

THE LEGACY OF ARRIUS LURCO

A CAMPAIGN FOR CTHULHU INVICTUS

MAPS & HANDOUTS



Guerra
09

By
OSCAR RIOS

ILLUSTRATED BY
ALBERTO GUERRA
STEFF WORTHINGTON

Domina Brimo Hecate te rogamus vtei vitam omnium
gentis Arrie corripias

ossa frangantur malo morbo pellis pustulet bescv

per equos suos calcantur et remisse morsus patiantur bazagra

Tam edes tam membra igne urantur berebescv

mentula tabescat decadat

lanes derelinquant

delores furiam mortem subeant

Ecate sdictos excipias

omni miseria devincias quam Dii Ileri excogitent

Lady Brimo Hecate, we ask you to snatch up
the life of all of the Gens Arria. May their
bones be broken, may their skin blister from a
bad disease, bescv. May they be trampled by
their own horses, and freely suffer (their) bites, may
their houses as well as their limbs be burned by
fire berebescv. May their dick languish and fall off.
May their lares abandon (them). May they undergo
pains, madness, death. Hecate, take to yourself
the aforementioned people. Bind them with every
misery which the Infernal Gods might devise.



RAVENNA

ARMINUM

ROME

OSTIA

NEAPOLIS

PANORMUS

RHEGIUM

SYRACUSAE

SALONA

Mare Hadriaticum

BRUNDISIUM

Mare Ionium

DYRRACHIUM

BUTHROTUM

IV
Flavia
Felix

VII
Claudia

NAISSUS

THESSALONICA

THERMOPLYLAE

DELPHI

PATRAE

CORINTH

ATHENS

Italia

The Roxolani

XI
Claudia

TOMIS

Mare Aegaeum

PERGAMUM

PERINTHUS

BYZANTIUM

Pontus
Euxinus

KNOSSOS

GORTYNN

SPQR

The
EASTERN EMPIRE

Mare Internum

Mare Tyrrhenum



- I. Porta Capena
- II. Caelimontium
- III. Isis et Serapis
- IV. Templum Pacis
- V. Esquiliae
- VI. Alta Semita
- VII. Via Lata
- VIII. Forum Romanum
- IX. Circus Flaminius
- X. Palatium
- XI. Circus Maximus
- XII. Piscina Publica
- XIII. Aventinus
- XIV. Trans Tiberim


ROMA
 & HER REGIONIS





TO PHYLA

COLONOS
HIPPIUS

PLATO'S
ACADEMY

GRAVEYARD

SCIRUS

LACIA
THE SACREDWAY

XYPETE

LYCAEUM

STADIUM

AGRYLE

ECHELIDAE

THE
PHALERUM
MARSHES

ATHENAE

TO PHALERUM

- I The Acropolis
- II The Odion
- III The Theater of Dionysus
- IV Roman Forum
- V The Agora
- VI Areopagus (Mars Hill)
- VII The Hill of Nymphs
- VIII The Smithy of Gervasius
- IX The Hephaesticon

