43. **Caius Largennius**

Description: He is a Lord of the Roman Empire.

Location: Acts as normal Lord/Faction Leader and travels on worldmap/recruit troops/fight battles etc.

Historical reference: **Caius Lergennius** was a legionary of the Legio II Augusta and died ca 50AD. He is known from a funerary stele with inscription:

Caius Largennius, son of Caius, of the roman tribe Fabia from Lucca. A soldier of the Scaeva century of the II legion. He died aged 37 after 18 years of service. His resting place is here.

44. **Calpurnius Fabatus**

Description: He is a Lord of the Roman Empire.

Location: Acts as normal Lord/Faction Leader and travels on worldmap/recruit troops/fight battles etc.

Historical reference: **Calpurnius Fabatus** was a Roman noble of the gens Calpurnia. He was grandfather of Calpurnia, wife of Pliny the Younger. In AD 64, he was accused by suborned informers of being privy to the crimes of adultery and magic which were alleged against Junia Lepida, the wife of Gaius Cassius Longinus. By an appeal to Nero, judgment against Fabatus was deferred, and he eventually eluded the accusation.

45. **G. Caristanius Fronto**

Description: He is a Lord of the Roman Empire.

Location: Acts as normal Lord/Faction Leader and travels on worldmap/recruit troops/fight battles etc.

Historical reference: **Gaius Caristanius Fronto** was a Roman soldier and equites. He began as a local magistrate in Antioch and then progressed through various positions within the Roman military, including commanding an infantry cohort and an auxiliary unit, the ala I Bosporanorum. He was promoted to the Senate in two stages, first as a plebeian tribune and then as a praetor. Caristanius Fronto served as an assistant to the proconsular governor of Bithynia et Pontus, which was a senatorial province. He later commanded the Legio IX Hispana in Roman Britain. Afterward, he became the governor of Lycia et Pamphylia. There was a six-year gap between his governorship and his suffect consulship, which was unusual but in line with Senatorial career patterns under Emperor Domitian. Caristanius Fronto was married to Calpurnia Paulla, and he had two sons, Fronto and Paulinus. Gaius Caristanius Julianus, who served as the proconsul of Achaea around 101 AD, was either his younger brother or a cousin.

46. **Cassius Chaerea**

Description: He is a Lord of the Roman Empire. He has a flavour dialogue about his campaigns in Germania.

Location: Acts as normal Lord/Faction Leader and travels on worldmap/recruit troops/fight battles etc.

Historical reference: **Cassius Chaerea** was a Roman soldier and officer, who served as a tribune in the army of Germanicus and in the Praetorian Guard under Emperor Caligula. Chaerea grew increasingly disturbed by Caligula's erratic behavior and insults, which included mocking Chaerea's voice and supposed effeminacy. Unable to tolerate this provocation any longer, Chaerea joined a conspiracy to assassinate Caligula during the Palatine games in January 41 AD. The plot, involving Praetorians, Senators, and Equestrians, culminated in Caligula's assassination, along with his wife Caesonia and daughter Julia Drusilla. However, Chaerea did not control the loyalty of the majority of the Praetorians, who proclaimed Caligula's uncle, Claudius, as the new emperor. Chaerea was sentenced to death and requested execution with his personal sword, a request that was granted.

47. **Claudius Labeo**

Description: He is a Lord of the Roman Empire.

Location: Acts as normal Lord/Faction Leader and travels on worldmap/recruit troops/fight battles etc.

Historical reference: **Claudius Labeo** was Batavian and military commander in the service of the Roman Empire. He was commanding the Batavian ala of auxiliaries which joined Julius Civilis during the Batavian revolt. But Labeo was a rival of Civilis, thus imprisoned and sent in Frisian lands. Though he escaped and offered service to Gaius Dillius Vocula, commander of Legio XXII Primigenia. His further fate is unknown.

48. **Lucius Clodius Macer**

Description: He is a Lord of the Roman Empire.

Location: Acts as normal Lord/Faction Leader and travels on worldmap/recruit troops/fight battles etc.

Historical reference: **Lucius Clodius Macer** was a legatus (and commander of Legio III Augusta) in Africa by the time of Nero. He revolted in May 68AD and cut off the food supply to Rome coming from Africa. He also raised an additional legion (Legio I Macriana liberatrix). In October 68AD, Galba had him killed by the procurator Trebonius Garutianus.

49. **Gnaeus Pinarius**

Description: He is a Lord of the Roman Empire.

Location: Acts as normal Lord/Faction Leader and travels on worldmap/recruit troops/fight battles etc.

Historical reference: **Gnaeus Pinarius Cornelius Clemens** was a Roman politician. He was suffect consul during Vespasian's reign. He was also governor of Germania Superior and campaigned East of the Rhine.

50. **Nymphidius Sabinus**

Description: He is a Lord of the Roman Empire.

Location: Acts as normal Lord/Faction Leader and travels on worldmap/recruit troops/fight battles etc.

Historical reference: **Gaius Nymphidius Sabinus** was prefect of the Praetorian guard from 65AD to 68AD. He shared his office with **Ophonius Tigellinus**. He was son of an imperial freedwoman, rose to prominence in Rome during the power vacuum after the Pisonian conspiracy against Emperor Nero. He joined the Praetorian Guard and, through political manoeuvring and promises of rewards, gained authority over the Praetorians. This support was crucial in declaring Galba as the new emperor after Nero's suicide in 68 AD.

Nymphidius went from helping others claim the throne to asserting his own claim, stating he was the illegitimate son of the former Emperor Caligula. He even married Nero's former wife, Sporus. However, the Praetorians favoured Galba, and they killed Nymphidius before Galba arrived in Rome. Nymphidius' rise exemplified how individuals of humble origins could attain high positions through their own efforts and demonstrated the pivotal role of Praetorian loyalty in the tumultuous Year of the Four Emperors following Nero's death.

51. **Titus Vespasianus**

Description: He is Lord of the Roman Empire and son of **T. Flavius Vespasianus**.

Location: Acts as normal Lord/Faction Leader and travels on worldmap/recruit troops/fight battles etc.

Historical reference: **Titus Vespasianus** was son of Emperor Vespasian and Emperor from 79AD to 81AD. He gained renown as commander during the **Great Jewish Revolt**. For his success he was awarded a triumph in Rome. During his fathers reign he was prefect of the Praetorian guard. He also had a love affair with the daughter of Herod Agrippa, **Berenice**. As Emperor he completed the Colosseum. Though Titus died in 81AD, after only two years of reign.

52. **Cornelius Laco**

Description: He is a Lord of the Roman Empire.

Location: Acts as normal Lord/Faction Leader and travels on worldmap/recruit troops/fight battles etc.

Historical reference: **Cornelius Laco** was a prefect of the Roman vigiles under Claudius. Later he became prefect of the Praetorian guard under Emperor Galba, replacing Tigellinus as head of the guard. With the death of Galba however, Laco was banished to an island and later murdered by Otho's soldiers.

53. **Caeselius Bassus**

Description: He is a Lord of the Roman Empire. Following special quests link to him:

Prophecy of Caeselius Bassus.

Location: Acts as normal Lord/Faction Leader and travels on worldmap/recruit troops/fight battles etc.

Historical reference: Caeselius Bassus was a Roman knight and self-proclaimed prophet mentioned in Tacitus's Annals (Book 16, Chapter 1). Living during Emperor Nero's reign, Bassus is most famously known for his claim of a vast hidden treasure buried beneath the ruins of Carthage, allegedly left by the legendary Queen Dido. This bold assertion captivated Nero, who ordered an expedition to unearth the supposed riches. However, the search yielded nothing, exposing Bassus as either a deluded dreamer or a charlatan.

54. **Joshua ben Gamla**

Description: Lord of Yehuda (Judea). Will emerge once the Jewish revolt has started. (event **Judean revolt event**)

Location: Acts as normal Lord/Faction Leader and travels on worldmap/recruit troops/fight battles etc.

Historical reference: **Joshua ben Gamla** was a Jewish high priest. He was killed during the **great revolt of Judea**. He was one of the leaders of the revolt.

55. **Eleazar ben Hanania**

Description: Lord of Yehuda (Judea). Will emerge once the Jewish revolt has started. (event **Judean revolt event**)

Location: Acts as normal Lord/Faction Leader and travels on worldmap/recruit troops/fight battles etc.

Historical reference: **Eleazar ben Hanania** was a Jewish leader during the **great revolt of Judea**. He was son of the high priest Hanania ben Nedebai.

56. **Simon bar Giora**

Description: Lord of Yehuda (Judea). Will emerge once the Jewish revolt has started. (event **Judean revolt event**)

Location: Acts as normal Lord/Faction Leader and travels on worldmap/recruit troops/fight battles etc.

Historical reference: **Simon bar Giora** was a major leader of the **great revolt of Judea**.

But as he just a peasant, the Judean authorities refused to give him command positions. As a result, he assembled a mob and started robbing houses of wealthy people in the district of Acrabbene. As a result, the high priests Hanan ben Hanan and Joshua ben Gamla were killed. Simon and his forces finally retreated to Jerusalem in spring 69AD due to Roman forces advancing from Syria. Infighting between the rebels weaken them and gave the Romans an advantage. Finally, Jerusalem was besieged by Titus Vespasianus. Jerusalem fell after five months. Simon hide himself in the tunnels under the temple mount and tried to dig himself a way out. But he ran out of food before he could finish. He was finally captured by the Romans, was paraded through the streets of Rome in chains during a triumph. Judged rebel and traitor, he was executed by being thrown from the Tarpeian rock.

57. **Poppaea Sabina**

Description: She is a Lady of the Roman Empire and spouse of **Nero Claudius**. She is also an important figure of the **Roman main story**.

Location: She is a Lady, and can be found in town or fortress hall's of her Faction, depending on situation.

Historical reference: **Poppaea Sabina** was second wife of Nero. She was born in AD 30 in Pompeii as the daughter of Titus Ollius and Poppaea Sabina the Elder. She originally used her father's family name, "Ollia," but later adopted her mother's name due to her father's disgrace and suicide. Her family likely came from Pompeii, and it's believed they owned the Casa del Menandro in the city. Poppaea's mother was a wealthy and respected woman, but she committed suicide in 47 AD due to intrigues involving the Roman Empress Valeria Messalina. Poppaea's maternal grandfather was Gaius Poppeus Sabinus, who held significant positions in the Roman government and had a law passed to promote marriage. Poppaea's first husband was Rufrius Crispinus, the Praetorian Guard leader during the early years of Emperor Claudius's reign. After divorcing him, she married Otho and then later Nero, becoming the Empress of Rome. Historical accounts differ on whether Poppaea played a role in Nero's decision to murder his mother, Agrippina. Poppaea and Nero's relationship led to the divorce and execution of his first wife, Claudia Octavia, whom he claimed was barren. Poppaea bore Nero a daughter, Claudia Augusta, but the child died at a young age. Poppaea's death is subject to debate. Some sources suggest that Nero kicked her while she was pregnant, causing her death, while others propose complications from childbirth or miscarriage. Nero deeply mourned her passing, and she was given divine honours alongside her daughter in a state funeral. Nero subsequently married Statilia Messalina and Sporus, who bore a resemblance to Poppaea.

58. **Statilia Messalina**

Description: She is a Lady of the Roman Empire.

Location: She is a Lady, and can be found in town or fortress hall's of her Faction, depending on situation.

Historical reference: **Statilia Messalina** was third wife to Nero. She was possibly the daughter of Titus Statilius Taurus Corvinus or his sister. She had noble ancestry, tracing her lineage to a Roman general who had received triumphs and held consulships. Statilia's fourth husband was Marcus Julius Vestinus Atticus, with whom she may have had a son. Around 65 AD, she became the mistress of Emperor Nero. After Nero's second wife, Poppaea Sabina, died, Vestinus was compelled to take his own life, enabling Nero to marry Statilia. Unlike her predecessor, Statilia maintained a more discreet and less extravagant public image. She survived the downfall of Nero's reign and was one of the few courtiers to do so. After Nero's death, the Emperor Otho promised to marry her, but he later committed suicide in 69 AD.

59. **Galeria Fundana**

Description: She is a Lady of the Roman Empire. She is spouse of **Aulus Vitellius**.

Location: She is a Lady, and can be found in town or fortress hall's of her Faction, depending on situation.

Historical reference: **Galeria Fundana**, the wife of the Aulus Vitellius, was the daughter of

an ex-praetor. During their marriage, she had a son and a daughter. It is speculated that she might have been related to Publius Galerius Trachalus, who was known as Otho's alleged speechwriter. Galeria was noted for her exemplary virtue and was not involved in the horrors and purges carried out by her husband during his reign. She protected Galerius Trachalus from her husband's actions, as recorded by Tacitus. After Vitellius and their son Germanicus were killed when supporters of Vespasian took control of Rome, Galeria's life was spared. Her daughter, Vitellia, had two marriages. Her first husband was Decimus Valerius Asiaticus, who died in 69 AD. After his death, Vespasian helped Vitellia arrange a second marriage to an unnamed man. Some historians suggest that this second son-in-law might have been Libo Rupilius Frugi, and that his daughter, Rupilia Faustina, was also Vitellia's daughter, which could explain the use of the nomen Galeria among female members of the Nerva-Antonine dynasty.

60. Albia Terentia

Description: She is a Lady of the Roman Empire and spouse of [Lucius Salvius Otho](#).

Location: She is a Lady, and can be found in town or fortress hall's of her Faction, depending on situation.

Historical reference: Albia Terentia was the wife of Lucius Salvius Otho and mother to Emperor Otho. Suetonius claims she was mother to both of his sons, but due to the age difference, Titianus may have been children of an earlier wife.

61. Domitilla

Description: She is a Lady of the Roman Empire and spouse of [T. Flavius Vespasianus](#).

