



Senatus Populusque Muris

A Mouse Guard Hack

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Chapter 1

History and Society

Status now

It's the Age of Silver and in the Mouse Territories a loose alliance of mouse cities dreams of the Golden Age when heroes battled predators in single combat and the poets sang about the deeds with voices fairer than the birds.

A short history

Ceralia plants and harvest the first seed.

Hasta founds the city of Asylum by the river of Aesflumen.

Asylum dominates the surrounding city with its Guard called praetorians. They form the Asylum Alliance and patrol the areas between the cities and hunt down bandits and mice who try to dominate the often defenseless farmers. They also offers membership to other cities. For taxation and guards they get organized protection.

Publia of Sapientium discovers the recipe for the scent border.

A long time of disputes and skirmishes between the eastern cities led by Asylum and the western cities led by Sapientium. In the end the western cities bows for the eastern cities and Asylum becomes the leader of all civilized mice. In a short time trade start to flourish and long trade routes is established. Sometimes mice criticize the taxes and say that the publicanus, the mice responsible for tax collection, is corrupt. On the other hand they like the organized guard of the praetorians and also like the help in city building that Asylum provides.

A continuous scent border is created.

Asylum unites the cities in the war against the weasels. After the war is won by small marginals few mice raise their voices about how Asylum is governing the alliance. Without Asylum and the alliance the weasels would have overrun

the mice totally and no mice wants to think about what kind of life they would have led if that had been the outcome. Before the war Mamilius the elder was heckled because his constant cries for war against the weasels. Now he sometimes even get credit for the mice not taken totally by surprise when the weasels started the hostilities. Still he is wearing a black toga of mourning to symbolize the degeneration of the mice culture (at least the degeneration he think there is).

Culture

The cities of The Mice Territories is slave cultures although not as extreme as the late republic Rome. The cities has not waged any big wars against other mice like humans in Rome did against other human cities. Since prisons is a very ineffective and expensive the usual sentence for a criminal is a longer or shorter, usually longer, salvelike work (or for some, banishment from the Territories). Also a mouse that has unpayable debts can give himself up to slavery to pay for the debts or parts of the debt or be forced into slavery to pay off his debts.

A common reason for mice in debt are groups of merciless rich mice who take advantage of not better knowing mice in trouble and buying their land for just a small part of the value. The poor mice then move to the city to find a job and finds it quite overpopulated and stands without income. Many of these mice become slaves for the rich.

Since a child mouse born of a slave mouse also becomes a slave the Territories has accumulated a small slave population. Some say the slaves consists of about a fifth of the population.

Government and social classes

The alliance is governed by Asylum wich is governed by two consuls. These two consuls are elected by the mice, the citizens, of Asylum every year. The consuls are helped by aedils, praetors and quaestors and get advice from the senate who also vote on some desicions. There are six praetors and these are elected by the citizens every year. A praetor is responsible for high level juridicial matters. He or she also has the right to lead armed forces if the consuls already are busy doing so. The aedils are elected by the citizens for four years and are responsible for maintainace of the city of Asylum (official parts), precautions against fire, inspect and punish misuse of aeger publicus, the state land open for any mice, the city weights and measures (correct measures kept in Asylum and guranteed by the State (in mice speech *res publica*), the city's provisions, giving the poorest mice some food to keep them alive, care of the public games (some a bit likle the olympic games of ancient Greece (including theater plays) and some fights

(usually not to the death). The quaestors handle the city's financial matters and are elected every year.

The people of Asylum is divided into proletarians (who own nothing more than their kids), plebeians (the usual working mice) and nobiles (the noble mice who govern the city)

The most noble of nobiles, the ones who can trace their ancestors to the founding of Asylum, is called patricians. Theoretically a nobiles or even a patrician can be relatively poor since the membership of these groups are not based on riches. Most of them though belongs to the senatorial class which means that they are yet even richer than the equites (the knight class). To hold a certain office there is usually one or more specifications on class and other belongings. For some offices one has to be a plebeian and for others a nobiles. Sometimes someone who has done great things for res publica get a large piece of land, enough to be counted as an equites, and since they have enough riches they become equites.

The different cities and towns are independent in internal matters as long as they provide taxes and guards and their internal structure varies.

Chapter 2

Recruitment

Guard rank

- Tiro (Tenderpaw)
- Miles (Guardmouse)
- Principales (Patrol Guard)
- Centurio (Patrol Leader)
- Tribunis (Guard Captain)

Weapons and armor

Weapons

- Axes as weapons are unusual.
- Bows are used as in Mouse Guard RPG.
- Halberds are yet to be invented.
- Hooks and lines are used as in Mouse Guard RPG.
- Knives are used as in Mouse Guard RPG. Bigger knives like daggers can't be thrown but give +1s after a successful attack since they're specifically made for hurting and killing.
- Shields are used as in Mouse Guard RPG. The rectangular shield most used in the east are called scutum and the round shield most used in the west are called hoplos.

- Slings are used as in Mouse Guard RPG.
- Spears are used as in Mouse Guard RPG but a special form of spear called Hasta is sometimes used. The hasta is longer and gives +1D to Defend against riders.
- Darts are short light spears made for throwing. *Thrown* counts as a knife with +1s. *Close combat, normal range* counts as a spear without the longer range.
- Staffs are used as in Mouse Guard RPG.
- Swords are used as in Mouse Guard RPG.

