

# POPULUS

## Abraham Ben Gavriel, age 28, Sicarius

STR 16 CON 14 SIZ 14 INT 14 POW 12  
DEX 12 APP 12 EDU 11 SAN 60 HP 14

Damage Bonus: +1D4

Skills: Climb 45%, Hide 54%, Ride Horse 25%, Potions 23%, Sneak 67%, Spot Hidden 43%

Weapons: Dagger 53%, damage 1D4+1D4

Abraham Ben Gavriel's father was crucified by the Roman government for attempting to kill Pontius Pilate. It doesn't matter to Abraham that his father was guilty of the crime. The Romans should never have been in Jerusalem in the first place, forcing their beliefs on the People of David. As his father hung from the planks, Abraham made up his mind to see Rome expelled from his home.

Initially, Abraham joined the Zealots, but found their methods slow and unsuccessful. In searching for a more violent path, he found the Sicarii. Abraham believes Rome will only leave Judea when the last Roman supporter has died.

This sicarius claims to have killed forty-eight Roman supporters over the past five years. Abraham Ben Gavriel currently lives in Jerusalem.

## Jiao, age 47, Priest of Dagon

STR 16 CON 14 SIZ 16 INT 11 POW 20  
DEX 12 APP 3 SAN 32 EDU 8 HP 15

Damage Bonus: +1D4

Skills: Cthulhu Mythos 15%, Hide 45%, Occult 38%, Pilot Boat 65%, Sneak 25%, Status 46%, Swim 95%

Weapons: Dagger 34%, damage 1D4+1D4

Claws x 2 65%, 1D6+1D4

Spells: Breath of the Deeps, Contact Dagon, Contact Deep One, any others the Keeper desires

Sanity Loss: There is 0/1D6 SAN loss to see Jiao, since his conversion to a full deep one is almost complete.

Jiao is the priest of Dagon in the small town of Lierganes. As priest, he is also de facto ruler of the town. Every decision he makes is law. He oversees the raiding of Roman trading vessels in the Mediterranean, entertains visitors from the Deep One colony on the island of Fantari, and ensures that all sacrifices to Dagon are completed.

Jiao was born in Lierganes, and will likely die there. Unlike most residents, however, his conversion to a full Deep One proceeded quickly, which earned him a place of honor and respect in the community. Jiao has taken that honor and respect to mean that he can act with impunity. He's blind to tensions simmering in the town, including plans by Adao, son of the previous Priest of Dagon, to take what he considers his rightful place as leader of the congregation.

## Idra, age 29, Daughter of Isolation

STR 12 CON 13 SIZ 12 INT 13 POW 15  
DEX 14 APP 14 EDU 10 SAN 35 HP 12

Damage Bonus: N/A

Skills: Conceal 35%, Cthulhu Mythos 3%, Fast Talk 67%, Occult 34%, Persuade 65%, Potions 53%, Sneak 45%, Status 46%

Weapons: Ritual Flaying Dagger 75%, damage 1D4

Idra was ten years old when her father and mother were killed in a fire that also destroyed their shop. She found herself wandering the streets, begging food where she could. One day, Idra approached a woman who invited her into a shop for a meal. As soon as Idra was inside, the woman blindfolded her and carried her off. When the blindfold was removed, Idra found herself staring at the most hideously beautiful thing she had ever seen. When Idra was told to step forward and accept Ut'uulls-Hr'her, she practically threw herself at the deity. She turned around and saw the woman from the street smiling. Idra then went to live with the woman, who she learned was Marone, the wife of a wealthy merchant. Marone's husband didn't even notice a new serving girl had joined the household.

When Idra came of age, she was allowed to participate in her first ceremony with the Daughters. Marone let her select her first sacrifice; Idra picked a slovenly Roman trader named Cassius. Marone took Idra below the Paradise to the grotto and taught her how to use the knife to flay skin from a living being. Idra's first attempt was messy and ended with the man dying before he could be fed to the Goddess, but her skill and enjoyment only grew as the years progressed.

Marone has since died – some suspect at Idra's hand – and Idra has married Marone's widower. To this day she disavows any knowledge of Marone's death.