Location: She is a Lady, and can be found in town or fortress hall's of her Faction, depending on situation.

Historical reference: [Flavia Domitilla Maior](#) was the wife of Emperor Vespasian and mother of Titus and Domitian (and Domitilla the Younger). She died before Vespasian became Emperor in 69AD. After her death she was likely deified by Vespasian.

62. Cocceia Prima

Description: She is a Lady of the Roman Empire and sister of [Marcus Cocceius Nerva](#).

Location: She is a Lady, and can be found in town or fortress hall's of her Faction, depending on situation.

Historical reference: Cocceia was sister of [Emperor Nerva](#). She married Lucius Salvius Otho Titianus, brother of earlier Emperor Otho.

63. Salvia Minor

Description: She is a Lady of the Roman Empire and daughter of [Lucius Salvius Otho](#) sister of [Marcus Salvius Otho](#), [Salvius Otho Titianus](#) and [Gnaeus Salvius Otho](#).

Location: She is a Lady, and can be found in town or fortress hall's of her Faction, depending on situation.

Historical reference: Salvia was daughter of Lucius Salvius Otho and sister to Emperor Otho. She was betrothed to the adoptive grandson and great-nephew of Tiberius, Drusus

Caesar, at very young age. The marriage did not end up happening and she may died of young age. Though Suetonius states that on the day of his suicide Emperor Otho wrote a letter of condolences to his sister.

64. Aemilia Lepida

Description: She is a Lady of the Roman Empire and spouse of **Ocella Sulpicius Galba**.

Location: She is a Lady, and can be found in town or fortress hall's of her Faction, depending on situation.

Historical reference: **Aemilia Lepida** was the wife of Emperor Galba. She was daughter of Manius Aemilius Lepidus, consul in 11AD. She had two sons with Galba, though they died young. She also died relatively young. Galba never remarried. When Lepida lived, Agrippina the Younger (a widow after Gnaeus Domitius Ahenobarbus' death) tried to make shameless advances to Galba, who was devoted to his wife and thus completely uninterested. On one occasion Lepida's mother gave Agrippina the Younger, while in the company of a whole bevy of married women, a public reprimand and slapped her in the face.

65. Domitilla minor

Description: She is a Lady of the Roman Empire and daughter of **T. Flavius Vespasianus**.

Location: She is a Lady, and can be found in town or fortress hall's of her Faction, depending on situation.

Historical reference: **Flavia Domitilla Minor** was the only daughter of Emperor Vespasian. At the age of fifteen she was married to Quintus Petillius Cerialis, with whom she had a daughter, namely later Christian "saint" Flavia Domitilla.

66. Flavia Sabina

Description: She is a Lady of the Roman Empire and spouse of **Caesennius Paetus** and daughter of **Flavius Sabinus minor**.

Location: She is a Lady, and can be found in town or fortress hall's of her Faction, depending on situation.

Historical reference: Flavia Sabina was daughter of **Titus Flavius Sabinus**, brother of Emperor Vespasian. She was wife of Lucius Caesennius Paetus (consul in 61AD).

67. Vespasia Polla

Description: She is a Lady of the Roman Empire and spouse of **T. Flavius Sabinus** and mother of **T. Flavius Vespasianus**.

Location: She is a Lady, and can be found in town or fortress hall's of her Faction, depending on situation.

Historical reference: **Vespasia Pilla** was the mother of Emperor Vespasian. She married the tax collector Titus Flavius Sabinus (and survived him). Their daughter Flavia Sepasia died in infancy. She had two sons, later Emperor Titus Flavius Vespasianus and Titus Flavius Sabinus.

68. Junia Triaria

Description: She is a Lady of the Roman Empire and spouse of **Lucius Vitellius**.

Location: She is a Lady, and can be found in town or fortress hall's of her Faction, depending on situation.

Historical reference: **Triaria** was the second wife of Lucius Vitellius (brother of Aulus Vitellius). According to Tacitus, Dolabella, a former praetor, accused Marcus Plancius Varus of treason. In response, she frightened the City Prefect, Titus Flavius Sabinus, by warning him not to risk the Emperor's displeasure in seeking a reputation for mercy. Additionally, she faced accusations of wearing a soldier's sword and displaying harsh cruelty following the capture of the town of Tarracina.

69. Flavia Vespasia

Description: She is a Lady of the Roman Empire and daughter of **T. Flavius Sabinus**.

Location: She is a Lady, and can be found in town or fortress hall's of her Faction, depending on situation.

Historical reference: Titus Flavius Sabinus had a daughter named Flavia Vespasia who died as infant.

70. Vitellia Tertia

Description: She is a Lady of the Roman Empire and daughter of **Aulus Vitellius**.

Location: She is a Lady, and can be found in town or fortress hall's of her Faction, depending on situation.

Historical reference: **Vitellia** was the daughter of Aulus Vitellius, born from his second marriage to Galeria Fundana. She had a brother named Vitellius Germanicus and a half-brother named Vitellius Petronianus from her father's first marriage to Petronia. During the power struggle in 69 AD, when her father was in conflict for control, Vitellia and her family were in Rome under the protection of Emperor Otho. After her father's victory in the first Battle of Bedriacum, they joined him in Lugdunum. Vitellius arranged for Vitellia to marry Decimus Valerius Asiaticus, the legate of the Belgian province. After her father's assassination in 69 and Asiaticus' death in 70, she had a son, Marcus Lollius Paullinus Decimus Valerius Asiaticus Saturninus. In 70 AD, Emperor Vespasian provided Vitellia with a dowry, a house, and an unnamed husband. Some historians suggest that this husband was Libo Rupilius Frugi and that she might have been the mother of Rupilia Faustina, explaining the use of the nomen Galeria among female members of the Nerva-Antonine dynasty.

71. Vitellia Aula

Description: She is a Lady of the Roman Empire and sister of **Aulus Vitellius** and **Lucius Vitellius**.

Location: She is a Lady, and can be found in town or fortress hall's of her Faction, depending on situation.

Historical reference: She is purely fictional. Vitellius had a brother, but likely no sister.

72. Virginia Aurora

Description: She is a Lady of the Roman Empire and sister of **L. Verginius Rufus**.

Location: She is a Lady, and can be found in town or fortress hall's of her Faction, depending on situation.

Historical reference: She is purely fictional. There are no reported siblings or children of Lucius Verginius Rufus. Though there was one reported **Virginia**, who lived ~290BC.

73. **Sulpicia Achaica**

Description: She is a Lady of the Roman Empire and daughter of **Ocella Sulpicius Galba**.

Location: She is a Lady, and can be found in town or fortress hall's of her Faction, depending on situation.

Historical reference: She is purely fictional.

74. **Abronia Tullia**

Description: She is the daughter of a princess from Aksum. Bandits enslaved her mother. Her mother was bought by Abronius Hostius in Alexandria. Her mother eventually became pregnant and gave birth to Abronia. Her mother was killed by the jealous wife of the Abronius Hostius. Finally, the Abronius Hostius divorced from his wife and accepted Abronia as his daughter.

Location: She is a Lady, and can be found in town or fortress hall's of her Faction, depending on situation.

Historical reference: Purely fictional.

75. **Natakamani**

Description: She is the Faction Leader of **Kusi (Kingdom of Kush)**.

Location: She is a **Minor Factions** Leader and thus she will stay at her capital.

Historical reference: **Amanitore** was queen of the Kingdom of Kush ruling by the time of Nero. She ruled together with her son Natakamani. The co-reign of Amanitore and Natakamani is a very well attested period and appears to have been a prosperous time.

76. **P. Verginius Ibericus**

Description: He is a Roman noble and starts as governor of the province of Epirus.

Location: Acts as a normal Lord.

Historical reference: Fictional character based on a guy from discord who tests the mod and is classified as common discord-shitposting syndrome, the most basic and harmless form of discord schizophrenia.

III Companions

List of companions (a description is not given as it can be found ingame anyway. Only additional references are given here):

1. Pravare Ytarim
2. Marius Gaius

3. Pulchra
4. Abadutiker
5. Satibaranzanes
6. Firentrix
7. Lavia
8. Hildr
9. Aturius Spurus
10. Attaklos
11. Dionysia
12. Jeremus
13. Chanakya
14. Titus
15. Artimenus
16. Titocuna
17. Anicetus (based on [Anicetus \(pirate\)](#) who was the leader of an uprising against Roman rule in Colchis, in the year 69AD.)
18. Arminius Octavianus (Ironically, he looks like [Agustus Octavianus](#) and also shares his name.)
19. Tertius Amior
20. Secundus Minor
21. Drusus
22. Libertus Trio
23. Marcus Tullius
24. Sidonius Apollinaris
25. Sollius Modestus
26. Albinus Basilius
27. Lucullus Caepio
28. Anicius
29. Fabianus
30. Rombus

31. Ra Karak (related to quest **Blossom in the desert**)
32. Gaius Lemonius
33. Lucius Modius minor
34. Ligia (based on Ligia from book **Quo Vadis**)
35. Ursus (based on Ursus from book **Quo Vadis**)
36. Marcus Vinicius (based on Marcus from book **Quo Vadis**)
37. Josephus (based on **Flavius Josephus**)
38. Elazar Bar Yochai
39. **Mathildiz** can become player companion during quest **The adventure of Włodowiecus (III)**
40. Kara Boga (based on the ultimate Giga-Chad of shitposting)
41. **Eamane Turakina** can become a companion during quest **The adventure of Włodowiecus (IV)**.



Divitiarum et pecuniae fructum non alium putabat quam profusionem, sordidos ac deparcos esse quibus impensarum ratio constaret, praelautos vereque magnificos qui abuterentur ac perderent.

There is no other way of enjoying riches and money than by riotous extravagance, declaring that only stingy and niggardly fellows kept a correct account of what they spent.

Nero

VII Events

There are three kind of events:

- Events on worldmap which can trigger while travelling on the world map
- Events on entering a location, like a settlement
- Events on scenes, which trigger while walking around a scene

I Events on worldmap

Worldmap events trigger while travelling around the worldmap. Some events will not trigger while resting in a town, others may too.

I Quo vadis?

This event is related to the fire of Rome and the crucification of Petrus.

Trigger conditions:

- The great fire of Roma has triggered or player has finished quest Worshippers of Chrestos
- Player has done the Paulus the Christ quest
- Player is travelling near Roma on the worldmap
- Player is not Emperor yet

II Gwenhyfar event chain

This event chain is related to the special character Gwenhyfar. It consists of unique events which come in a distinct order.

Trigger conditions:

- Player has Gwenhyfar (special NPC) in his party
- Player has at least 10 men in his party

Following events are part of the chain:

1. Scared ravens
2. Dead fish
3. Dead men
4. The lake
5. Nightmares

6. Sleepless nights

III The great fire of Roma

Historically, it happened 64AD.

This event informs player about the great fire of Roma. Persecution of Christians will start with the event. The event also features a cutscene.

Trigger condition:

Randomly triggers if

- 70 ingame days have passed
- The fire has not happened yet
- Event can also be triggered by player-Emperor, by talking with the praefectus urbi and ordering him to set Rome on fire
- Event can also be triggered as part of the Worshippers of Chrestos quest

IV A new year has come

This event informs player about a new year. It will let all Ladies/Lords/Faction Leaders/Player age one year.

Trigger conditions:

- It is end of December/beginning of January

V Generic Judean events

Those are events about Judea. There are currently only events about the occupation and Judean resistance. All events will spawn additional Judean rebel parties around Hierosolyma.

Trigger conditions:

- Jewish revolt has not triggered yet
- Hierosolyma has a governor not part of Judea

Following events exist:

1. Pilgrim jams
2. Corrupt priests
3. Another Messiah

VI Olympic games (event)

Player is informed about the start of the Olympic games. See also quest **Olympic games**.

Trigger conditions:

- At game start, player has to wait 240 days until they start
- Olympics will trigger every 336 days

VII Rebellion events

There are two types of rebellion events: One for barbarian Factions, a unique one for Parthia and a unique one for Judea. The Judean and Parthian rebellions can only trigger once in a game.

1. Barbarian rebellion event

A barbarian town (Celtic, Caledonian, Germanic, Dacian or Sarmatian) or fortress or town rebels against foreign rule (conquered by a Faction of different culture).

Trigger conditions:

- A town or fortress of Celtic, Caledonian, Germanic, Dacian or Sarmatian culture is occupied by a Faction of other culture.
- The Lord/governor of said town or fortress is not of the same culture as the town or fortress.
- The town/fortress has not rebelled in the last 65 days.
- The town/fortress is not looted.
- Probability is modified by town decrees and size of garrisons.

2. Batava revolt event

Batava are a Germanic tribe living on the Roman side of the Rhine border. They serve as auxiliaries. Some of them are not happy with Roman rule and revolt to declare their independence.

Trigger conditions:

- Roman Empire is in civil war
- Has not triggered yet

3. Parthian rebellion event

The Parthians in Nishapur rebel against foreign rule.

Trigger conditions:

- Parthia is defeated
- Nishapur is conquered by a foreign Faction

4. Judean revolt event

The Judeans rebel against foreign rule.

Trigger conditions:

- Game is in sandbox mode
- Year is after 68AD OR Roman Empire is in civil war
- Hierosolyma has a governor
- The governor is not part of Judea
- Judea does not exist as Faction

VIII Mundus coniungere!

This events informs player about the “conquest of the world”, one Faction is left and conquered all.

Trigger condition:

- Only one Faction is left.

IX End of civil war

Roman Empire is united again after a period of civil war. In course of the event the Roman Empire will be restored. The surviving civil war Faction is renamed and the Roman Lords will switch to the surviving civil war Faction.

Trigger conditions:

- Roman Empire was in a civil war
- Only one Roman civil war Faction is left

X Rumours

Player receives rumours about inappropriate/disloyal behaviour of one of his Lords.