Armor

- Linen harness, bronze helmet and greaves count as light armor.
- Bronze breast plate, bronze helmet and greaves count as light armor
- Bronze harness, helmet and greaves count as heavy armor.
- Only helmet and greaves count as no armor and subtracts 1s from the enemy *if* your roll is successful *and* you have more successes than your enemy.

Chapter 3

Seasons

Early summer

Length and rating

L5/R3 The early summer is either a very stable or unstable season and quite pleasant season without really hard obstacles.

Weather and terrain

The early summer in the territories is a period of drying up after the wet winter, sprouting and growing. The early summer fades into the late summer which is dry and hot. A weather twist in the beginning of the early summer can give one last winter rain and factor into outdoor activities. In this case it's probably muddy and mice easily get Tired. Usually it's not that cold that mice get Sick but if the mice is already Tired and it's raining they may get Sick.

If the mice is engaging in physical work, traveling, fighting and so on in the beginning of the early summer when it's still muddy the GM may demand a Ob 3 Health test. A failure means the mouse gets Tired.

In the beginning of early summer while it's still muddy it can also be hard to find ones way since the paths have disappeared in the mud and the land hasn't been dried up and the paths remarked by traveling mice. This can factor into any roll to find ones way.

Also the sprouting plant life can conceal path and require clearing and remarking or destroy foundations for buildings.

Animals

Duties and Tasks

Scent Border

The scent border has to be reinforced in the early, early summer since it's been washed away during the rainy winter.

Apiarist

The bees are starting new colonies.

Planting

The territories are not the best lands for agriculture but some part are damp enough to not dry out in the late summer, irrigation might be beeded and maintained later. Planting a field for later harvesting is a Ob5 Harvester Test, Scientist, Stonemason and Laborers can help.

Rebuilding

Reparining and maintaining, protecting the workers. Clay i mostly collected now.

Replenish Stores

Find new food and allocate stored food from cities and towns. Gathers and caravans need protection.

Rescue Operations

Mice might get trapped in the muddy terrain and need help or protection from predators.

Mail Delivery

Deliver mail when doing other missions.

Festivals

New Year and The Holy Fire

The mice celebrates the returning of life from the at worst drowned and at best muddy winter. They also celebrate The Hearth, both for their own home and for their city. The celebration of the City's Hearth is strongest in Asylum where a holy fire is kept. This fire is said to burn for the good of Asylum and if it ever was to die also Asylum would diminish. Only Asylum is keeping this kind of fire but the celebration of the City Hearth exists in other cities. Often one can draw conclusions on the relations between a given city and Asylum from the celebrations. Some cities wholeheartedly celebrates the festival and seeing the city as just a bigger collective than the family and others see the fire burning and celebrated in Asylum as a central city dominating other cities and therefore they're not celebrating the City Hearth. Some say the celebrations are not for each one city's hearth but for Asylum's hearth and domination over the others. Ofcourse there are cities in between. In Asylum the fire has it's own collegium that tends to the fire and ceremonially boosts it at New Year's Day.

Ludi Cereales

During seven days the mice celebrate the beginning growing, important both for gathering and cultivating mice. During these days games are arranged, competitions in wrestling, running, throwing, hare riding and many thing, even in theater plays.

Vinalia urbana

Vinalia is a celebration of agriculture and gathering but foremost the wine. Vinalia urbana is a kinda of gratification festival for the last year's wine and during the festival wine is always sacrificed.

Feast of the Larvae

According to mice belief some dead wander among the living in spiritual form. This is the ones who has not got an worthy funeral or been killed under especially unworthy conditions. The lemures walk around during the dark hours. Every year in the beginning of the summer this festival is held and includes a ritual where the family head walks around the home at midnight and takes forth pieces of beans which attracts the lemures and throws out the beans through a window to get any lemures to follow. A well done ritual will give the home and family members protection throughout the year.

Late summer

Length and rating

L3/R5 The late summer is a stable season. It's dry and hot almost always. Mice usually don't get hurt in any really bad ways during this season. On the other hand it's hard not getting a little hurt. Infections get worse and small hurts can be enough to get a mouse Injured and work or travel often leads to mice getting Hungry and Thirsty.

Weather and terrain

There's still a lot to do since the lands are drying out in the late summer and cultured plants and plants needed for buildings need tendance. Also the irrigation ditches need maintainance. Since it's so hot and try mice tend to take a break during the hottest hour or two a while after mid day. Failure during work might give the Hungry and Thirsty condition. Also a lot of harvesting has to be done and food stored.

A while into the late summer it's really hot and dry and it's not unusual with really choking warmth followed by thunder. The thunder sometimes create fires in the territories or in the nearby regions (sometime the fire spread and threaten the territoris also). When it's one of the few rains during the summer it's not unusual with floods since the ground is to dry to absorb the water which then rush forth over the lands.

Animals

Duties and Tasks

Travel

A benefit of the dryness of the late summer is that it's easy to travel with charts so many mice do their trading now and may need protection. Also a lot of harvested food needs to be transported into the cities and towns.

Work

Stone, sand, wood and metal is mostly collected during late summer. Corresponding crafters are busy. Groups that are out in the wild need protection.

Key building projects

Bigger building projects like bridges, outposts and settlement repairs are started in late summer and may need protection.

Transport protection

Since it's easy to travel and transport goods in the late summer many caravans need protection.