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## **Petrilor, age 43, High Priest of Dagon and Deep One Hybrid**

STR 16 CON 14 SIZ 14 INT 14 POW 38  
DEX 12 APP 7 EDU 16 SAN 45 HP 14

Damage Bonus: +1D4

Skills: Bargain 53%, Cthulhu Mythos 13%, Fast Talk 63%, Natural World 43%, Occult 45%, Other Language (Latin) 65%, Own Language (Greek) 80%, Persuade 25%, Sneak 45%, Status 46%, Swim 65%, Write Language (Greek) 65%, Write Language (Latin) 42%

Weapons: Sword 53%, damage 1D8+1D4

Spells: Breath of the Deeps, Contact Dagon, Contact Deep One, any others the Keeper desires

Petrilor is a deep one hybrid originally from Thebes. He was a successful merchant in Greece, but his business suffered a decided downturn when his appearance changed as the deep one taint began to manifest itself. Even as his business dried up, Petrilor heard the call of Dagon and undertook a pilgrimage to the Temple of Dagon at Tyre, where he met others like himself. He threw himself wholeheartedly into the worship of Dagon and was soon chosen to become the temple's High Priest.

Anyone who looks at Petrilor can tell there's something odd about him. He's corpulent and has bulbous eyes. He also has vestigial gills that many people believe are rolls of neck fat. When Petrilor becomes agitated or excited, those around him can smell a faint odor of sea water, but most people believe that it's wafting in from the Mediterranean.

Because of his appearance, Petrilor prefers to go out in public at night, where the cover of darkness makes him slightly less hideous. During the day, he can be found in his temple, usually in one of the lower levels.

Petrilor is very untrusting of outsiders; he believes most people seek to destroy the Followers of Dagon because they viewed the cultists as misshapen freaks. However, Petrilor's transformation did not cause him to lose his business acumen, and he recognizes a good deal when he sees one, such as when Simon of Gitta offered to help him destroy Mattan, High Priest of Melkarth.

## **Mattan, age 38, High Priest of Melkarth**

STR 17 CON 18 SIZ 17 INT 15 POW 56  
DEX 12 APP 13 EDU 15 SAN 28 HP 17

Damage Bonus: +1D6

Skills: Cthulhu Mythos 23%, Fast Talk 63%, Natural World 43%, Occult 65%, Other Language (Greek) 75%, Other Language (Latin) 65%, Own Language (Aramaic) 75%, Persuade 45%, Status 53%, Write Language (Aramaic) 72%, Write Language (Greek) 65%, Write Language (Latin) 42%

Weapons: Sword 35%, damage 1D8+1D6

Spells: Contact Cthugha, Summon/Bind Children of Cthugha, Shriveling, any others the Keeper desires

Mattan was insane even before being defeated by Simon of Gitta. But when the spirit of Cthugha was ripped from him during that confrontation, his mind was shattered and he fled the temple. An Egyptian trader found him floating in the Mediterranean not too far from Tyre. The crew fished Mattan from the water and, rather than miss a deadline by taking the time to return him to Tyre, dropped him off at their next stop, Alexandria.

Now, Mattan wanders the streets of Alexandria, hungry for revenge. He's over six feet tall, powerfully built, and completely bald. Clothed in his black robes of office as High Priest of Melkarth, he calls for the death of all those who oppose him. He also randomly accuses passersby of stealing his copy of the *Sapienta Magorum*. When people deny having it, or even knowing what it is, Mattan lunges at them in a fit of rage.

Currently, the Roman government leaves Mattan alone. They believe he's a harmless, if crazed, old man. However, the *vigiles* will chase him away from public places if they believe he's annoying shop owners or otherwise interfering with commerce.

## **Agapios of Gortyn, age 27, Dances with Bulls**

STR 13 CON 11 SIZ 12 INT 12 POW 11  
DEX 17 APP 10 EDU 07 SAN 55 HP 12

Damage Bonus: +1D4

Attacks: Grapple 65%, Knife 45%, 1D4+db

Skills: Climb 45%, Jump 63%, Natural World 43%, Ride Bull 58%, Throw 43%

Languages: Greek

Agapios is the eldest son in a long line of olive farmers from near Gortyn. Like his father before him, Agapios dances with the bull under the palace of Knossos. He knows that if he falters, not only is his life forfeit, but the entire world may come to ruin.

Lithe and agile, Agapios has black hair, dark eyes, and olive skin.