

FABULAE

Scenario seeds for the Cthulhu Invictus setting of the Call of Cthulhu role-playing game

Pool of Shadows

The investigators are provided with a frontier villa by their patron in recognition of their loyal service. The villa on the Rhine is a day's travel from the nearest Roman encampment. Like most villas, it is designed to be self-sufficient. Slaves have been sent ahead to prepare the villa for its new owners.

When the investigators arrive at the villa, they find it deserted. A thorough search finds the slaves' bodies, completely flayed, in an outbuilding. As night falls, attackers descend on the villa. Cloaked in the cover of darkness, they are all but invisible. Both their skin and weapons are pitch black.

If the investigators hope to survive the onslaught, they will have to search the villa and surrounding countryside for clues to the nature of the attackers and the horrible entity that guides them.

Tyre Burns

The investigators are visiting the seaside city of Tyre where they run into a strange man called Simon of Gitta. The man claims to be a sorcerer searching for his long lost love. In the course of his journeys, he angered many powerful men and even more powerful deities. He asks the investigators for help in raiding the Temple of Melkarth, a Phoenician fire god.

The investigators will have to help Simon research Melkarth's cult and then help him defeat the high priest once and for all. It will be a tough battle, however, and the investigators will have to decide whether or not to listen to Simon and accept the aid of the Priests of Dagon.

The Lost Legion

The investigators are in Alexandria when they stumble upon a reference to a lost Roman legion. Roman annals make no mention of the missing legion, and there is no reference to the casting of the legion's Aquila. The best they can find is a tattered scroll that discusses the legion's transportation of four chests of gold and a copy of the *Sapientia Magorum*.

As the investigators follow a trail of clues that leads them deep into the Cyrenaican desert, they learn the legion was commanded by a man known only as Megroth. This leader reputedly was ten feet tall and able to cast magic with the wave of a hand. The investigators soon learn Megroth and the legion were in fact swallowed by the desert at the hand of Simon of Gitta. Now, after 30 years, they have returned and want revenge.

The City of Pillars

A trading caravan is en route to Irem, fabled City of the Pillars, when a sandstorm looms on the horizon. The caravan makes it to the city only to discover that Irem is home to foul necromancers and even darker evils. As the sandstorm bears down on the city, mysterious horsemen that follow in its wake swarm through Irem, slaughtering citizens who only kneel and accept their fate — sacrifices to Urakhu, an enormous worm that bursts through the sand even as the investigators try to slip past the horsemen blocking the city's gates.

A God Reborn

When Set killed Osiris, she hacked his body into fourteen pieces and flung them in different directions. For centuries the cult of Isis has sought the fragments of the slain god's body in an effort to resurrect him. The harvest festival dedicated to Isis has long mimicked this search, with passion plays depicting the death of Osiris and the effort by Isis to restore him. Only the cult of Isis knows that the Isis was unsuccessful. As the festival nears in 79 CE, however, only one piece of Osiris' body remains to be found, and the cult in Pompeii has unearthed evidence that it's hidden in Mount Vesuvius. As the investigators near the volcano, rumbles echo from deep within. Set and her cult have learned of the investigators' intentions and will stop at nothing to prevent Osiris from being resurrected. If the investigators don't retrieve the last piece before Set's followers awaken the sleeping Vesuvius, all of Pompeii will be destroyed.