Animals

Festivals

Vestalia

Vestalia is another celebration of the home's hearth. This festival is for the home only and not the city as the celebration of the Holy Fire. Most rituals are led by family heads but in this seven-day festival it's the other part of the family pair who leads the rituals.

Day of Bad Omens

This is not really a festival. Rather it's a day when no one starts anything new or confirms any new collaborations or marries or anything that starts something new. This is because the mice think that this day is forever cursed since the Territories were overrun by the weasels and the weasels at this date stood outside Asylum and threatened to enslave all of mice.

Vinalia Rustica

This is the other wine festival and almost like the one earlier in the year. On this occasion fresh grapes from this year are sacrificed.

Opening of the Mundus

During this festival the Mundus is opened. The Mundus is a gate between this world and the Underworld where the dead live. Because of this the benevolent spirits of the dead can communicate with the living mice and use their power to help their living relatives.

Ludi Muris

This festival celebrates mousedom and everything good with it. Some mice in other cities say that the festival is a way for Asylum so dominate other cities. They don't see the unification as a domination of other mice and removal of freedom. During the festival there are a lot of different games, from fighting to theater plays via racing.

Second Opening of the Mundis

During this festival the Mundus is opened. The Mundus is a gate between this world and the Underworld where the dead live. Because of this the benevolent spirits of the dead can communicate with the living mice and use their power to help their living relatives.

Dog Days

Length and rating

This part of summer is really hard. Any small hurt can get infected and get a mouse Injured and any Injury gotten in an Conflict with a Compromise might get the mouse or mice Sick. Also food gets bad and badly stored food can even get if not deadly so dangerous and get a mouse Sick. Also it's easy to strain your body in the heat and get Tired, Hungry and Thirsty or even Sick. If it wasn't so short it might be worse than winter. This period comes after Vinalia Rustica and before Second Opening of the Mundis. In exact term it starts and goes on when the Dog Star rise at the same time as the Sun in the morning. Mice will do a lot of offerings in the beginning to hold of the Wrath of the Dog wich they think causes the bad weather. If a seasonlike rating is needed it's 7.

Weather

During these days, about a month, the weather is hot and humid and much food rotten and everthing organical seem to break during this time. Also weak mice start to leave the living during this time. Most depart in the cold and wet winter but the winter is felt a little already. This also the last chance of taking care of loose ends before the winter.

Winter

Length and rating

L6/R6 The winter is a hard and changing season. It rains and doesn't rain and it rains and all the time it's muddy, really muddy. In the cold mice get Sick and in the mud they get Angry and Tired. And it carries on with for a long time.

Weather and terrain

The winter is cold and rainy and during the later winter GM might force an Ob3 Health Test on characters working outside or traveling during the rains. Failure can give Tired, muddy, or Sick, cold and wet or after two failures both Tired and Sick. For longer travels some mice must use the Survivalist skill to provide for the patrol. If not or in case of Survivalist failure every mouse has to roll a Ob3 or get either Angry or Sick. In later Winter factor in the muddyness in Pathfinding, Scout and the like.

Snow is almost unknown but sometimes when it's really cold some snow can be seen but it soon turns into water and mud.

Animals

Duties and Tasks

Protecting refugees from settlements attacked by predators. Carrying important messages. Escorting travelers trapped in early rain and mud. Escorting emergency shipments of supplies.

Festivals

Saturnalia

During Saturnalia the mice give each other presents and decorate their homes with evergreens. They also have a feast where the masters wait upon their slaves.

Dies Natalis Solis Invicti

During this festival the mice celebrate the sun and call for it to return with a new summer. This is done on the mid winter day.

Parentalia

On this occasion the mice honors their dead forefathers. If possible they visit the family tomb and have a small meal where they share their food with the dead. The poorest's graves has a kind of funnel into the ground and the rich can even have a smaller mausoleum which can be opened and the meal had inside.

Lupercalia

This festival is for mice fertility. The ceremony master bless a contingent of young first born mice who then run through the city while other young mice stands along the way and stretch their hands towards the running mice. The running mice touch hands along the way. Mice who get their hands touched get blessed and will have stronger and healthier children.

Chapter 4

Skills

Change *Brewer* to *Winemaker*

Change *Scientist* to *Physicist*. Physis is the knowledge about the physical world, as opposed to the metaphysical world. it includes almost everything thats not supernatural och philosophy, rethorics and the like.

Chapter 5

Traits, Auctoritas and Dignitas

Traits

Alert

This trait functions as in the Mouse Guard Role Playing Game.

Bigpaw

This trait functions as in the Mouse Guard Role Playing Game.

Bitter

This trait functions as in the Mouse Guard Role Playing Game.

Bodyguard

This trait functions as in the Mouse Guard Role Playing Game.

Clever

This trait functions as in the Mouse Guard Role Playing Game.

Comitas

Ease of manner, courtesy, openness, and friendliness. This replaces Open-Minded.

Constantia

Military stamina, mental and physical endurance. This replaces Tough.

Clementia

Mildness and gentleness. This replaces Compassionate.

Cunning

This trait functions as in the Mouse Guard Role Playing Game.

Curious

This trait functions as in the Mouse Guard Role Playing Game.

Deep Ear

This trait functions as in the Mouse Guard Role Playing Game.

Defender

This trait functions as in the Mouse Guard Role Playing Game.