Trigger conditions:

Triggers randomly if:

- Player is Faction leader
- Player Faction has a Lord with at least 40,000 denars wealth, hating another Lord from the player’s Faction.

XI Spouse spendings

Player is informed about the spendings of his spouse.

Trigger conditions:

Triggers randomly if:

- Player has a spouse
- Player has a Quaestor
- Probability is effected by player honour. Probability is higher for dishonourable players.

XII Wrong calculation?

Player is randomly losing funds.

Trigger conditions:

Triggers randomly if:

- Can trigger only if one of following is true:
 - Player has less than -10 relation with Minister
 - Player has less than 0 honour and less than 0 relation with Minister
 - Player has less than -10 honour and less than 10 relation with Minister
 - Player has less than -20 honour and less than 20 relation with Minister
 - Player has less than -30 honour and less than 30 relation with Minister
 - Player has less than -40 honour and less than 40 relation with Minister
 - Player has less than -60 honour and less than 70 relation with Minister
 - Player has less than -80 honour and less than 90 relation with Minister
 - Player right to rule is less than 50
- Player is Faction leader
- Player has more than 100,000 in his household positions
- Player is not captive
- Player has no debts (to his party members)

XIII Town, villages and fortress events

Events which are related to settlement. This includes diseases and other catastrophes.

Trigger conditions:

Can trigger randomly if economics for towns, villages or fortresses are calculated, which is done weekly basis.

1. Invasion of the Beetles

Additional trigger conditions: Player governs the town.

2. Wildfires threaten latifundia

Additional notes: This event has two variations. One where damage is taken to player's latifundia and one where the latifundia suffers no damage.

Additional trigger conditions: Player owns a latifundia near the village. Player has more than 50,000 denars. Player is not governing the village to which the latifundia is bound. Current month is either July, August or September.

3. Riot!

Additional notes: This event is from mod **Diplomacy**. Villages, fortresses or towns owned by the player can revolt against player's rule, if they dislike him and if he raises taxes too high. Player has to either crush the revolt or negotiate.

Additional trigger conditions: Player governs the settlement. Relation with the settlement is less than -15.

4. Irregular finances

Additional trigger conditions: Player does not govern the settlement. Player is Emperor. Governor has more than 60,000 denars wealth.

Additional note: This event will lead to quest **governor corruption**.

5. Mismanagement

Additional trigger conditions: Player does not govern the settlement. Player is Emperor. A Lord governs the town with less than 7 trade skill.

6. Sickness and death!

Additional trigger conditions: Player governs the settlement.

Additional note: This event informs player about outbreak of a disease.

7. Disaster!

Additional trigger conditions: Player governs the settlement.

Additional note: This event informs player about a catastrophic event (like earthquake).

8. Divine blessing!

Additional trigger conditions: Player governs the settlement.

Additional note: This event informs player about a positive event (like good harvest).

9. Criminal officials

Additional trigger conditions: Player does not govern the settlement. Player is Emperor. Player has at least more than -10 relation with the governor.

10. Secret cult

Additional trigger conditions: Player does not govern the settlement. Player is Emperor. Player has at least more than -10 relation with the governor.

11. Provincial gifts

Additional trigger conditions: Player does not govern the settlement. Player is Emperor. Player has at least more than 20 relation with the governor.

Additional note: Player can disable this event by selecting “Stop bothering me with this” in the choices.

12. Rebels weaken garrison

Additional trigger conditions: The town/fortress is of Barbaric (Sarmatian, Germanic, Celtic, Caledonian, Dacian) culture. The Lord of the town/fortress has not the same culture as the settlement. The town/fortress is occupied by another Faction of other culture. Probability is modified by decrees of the town/fortress. The town/fortress has not rebelled in the last 40 days.

XIV Location based events

Those events will trigger if player is near a special location. They usually tell tales about great historical battles.

Trigger conditions:

- Player has at least 30 men in his party
- Player is travelling near a special location
- Player is not enlisted in service nor captive

Following events exist:

1. Alesia.

Triggers if player party is near Augustodunum.

2. Cliffs of Dover

Triggers if player party is near Londinium.

3. Rubicon

Triggers if player party is near Ravenna.

4. Battle of Heraclea

Triggers if player party is near Tarentum.

5. Battle of Cape Ecnomus

Triggers if player party is near Siracusae.

6. Battle of Cannae

Triggers if player party is near Potentia.

7. Battle of Teutoburg forest

Triggers if player party is near Tulisurquium.

8. Pillars of Hercules

Triggers if player party is near Herculaneum.

XV Player party events

Those are events related to travelling on the worldmap and effecting players party. Some are unique ones and trigger only once, others are generic.

Trigger conditions:

Triggers randomly if player is active on the worldmap (travelling, NOT resting).

Following events exist:

1. The ship painter

Additional trigger rules: Player is sailing on the ocean. Player has sailors in his party.

Additional notes: This event can lead to **Fast ships** quest.

2. Endless sand

Additional trigger rules: Player party is moving through deserts.

3. Two-headed scorpion

Additional trigger rules: Player party is moving through deserts.

4. Friendly message

Additional trigger rules: There exists a Lord who has 15 relation or more with player.
Player has at least 40 men in his party.

5. Unfriendly message

Additional trigger rules: There exists a Lord with less than -15 relation with player. Player has at least 40 men in his party.

6. Parody

Additional note: This event can only trigger once.

Additional trigger rules: Player has more than 10 honour. Player has at least 40 men in his party.

7. Song of praise

Additional note: This event can only trigger once.

Additional trigger rules: Player has less than 10 honour. Player has at least 40 men in his party.

8. Trapped animal

Additional trigger rules: Player has less than 40 men in his party.

9. White ox

Additional trigger rules: Player has more than 40 men in his party.

10. Boys are boys

Additional trigger rules: Player has more than 40 men in his party.

11. Military trial

Additional trigger rules: Player has more than 40 men in his party.

12. Lonely cattle

Additional trigger rules: Player has more than 40 men in his party.

13. Drunken soldiers

Additional trigger rules: Player has more than 40 men in his party.

14. Achilles spear

Additional note: This event can only trigger once.

Additional trigger rules: Player has at least 40 men in his party.

15. Big bag

Additional trigger rules: Player has more than 40 men in his party.

16. Starving peasants

Additional trigger rules: Player has more than 40 men in his party.

17. Fight or pay

Additional note: This event can only trigger once.

Additional trigger rules: Player has at least 40 men in his party.

18. Sick woman

Additional trigger rules: Player has more than 40 men in his party.

19. Mushrooms

Additional note: This event has three types, each with different mushrooms.

Additional trigger rules: Player has less than 40 men in his party.

20. Refugees

Additional trigger rules: Player has less than 40 men in his party.

21. A joke

Additional note: This event can only trigger once.

Additional trigger rules: Player has at least 40 men in his party.

22. Murdered son

Additional trigger rules: Player has more than 40 men in his party.

23. Lack of discipline

Additional trigger rules: Player has more than 40 men in his party.

24. Travelling women

Additional trigger rules: Player has more than 40 men in his party.

25. Purse

Additional trigger rules: Player has less than 40 men in his party.

26. Trapped peasant

Additional trigger rules: Player has less than 40 men in his party.

27. Rage of Achilles

Additional note: This event can only trigger once.

Additional trigger rules: Player has at least 40 men in his party.

28. Gigantic snake

Additional note: This event can only trigger once.

Additional trigger rules: Player has at least 40 men in his party. Player is part of a Roman Faction and Roman.

29. Superstitions

Additional note: This event can only trigger once.

Additional trigger rules: Player has at least 40 men in his party. Player is part of a Roman Faction and Roman.

30. Pirate hunting

Additional note: This event can only trigger once.

Additional trigger rules: Player has at least 40 men in his party. Player is part of a Roman Faction and Roman.

31. Pooping birds

Additional trigger rules: Player has at least 40 men in his party. Player is Emperor. Player is travelling through forests.

32. Witch?

Additional trigger rules: Player has at least 40 men in his party. Player is travelling through forests.

33. Werewolf?

Additional trigger rules: Player has at least 40 men in his party. Player is travelling through forests.

34. Snake island

Additional trigger rules: Player party is sailing on the ocean.

35. Night lights

Additional trigger rules: Player party is sailing on the ocean.

36. Grounded

Additional trigger rules: Player party is sailing on the ocean.

37. Ghost ships

Additional trigger rules: Player party is sailing on the ocean.

38. Follower party leaves

Additional trigger rules: Player party has less than 55 men. Player has a follower party.

39. Female companions

Additional trigger rules: Player party has more than 100 men. Player has more than 200 renown.

40. Follower women

Additional trigger rules: Player party has more than 100 men. Player has more than 200 renown.

41. Happy widows join

Additional trigger rules: Player party has more than 100 men. Player has more than 200 renown.

XVI Death waits

This event is about players death. It has two version: First version allows player to escape death, the second version does not. If you follow the ‘death’ you will be redirected to the main menu.

Trigger conditions:

There are two possibilities to trigger

1. During certain special missions after player has fallen.
2. Randomly on the campaign map if player is too unhealthy.

XVII Iazyges events

Those events are about the creation of the Iazyges Faction East of Pannonia. The Iazyges either appear ‘peacefully’, by being settled by Roman Empire or hostile, by conquering the lands by force.

1. Settlement of the Iazyges

Trigger conditions:

- Year is after 66AD
- Roman Empire rules over the province of Pannonia
- Player is not Emperor
- Sandbox mode is chosen

2. Invasion of the Iazyges

Trigger conditions:

- Year is after 66AD
- Roman Empire rules over the province of Pannonia
- Player is not Emperor
- Sandbox mode is chosen

If player is Emperor he can decide whether to settle the Iazyges or not. The event will trigger then while visiting the Domus Augustus (and year needs to be after 66AD).

XVIII Emperor events

Those events are related to being Emperor of the Roman Empire. They give player choice to shape their style of rule. Are you are Caligula or a Marc Aurel?

Trigger conditions:

- Player is Roman Emperor
- Player is not a prisoner
- Roman Empire is not in civil war
- Player is active on worldmap (resting or travelling)

List of unique events (can trigger only once):

1. Thestia Domitia.

Additional Note: This events will unlock the companion **Thestia Domitia**.

2. Attractive courtiers

3. Take from the rich

4. The island

5. Underworld

6. Death

7. Boats
8. Music
9. Coins
10. Alexander the Great
11. Forget him!

Additional trigger conditions: Player has 500,000 denars in his inventory.

12. Introduction to trade

Additional trigger conditions: Player has 500,000 denars in his inventory.

Additional note: This event gives an introduction to the Indian trade features.

13. Pharaoh of Egypt

Trigger conditions: Player's Faction owns Egypt (Thebae and Alexandria)

Additional note: This event can also trigger for players which are not Roman and not Emperors, as long as they are faction leaders.

14. Grand expedition

Additional trigger conditions: Player has 1,000,000 denars in his inventory. Player has done 11 expeditions in the East and 11 expeditions in the West.

15. The great worm heist

Additional trigger conditions: Player has 1,000,000 denars in his inventory. Player has done 12 expeditions in the East.

16. Sailing by spirit stone

Additional trigger conditions: Player is trading via a sea route with India. Player has 100,000 denars in his inventory.

17. Expand sea trade

Additional trigger conditions: Player is trading via a sea route with India. Player has obtained the "spirited stones" in event **Sailing by spirit stone**. Player has 1,000,000 denars in his inventory.

18. Is Nero still alive?

Additional trigger conditions: Player has not chosen Royal Sandbox campaign. Nero is per definition dead.

19. Vestal virgin

20. Downfall of a family

21. The state is greedy

22. The Comet of Doom!

List of repetitive events (can trigger frequently):

1. Signs of a crisis

Additional trigger conditions: Imperial treasury has debts of 750,000 denars.

2. Financial crisis

Additional trigger conditions: Imperial treasury has debts of 1,000,000 denars.

3. Naval competition

Additional trigger conditions: Player is trading via a sea route with India. Player has 50,000 denars in his inventory.

4. Passions of the Augusta

Additional trigger conditions: Player is married.

5. Tax riots!

Note: Probability of this event depends on tax rate.

6. Libelli (petitions)

Note: This event will start Libelli quest.

7. Bureaucratic escalation

Additional trigger conditions: Player has created the Libelli office.

8. Erosion of institutions

Additional trigger conditions: Player has forbidden his citizens to write petitions (enacted edictum de libelli).

9. Who will be your successor?

Additional trigger conditions: Player has not chosen a successor yet.

10. Nonsensical numbers

Note: Funds are randomly removed from imperial treasury.

Additional trigger conditions: There are more than 100,000 denars in the imperial treasury.

11. Are taxes too high?

Note: Relation will be decreased with Roman Lords depending on tax-rate.

Additional trigger conditions: Probability increases with tax-rate

12. Grain protests

Additional trigger conditions: Player has revoked the Lex Frumentaria et Agraria

13. The grain ships have sunk

Note: Is more likely during winter.

XIX Nero events

Those are events related to Nero Claudius and his reign. There exists unique events, which will not trigger again, and repetitive events. They trigger in a distinct order.

Trigger conditions:

- Nero is alive
- Nero rules the Roman Empire
- Nero rules over Roma

The following **unique events** will trigger:

1. Octavia and Sabina
2. Arson?
3. Pisonian conspiracy
4. Lampoons
5. Neronia and Iuvenalia
6. Agrippina
7. Nero and the Olympic Games
8. The dancing Caesar

Additional trigger condition: Fire of Roma has happened.

The following **repetitive events** exist:

They all have the additional trigger condition that the player must be part of the Roman Empire.