TO DELPHI
& THERMOPYLAE

TO CORINTH

THE LONG WALLS

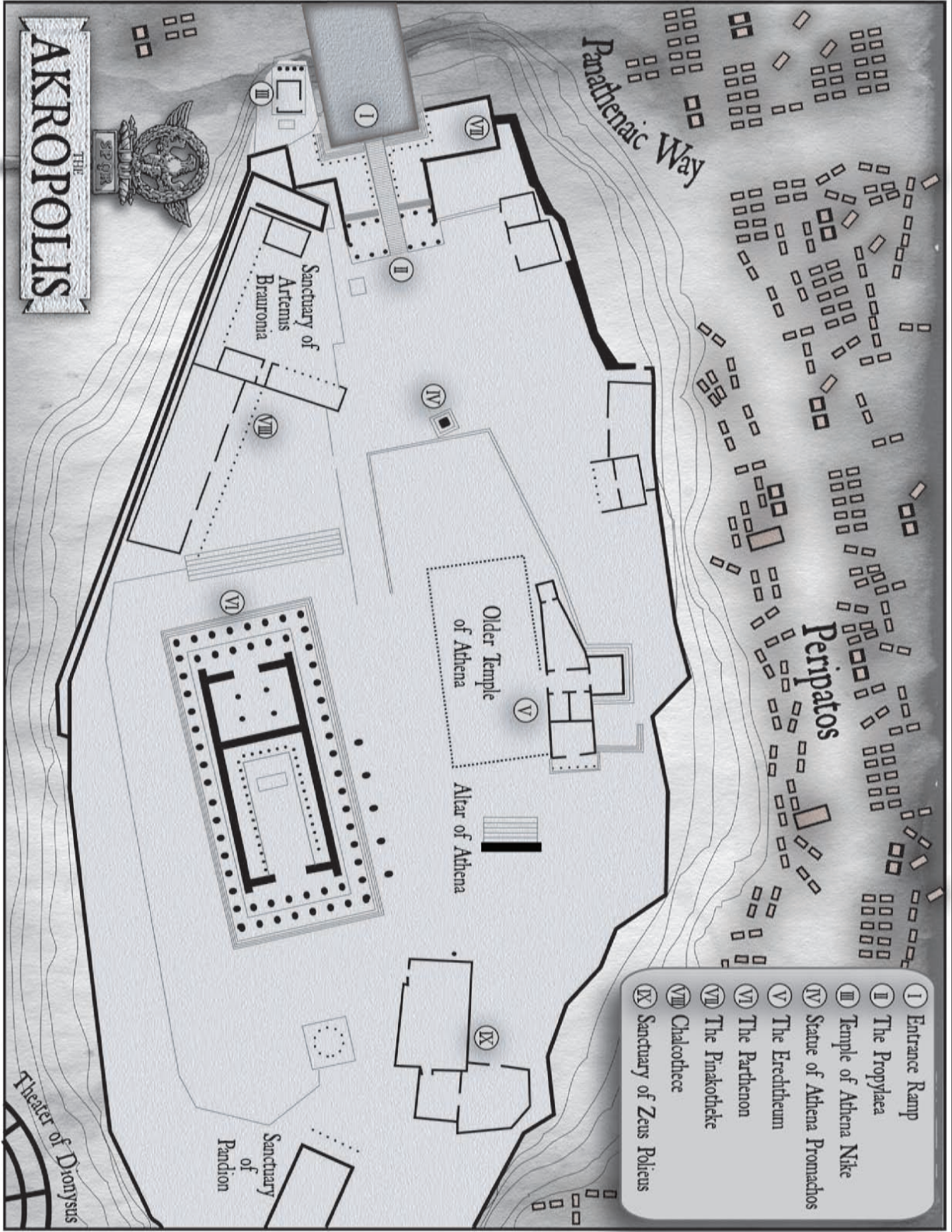
THYMCTADAE

PIRAEUS

MUNICIA

SARONICUS SINUS

AKROPOLIS



Parthenaic Way

Peripatos

Theater of Dionysus