Disciplina

Self control, Determination, Structured way of life, "Discipline" Military oath under Roman protective law & citizenship. This replaces Calm and Determined.

Early Riser

This trait functions as in the Mouse Guard Role Playing Game.

Extrovert

This trait functions as in the Mouse Guard Role Playing Game.

Fat

This trait functions as in the Mouse Guard Role Playing Game.

Fearful

This trait functions as in the Mouse Guard Role Playing Game.

Fearless

This trait functions as in the Mouse Guard Role Playing Game.

Fiery

This trait functions as in the Mouse Guard Role Playing Game.

Firmitas

Strength of mind, the ability to stick to one's purpose. Replaces Determined.

Frugalitas

"Frugality" Economy and simplicity of style, without being miserly.

Gravitas

A sense of the importance of the matter at hand, responsibility and earnestness.
This replaces Driven.

Generous

This trait functions as in the Mouse Guard Role Playing Game.

Graceful

This trait functions as in the Mouse Guard Role Playing Game.

Honestas

"Respectability" The image that one presents as a respectable member of society.
This replaces Innocent, a respectable member of society is hard to turn down.
However, they might expect everyone else to be as respectable and honest, even naive.

Humanitas

Refinement, civilization, learning, and being cultured.

Independent

This trait functions as in the Mouse Guard Role Playing Game.

Industria

"Industriousness" Hard work. This replaces Hard Worker.

Inquisitive

This trait functions as in the Mouse Guard Role Playing Game.

Iustitia

"Justice" Sense of moral worth to an action.

Jaded

This trait functions as in the Mouse Guard Role Playing Game.

Leader

This trait functions as in the Mouse Guard Role Playing Game.

Longtail

This trait functions as in the Mouse Guard Role Playing Game.

Lost

This trait functions as in the Mouse Guard Role Playing Game.

Natural Bearings

This trait functions as in the Mouse Guard Role Playing Game.

Nimble

This trait functions as in the Mouse Guard Role Playing Game.

Nocturnal

This trait functions as in the Mouse Guard Role Playing Game.

Oldfur

This trait functions as in the Mouse Guard Role Playing Game.

Quick-Witted

This trait functions as in the Mouse Guard Role Playing Game.

Quiet

This trait functions as in the Mouse Guard Role Playing Game.

Pretorians' Honor

Like Guard's Honor in Mouse Guard RPG.

Pietas

"Dutifulness" More than religious piety; a respect for the natural order socially, politically, and religiously. Includes the ideas of patriotism and devotion to others.

Prudentia

"Prudence" Foresight, wisdom, and personal discretion. This replaces Thoughtful and Wisdom. To exercise foresight and wisdom you can't just act without thinking it over first. It's also easy to turn arrogant when you're right about things.

Rational

This trait functions as in the Mouse Guard Role Playing Game.

Salubritas

"Wholesomeness" Health and cleanliness.

Scarred

This trait functions as in the Mouse Guard Role Playing Game.

Severitas

"Sternness" Gravity, self-control.

Sharp-Eyed

This trait functions as in the Mouse Guard Role Playing Game.

Sharptoothed

This trait functions as in the Mouse Guard Role Playing Game.

Short

This trait functions as in the Mouse Guard Role Playing Game.

Sceptical

This trait functions as in the Mouse Guard Role Playing Game.

Skinny

This trait functions as in the Mouse Guard Role Playing Game.

Steady Paws

This trait functions as in the Mouse Guard Role Playing Game.

Stoic

This trait functions as in the Mouse Guard Role Playing Game.

Stubborn

This trait functions as in the Mouse Guard Role Playing Game.

Suspicious

This trait functions as in the Mouse Guard Role Playing Game.

Tall

This trait functions as in the Mouse Guard Role Playing Game.

Veritas

"Truthfulness" Honesty in dealing with others. This replaces Innocent. Truthful people can be hard to lie to but they can get naive about their surroundings and expect everyone else to be too.

Virtus

Valor, excellence, courage, character, and worth. This replaces Bold and Brave.

Weather Sense

This trait functions as in the Mouse Guard Role Playing Game.

Wolf's Snout

This trait functions as in the Mouse Guard Role Playing Game.

Young

This trait functions as in the Mouse Guard Role Playing Game.

Dignitas

A mouse with high Dignitas is well seen on a social level and therefore sought after as a friend. A mouse with high dignitas easily get friends and connections. Dignitas goes instead of Circles.

Auctoritas

When a mouse has high auctoritas she has been successful in her work and collected resources or has resources in credit. Auctoritas replaces Resources.

Chapter 6

Places to be born

Asylum

city, Res publica, the city leading The League of Mice Cities, has the oldest written law (bronze plates), not the biggest city in population, has the best standing army with regular training, home for the bee hives

Sapientia

city, "athenian democracy", has at least as big archives as Asylum, known for its physicists (scientists and inventors), philosophers and theater play writers

Working town

town, a little too close to the scent border since the big war when Asylum was almost overrun. No big records like in Barkstone. The nearby scent border make the town keep an own guard. The town is run by the collegium masters who vote for a yearly leader amongst themselves.