1. Passions of the Augusta
Note: This event can also appear if player is Emperor.
2. Nero's intervention
3. Mysterious death
4. Unpleasant art
5. Who is the successor?
6. Building corruption

XX Siege events

Those are events which will happen while player is besieging a town or fortress.

Trigger conditions:

- Player is besieging a town or fortress
- Player is not captive

Following events exist:

1. Rats!
Additional trigger condition: Player has more than 30 men in his party. Player has not build latrines.
2. Dysentery!
Additional trigger condition: Player has more than 30 men in his party. Player has not build latrines.
3. Waste!
Additional trigger condition: Player has more than 30 men in his party. Player has not build latrines.
4. Enemy raids on supply storage!
Additional trigger condition: Player has more than 40 men in his party.
5. Successful defence of supply storages
Additional trigger condition: Player has more than 40 men in his party.
6. Attack on supply line!
Additional trigger condition: Player has not fully encircled the town/fortress. Player has more than 40 men in his party.
7. Poisoned water!
Additional trigger condition: Player has more than 40 men in his party.
8. Desertion!
Additional trigger condition: Player has more than 40 men in his party.
9. Enemy traitor!
Additional trigger condition: Player has more than 40 men in his party.
10. Low fighting spirit!
Additional trigger condition: Player has more than 40 men in his party.
11. Cold death!
12. Lack of discipline
Additional trigger condition: It is winter. (Months are December, January or February)

Additional trigger condition: Player has more than 40 men in his party.

13. Enemy raid!

Additional trigger condition: Player has not fully encircled the town/fortress. Player has more than 40 men in his party.

14. Skirmish while foraging!

Additional trigger condition: Player has not fully encircled the town/fortress. Player has more than 40 men in his party.

15. Homestead skirmish!

Additional trigger condition: Player has not fully encircled the town/fortress. Player has more than 40 men in his party.

16. River skirmish!

Additional trigger condition: Player has not fully encircled the town/fortress. Player has more than 40 men in his party.

17. Quick sally out!

Additional trigger condition: Player has not fully encircled the town/fortress. Player has more than 40 men in his party.

18. Abducted women!

Additional trigger condition: Player has more than 40 men in his party.

19. Enemy attacks blockade!

Additional trigger condition: Player has more than 50 men in his party. Player has build a blockade.

20. Enemy attacks equipment!

Additional trigger condition: Player has more than 50 men in his party. Player has build a siege equipment.

21. Enemy infiltrates blockade!

Additional trigger condition: Player has more than 50 men in his party. Player has build a blockade.

22. Enemy attempts to resupply!

Additional trigger condition: Player has more than 40 men in his party.

23. Exile mercenary!

Additional trigger condition: Player has more than 50 men in his party. Player has build a blockade.

24. Psychological terror!

Additional trigger condition: Player has more than 40 men in his party.

25. Siege sluts!

Additional trigger condition: Player has more than 40 men in his party.

26. Bandits!

Additional trigger condition: Player has more than 40 men in his party.

27. More merchants!

Additional trigger condition: Player has more than 50 men in his party. Player has build a blockade.

28. The weak are begging!

Additional trigger condition: Player has more than 50 men in his party. Player has build a blockade.

29. Rape!

Additional trigger condition: Player has more than 50 men in his party. Player has build a blockade.

XXI Enlistment events

Those are event chains which will happen while being enlisted in a Roman legion or the Praetorian guard. There are two different event chains: One for generic legions and one for the Praetorian guard.

Legion:

Trigger conditions:

Player is serving as soldier in a legion.

List of events:

1. Soldier's dinner
2. Stolen wine
3. Sleep
4. Night bandits
5. Drunkards
6. Goods for supply
7. Weapon maintenance
8. Officer meeting

9. Forced march
10. Building roads
11. Raid
12. Trouble
13. Risk of mutiny
14. Ritues
15. Roma invicta!
16. Omens
17. Campfire song

Praetorian guard:

Trigger conditions:

Player is serving as soldier in the Praetorian guard.

List of events:

1. Grain riots
2. A meeting in Pandateria
3. Octavia's supporter
4. A woman's head
5. A play
6. Knocking at Sulla's door
7. A fire in Sulla's house
8. Sulla's nightmare
9. Sulla's last stand
10. Seneca
11. Expedition to the Nile
12. Unlucky poet
13. Unlucky debtors
14. Envious Augusta
15. Sporus

XXII Minor Faction events

Those are events related to minor Factions.

Trigger conditions:

- Player is ruler of an independent faction
- Player has a court (capital)
- Player owns a village nearby an African/Arabian minor Faction

Following events exist:

1. Eat sheep and die
2. Tribal infighting
3. Coup opportunity
4. Nomads bearing gifts
5. Famine on the frontier
6. Diplomatic insult
7. Trouble on the frontier
8. Minor request from a border tribe

XXIII Spring

This event will change seasonal effects to spring/summer.

Trigger conditions:

- Month is March.
- It is still winter.

XXIV Winter

This event will change seasonal effects to winter.

Trigger conditions:

- Month is December/January.
- It is not yet winter.

XXV Delators

Delators accuse you of corruption. Depending on choice it can trigger quest [Trial](#).

Trigger conditions:

- Part of Roman faction

- Not faction leader
- Has an office (governor or military)
- Random: Base probability is 3%, each 100 000 wealth (weekly income or deposits) will give an additional 1% probability

II Events on entering a location

Some events on entering a location are part of quests. Does will not be listed at all as player will encounter them anyway will proceeding with the quest. However, there are other special events, mainly related to governing a settlement, which will be listed. However, events which trigger quests will be listed.

I Lose of the grail

Player is witness of a miracle while entering Roma.

Trigger conditions:

Always trigger (not random), if:

- Player has the “cup of Chrestos”
- Player enters Roma

II Avaritia the thief

The player is Emperor and a special case is brought before him. A thief claims she is an old friend of the player.

Trigger conditions:

Always trigger (not random), if:

- Player is Emperor
- Player enters Roma
- Player has served in the legions before becoming Emperor

III Execution of traitors

While entering Roma, player witnesses the execution of traitors, who revolted against Nero’s rule.

Trigger conditions:

Always trigger (not random), if:

- Roman main story is chosen as campaign type
- Nero is Emperor of Roma
- Player has less than 250 renown

- Player enters Roma

IV Lamentations of a girl

While entering Roma, player encounters a crying girl.

Trigger conditions:

Always trigger (not random), if:

- The great fire of Roma has happened
- Player has met the worshippers of Chrestos
- Player enters Roma
- Player is part of a Roman Faction

V Persecution

While entering a town, player may witness persecutions.

Trigger conditions:

Always trigger, if:

- Persecutions are undergoing in the town player enters. Persecutions can happen if:
 - Town is part of the Roman Empire
 - The Edictum securitatis publica is issued

VI Boring games

While entering a town, player is invited to watch the games.

Trigger conditions:

Can trigger randomly, if:

- Player is Emperor
- Town is part of player Faction
- Games are currently held in the town
- It is not night
- The town is of Roman culture
- Player is governor of the town

VII An excessive welcome

While entering a town, player is invited to watch the games.

Trigger conditions:

Can trigger randomly, if:

- Player is Emperor
- Town is part of player Faction
- Games are currently held in the town
- It is not night
- The town is of Roman culture
- Player is not governor of the town

VIII Governor events

Events which will happen if player is Lord of the town. They can trigger randomly, if:

- Player is Lord of the town/fortress
- Player has at least 15 men in his party
- Town/fortress is not besieged

They will trigger in a distinct order. The order of the events is always the same for all play-throughs. Once all events have triggered once, they will be chosen randomly.

As of now, a lot of governor events are Roman centric and use Roman laws and terminology. Some of them are based on real petitions, written by citizens to their governors. Others are based on biblical texts. Some are inspired by epitaphs and letters.

Following governor events exist:

1. Cattle judgment
2. Murdered messenger
3. Abducted farmer's daughter
4. Boys are boys
5. Lost sons
6. Ancient oaks
7. Rising grain prices
8. A merchant's gift
9. Missing proofs
10. Signs of doom
11. Sickness
12. Stolen temple treasury

- 13. Aunt and her nephew
- 14. Aged beauty
- 15. Two mothers
- 16. Troublemaker
- 17. Supplies
- 18. Witch
- 19. Dowry
- 20. Widow
- 21. Beautiful widow
- 22. Preacher
- 23. Thief!
- 24. Mother and her daughter
- 25. Runaway Cartel
- 26. Economic Downturn
- 27. Prosperous Times
- 28. Is this art?
- 29. Public buildings are evil
- 30. Renovating a temple
- 31. The collapse of the spectacle

Additionally, there are two events which can only trigger if player has less than -30 relation:

- Town riot
- Attack on garrison

IX Senate events

Those are events which can trigger if player enters the **Senate** in Roma. Similar to Lord events they will trigger in a distinct order until. Once all are triggered they can reappear randomly.

Trigger conditions:

- Player visits senate in Roma
- Player has more than 10% senate support

The senate events are:

1. A favour for a friend

2. Lazy Patron
3. Fake witness
4. Loss of virginity
5. Holy animals
6. Senators and love
7. Temple project
8. Thugs
9. Guilty or not?

X Domus Augusti events

Those are events which can trigger if player leaves or enters the Domus Augusti. They don't have a special order and always trigger randomly. There is only one event which is not random and which is unique, it is the Iazyges event.

Trigger conditions:

- Player leave the Domus Augusti
- Player is Emperor

The following random, repetitive events exist:

1. Rich troublemaker
2. Divine freetime
3. A senator's son
4. Urchin
5. Gluttony
6. Sewing contest
7. Via Appia
8. Poor senators
9. Flowers
10. Temptations
11. Philosophy
12. Accident
13. Party time
14. Day of mourning

15. Vile beggars
16. That's Inappropriate!

Special and unique events:

1. Delegation of chieftains

A delegation of Iayges chieftains appear. Player may hear their offer and decide whether to settle them East of Pannonia or not.

Trigger conditions:

- Player enters the Domus Augustus
- Year is 66AD or later

III Events on scenes

Events on scenes usually take place in taverns or on town center scenes. From some of those events player may receive a special item (depending on choices).

I Conversation of Roman soldiers (Lutetia)

In the tavern of Lutetia player encounters two soldiers and listen to their conversation.

Trigger conditions:

Always trigger (not random), if:

- Player is not Emperor
- Player visits the tavern of Lutetia and talks with the Vigilia or the Miles Auxiliarum

II Conversation of Judean peasants (Hierosolyma)

In the tavern of Hierosolyma player encounters two Judeans and listen to their conversation.

Trigger conditions:

Always trigger (not random), if:

- Player is not Emperor
- Hierosolyma is part of a Roman Faction
- Player visits the tavern of Hierosolyma and talks with the Merchant or the Eastern Peasant

III Death of Josephus of Arimatrea (Hierosolyma)

While walking around the streets of Hierosolyma player can encounter Error: Reference source not found.

Trigger conditions:

Always trigger (not random), if:

- Player walks around the streets of Hierosolyma

IV Conversation of Sarmatian warriors (Siracena)

In the tavern of Siracena player encounters two Sarmatian warriors and listen to their conversation.

Trigger conditions:

Always trigger (not random), if:

- Siracena is part of a Sarmatian Faction
- Player visits the tavern of Siracena and talks with the Aeldary Aemhaltae or the Sarmatian Noble Tribesman

V The death of Chulainn Makasius Aurelianus (Neapolis)

In the tavern of Neapolis player encounters some infamous random idiot.

Trigger conditions:

Always trigger (not random), if:

- Player visits the tavern of Neapolis

VI The death of the famous painter Kashamir

In a random tavern player encounters the famous painter Kashamir.

Trigger conditions:

Always trigger randomly, if:

- Player visits a tavern where Kashamir is currently located (this character spawns randomly)

VII Punishment of a slave

While walking around the streets of Roma, player encounters the punishment of a slave.

Trigger conditions:

Always trigger randomly, if:

- Player walks around the town center of Roma (or the backstreets)

VIII Events while talking with Nero

If player visits Nero in the Atrium Augusti in Roma, he may encounter special dialogues and mini-events.

Here is a list all those mini events:

1. When player first talks with Nero he will “gift” him a verse he composed.

2. If player has more than 260 renown and is part of the Roman Empire, then Nero asks player whether he likes Roma or not.
3. If player has more than 280 renown, more than 20 relation with Nero and is part of the Roman Empire, then Nero asks player about his opinion regarding the beauty of a slave.
4. If player has more than 300 renown, more than 20 relation with Nero and is part of the Roman Empire, then Nero asks player whether he is homosexual or not.
5. If player has more than 320 renown, more than 20 relation with Nero and is part of the Roman Empire, then Nero asks player about his opinion regarding the beauty of a courtier.
6. If player has more than 340 renown, more than 20 relation with Nero and is part of the Roman Empire, then Nero asks player what to do with a slave who does not want to sleep with Nero.
7. If player has more than 380 renown, more than 20 relation with Nero and is part of the Roman Empire, then Nero gifts player a legendary item.

IX Conversation of two philosophers

If player visits the Mouseion in Alexandria, he encounters two philosophers: A Roman and a Greek one. He can listen to their conversation.

Trigger conditions:

- Player is not hostile with the Faction owning Alexandria
- Player has not sneaked into the town

X The adventure of the toilet cleaners

If player visits the public toilets in Roma, player can talk with three slightly dumb toilet cleaners and go out with them to a tavern.

Trigger conditions:

- Player visits the public toilets and starts the conversation



Cum meruero.

Wait until I deserve them.

Nero

VIII Special locations and scenes

Dozens of special or secret locations are distributed over the world map or scenes.

I Villages, towns and fortresses with unique locations

Some towns and fortresses have custom made scenes (All the others use generic ones). Some locations even have additional hidden places on them. Here is a list of all settlements with additional unique locations, which can be explored by the player.

