

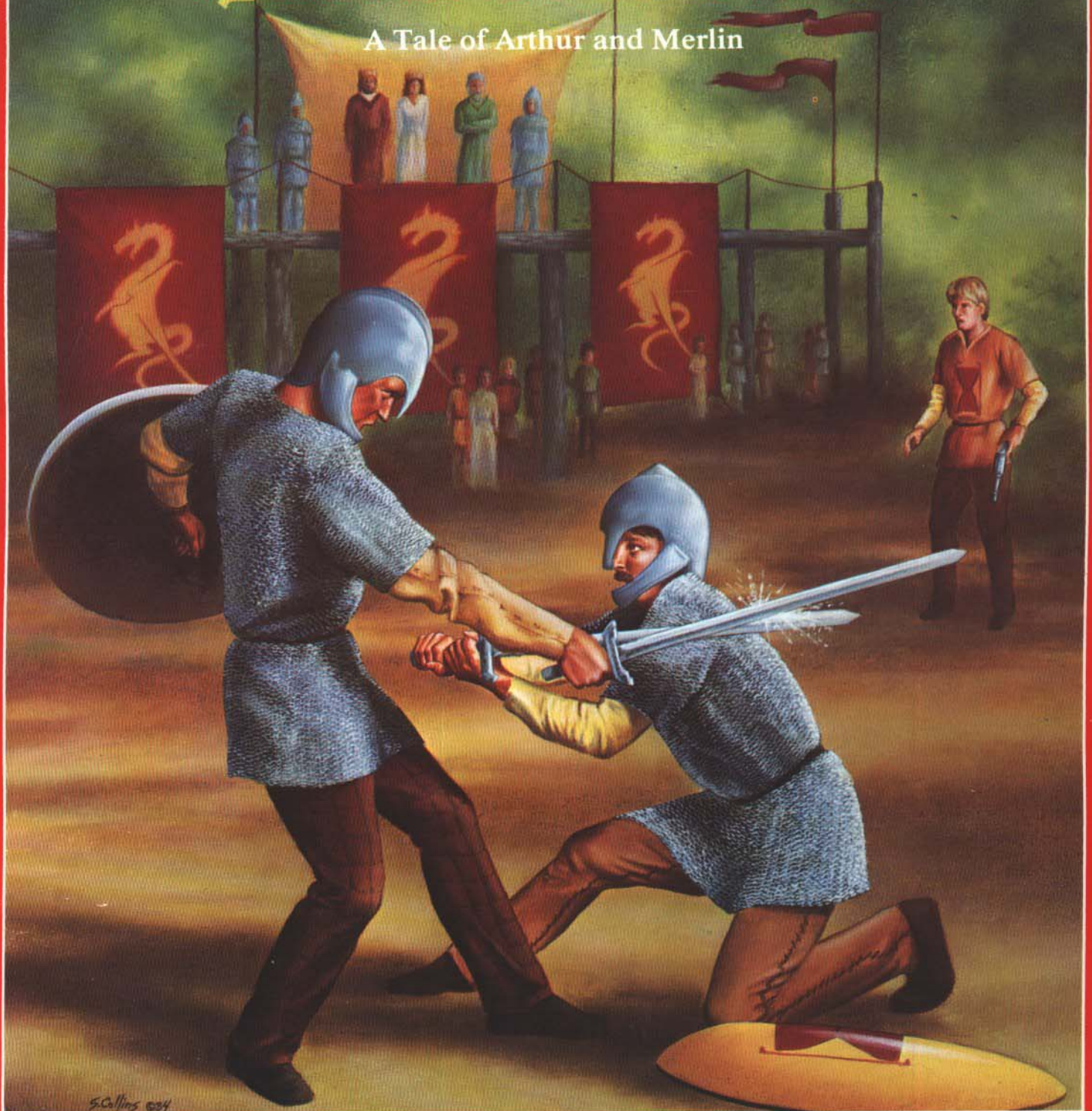
ANOTHER

ADVENTURE

TIMEMASTER

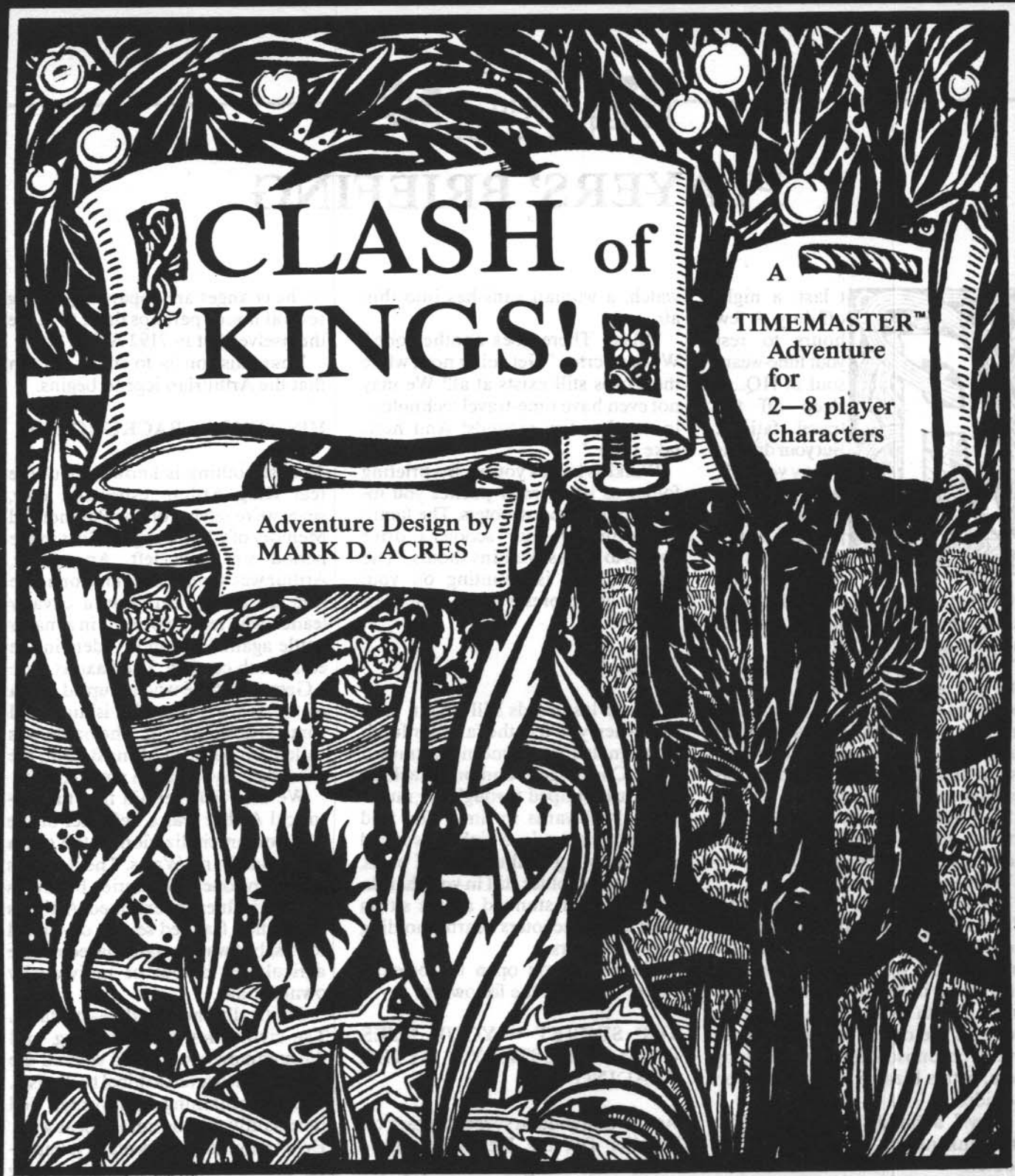
CLASH OF KINGS!

A Tale of Arthur and Merlin



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PLAYERS' BRIEFING



t last: a night off duty. A few hours to rest your time-weary soul at HQ...to sleep off the travel fatigue. But your dreams betray you. Oh, sure. First it's a vacation on the paradise planet. But then it's a 1940s blaze, and

you're battling your way through the flames, choking, coughing... someone yelling, "Fire! Fire!"

You awaken with a start. "Fire!" yells the agent beside you, jolting upright in his bed. The same dream? Or IS it a dream?! A 1940s alarm bell clangs frantically on the wall, centuries out of its time. And the room has become an old fire house.

Stumbling into the hall, you see several other Time Corps agents, most just as puzzled as you.

"Move it! Hurry it up!"

The voice belongs to Commander Watkins. He stands at the far end of the hallway, gesturing like mad for you to follow. Reflex takes over. You make a run in his direction, and find yourself with Watkins in a strange room. In the center of the room are several chronoscooters, yours among them, with a bizarre set of gizmos on the sides.

"Hey!" a buddy exclaims. "Who let Frankenstein get a hold of my scooter?"