Mining city, copper

city, the source of almost all copper in The Territories, lots of slaves (working in the mines) compared to other cities and towns, some kind of democracy influenced by Sapientium,

Town in the south west

known for it's , medicines, antidotes, healers and a famous rich man who did some cruel experiments with poisons and antidotes to his slaves but on the same time contributed to mice lore in many way - a little controversial, some found this a little too cruel since it wasn't only hardend criminals, many experiments with crops and plants is done here - both for food and medicine

An area of farming towns and vilages around a city

Exports much grain and other plant material for food making, lies quite near the other food producing area, run by one "king"

Another area of farming towns and villages around a city

Exports much grain and other plant materials for food making, run by two "kings", sometimes the two food producing areas trash talk each other over their respective government - one think a city need one strong leader and the other say that two strong leaders keep an eye on each other and protect the people. Sometimes Asylum plays the two big food producing areas against each other to keep the prices down and to make the focus on rivalry against each other rather than using their power as big food producers.

Minig city, iron

Not as big as Mining City, copper but important, especially for Asylum that wants to dominate the others and need a equipped guard for it.

Free farming towns

An area between the two major farming areas (both under the influence of a big central city). These towns are a bit too far off to each of the two cities and are balancing their exports and imports to both cities/areas to keep both happy to remain free. Some inhabitants ask why this amtters any longer since all live under the yoke of Asylum. Others say that Asylum gaurantees the roder and makes it possible for them to be free since none of the two cities dares to fioght over the

free farming towns as long as Asylum has its praetorians patrolling everywhere (and the most trained and organized troop among mice).

Chapter 7

Names

Male first names

Appius (Ap.), Aulus (A.)

Caelus

Decius, Decimus (D.)

Faustus "lucky", Flavius from flavus ("golden")

Gaius (C.), Gnaeus (Cn.)

Kaeso (K.)

Lucius (L.)

Mamercus (Mam.), Manius (M') "Morning", Marcus (M.), Mettius

Numerius (N.) from Etruscan Numesie, associated with gens Fabia.

Octavianus (N.) "eight".

Publius (P.) from publius ("public")

Quintus (Q. or Qu.) "fifth"

Secundus "second", Septimus (Sept.) "seventh", Servius (S. or Ser.) from servo ("to preserve"), Sextus (Sex.) "sixth", Spurius (Sp.) from spurius ("of illegitimate birth").

Tertius "third", Tiberius (Ti.), Titus (T.)

Agrippa "Born feet first".

Nonus "Ninth".

Postumius "Born after (his father's) death". Primus "First".

Family names

Aburius - coins, Accoleius - coins, Acilius, Aebutius, Aedinius, Aelius, Aemilius, Albanus, Allectius, Amatius, Annius, Antestius, Antius, Antonius, Appuleius, Aquillius, Armenius, Arrius, Arsinius, Artorius, Asinius, Ateius, Atius, Atilius, Atrius, Atronus, Aufidius, Aurelius, Ausonius, Avidius, Avitus, Axius, Babudius, Baebius, Barrius, Betilienus, Blandius, Bruttius, Caecilius, Calidius, Calpurnius, Calventius, Camilius, Camillius, Camelius, Caprenius, Carius, Caristianus, Cassius, Cispus, Claudius, Clodius, Clovius, Cluntius, Coedius, Cominius, Coruncanii, Cordius, Cornelius, Cosconius, Curius, Curtius, Desticius, Dexsius, Didius, Dillius, Domitius, Duronius, Egnatius, Epidius, Equitius Fabius, Fadius, Faenius, Falerius, Favonius, Flavius, Flavinius, Florius, Fufius, Fulcinius, Fulvius, Fundanus, Furius, Gabinius, Galerius, Gavius, Gellius, Granius, Grattius, Gratidius Helvetius, Helvius, Herennius, Herminius, Hirtius, Horatius, Hortensius, Hosidius, Hostilius Iulius, Iunius, Iustus, Iuventius Lampronius, Liburnius, Licinius, Livius, Lollius, Longinius, Loreius, Lucius, Lucilius, Lusius, Lutatius Macrinus, Maecilius, Maelius, Mallius, Mamilius, Manlius, Manilius, Marcius, Marius, Matius, Maximus, Memmius, Messienus, Metilius, Milonius, Minucius, Modius, Mucius, Munatius, Munius, Murrius Naevius, Nasennius, Nemetorius, Nepius, Nigidius, Nigilius, Nipius, Norbanus, Novius, Numerius Octavius, Olcinus, Oppius, Opsius, Oranius, Otacilius Palpellius, Papinius, Papius, Papius, Pedius, Peltradius, Pescennius, Petellius, Petilius, Petillius, Petronius, Pinarius, Piscius, Pisentius, Placidius, Plautius, Plinius, Plotius, Pollius, Pomponius, Pomptinus, Pontidius, Pontius, Popidius, Portius, Postumius, Paesentius, Publicius, Pupius Quintilius, Quinctius, Quintilius, Quirinius Rabirius, Rufius, Rufrius, Rusonius, Rutilius Sabucius, Sallustius, Salonius, Salvius, Scribonius, Secundinius, Secundius, Seius, Sempronius, Sennius, Sentius, Septimius, Sepunius, Sepurcius, Sergius, Servilius, Sestius, Sextilius, Sextius, Sidonius, Silius, Sittius, Socellius, Sornatius, Spurius, Stadius, Statilius, Stertinius, Suedius, Sulpicius Tadius, Talmudius, Tettius, Titiedius, Titius, Titinius, Trebatius, Trebellius, Tuccius, Tullius Ulpus, Umbrenius, Umbrius, Urgulanius, Uulius

Vagennius, Vagionius, Vagnius, Valerius, Varius, Vassenius, Vatinius, Vedius, Velius, Veranius, Verecundius, Vergilius, Vesnius, Vesuvius, Vibenius, Vibidius, Vibius, Victricius, Viducius, Vinicius, Vipsanius, Vipstanus, Viridius, Virius, Vitellius, Vitruvius, Volaginius, Volcatius, Volumnius, Volusenna, Volusenus, Volusius,

Household family names

These were originally nick names.