I Roma

Roma has temples, purchasable villas and other secret places to explore.

- Temples at which the player can vow to worship Roman deities or make sacrifices. The temples are accessible via menu. Those are:
 - Temple of Mars
 - Temple of Jupiter
 - Temple of Aphrodite
 - Temple of Castor and Polux
 - Temple of Saturn
 - Temple of Vesta
 - Temple of Mithras
 - This temple will only activate if the Mithras cult has established itself in Roma. This can only happen if the quest [The adventure of Włodowiecus \(I\)](#) has been completed.
- Gaius Lucarius villa can be bought by the player from the magister civium of Roma after the quest [Bandit cartel](#) has been completed. Owning the villa allows player to rest at Roma for free. Also if player has advisors (like quaestor) they will spawn at the villa.
- Lucillus villa can be bought by the player from the magister civium of Roma after the quest [The merchant Lucillus](#) has been completed. Owning the villa allows player to rest at Roma for free. Also if player has advisors (like quaestor) they will spawn at the villa.
- The senate is accessible from the menu or from the town center scene
- Domus Augusti, accessible via menu or from the town center scene if player is Emperor of Roma. Inside the Domus Augusti player can access:
 - Triclinium (dinning room), which is also used for feasts in Roma

- The bedroom of the Emperor
 - The bedroom of the Empress
 - Imperial garden: a garden scene part of the Domus Augusti
- Underground tunnel network: Accessible via passage from the town center scene. Inside the tunnel network player can find a passage. The passage will trigger an event, if:
 - Player is not Emperor
 - Nero and Poppaea are married and alive
 - Poppaea is currently in Roma
- Secret Christian underground gathering place. It is accessible by following means:
 - If player has less than 250 renown AND if the Christian faith is not banned by edict, then player can speak with Petronius and ask him to join the Christian community. Petronius spawns in the town center scene of Roma ONLY if the Christian faith is not banned by edict.
 - In case Christianity is banned by edict player can convert to it in the camp menu under “take and action”.
 - If player is worshipper of Christus, then it can be also accessed via menu.
- Backstreets is a location accessible via the town center scene form a passage. The player follows the street and comes to another part of Roma. In this part of Roma player can find special quest characters.
 - The quest **The adventure of Włodowiecus (I)** can be started by talking with a special NPC, who can be found here.
 - The **gardens of Manacea** can be accessed from this scene via passage.
 - The **public toilet** can be accessed from this scene via passage menu.
 - The **luparna** can be accessed from this scene via passage menu.

II Neapolis

At Neapolis player can buy a villa called “Domus Mare” from the magister civium.

- Domus Mare can be bought from the magister civium if player has at least 400 renown and is Roman. Domus Mare can be used for:
 - Resting at Neapolis for free
 - Hosting small feasts
 - Player can access the interior of the villa from the scene via passage
 - Player can upgrade the furniture of the villa

- Player can rent rooms in the villa to Roman tourists making holidays in Neapolis

III Alexandria

Alexandria has the lighthouse and the library to explore.

- The lighthouse can be either accessed from the menu or from the town center scene.
- The library of Alexandria can be accessed from the menu.
 - Player can buy any book at it.
 - A Greek and a Roman philosopher can be found there. Player can listen to their conversation.
 - A special NPC can be found there and gives The philosopher.
- The tomb of Alexander the Great can be visited.

IV Athenae

In Athenae player can rebuild the Akademeia.

- Akademeia is accessible via menu. If player is governor of the town or Faction leader he can order to rebuild it. The Akademeia has a philosophy mini-game, where the player has to take courses in philosophy and then do a test. Player wins the mini-game if all answers to the test are correct.

V Hierosolyma

In Hierosolyma the Great Temple can be found. Player can also visit Mount Golgotha.

- Great Temple can be accessed either via menu or via passage from the town center scene. Following interactions are possible:
 - Converting to Judaism and performing sacrifices to honour YHWH
 - If player is Judean then he can raise rebel parties at the temple
 - If player is Judean player can stage the Judean revolt and join the uprising either as king or lord.
 - Looting the temple
- Mount Golgotha can be visited. If player is Christian he can find Longinus lance on the mountain.

VI Cetesiphon

Cetesiphon has a unique palace scene.

- Inside the town hall, the player can find a door that leads to the inner part of the palace. The door can only be opened if the player owns the town or if he is leader of the town's Faction. The garden has a hidden chest.

VII Carthago

Cetesiphon has a chest hidden on its town center.

- Somewhere in the town center player can find a hidden chest.

VIII Ephesus

The Artemis temple can be found at Ephesus

- Player can explore the scene and visit the Artemis temple. No interactions with the temple itself.

IX Cnossus

Inside the ruins of Ancient Cnossus the player can find a labyrinth.

- On the exterior scene of Cnossus the player can find the entrance to a labyrinth. Player can enter it via passage. Inside the labyrinth lives the Minotaur.

X Londinium

Somewhere in Londinium the grave of Nennius can be found.

- Player can find the grave of Nennius, a hidden chest under a rock. It contains the legendary gladius of Gaius Julius Caesar.

II Sacred places

Several sacred places, dedicated to specific gods, exist on the world map. Player can visit them and interact with them:

- Raid the temple, which will decrease player honor and decrease relation with nearby settlements and Factions of same culture
- Talk with a priest and vow to worship the deity.
- If player is worshipping the deity, he can perform sacrifices and pray at the holy side.

I Baduhenna sanctuary

Dedicated to the Germanic goddess Baduhenna. Located in Western Germania.

II Dunraz sanctuary

Dedicated to the Germanic god Dunraz. Located in Central Germania.

III Frijo sanctuary

Dedicated to the Germanic goddess Frijo. Located in Central Germania.

IV Sleza

Dedicated to the god Alcis. Located in Eastern Germania.

V Andraste sanctuary

Dedicated to the goddess Andraste. Located in Britannia.

VI Maponos sanctuary

Dedicated to the god Maponos. Located in Britannia.

VII Temple of Gebeleizis

Dedicated to the god Gebeleizis. Located in Central Dacia.

VIII Temple of Zalmoxis

Dedicated to the god Zalmoxis. Located in Central Dacia.

IX Altar of Goitosuros

Dedicated to the god Goitosoros. Located in Sarmatia, North East of Dacia.

X Altar of Artimpasa

Dedicated to the goddess Artimpasa. Located North of the Caucasian Mountains.

XI Temple of Mihr

Dedicated to the god Mihr. Located in Armenia.

XII Alatar of Armazi

Dedicated to the god Armazi. Located in the Caucasian Mountains.

- Special Note: There is a special location near the sacred side, which can be reached via menu. It has a special NPC on the scene.

XIII Fire of Azar Barzin

Dedicated to Azar Barzin. Located in Mesopotamia.

XIV Fire of Bardneshandeh

Dedicated to Bardneshandeh. Located in Eastern Persia.

XV Temple of Al-Lat

Dedicated to goddess Al-Lat. Located in South-Western Arabia.

- Special Note: If the player loots the temple for the first time, he will receive a golden statue of Al-Lat. The statue will then disappear from the scene.

XVI Holy cave of Ifri

Dedicated to the goddess Ifri. Located in Northern Africa/Mauretania.

XVII Temple of Ammon

Dedicated to the god Ammon. Located in Lybia.

XVIII Lion-Temple of Apedemak

Dedicated to the lion god Apedemak. Located in Nubia.

III Other locations

There are a lot of locations of (famous) places of the Ancient world. Some of them contain hidden treasures.

I Ludus (training grounds)

All over the Roman Empire player can find ludi. Those are places where gladiators are trained.

- Player can train at the Ludus.
- Player can train with his troops at the Ludus.
- Player gets an item as reward for finishing all training sessions (talk with the trainer).

II Ferry stations

Ferry stations can be used by the player to travel over the ocean, without the need of paying a ship. Ferry stations connect the following places with each other:

- Ferry between Greece and Crete.
- Ferry between Italian Peninsula and Sicily.
- Ferry between Hispania and Northern Africa.
- Ferry between Gaul and Britannia.

III Dark forest

Located in Britannia player can explore a mythical forest.

- A special NPC can be found on the scene. The place will disappear once the player talked with the NPC.

IV Pyramids

Located in Egypt player can visit the great Pyramids.

- A special bow to be found on the scene.
- Some NPCs perform excavations on the scene. Player can talk with them about Ancient Egypt.

V Valley of the kings

Located in Egypt, near the Nile, player can explore the legendary valley of the kings.

- Some tomb raiders can be found on the scene.
- Player can find a special sword in a chest.

VI Olympia

Located on the Peloponnesian peninsula (Greece) player can visit Olympia.

- Every 336 ingame days the Olympic Games will take place. Player can participate by visiting Olympia. (Olympic games (event), Olympic games (quest))
- While exploring the scene, player can visit the temple of Zeus via passage.

VII Mons Olympus

Located South of Thessalonica player can visit Mount Olympus.

- On the Mount Olympus scene player can find a secret cave, accessible via passage from the scene. Inside the cave is a chest hidden.
- Place is also relevant for quests Te amo, tu me non amare and Fate of an artist.

VIII Delphi

Located in Greece player can visit Delphi and question the oracle.

- Player can question the oracle. It costs 1,000 denars. It cannot be done during winter. And it can only be questioned once a month.
- Questioning the oracle for the first time will “escalate”. Questioning the oracle for the second time will give the player a reward.
- You can raid the Oracle, but you will lose -50 relation with Greek settlements and Roman lords will also dislike it. And the oracle will not be rebuilt but remains looted for the rest of the game.

IX Royal Macedonian tombs

Located in Macedon, near Thessalonika, player can explore the tombs of the Macedonian kings.

- Player can explore the scene and find an entrance, which will lead into the tomb via passage.

- Player can find a hidden chest inside the tomb.

X Caves of Dionysius

Located on the Italian peninsula player can explore a large cave complex.

- Player finds an entrance to a large cave complex on the scene.
- Somewhere hidden in the cave the player can find a special npc and do a quest for him.

XI Necropolis of Tarquinii

Located North of Roma player can explore the tombs of Tarquinii.

- Player can enter on of the larger tombs via passage.
- Inside the tomb player can find a chest.

XII Cythnus

Located in the Aegean Sea player can explore the island Cythnus, Greek Name: [Kythnos](#).

- The infamous, ugly and retarded pirate Sussus Amogus can be found on the scene.
- Related to quest [Nero reborn](#) and [Elysium](#).

XIII Old grave

Located in Southern Spain player can explore an old warrior grave.

- Player can find a special spear on the scene.

XIV Old mine

Located in Northern Spain player can explore an abounded silver mine.

- Player can find a chest full of silver on the scene.

XV Pillars of Heracles

Located in Northern Africa player can visit the pillars of Heracles.

- Player can find a chest on the scene.
- Player can find the “pillar of Heracles” on the scene.

XVI Sacred grove

Located in Western Germania player can explore a sacred grove.

- Player has to do the quest [The eagle](#) to enable the location.

XVII Sacred forest

Located in Central Germania player can explore a sacred forest, where Arminius tomb is located.

- Player has to do the quest **Arminius tomb** to enable the location.

XVIII Hanging Gardens of Babylon

Located in near the Babylon, in Mesopotamia, player can explore the ruins of the Ancient hanging gardens.

- Player can trigger the quest **Gardens of pleasure**, while visiting the location at night.
- Player may find a hidden chest.

XIX Grave of Solymus

Located at the Southern coast of Anatolia player can explore the ruins of the grave of Solymus.

- Player can find a chest on the scene.

XX Montes Sinai

“Montes Sinai” translates to Mountains of Sinai. Its a special location on the Sinai peninsula with the propose to give player a better impression of the rough and mountainous landscape there.

- Player must discover the location to see it.
- Can be explored but has no chests on it.
- Battles nearby will use its scene.

IV Minor Faction towns

Each minor Faction has its own town. At this place, the minor Faction leader can be found. Player can interact with the minor Faction from the minor Faction town menu.

I Larbas

Capital of the Gaetuli. It is located in Northern Africa.

II Garama

Capital of the Garamantians. It is located in Northern Africa.

III Hegra

Capital of the Nabateans. It is located in South-Western Arabia.

IV Meroe

Capital of the Nubian kingdom of Kusi. It is located at the Southern Nile.

V Dun Aline

Capital of the Ebdani. It is located in Ireland.

VI Alabu

Capital of the Heruli. It is located in Denmark.

VII Gelonos

Capital of the Geloni. It is located Between Eastern Germania and Sarmatia.

VIII Seraca

Capital of the Diduroi. It is located in the Caucasian Mountains.