"No time for big stories," Watkins shouts, tossing you a mail corselet, an old sword and scabbard, and a long, lancelike spear. He barks a quick word of explanation. "Major enemy penetration. Demoreans. England, probably around 492 A.D. They've got King Arthur, somehow. Took us completely by surprise. The entire Parallel is disintegrating rapidly."

Several technicians are loading gear into the scooters. Even as you

watch, a woman vanishes into thin air.

"Blast! There goes another one," Watkins cries. "Get going now, while the Corps still exists at all! We may not even have time-travel technology in another few seconds! And here, take these."

Watkins hands you each a briefing folder as he literally pushes you toward your chronoscooters. The familiar whine of your scooter's drive begins to rise as Watkins shouts, "The whole Corps is counting on you! You've got to preserve the Arthurian legend!"

ARRIVAL

Watkin's last words still ring in your ears when you feel the familiar lurch that signals arrival. One highly trained Time Corps agent and one machine have just jumped through the multiverse, backwards in time. You find yourself sitting in a lightly wooded glen, listening to the songs of birds, the briefing folder still in your hands. Several other stunned agents sit on their chronoscooters nearby, holding similar folders.

Hurriedly, you open the briefing folder and read the following:

TOP SECRET—YOUR EYES ONLY: DESTROY AFTER READING

Agent: In a sudden surprise attack on Parallel T-0, the Demoreans have somehow managed to destroy the legend of King Arthur. There are no longer any historical records pertaining to Arthur, and the Welsh legends, early English poems, Malory's *Le Morte D'Arthur*, and other Arthurian literature have all disappeared.

For reasons which the Corps does not as yet understand, this disruption of the Arthurian legend is rapidly causing a disintegration of history as we know it on Parallel T-0. Again for reasons not as yet understood, many

of the changes are apparently taking several hours, perhaps days, to make themselves felt in 7192 A.D.

Your mission is to make certain that the Arthurian legend begins.

HISTORICAL BACKGROUND

Almost nothing is known about the real King Arthur—especially now, since we're relying on the Paranormal Memory of what few specialists in the period we have left. Apparently, Arthur was some sort of king or noble general, almost certainly a cavalry leader, who led the Britons in a major battle against Saxon invaders in the early sixth century. The Saxons were a Germanic tribe who occupied much of the lands below the island, and some of Britain itself. The battle was called the Battle of Mons Badon; the exact date and location are unknown.

We are fairly certain that the historical Arthur was a defender of the old Roman civilization in the south of England and Wales. The Romans had been gone for centuries, but traces of their influence remained. Arthur's civilization featured several developed towns, but was actually based on the agricultural output of individually owned villas.

Politically, the island was unstable. The civilization was declining, and the common people who worked the land began to revert to tribal barbarism. The few remaining wealthy men vied incessantly for control in local wars. Eventually, these wars made it impossible for the united power of the Britons to be brought to bear against the Saxon invaders. Apparently, Arthur had stemmed this tide for a time, but by the end of the sixth century, England was essentially a Saxon island.

OUTFITTING

You have each been issued the following:

1. Language implants for all lang-



uages known to be common in the period—Latin, Briton, and several Germanic dialects. You'll have to inject the implants yourselves; there wasn't time at HQ.

2. A helmet (AR 15), small shield, mail corselet (AR 45) covering your upper and lower torso, large spear used on horseback as a lance, dagger, sword, and scabbard.

3. A Time Corps stunner with three clips of ammo. The stunner is disguised as a simple copper ring.

4. Sufficient gold coins to equal about (1984) \$1,000 in purchasing power. That's all you can comfortably or safely carry.

5. One standard Time Corps communicator.

6. Three changes of clothing of a type common for male warriors of the period, plus a few gowns for any female agents who choose not to disguise themselves as men.

7. One summary of what is known of the Arthurian legend. Bear in mind

that we have no idea how much of the legend is fact—or even how much of the summary is true to the legend.

8. One modified chronoscooter each. These modifications are explained below.

EXEMPTION FROM REGULATIONS

You are hereby exempted from Time Corps Regulation 3 for the duration of this mission. Your chronoscooters have been equipped with additional power pods sufficient to allow them to make six "jumps" forward or backward through time, in addition to your initial trip to the time period and your return trip to 7192 A.D. Use extreme caution to avoid loop traps when "time hopping!"

MISSION START

It is extremely likely that the existence of the Time Corps depends

upon your speedy and successful completion of this mission. Because we do not know how much of the Arthurian tale is actual history and how much is just legendary accretion, you must use your own judgment in determining what events should rightfully take place.