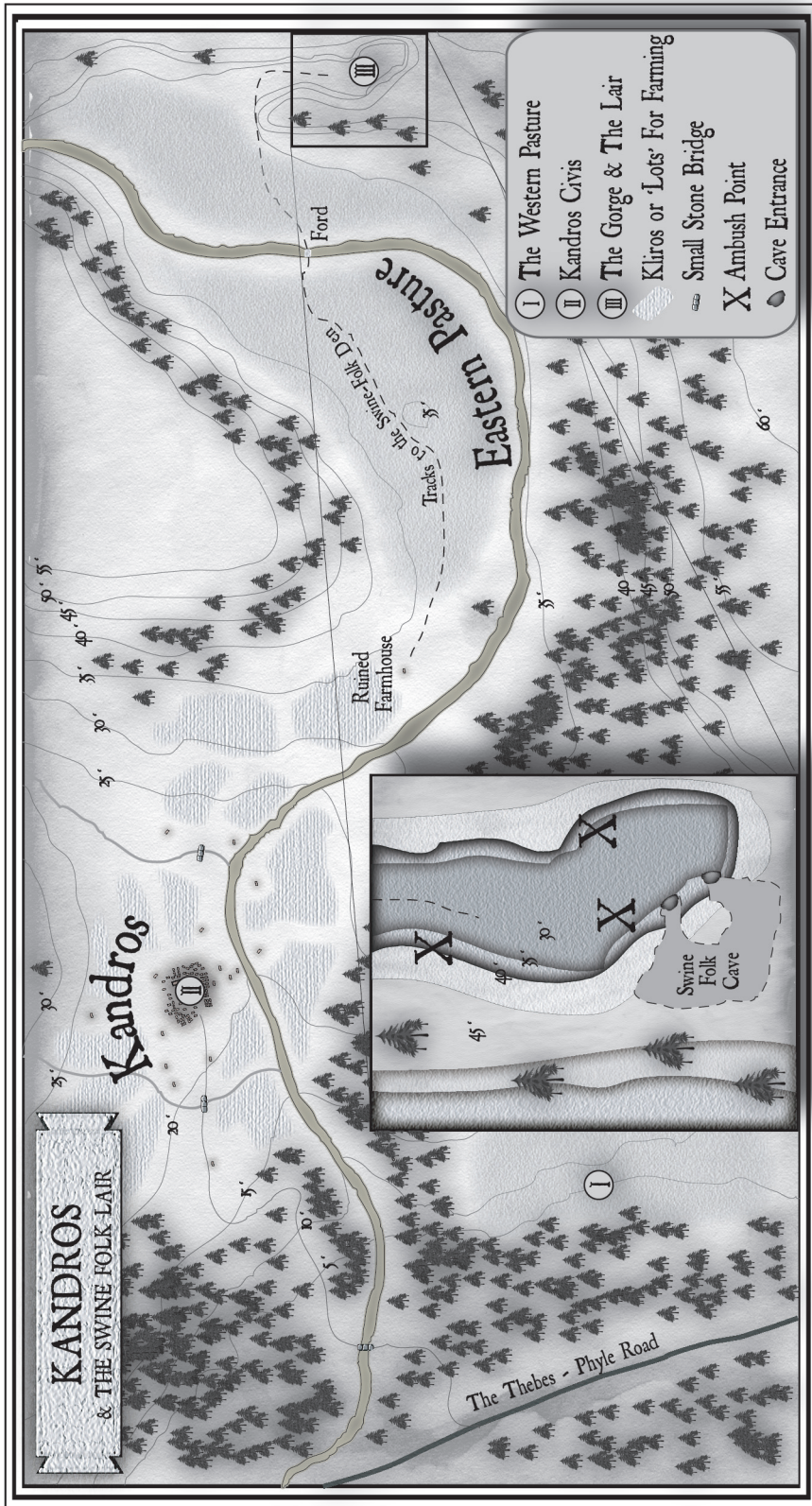
- Ⓘ Entrance Ramp
- Ⓛ The Propylaea
- Ⓜ Temple of Athena Nike
- Ⓝ Statue of Athena Promachos
- Ⓓ The Erechtheum
- Ⓟ The Parthenon
- Ⓠ The Pinakothekē
- Ⓡ Chalcothecē
- Ⓢ Sanctuary of Zeus Polieus