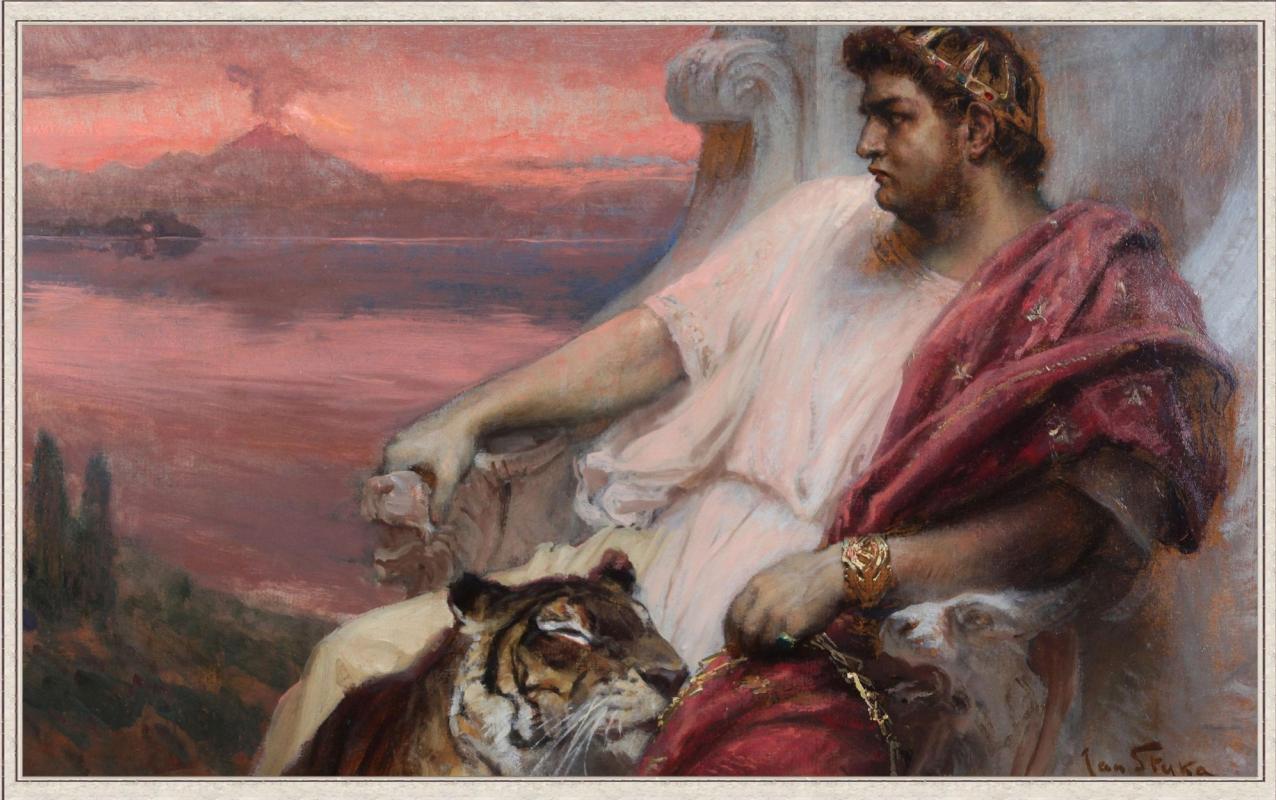
IX Scoringa

Capital of the Winnuli. It is located in North Eastern Germania.

- Player has to activate it by doing the quest [The invasion of the Winnili](#).

X Kath

Capital of the Dahae. It is located in the North of Parthia.



Quam vellem nescire litteras!

How I wish I had never learned to write!

Nero

IX Roman main story

The Roman story campaign consists of several linked quests, which trigger in a distinct order as the story progresses. There are also other side-quests which are not part of the main story but can only appear if the main story is chosen.

I Katabasis

Short description: Katabasis is the Greek term for a “journey into the underworld”. Examples of heroes who undertook such a journey are Odysseus, Heracles, Aeneas and Theseus. In the course of the main story, player comes into the underworld (or hallucinating?). There, he meets great figures, like Achilles.

Trigger conditions:

- Roman main story has to be chosen as campaign type
- Player leaves Roma (from town menu)
- Player proceeds in the main story

II Aut Caesar Aut Nihil

Short description: This quest is the actual main story quest and serves as guidance. It also stores information about important events which happened in the course of the story.

Trigger conditions:

- Roman main story has to be chosen as campaign type
- Player proceeds in the main story

III Recruit five men

Short description: Gaius Lucarius tasks the player to recruit at least five men as preparation for a fight with bandits.

Trigger conditions:

- Roman main story has to be chosen as campaign type
- Player proceeds in the main story

IV Learn where the hostages are held

Short description: Player has to find the bandit lair at which the brother of Gaius Lucarius is held captive.

Trigger conditions:

- Roman main story has to be chosen as campaign type
- Player proceeds in the main story

V Attack the bandit lair

Short description: Player has to attack a bandit lair and save the brother of Gaius Lucarius.

Trigger conditions:

- Roman main story has to be chosen as campaign type
- Player proceeds in the main story

VI Bandit cartel

Short description: Gaius Lucarius tasks the player to defeat a bandit cartel, which is terrorising Roma.

Trigger conditions:

- Roman main story has to be chosen as campaign type
- Player proceeds in the main story

VII Paulus the Christ

Short description: Player has to bribe the prison guard of Roma to talk with Paulus, who is imprisoned in Roma.

Trigger conditions:

- Roman main story has to be chosen as campaign type
- Player follows Petronius to the secret meeting of the Christians

VIII Worshippers of Chrestos

Short description: Player has to deliver loads of oil to the Christian cultists.

Trigger conditions:

- Roman main story has to be chosen as campaign type
- Player has finished the quest [Paulus the Christ](#)

IX A meeting

Short description: Player has received a message to meet [Mamertinus Crachus](#) as fast as possible.

Trigger conditions:

- Roman main story has to be chosen as campaign type
- Player has finished the quest the merchant Gaius Lucarius
- Player visits the marketplace of Roma via menu

X The merchant Lucillus

Short description: Mamertinus Crachus tasks the player to assassinate the merchant Lucillus.

Trigger conditions:

- Roman main story has to be chosen as campaign type
- Player has finished quest A meeting and talked with Mamertinus Cachus

XI Te amo, tu me non amare

Short description: Quest is about rejected love. The quest name is Latin and means: “I love you, you don’t love me”.

In the course of the quest player encounters a lion called Aslan. The lion has a large thorn embedded in his paw. Player may help the lion and remove the paw, or player kills the lion. The idea of a man befriending a lion is based on the tale “Androcles and the lion”, which is about the slave Androcles helping a lion by removing a thorn from its paw.

Trigger conditions:

Player has to visit the Senate and a random event triggers if:

- Player has more than 50% senate support
- Player has talked with Biggus Dickus during the victory party (as part of quest The merchant Lucillus)

XII Serve in the legion

Short description: Player has to raise into Roman nobility. This can be done either by becoming a rich landowner or by serving in the legion.

Trigger conditions:

- Roman main story has to be chosen as campaign type
- Player has finished quest Katabasis

XIII Become a rich landowner

Short description: Player has to raise into Roman nobility. This can be done either by becoming a rich landowner or by serving in the legion.

Trigger conditions:

- Roman main story has to be chosen as campaign type
- Player has finished quest **Katabasis**

XIV Poke the lion

Short description: While player process through the Roman main story he comes to the point where he has to stage a revolt in Judea.

Trigger conditions:

- Roman main story has to be chosen as campaign type
- Player has to continue his path through the main story

XV The secret of Kaeso Flavius

Short description: As part of the Roman main story player has to discover Kaeso Flavius hidden secret.

Trigger conditions:

- Roman main story has to be chosen as campaign type
- Player has sided with Vitellius or Otho

XVI Bribes

Short description: As part of the Roman main story player has to bribe the Praetorian guards.

Trigger conditions:

- Roman main story has to be chosen as campaign type
- Player has sided with Vitellius or Otho

XVII The four Caesars

Short description: While player process through the Roman main story he comes to the point where he has to choose between Galba, Otho, Vitellius or Vespasian as major allies. This quest acts as guidance from the preparations of the civil war to the end of the civil war.

Trigger conditions:

- Roman main story has to be chosen as campaign type
- Player has to continue his path through the main story

XVIII Fate of an artist

Short description: Nero seems to escaped from Roma. He is hiding somewhere in Greek

Trigger conditions:

- Roman main story has to be chosen as campaign type
- Side with Vespasian and win the civil war
- Talk with **Sporus** about Nero's whereabouts (who can be found in Domus Augustus) to start the quest

XIX Gang activities

Short description: A criminal organization is rising to power in Roma.

Trigger conditions:

- Roman main story has to be chosen as campaign type
- Player has become Emperor and finished civil war.
- Player has served in the Roman legion
- The **Avaritia the thief** event has triggered and player has chosen to gift a villa.

X Judean main story

The Judean main story currently only consists of one quest. It will be expended in the future.

I A new hope

Short description: Player has to forge an alliance between Judea and Parthia.

Trigger conditions:

- Player is Judean
- Player stages the Great Jewish Revolt
- Player chooses to fight for Judea

XI Special Quests

Special quests are unique quests given by unique characters or triggered by events. They usually can only be done once in a game.

I The suffering of Werdheri

Short description: Player encounters the Germanic warrior **Werdheri** and may fight a heroic battle together with him (or against him).

Trigger conditions:

Player asks village or town walkers about the latest rumours, if following conditions are true, then player will receive information about the warrior Werdheri.

- Player has to be at peace with the village/town faction
- Player needs at least 0 relation with the village/town
- Player must be level 20
- Player must have at least 300 renown

II Zarinaia, the golden one

Short description: Player is tasked by Pamphile to gather information about queen Zarinaia.

Trigger conditions:

- Player visits Athenae during day-time and talks with Pamphile.

III Blossom in the desert

Short description: Player discovers that the Garamantian king has kidnapped the daughter of the Gaetulian king. The Gaetulian king asks the player to bring him his daughter.

Trigger conditions:

- Player visits Garamantia and Player talks with Darta

IV Tussit

Short description: Tussit is Latin and can be translated to “she coughs”. The quest is based on Martial 1,19. Player hears about a rich woman who is sick and will die soon. Player can visit her to try to get her money.

Trigger conditions:

Player asks a Roman Lady about latest rumours, then the quest can trigger if:

- Player is of Roman culture
- Player is not Emperor
- Player has at least 200 renown
- Player has at least 0 relationship with the Roman Lady he asks

V Become pharaoh

Short description: Player has the opportunity to be crowned pharaoh of Egypt.

Trigger conditions:

- Player is Faction Leader of an independent Faction
- Alexandria and Thebae belong to player Faction
- Event Pharaoh of Egypt triggers.

VI Money doesn't stink

Short description: Player has to convince Nero to participate in Pupienus Maximus poop-business.

Trigger conditions:

Triggers randomly if player visits senate in Roma and following conditions are true:

- Player has more than 35 senate support
- Player has more than 500 influence
- Nero is alive
- Player is part of Roman Empire as either noble / governor / auxiliary commander / legate
- At least 10 relation with Nero

VII Fast ships

Short description: Player has to defeat pirates in the black sea region.

Trigger conditions:

Triggers randomly if:

- Player has sailors in his party
- Player is travelling with ships over the ocean

VIII The philosopher

Short description: Player has to escort a philosopher from Alexandria to Cetesiphon

Trigger conditions:

- Player explores the library of Alexandria and speaks with a special NPC

IX Nero's wishes

Short description: Player will get periodically quests from Nero to do stuff for him, or gets invited to special feasts. There are six such events.

1. Feast at gardens of Maecenas

Additional trigger rule: none

2. Abduction of woman in Roma

Additional trigger rule:

- Nero relation larger than 10

3. The death of Petronius

Additional trigger rule:

- Nero relation larger than 20
4. Special feast with Nero playing lyre

Additional trigger rule:

- Nero relation larger than 30
5. Special feast

Additional trigger rule:

- Player has more than 400 renown
6. Special feast with performance about the death of Nero's daughter
- Additional trigger rule:
- Player has more than 600 renown

General trigger conditions:

- Nero has to be alive and Emperor
- Player is part of Roman Empire as independent noble / governor / legate / auxiliary commander
- Quest will appear as event while being on worldmap

X Gardens of pleasure

Short description: Player finds a mysterious woman at the hanging gardens. Possible reward is Alexanders gear.

Trigger conditions:

- Player has to visit the hanging gardens at night

Additional note:

The song at the beginning of the quest are verses from the Gilgamesh epos, as performed by Peter Pringles.

XI The adventure of Włodowiecus (I)

Short description: Player has to find out more about the whereabouts of an expedition to India. The quest will lead player to the Indian town Sagala.

Trigger conditions:

- Player talks with a special NPC in the streets of Roma

XII The adventure of Wlodowiecus (II)

Short description: Player joins a new expedition heading towards the African cities Tombouze and Gao.

Trigger conditions:

Will trigger via event if following is true:

- Player is not a prisoner
- Player level is at least 15
- Player has done The adventure of Wlodowiecus (I)

XIII The adventure of Wlodowiecus (III)

Short description: Player joins a new expedition heading towards the cold Baltic region to find valuable amber.

Trigger conditions:

Will trigger via event if following is true:

- Player is not a prisoner
- Player level is at least 20
- Player has done The adventure of Wlodowiecus (I) and The adventure of Wlodowiecus (II)

XIV The adventure of Wlodowiecus (IV)

Short description: Player joins a new expedition heading towards Asia to establish trade with the realm of Seres (Han China).

Trigger conditions:

Will trigger via event if following is true:

- Player is not a prisoner
- Player level is at least 25
- Player has done The adventure of Wlodowiecus (I), The adventure of Wlodowiecus (II) and The adventure of Wlodowiecus (III)

XV Dionysus rege!

Short description: Player encountered a mysterious man, celebrating orgies with followers of Bacchus.

Trigger conditions:

- Player explores the caves of Dionysus in Italy

XVI Lugian forests

Short description: Player has to deliver a letter to a Lugian village.

Trigger conditions:

- Player has done [The adventure of Wlodowiecus \(I\)](#)
- Player talks with Hadrianus in the streets of Roma

XVII Parthian thundergod

Short description: A mysterious cult of a Parthian thundergod raises in the Eastern provinces of the Empire. Player is ordered to investigate the issue.

Trigger conditions:

Can be given as quest by Nero if:

- Player is part of the Roman Empire as either noble/governor/auxiliar commander/ legate
- Player asks Nero for a quest

XVIII The eagle

Short description: Player has to find the lost eagle lost during the battle of Teuteburg forest.

Trigger conditions:

Can be given as quest by Nero if:

- Player has a military office as either auxiliar commander or legate
- Player asks Nero for a quest

XIX Arminius tomb

Short description: Player has to search for the tomb of Arminius (and can loot it).