Your initial touchdown point is a light woods about two miles distant from Tintagel, the castle of the local lord. Tintagel lies in the area known as Cornwall. The date we have chosen is September 20, 492 A.D., the most probable date of Arthur's conception. Your first concern should be to investigate the possible existence of the legendary "Duke of Cornwall" and the legendary "Uther Pendragon." The latter was supposedly Arthur's father. Study the legend papers for an explanation.

Good luck! We're counting on you.



CM'S BRIEFING



THE TALE OF THOMAS MERLIN

ote: Before reading this section, the CM should read the preceding Players' Briefing and "The Legend of King Arthur" on the inside front and back covers.

In 7150 A.D., Thomas Merlin was fed up with it all. For 30 years, he had been a time warrior, fighting battles across the cons of the time, always with the same result: blood, death, destruction of whole civilizations, and no peace in sight. Merlin decided he'd had enough. In the 80th century, the warrior deserted his unit, taking his time machine and several valuable items with him.

He searched the ages for a special spot in time, a period so relatively insignificant that none of the factions in the great Time War would bother it. He found what he wanted in the year 491 A.D., on the island of Britain. The old Christian/Roman civilization of the island was fast disintegrating. Local "kings" and governors fought amongst themselves in vain attempts to consolidate power. By the end of the next century the island would be in the hands of Saxon barbarians. Just the place for Thomas Merlin to settle.

With the secret advantage of high technology, it didn't take Merlin long to convince the people of the period he was a powerful Druidic wizard—a man to be respected. Soon, the contending petty kings were seeking his aid in their power struggles.

It was early in 492 A.D. that Merlin hit upon the scheme that would change all of history, although that was not his intention. He was too world-weary to have any interest in

ruling Britain himself, and took no real interest in the power struggles between the primitive nobles. But, he thought, perhaps in this remote corner of history he could do something good: something that might, in some small way, make up for the blood, death, and destruction he had brought to other times. He would, he decided, raise a nobleman who would be a king—a civilized, enlightened king, a great man who would create an island of peace and good in the midst of the maelstrom of history. That man would become King Arthur.

Merlin's plan would certainly require that he himself raise the king from birth; no man native to the time could fully understand the values Merlin wished to impart. The renegade saw his chance when one of the warring nobles, Uther Pendragon, asked for Merlin's aid against the ruler of Cornwall. Uther coveted Cornwall's wife, Igraine. Merlin agreed to help Uther defeat Cornwall and obtain Igraine, on one condition: the first male child born to the Uther and Igraine would be given to Merlin.

The rest is history, or rather legend, or rather altered history—it depends upon your point of view. It was Merlin who named the firstborn son of Uther and Igraine "Arthur," after his own son in the 80th century. And it was Merlin who cagily lodged a high-tech monofilament sword from 3514 A.D. in a stone, and then started a legend about it. When activated, the sword could slice through virtually any material; deactivated it remained fixed in the stone. Merlin called the sword "Excalibur." He saw to it that only young Arthur could pull the blade free, becoming rightful King of the Britons. It was also Merlin, the renegade, who guided Arthur to establish a reign of peace and justice throughout what is now southern England and Wales.

But Merlin overlooked one important element: Morgan Le Fay, daughter of Cornwall and Igraine, Arthur's

older half-sister. Morgan grew up a bitter woman, hating Merlin because she blamed him for her father's death, and hating Arthur for taking the throne she believed, by right, belonged to her father. Morgan was an extremely cunning and intelligent woman, skilled in the use of potions. At the height of Arthur's glory, she used all her abilities to drag him down. It was she who discovered and first betrayed the love of Lancelot and Guinevere, and she who drugged her half-brother so that she might bear his abominable offspring, Mordred.

Merlin realized Morgan's threat to his plans soon after Mordred was born. Resolving that nothing would spoil his grand design, the renegade used his time machine to travel back in time, hoping to arrive before his initial visit to Britain. Then he could do away with Morgan before Arthur's birth. Unfortunately, his crude machine erred; Merlin arrived the day *after* his first arrival in Britain, and was loop trapped.

Thus, Thomas Merlin, the renegade, never got to the future to see the outcome of his atoning deeds. He never realized that thanks to his actions, the legend of King Arthur was born—a legend which, through the quirks of historical cause and effect, was a necessary element to the peace of 7154 and the establishment of the Time Corps. Merlin did not even get to see the Battle of Mons Badon, at which Arthur and the forces of Roman Britain defeated a large horde of Saxon invaders under Mordred. Both Arthur and Mordred died—at each other's hands—as a result of this battle. Arthur did live long enough to carry out the final instructions he remembered from his old teacher, Merlin: he gave orders that his sword be thrown into a stream, where it remained buried throughout history.