Sanctuary of Artemis Brauronia

Older Temple of Athena

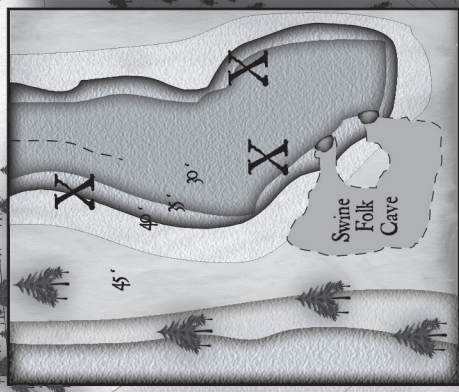
Altar of Athena

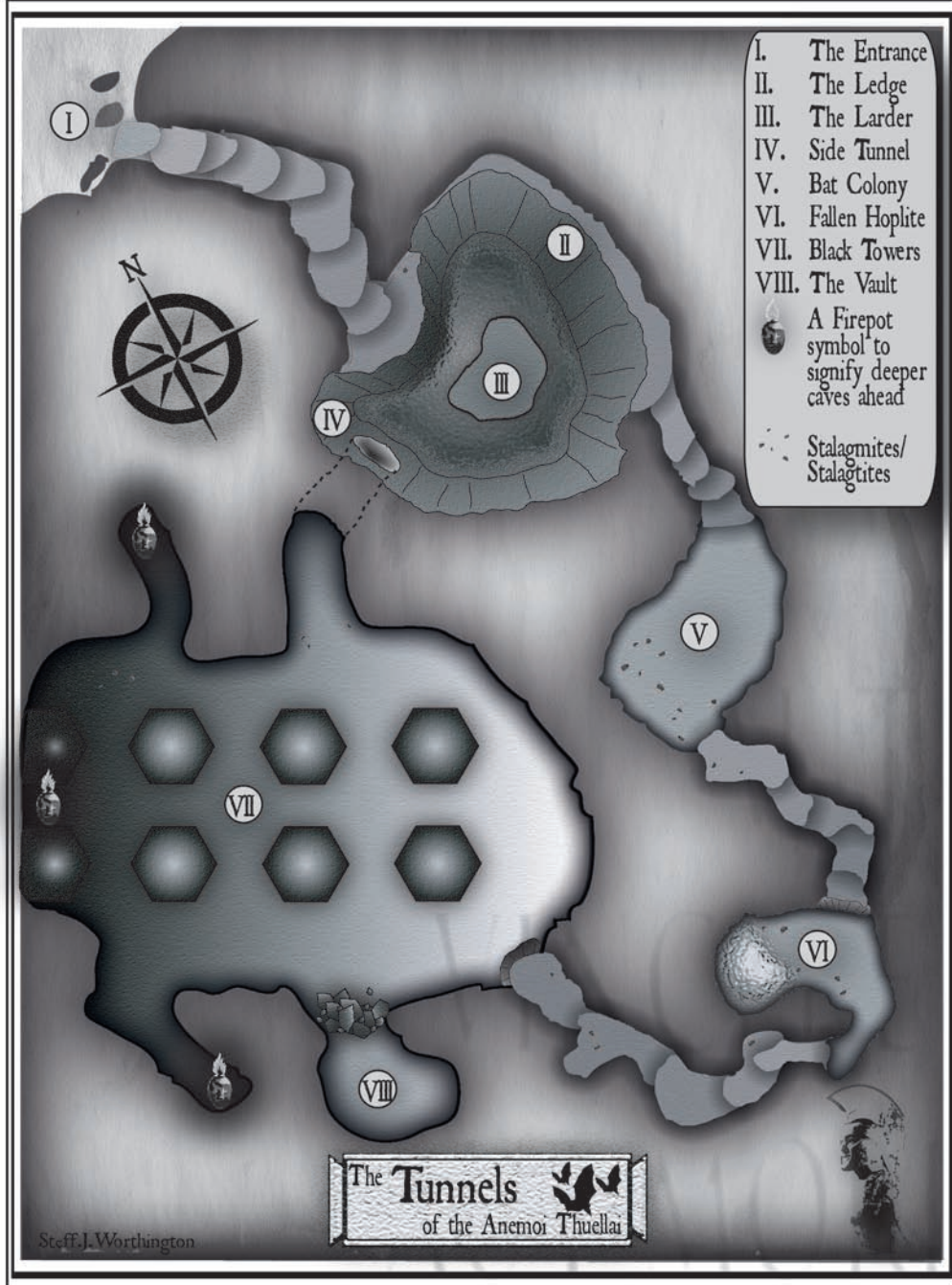
Sanctuary of Pandion



KANDROS
 & THE SWINE FOLK LAIR

- I The Western Pasture
- II Kandros Cavis
- III The Gorge & The Lair
- Kliros or Lots For Farming
- - - Small Stone Bridge
- X Ambush Point
- Cave Entrance