Trigger conditions:

- Player has done [The eagle](#) quest
- Player talks with Hunna and asks her to join his warband

XX Nero reborn

Short description: A fake Nero appears and claims to be the real Nero. He assembles a horde of bandits and stages trouble.

Trigger conditions:

- Nero is dead (doesn't matter how)
- Player has not used the "royal" campaign type (any other campaign type is fine)
- Player is Emperor

XXI Elysium

Short description: Player hears rumors about an Island somewhere between Carthage and Roma. Player has to find the Island.

Trigger conditions:

- Player is not Emperor
- Player talks with a drunken sailor in the tavern of either Roma, Neapolis or Carthage.

XXII Olympic games (quest)

Short description: The Olympic games take place in Olympia. Player will receive an event that the games started. Player can join by travelling to Olympia.

Trigger conditions:

- At game start, player has to wait 240 days until they start
- Olympics will trigger every 336 days

XXIII The invasion of the Winnili

Short description: The Winnili (Lombards) have landed in Germania. This quest is based on the origin myth of the Lombards.

Trigger conditions:

- Player asks the king of the Lugians (Eastern Germanic Faction) for a quest

XXIV A lightning from the past

Short description: Player encounters Agrippina and has to do some stuff for her.

Trigger conditions:

- Nero must be Emperor and alive.
- Player has to have more than 200 renown
- Player is not Emperor
- Player visits Carthage

XXV Treason

Short description: Player is indicted for treason by the Roman Emperor

Trigger conditions:

- Be part of a Roman Faction
- Relation with Emperor is below -75, then trigger fires randomly (5% probability daily)

XXVI Serve an Empire

Short description: This quest is active while player serves in the legion.

Trigger conditions:

Player can either asks a legate directly or the praefectus of a town or fortress (The praefectus can be found in scriptorium).

- Player is not part of a Faction yet
- Player is of Roman culture

XXVII The slave Albus

Short description: Player has to defeat rebellious slaves in Italy.

Trigger conditions:

- Player serves in a legion/praeatorian guard and reaches the final promotion

XXVIII Tyranny and despotism

Short description: The town council asks the player to speak with either Nero or the senate (depending on whether the town is part of a senatorial or an imperial province) to do something against its corrupt governor. In curse of the quest, player has the option to become governor of the province.

If player has a love affair he can ask his lover for additional information about the relationship of the governor with Nero.

Trigger conditions:

A menu will appear if player visits a town, if following is true:

- The town is part of the Roman Empire
- Player is part of the Roman Empire
- Roman Empire is not in Civil war
- Player has more than 300 renown
- The governor of the province is quarrelsome, selfrighteous, cunning or debauched

- Player has more than 25 relation with the town
- Player has no office, i.e. is not auxiliary commander, is not legate and is not governor

XXIX Prophecy of Caeselius Bassus

Short description: Player asks Caeselius Bassus about his dreams, which will lead to a quest about old Carthage.

Trigger conditions:

If following is true a dialogue option appears when talking with Caeselius Bassus (a Roman noble):

- Player has more than 300 renown
- Player is part of Roman Empire (can also be player-Roman Empire) and it controls Carthage and Rome
- Player and Caeselius Bassus are in the same faction

XXX Conquest of Britannia

Short description: Player has to conquer certain settlements in Britannia.

Trigger conditions:

- Player is Emperor
- Player talks with Titus Livius, Military Adviser in the Domus Augusti

XXXI Conquest of Mesopotamia

Short description: Player has to conquer certain settlements in Mesopotamia.

Trigger conditions:

- Player is Emperor
- Player talks with Primus Horatius, Financial Adviser with in the Domus Augusti

XXXII Conquest of Dacia

Short description: Player has to conquer certain settlements in Dacia.

Trigger conditions:

- Player is Emperor
- Player talks with Archippus the Scholar in the Domus Augusti

XXXIII Conquest of Germania

Short description: Player has to conquer certain settlements in Germania.

Trigger conditions:

- Player is Emperor
- Player talks with **Marcus Gaius Cassius** in the Domus Augusti

XII Generic Quests

Generic quests are repetitive. They usually serve a certain purpose, like gaining money/influence/senate support or relationship with an npc.

I Faction leader quests

This are quests which appears while player is leader of his own independent Faction. They mostly simulate common tasks an Emperor has to undergo, but also include conspiracies to kill the player.

I Consult with minister

Short description: Minister asks player to visit him as fast as possible.

Trigger conditions:

- Player is independent ruler of a Faction
- A quarrel between two Lords started

II Resolve a dispute

Short description: A quarrel between two Lords has escalated and player's Minister suggest to resolve the quarrel to avoid lose of authority.

Trigger conditions:

- Player is independent ruler of a Faction
- Two Lords in player Faction have started a quarrel. Usually quarrels happen between Lords with negative character reputation.

III Libelli (petitions)

Short description: Player has to travel to Roma (**Senate**) to oversee petitions of his citizens.

Trigger conditions:

- Player is Emperor of Roman Faction
- Player is travelling on the world map
- Roman Empire is not in Civil War
- Player has not issued the edict to prohibit petitions (**edictum de libelli**)

IV Conspiracy

Short description: Player is Emperor and is faced with a conspiracy to kill him.

Trigger conditions:

Can randomly trigger when player visits the Domus Augusti or the town hall if:

- Player is Emperor of Roman Faction
- More than 4 Roman lords join the conspiracy. They depending on their reputation:
 - Martial Lords can join if relation is very low and player honour is low
 - Quarrelsome Lords can join if relation is low
 - Selfrighteous Lords join if relation is low and player honour is low
 - Cunning lords join if player has less cash than they do and if relation is very low
 - Debauched lords join if player has less cash than they do and if relation is low
 - Goodnatured lords join if relation is very low and player honour is very low
 - Upstanding lords join if relation is very low and player honour is very low

V Corruption

Short description: Citizens of a town ask the player Emperor for help with a corrupt governor.

Player can then decide what to do with the governor.

Trigger conditions:

- Player is Emperor
- Rome is not in state of civil war
- The edictum de libelli is not issued
- Otherwise, trigger probability depends on tax rate and unrest level of the Empire

VI Corrupt governor

Short description: A petition is brought before the player regarding a corrupt governor. Player has to decide whether to punish the governor or not.

Trigger conditions:

Can randomly trigger if:

- Player is Emperor of Roman Faction
- Player is travelling on world map
- Player has a governor with one of the following reputations:
 - quarrelsome

- cunning
- selfrighteous
- roguish
- debauched

VII Temple in your honor

Short description: Citizens of a town ask the player Emperor to build a temple dedicated to the player.

Trigger conditions:

- Player is Emperor
- Rome is not in state of civil war
- The edictum de libelli is not issued
- Player is handling petitions via senate

VIII Trial

Short description: After been accused of corruption player has to meet the Emperor and defend himself against this accusations.

Trigger conditions:

- Part of Roman faction
- Not faction leader
- Has an office (governor or military)
- Random: Base probability is 3%, each 100 000 wealth (weekly income or deposits) will give an additional 1% probability

II Minor Faction quests

This are quests for minor Faction kings or queen.

I Dangerous hunt

Short description: Player has to hunt animals (lions, elephants or wolves).

Trigger conditions:

- Player asks a minor Faction king for a quest

III Lady quests

Those are quests given by Ladies.

I Visit a Lady

Short description: A Lady asks the player to visit her. The Lady can be either single (with the indentation to know the player better as he is a bachelor) or the Lady is player's lover.

Trigger conditions:

- Player relation with her is larger than 5
- Player has not met her in the last 5 days

If player is Emperor conditions are different:

- Player relation is larger than -20
- Player has not met her in the last 4 days

II Procure gift

Short description: Player asks his spouse for help improving his standing in the Faction and she suggest to procure a gift to a Lord.

Trigger conditions:

- Player is married
- Player spouse has a male relative with low relation with the player

III Rescue or ransom a prisoner

Short description: Player is tasked to rescue or ransom an imprisoned relative of the quest giver. Player can either try to rescue the prisoner by conquering the town or fortress where he is imprisoned, by launching a prison break mission or by ransom (either talk with the Lord of the town/fortress where the prisoner is imprisoned or with a nearby ransom broker)

Trigger conditions:

Can randomly trigger if:

- Quest giver has a relative hold captive
- Player has at least 10 relationship with the quest giver

This quest can be also given by a Lord.

IV Rescue a prisoner

Short description: Player is tasked to rescue the father/spouse/guardian of the quest giver.

Trigger conditions:

Can randomly trigger if:

- Quest giver has a father/spouse/guardian hold captive

- Player is at least level 5
- Player has at least 0 relationship with the quest giver

V A blast from the past

Short description: Player is tasked to kill a “ghost”.

Trigger conditions:

Can randomly trigger if:

- Player has 300 renown
- Lady is older than 30
- Player is at peace with Lady Faction
- Lady is married
- Player has more than 30 honor
- Player has more than 30 relation with Lady

VI Bring foodstuff to A

Short description: Lady A asked player to bring her food (usually wine or cheese).

Trigger conditions:

- Player has more than 100 renown
- Player is at peace with Lady Faction

VII Deliver message to A

Short description: Player has to deliver a letter to Lord A.

Trigger conditions:

- Player has more than 30 honor
- Player level at least 5
- Lady has a lover (who is not the player)
- Player is at peace with Lady Faction

VIII Talk with AB

Short description: Player discovers that Lord AB or Lady AB has a love affair. Player can use this information to blackmail them by talking with them.

Trigger conditions:

Can trigger if player discovers a love affair between a Lord and a Lady:

- Player asks a Lady about rumours she has heard recently
- Player has more than 60 relationship with her.

IV Senate quests

Those are quests given by the **Senate** of Roma.

I Triumph

Short description: The senate, the people of Rome and the Princeps have granted the player a triumph.

Trigger conditions:

- Have more than 1000 gravitas (see beginning of chapter **Politics**)
- Be part of Roman Empire
- Rome is not in a civil war

II Talk with the Princeps

Short description: The senate has task the player to negotiate with the Emperor on their behalf.

Trigger conditions:

Can trigger via interaction with the senate. There are two possibilities:

- Senate is currently discussing to change a law. Player can then offer the senate to talk with the Emperor
- Senate is not discussing any topic at all and player proposes the change of a law as new topic

III Grain supply

Short description: Player has offered the senate to buy grain for Roma.

Trigger conditions:

Can trigger via interaction with the senate. There are two possibilities:

- Senate is currently discussing to import grain. Player can then offer the senate to organize it
- Senate is not discussing any topic at all and player proposes import of grain as new topic

V Lord quests

Those are quests given by Lords.

I Obtain A slaves as prisoners

Short description: The quest giver needs additional workforce and asks player to bring an amount of A slaves as prisoners.

Trigger conditions:

- Quest giver is a governor
- Player has at least 100 renown
- Player is at least level 5
- Player can have between 10 and 25 prisoners in his party

II Escort A to B

Short description: Player is tasked to escort Lady A to town/fortress B.

Trigger conditions:

- Player is level 10
- The quest giver has a daughter or a spouse
- Quest giver is resting in a town or fortress
- Player has space for one more troop in his party
- The Lady in question is currently at the town where the quest giver is resting

III Collect taxes from A

Short description: Player is tasked to collect taxes from the settlement A.

Trigger conditions:

- Quest giver owns a village or town
- Quest giver is not goodnatured or upstanding
- One of the following must be true:
 - Player is a family member of the quest giver
 - Player has less renown than the quest giver

IV Hunt down fugitive

Short description: Player is task to kill a runaway criminal.

Trigger conditions:

Can always randomly trigger.

V Assassinate local merchant of A

Short description: Quest giver wants that the player kills a merchant in town A.

Trigger conditions:

- Quest giver is quarrelsome, cunning, selfrighteous or debauched
- Quest giver is not the Faction leader
- Player has at least level 5
- Player has 20 relation with the quest giver
- Quest giver is currently resting in a town

VI Bring back runaway slaves

Short description: Slaves have escaped and player has to ensure that they return to the quest giver's estates which are in some town.

Trigger conditions:

- Quest giver is not goodnatured or upstanding
- Player is at least level 5
- Quest giver is resting in a town
- There exists a village nearby where the slaves can escape towards
- There is another town close to the current town the quest giver is resting at

VII Follow spy

Short description: Player is ordered to follow a spy to his destination and capture him.

Trigger conditions:

- One of the following must be true:
 - Player is a family member of the quest giver
 - Player has less renown than the quest giver
- Quest giver is not goodnatured
- Player has at least tracking skill of 2
- Player is at least level 10
- The quest giver whom the player asks is currently resting in a town
- The quest giver's Faction is at war with some other Faction

VIII Capture a Lord from A

Short description: Quest giver asks the player to capture a Lord from Faction A.

Trigger conditions:

- Player is part of quest giver's Faction
- One of the following must be true:
 - Player is either a family member of the quest giver
 - Player is not the marshal
 - Player has less renown than the quest giver
- Player has at least level 15

IX Lend your companion A to B

Short description: Lord B asks player to lend his companion A to B.

Trigger conditions:

- Player has a companion with more than 15 level

X Collect the debt A owes to B

Short description: Lord B asks player to collect the debt Lord A owes to B.

Trigger conditions:

Can always randomly trigger.

XI Incriminate the loyal commander of A, B

Short description: Faction A is at war with the quest giver Faction. The player is now ordered to stage a fake coup in Faction A to ensure that the Faction leader of A believes that his commander B is disloyal and will banish him from his realm.

Trigger conditions:

- One of the following must be true:
 - Player is a mercenary of the quest giver's Faction
 - Player is a family member of the quest giver
 - Player has less renown than the quest giver
- Quest giver is not a goodnatured or upstanding
- Player is level 10
- Player has a high level troop in his party
- The quest giver's Faction is at war with some other Faction

XII Meet spy in A

Short description: A Lord asks the player to find and meet one of his spies in town A.