Abercius, Abito, Acacius, Acaunus, Achaicus, Acilianus, Adauctus, Adepplius, Adjutor, Adranos, Adventus, Aeacus, Aebutus, Aemilianus, Aetius, Afer, Agapatus, Agatopus, Agelastus, Agorix, Agricola, Agrippa, Agustalis, Ahala, Ahenobarbus, Albanus, Albinus, Albinus, Albucius, Alethius, Allectus, Aloysius, Aluredes, Alypius, Amandus, Amantius, Ambrosius, Amor, Amphion, Anatolius, Ancus, Andronicus, Angelus, Antius, Anullinus, Apelles, Apellinus, Aper, Apollonarius, Aponius, Aquila, Aquilius, Aquillius, Aratus, Arcadius, Arcavius, Archarius, Arius, Armiger, Arminus, Arpagius, Arrianus, Arruntius, Aruns, Arvina, Asellio, Asina, Asprenas, Asprenus, Assanius, Audaio, Audens, Augendus, Augurnus, Augurius, Augustalis, Augustanus, Augustus, Auila, Aurelianus, Aurelius, Ausonius, Auspex, Auxentius, Auxilius, Avienus, Avitus

Balbillus, Balbus, Balduinus, Bambalio, Bamballio, Banquerius, Barbatus, Baro, Bassus, Bato, Belenus, Belisarius, Bellator, Belleter, Bellicus, Bellus, Bestia, Betto, Bibaculus, Bibulus, Bitucus, Blandus, Bodenius, Bolanus, Bonifatius, Bonosus, Bonus, Bradua, Britannicus, Brocchus, Bromidus, Bruccius, Brucetus, Bruscius, Brutus, Bubo, Buccio, Bulla, Burcanius, Burrus, Buteo

Caecilianus, Caecina, Caecus, Caelistis, Caelestius, Caelianus, Caelinus, Caepio, Caerellius, Caesar, Calacicus, Calatinus, Calvus, Calenus, Calerus, Caletus, Caligula, Callisunus, Calogerus, Calpornius, Calpurnianus, Calpurnis, Calvinus, Calvus, Camerius, Camillus, Campanus, Candidianus, Candidus, Candidus, Canio, Canisius, Cantaber, Capito, Capiton, Caprarius, Caracturus, Carantus, Carbo, Carinus, Carisius, Carius, Carnifex, Carus, Casca, Cassianus, Castinus, Castorius, Castus, Catianus, Catilina, Cato, Catonius, Catullus, Catulus, Catus, Cecilianus, Celatus, Celer, Celsus, Cenaeus, Cenecius, Censorinus, Censorius, Centumalus, Cerialis, Cerinthus, Cerularius, Cervianus, Cervidus, Cethegus, Chlorus, Christianus, Cicero, Cico, Cimber, Cinna, Cinnianus, Cita, Cittinus, Civilis, Clarus, Classicianus, Claudianus, Clemens, Clement, Clodian, Clodianus, Cogitatus, Colias, Collatinus, Columbanus, Columella, Comes, Comitianus, Comitinus, Commidus, Commidus, Commius, Commodus, Concessus, Congrio, Constans, Constantius, Corbulo, Cordus, Cornix, Cornutus, Corvinus, Corvus, Cosmas, Contentinus, Cotta, Crassus, Cremutius, Crescentius, Cresces, Crispian, Crispin, Crispus, Crito, Crotilo, Cucuphas, Culleolus, Cumanus, Cunobarrus, Cupitas, Curio, Cyprianus, Cyprias, Cyricus

Dacien, Dalmatius, Dama, Damasippus, Damasus, Damian, Dannicus, Dardanius, Dardanus, Decentius, Decianus, Decmitius, Decmus, Dexion, Dexippus, Didicus, Dignus, Dio, Diocletianus, Diocourides, Disertus, Docilinus, Docilus, Dolabella, Dominicus, Domitianus, Donatianus, Donatus, Donicus, Dorotheus, Draco, Drusillus, Drusus (associated with Gens Claudia), Dubitatus, Dulcitus, Durio, Durus, Duvianus

Eborius, Eburnus, Ecdicius, Eclectus, Egbuttius, Egnatius, Elerius, Eliphaz, Elpidius, Elvorix, Emeritus, Encratis, Ennecus, Ennius, Ennodius, Eonus, Epidianus, Epimachus, Epolonius, Erasinus, Esdras, Eudomius, Eudoxius, Eugenius, Eugenius, Eulogius, Eumenius, Eunapius, Euphemius, Eustacius, Eutherius, Evodius, Excingus, Exsupereus, Exuperantius, Exupertus