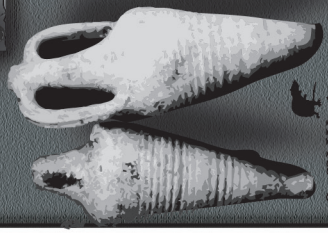
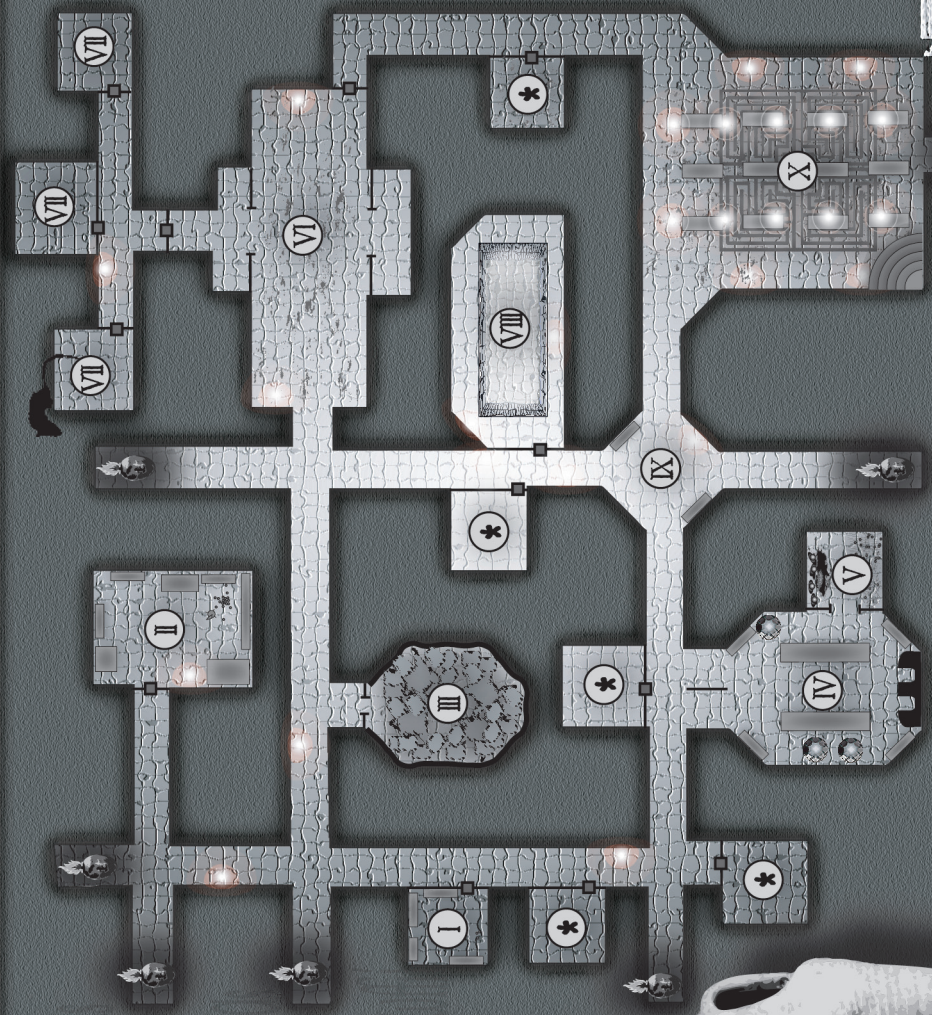
- I. Store Room
- II. Apothecary
- III. Orgy Room
- IV. Kitchen
- V. Live Larder
- VI. The Armoury
- VII. Prisoners
- VIII. Baths
- IX. Guard Post
- X. Feast Hall
- * Ancillary Room

A Firepot symbol to signify the complex extends further still.



The Temple of the Tenders

Where Evil Eats





Steff I. Worthington



- I. Entry Point
- II. The Cult Closes In
- III. The Tender's Last Stand
- IV. The Central Chamber
- V. Treasure Hoard
- VI. Magical Gateway to Britannia
- VII. Prisoner Cages
- VIII. The Minotaur's Larder
- IX. The Great Old One Eihort
- * Ancillary Room

 Steps leading down.

 A Firepot symbol to signify the maze-like complex extends further still.

 Other mysterious and magical gateways that lead to wherever dark destinations the keeper so desires.

The Heart of the Labyrinth of Messara