Trigger conditions:

- One of the following must be true:
 - Player is a mercenary of the quest giver's Faction
 - Player is a family member of the quest giver
 - Player has less renown than the quest giver
- Quest giver is not a goodnatured or martial
- The quest giver has at least 3 relation with player
- The quest giver's Faction is at war with some other Factions

XIII Bring A B prisoners

Short description: A Lord asks the player to bring him an amount of A prisoners of troop type B.

Trigger conditions:

- One of the following must be true:
 - Player is a mercenary of the quest giver's Faction
 - Player is a family member of the quest giver
 - Player has less renown than the quest giver
- Quest giver is not a governor
- The quest giver's Faction is at war with some other Factions

XIV Lend a surgeon

Short description: A Lord asks the player to lend him his surgeon companion.

Trigger conditions:

- Player has a companion with more than 5 surgery skill
- Quest is giver is not quarrelsome or debauched
- Player and Lord are not on the defending side in a siege

XV Deliver a message to A

Short description: Player has to deliver a message to Lord A.

Trigger conditions:

There are three different variants of this quest. The first one has following trigger conditions:

- Either Player is not part of a Faction or the quest giver is related to the player (former companion, family member)
- Player level is larger than 5
- The quest giver has a father

The second one has following trigger conditions:

- Player level is larger than 5
- There exists another Faction
- This other Faction has at least one Lord

The third variation of the quest has following conditions:

- One of the following must be true:
 - Player is family member of quest giver
 - Player has less renown than the quest giver
 - Player is not part of a Faction at all
- Player level is smaller than quest giver's level
- The quest giver's Faction has another Lord

XVI Denunciation

Short description: Player is tasked by the quest giver to denounce some Lord whom the quest giver dislikes openly. This will result in a duel with the Lord.

Trigger conditions:

- Player has no controversy
- The quest giver is not querrelsome or goodnatured
- The quest giver has a rival Lord within the Faction

XVII Scheme

Short description: Player is tasked by the quest giver to convince the Faction Leader that some other Lord (whom the quest giver dislikes) is unreliable, ensuring he will not get any rewards for a while.

Trigger conditions:

- Player has no controversy
- Player is a Lord and not a Faction Leader
- There is a Lord within the Faction whom the quest giver dislikes and the player also dislikes

XVIII Provocations

Short description: Player is tasked to stage a casus belli between two Factions.

Trigger conditions:

- The Lord is either debauched or roguish
- Another Faction exists which is at peace with the Lords Faction

XIX Destroy bandit lair

Short description: Player is tasked to destroy a bandit lair.

Trigger conditions:

- The Lord owns a town/castle/village
- There is a Faction at peace with the Lord's Faction

XX Raid A

Short description: Player is tasked to raid the sacred place A and deliver loot to the quest giver.

Trigger conditions:

- Lord is either quarrelsome, debauched, cunning or roguish
- Player has at least 200 renown
- Player has at least level 10
- The Lord is close to a foreign sacred side.

XXI Gifts for friends

Short description: Player has to deliver a gift of 10,000 denars to friends of the Lord.

Trigger conditions:

- Roman Empire is not in civil war
- Lord has to be either martial, selfrighteous, quarrelsome, debauched, cunning or roguish
- Player has not military office in the Roman Empire
- Player has at least 15 relation with the Lord
- Player is at peace with Roman Empire

XXII Jealous husband

Short description: A lord thinks his spouse cheats him. Player has to find out whether it is true or not.

Trigger conditions:

- Lord has to be either quarrelsome, debauched, cunning or roguish
- Player has at least 5 relation with Lord
- Lord has a spouse

XXIII Collect the requested money

Short description: Player travels to a random Roman town to get money in exchange for influence. Quest is optional, player can choose to receive the money immediately. But doing the quest will give a small reward.

Trigger conditions:

- Player is part of a Roman Faction
- Quest is optional as part of the influence system

XXIV Meet with senators

Short description: Player travels to a random Roman town to meet with senators and gain senate support. Quest is optional, player can choose to receive the senate support gain immediately. But doing the quest will give a small reward.

Trigger conditions:

- Player is part of a Roman Faction
- Quest is optional as part of the influence system

XXV Meet with friends

Short description: Player travels to a random Roman town to gain influence in exchange of money. Quest is optional, player can choose to receive the influence immediately. But doing the quest will give a small reward.

Trigger conditions:

- Player is part of a Roman Faction
- Quest is optional as part of the influence system

VI Village and town quests

Those are quests given by local leaders (magister civium) of villages (towns).

I Move cattle heard to A

Short description: Can be given by a magister civium. Player has to escort a cattle heard to town A.

Trigger conditions:

Can always randomly trigger.

II **Escort merchant caravan to A**

Short description: Can be given by a magister civium. Player has to escort a caravan to town A.

Trigger conditions:

Can always randomly trigger.

III **Deliver units of A to B**

Short description: Can be given by a magister civium. Player has to deliver goods from one town to another.

Trigger conditions:

Can always randomly trigger.

IV **Hunt down troublesome bandits**

Short description: Can be given by a magister civium. Player has to destroy a bandit party.

Trigger conditions:

Can always randomly trigger.

V **Ransom girl from bandits**

Short description: Can be given by a magister civium. Player has to bring back a kidnapped girl, either by ransom or by killing the bandits.

Trigger conditions:

Can always randomly trigger.

VI **Make sure two Lords don't object to peace**

Short description: Can be given by a magister civium. Player has to convince two Lords who are currently blocking peace negotiation with their influence, to agree on a peace treaty.

Trigger conditions:

- The town Faction is at war with another Faction
- Each of the two Faction must have a Lord who is either martial, quarrelsome, debauched, or selfrighteous

VII **Deal with looters**

Short description: Can be given by a magister civium. Player has to kill parties of looters.

Trigger conditions:

Can always randomly trigger.

VIII Deal with night bandits

Short description: Can be given by a magister civium. Player has to kill a group of bandit who terrorise the town during night.

Trigger conditions:

- The town is infested by bandits at night

IX Elusive bandits

Short description: Can be given by a magister civium. Player has to track down a bandit party by tricking them. Player tarns himself as trader to lure them out of their hideout.

Trigger conditions:

- Player's party has at least 30 men
- Player is at least level 15
- There exists a neighbouring town of the same Faction

X Deliver wheat to A

Short description: Can be given by a local leader of a village. Player is ask to a certain amount of grain to village A.

Trigger conditions:

- Player cannot buy grain from the village
- Village has less than 40 prosperity

XI Deliver A heads of cattle to B

Short description: Can be given by a local leader of a village. Player is ask to bring A heads of cattle to the village B.

Trigger conditions:

- Village has less than 50 heads of cattle

XII Train peasants of A

Short description: Can be given by a local leader of a village. Player is ask to train the peasants of A, so that they are able to defend themselves against bandits.

Trigger conditions:

- Player has a trainer skill of at least 1

XIII Water dispute

Short description: Can be given by a local leader of a village. Player is ask to settle a dispute over water wells between villages. Player has to settle the dispute before the senate of Roma.

Trigger conditions:

- Player is part of a Roman Faction
- The Roman Faction owns Roma

XIV Dry wells

Short description: Can be given by a local leader of a village. Player is ask to find a diviner for a village.

Trigger conditions:

Can always randomly trigger.

XV Villagers need tools

Short description: Can be given by a local leader of a village. Player is ask to bring tools to a village.

Trigger conditions:

- Prosperity of village is less than 65
- Village has no iron deposits (and thus cannot make cheap tools themselves)

XVI Save the village of A from bandits

Short description: The villagers (or its Lord) of A ask the player to defeat a bandit party which infested their village.

Trigger conditions:

- A bandit party has infested the village of A
- Player visits the tavern of the town to which the village is bounded and speaks with a peasant from village A there
- Player is not the Lord of the village

The quest can also be given by the Lord of the village. In this case the trigger conditions are:

- Lord of the village is not debauched or quarrelsome
- Quest giver Lord actually owns a village which is invested by bandits

XVII Track down bandits

Short description: A magister civium tasks you to destroy a bandit party.

Trigger conditions:

- A bandit party attacked caravans or village farmers near the town in the last two days

XVIII Capture and bring A women to B

Short description: Local leader of village B asks player to capture an amount of A women and bring them to his village. This quest is inspired by the rape of the Sabine women.

Trigger conditions:

- Player has at least 10 relation with village
- Village has at least 50 prosperity
- Player is not Lord of the village

XIX Return runaway slave to A

Short description: Local leader of village A asks player to find a runaway slave and return him.

Trigger conditions:

Can always randomly trigger.

XX Recover a A stolen from B of C

Short description: Magister Civium of a town C asks player to find a stolen A (some instrument like a lyre) and bring it back to him.

Trigger conditions:

Can always randomly trigger.

XXI Bring loads of A to B

Short description: The quest is given by a Magister Civium of a town A. Player has to bring loads of specific good B to the town A by buying them from the markets.

Trigger conditions:

Can always randomly trigger.

VII Other quests

Those are all other recurring quests that may appear.

I Wed your betrothed

Short description: Player weds his betrothed in the standard procedure. In course of the procedure a feast should happen. If the feast does not happen in the next 7 days then the player can ask the father/custodian of the bride to start the ceremony right away.

Trigger conditions:

If player is male and wants to marry a Lady:

- Player has permission to visit her (player must get the permission before making marriage proposal)
- If father/custodian is neither debauched/selfrighteous/quarrelsome he will not marry his daughter to the player if player has not at least 50 relation with her
- If player has not at least 50 relation with her and there is another competitor then player is not allowed to marry her
- Player has to pay a dower of maximal 50,000 denars. Amount depends on formula:
$$(\text{renown of father/custodian}) * 20$$

II Investment opportunity

Short description: Player gets the opportunity to invest into business. The quest is optional, player can invest without doing the quest. But doing so gives a slight advantage as player can get a better understanding if the investment is worth it.

Trigger conditions:

Can trigger randomly if following:

- Player player is active on worldmap (resting or travelling)
- Player is of Roman culture
- Player has more than 200 renown
- Player has talked with the Argentarius (can be found in the scriptorium) at least once
- Player is neither captive nor in service as normal soldier in a lord party
- Player is part of a Roman Faction or not at war with
- Player has at least 75000

III Organize feast

Short description: Player can organize a feast with the help of his spouse.

Trigger conditions:

- Player is married

IV Challenge A to a duel

Short description: Player can challenge a Lord A who insulted him to a duel or player challenges a competitor who is courting the same Lady as player.

Trigger conditions:

- Player is female and is insulted for being female
- Player is asking a Lady about their future and she is revealing him that there is a competitor

V Follow A's army

Short description: Player is ordered to follow the party of marshal A.

Trigger conditions:

- Player is part of a Faction
- A campaign is in progress and player is not the marshal

VI Report to A, the marshal

Short description: Player is ordered to join the main army lead by A.

Trigger conditions:

- Player is part of a Faction
- A campaign is in progress and player is not the marshal
- Player is not following the marshal yet
- The main army has decided to either: raid a village, attack a town/fortress or to attack enemy hosts
- Player is at least level 10

VII Deliver A heads of cattle to B

Short description: Player is ordered to bring A heads of cattle to the marshal B (as supply).

Trigger conditions:

- Player is part of a Faction
- A campaign is in progress and player is not the marshal
- Player is following the marshal
- Player has done quest [Report to A, the marshal](#)

VIII Join the siege of A

Short description: Player is ordered to join the assault on town/fortress A.

Trigger conditions:

- Player is part of a Faction
- A campaign is in progress and player is not the marshal
- Player is following the marshal

- The main army has besieged a town/fortress and the assault has begun

IX Scout A, B and C

Short description: Player is ordered to scout the settlements A, B and C.

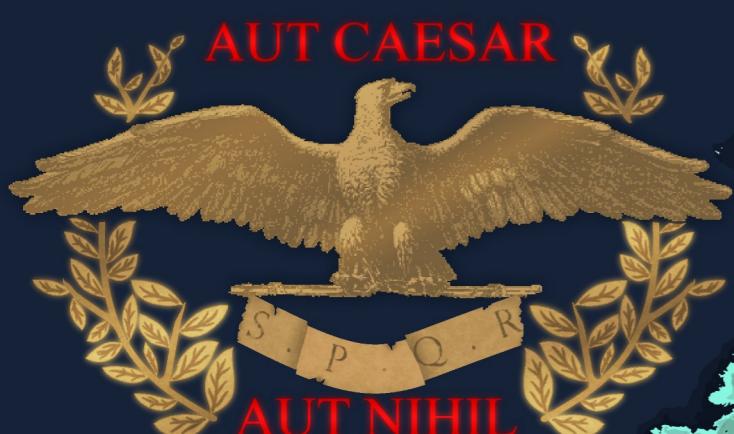
Trigger conditions:

- Player is part of a Faction
- A campaign is in progress and player is not the marshal
- Player is following the marshal
- Player has done quest **Report to A, the marshal**

Appendix



AUT CAESAR



AUT NIHIL

MAP OF EUROPE AND
THE NORTH OF AFRICA

AS OF 68 A.D.

KEY AND FACTION COLOURS

RIVER	
●	GETAI
■	KALEDONOI
▲	BASILEION TOU BOSPOROU
◆	FRIS
■	HAYASTAN
■	BASILEIA TON PARTHAION
■	IMPERIUM ROMANUM
■	DUMNONES
■	CORIELTAUVI
■	BRIGANTES
■	SAUROMATAE
■	SIRAKOI
■	LEUGOZ
■	MAROKMMANOZ
■	RYGIR
■	COADUI
■	KARTLI
■	AGHWANK
■	KOLCHA
■	OSRHOENE
■	GAETULI
■	EBDANI