Fabianus, Fabillus, Facilis, Fadius, Fagus, Falco, Falconius, Falx, Famia, Familiaris, Fastidius, Farus, Faustillus, Faustianus, Faustinius, Faustus, Faventinus, Felicissimus, Felissimus, Felix, Ferentinus, Ferreolius, Festus, Fidelis, Figulus, Fimbria, Fimus, Firminus, Firmus, Flaccus, Flavian, Flavianus, Flavillus, Flavinus, Florens, Florentius, Florianus, Florus, Forianus, Fortunatus, Fraucus, Fredisius, Frigidian, Frontalis, Frontinus, Fronto, Fructosis, Frugi, Frugi, Frumentius, Fullofaudes, Fulvianus, Furius, Fuscinus, Fuscus

Gaianus, Gaius, Gala, Galarius, Galenus, Galerius, Gallio, Gallus, Galvisius, Garilianus, Gaurus, Gavros, Gavrus, Gelasius, Gellius, Gemellus, Geminianus, Generidus, Genesis, Genialis, Gennadius, Gerardus, Germanus, Germanicus, Gessius, Geta, Getha, Glabrio, Glauca, Globulus, Gluvias, Glycia, Gordian Gordianus, Gordio, Gorgonius, Gracchus, Gracilis, Gratian, Gratidianus, Grattus, Gregorius, Grumio, Gualterus, Gryllus

Habitus, Hadrianus, Hardalio, Haterius, Helvius, Herculus, Herenus, Herma, Hermina, Hesychius, Hiberus, Hilario, Hilaris, Hilaris, Hirpinius, Hirrus, Homullus, Honoratus, Horatius, Hortensis, Hortensius, Hortensius, Hosidius, Humilus, Hybrida

Iacomus, Igennus, Ignatius, Indaletius, Indus, Ingenuus, Ingenuinus, Iocundus, Iovinus, Irenaeus, Isatis, Isauricus, Italicus, Ivmarus, Ianuarius, Iavolenus, Iovinianus, Iovinus, Iovius, Iuba, Iulian, Iulianus, Iuncinus, Iuncus, Iunianus, Iustianus, Iustinianus, Iustinus, Iustus, Iuvenlis,

Labienus, Lactantius, Laeca, Laenas, Laetianus, Laevinus, Larcus, Lartius, Lateralanus, Latinius, Laurentius, Leddicus, Lentullus, Lentulus, Leon, Leontius, Lepidus, Lepontus, Leptis, Libanius, Liberalis, Libo, Licinianus, Licinius, Ligur, Ligustinus, Limetanus, Linus, Litorius, Littera, Litumaris, Livianus, Livigenus, Longinus, Lovernianus, Lovernius, Lucan, Lucanus, Lucianus, Lucius, Luccius, Lucceius, Lucilianus, Lucretius, Luctacus, Lucullus, Lunaris, Luonercus, Lupercus, Lupicinus, Lupinus, Lupis, Lurco, Lurio, Lutherius, Lutorius

Maccalus, Macrinus, Macro, Macrobius, Mactator, Maecenus, Maecius, Magnentius, Magnus, Magunus, Maius, Major, Majus, Malchus, Mallus, Maltinus, Mancinus, Manlius, Mansuetus, Marcallas, Marcellinus, Marcellus, Marcialis, Marci-

por, Margarita, Marinianus, Marinus, Maritalis, Maritimus, Marius, Maro, Marsallas, Marsicus, Marsus, Marsyas, Martial, Martialis, Martianus, Martinus, Martius, Martyrius, Marullinus, Marullus, Maternus, Matho, Mauricus, Maursus, Maximian, Maximianus, Maximinius, Maximus, Medullinus, Megellus, Melissus, Melitus, Mellitus, Melus, Meminius, Memmius, Memor, Mercator, Mercurialis, Mercurinus, Merula, Messala, Messor, Metellus, Metilius, Metunus, Micianus, Mico, Micon, Milonius, Minervalis, Minianus, Minicianus, Moderatus, Molacus, Momus, Montanus, Montaus, Mordanticus, Mucianus, Muco, Muncius, Murena, Mus, Musa, Musicus, Mutilus, Mutius

Nabor, Naevius, Narcissus, Narses, Nasica, Naso, Natalinus, Natalis, Naucratus, Nazarius, Nectaridus, Nelius, Nemesianus, Nemnogenus, Neneus, Nennius, Nepos, Nero, Nertomarus, Nerva, Nicasius, Nicetius, Nigellus, Niger, Nigidius, Nigrinus, Niraemius, Nolus, Nonius, Noster, Novation, Novellius, Numerianus, Numonis

Oceanus, Octavian, Octavianus, Octobrianus, Olennius, Olympicus, Opilio, Opimius, Opis, Optatus, Ordius, Orientalis, Orientius, Orissus, Orosius, Osterianus, Otho, Ovidus

Pacatianus, Pachomius, Pacuvianus, Paenula, Paetinus, Paetus, Palicamus, Pamphilus, Panaetius, Pansa, Pantenus, Pantera, Panthera, Papinian, Papus, Paratus, Parnesius, Pascentius, Pastor, Paterculus, Paternus, Patiens, Patricius, Paulinus, Paullus, Pavo, Pelagius, Pennus, Peregrinus, Perennis, Perpenna, Perperna, Pertacus, Pertinax, Petasius, Petreius, Petronax, Petrus, Philippus, Photius, Pictor, Pilatus, Pilus, Pinarius, Piso, Pius, Placidus, Planta, Plautis, Plautius, Plautus, Pleminius, Pollienius, Pollio, Polus, Polybius, Pompolussa, Pomponius, Poplicola, Porcus, Porphyrius, Postumianus, Postumus, Potitus, Praetextus, Prilidianus, Primanus, Primulus, Primus, Prisca, Priscian, Priscillian, Priscillianus, Priscus, Probus, Processus, Proceus, Proculus, Procyon, Profuterius, Propertius, Protacius, Protus, Proximus, Publianus, Publicola, Publicus, Pudens, Pudentius, Pulcher, Pulcherius, Pullus, Pusinnus, Pustula

Quartinus, Quarto, Quatuus, Quentin, Quietus, Quintilianus, Quintilius, Quintillius, Quintillus, Quiriaticus, Quiricus, Quirinalis

Ramio, Ramirus, Ravilla, Reburus, Receptus, Rectus, Regillus, Reginus, Regulus, Remigius, Remus, Renatus, Respectus, Restitutus, Rex, Rhesus, Ripanus, Rogatus, Rogelius, Romanus, Romulianus, Romulus, Roscius, Rufinianus, Rufinus, Rufius, Rufus, Rullus, Ruricius, Ruso, Rusticus, Rutilianus

Sabellius, Sabinianus, Sabinus, Sacerdos, Saenus, Salinator, Salonianus, Saloni-nus, Saloni-us, Salvian, Salvianus, Salvius, Sanctus, Sandilianus, Sanga, Sarimarcus, Sarrus, Saturninus, Saunio, Scaevola, Scapula, Scaro, Scato, Scaurus, Schlerus, Scipio, Scribonianus, Scrofa, Sebastianus, Secundas, Segestes, Sejanus, Sellic, Seneca, Senecianus, Senecio, Senilis, Senna, Senopianus, Sentius, Septimianus, Sergius, Seronatus, Serranus, Sertorius, Servanus, Servatius, Servilius, Seuso, Severlinus, Severus, Sevso, Siculus, Sidonius, Sigilis, Silanus, Silius, Silo, Silus, Silvanus,

Similis, Simo, Simplex, Simplicianus, Siricus, Sisenna, Sisinnius, Sita, Sollemnis, Sorex, Sorio, Sosius, Sotericus, Soulinus, Sparticus, Spendius, Speratus, Stadius, Stichus, Strabo, Sudrenus, Suilius, Sulinus, Sulla, Sulpicius, Super, Superbus, Superstes, Sura, Surinus, Surlus, Surus, Sylla, Sylvian, Sylvius, Symmachus, Symphorian, Sympronian, Synistor, Synnodus

Tacitus, Taenaris, Tancinus, Tanicus, Tarquinius, Tarsicius, Tasius, Tatian, Taurinus, Telesinus, Terenteianus, Tertius, Tertullian, Tertullianus, Tertulus, Tetricus, Tetullianus, Thrasea, Thurinus, Tiberillus, Tiberinus, Tibullus, Tiburs, Tiburtius, Ticinius, Titianus, Titillus, Torquatus, Toutius, Traianus, Trailus, Tranio, Tranquillus, Trebellius, Trebius, Trebonianus, Trebonius, Tremerus, Tremorinus, Trenico, Trenus, Triarius, Trifer, Triferus, Trimalchio, Trogus, Trupo, Tuccianus, Tuditanus, Tullas, Tullius, Turibius, Turpilianus, Turpilius, Turpilius, Tuticanus, Tutor, Typhoeus, Tyranus

Ulfila, Ulixes, Ulpianus, Umbonius, Urbicus, Ursacius, Ursinus, Ursus, Uticensis Vala, Valens, Valentinian, Valentinus, Valerian, Valerianus, Valgus (Gens Quinta), Varius, Varro, Varus, Vatia, Vedrix, Vegetius, Velius, Velus, Venantius, Venator, Ventor, Venustinius, Vepgenus, Veranius, Verecundus, Vergilius, Verinus, Verres, Verrucosis, Verullus, Verulus, Verus, Vespasianus, Vespillo, Vestinus, Vestorius, Vetrano, Vettonianus, Veturius, Viator, Vibennis, Vibius, Vibullius, Victor, Victorinus, Victricius, Vincentius, Vindex, Vinicianus, Vipsanius, Virginius, Viridio, Virilis, Virius, Vitalinus, Vitalion, Vitalis, Vitoricus, Vitulus, Vitus, Vocula, Volturcius, Volusenus, Volusianus, Vonones, Vopiscus, Voteporix, Vulso

Zeno, Zoilus, Zosimus

Chapter 8

Animals

Ant

Nature and weapons

Ant Nature 1

Carrying, building, cooperating, protecting the stack

Ant weapons

Secretion – +1s

Eagle

Nature and weapons

Eagle Nature 10

Flying, predator, excellent seeing, diving,

8.0.1 Eagle Weapons

Dropping prey – +2s if not too dense forest, tearing beak – +1s, grasping talons – +1D to attack, diving – +3D to maneuver if not too dense forest

Goat, wild

Nature and weapons

Goat Nature 6

Digesting any biological material, cliff jumping, fleeing predators

Goat Weapons

Hooves – +1s

Lion

Nature and weapons

Lion Nature 12

Group hunting, powerful, playing, resting, fearless

Lion Weapons

Paws with claws – +1D Attack, bite – +4s, stomp – +1s to Maneuver

Chapter 9

Vegetation

Oak forest

The Territories are Oak forest with lots of undergrowth.

Some quickly collected pictures