Merlin was not alone in his ignorance, however; the Time Corps itself never realized that the legend of King



Arthur was a real anomaly created during the Time Wars, and never suspected, until the beginning of this adventure, that without Arthur and the legends surrounding him, the Corps itself would be in jeopardy.

The Demorean Plan

The Demoreans failed to notice that Arthur's life was a historical abnormality, but they did see its importance to the Corps. That is why they have now launched an attack on Parallel T-0 against four points in the history of King Arthur:

1. They are in 492 A.D., attempting to prevent Arthur's conception. Posing as Merlin and five of Uther Pendragon's soldiers, they intend to murder Pendragon before he is united with the fair Igraine.

2. They are in 510 A.D., attempting to prevent Arthur's ascent to the throne. When Arthur pulls the sword Excalibur from the stone, he becomes king. The Demoreans intend to see he never even reaches for the sword.

3. They are in 520 A.D., attempting to destroy Camelot. Arthur is a strong King, but when his wife, Guinevere is tried for treason, the incident threatens to weaken his power. In rightful history, Guinevere is proven innocent. According to the Demorean plan, she shall be proven guilty.

4. And last, but not least, the aliens are in 540 A.D., attempting to prevent Mordred's death. Arthur is 48. In this year, the king battles Mordred's Saxon hordes at Mons Badon. Arthur's troops are victorious, but the king and Mordred both die while fighting one another. If the Demorean plan succeeds, Arthur will die, but Mordred will live to become king.

At the start of the adventure, the PCs are sent to Cornwall, England, in 492 A.D. They must insure that Arthur is conceived. In this time, they find clues which lead them to a Demorean penetration in 510 A.D., and so on; each problem they solve provides clues to lead them to the next penetration, until all the penetrations have been dealt with successfully.

HOW TO USE THIS ADVENTURE

This adventure contains the following:

Players' Briefing: This section includes information read or given to the players immediately before the mission begins.

The Legend of King Arthur: This section is on the inside front and back covers. Read or show it to the PCs for their reference as needed. It is a supplement to the Players' Briefing.

CM's Briefing: You're reading that now. It includes everything you must know to prepare for the adventure.

Chapters III through VI: These sections make up the actual story, "Clash of Kings!" Each chapter centers on a different point in time, and a separate part of the Demorean plan.

The Wrap-Up: This section explains how to finish things off and determine the agents' success. It includes a Historical Changes Chart for use with the final significance check.

Eight pregenerated PCs: The center pages of this adventure feature eight Time Corps agents. Players may assume the roles of these characters, or use characters of their own. To use the pregenerated characters, open the booklet to its center. Then pry open the staples, using a dull bread knife. Lift out the center pages, and carefully bend back the staples. Then cut the cards along the dark black lines.

CM Preparation

As CM, you should prepare carefully to run this adventure. First, read the adventure from cover to cover at least once before starting play. Second, familiarize yourself the special guidelines below, which supplement the regular TIMEMASTER™ rules. These guidelines reflect the special nature of *Clash of Kings!*; they aren't designed for use with other Pacesetter scenarios. Of course, you may adapt the guidelines for your own campaigns.

Encounter Format

In *Clash of Kings!*, each encounter may have several parts: players' text,

CM's text, Hints for the PCs, Encounter Background, and NPC Statistics. In some encounters, one or more parts aren't needed and won't appear.

+++++
Players' Text is set off between special symbols, as indicated here. Read this text aloud to the players when you reach the appropriate part of the adventure.

+++++
CM's Text follows and surrounds the text for the players. Read this information to the players ONLY IF their characters discover it.

Hints for the PCs offer valuable information which clever PCs may discover during the encounter.

Encounter Background describes the behind-the-scenes action of the encounter, and lists any significance ratings that apply.

NPC Statistics describe NPCs who appear during the encounter. Occasionally, only skills relevant to the encounter are listed, in order to conserve space.

SPECIAL CM'S GUIDELINES

Unlike the agents in most TIMEMASTER™ adventures, the PCs in *Clash of Kings!* are allowed to "hop around" in time. That is, they are free to move back and forth in time on their own chronoscoters. This ability could create several unusual situations during play which require judgment calls by the CM. The text below provides guidelines for making those calls.

Note first that the PCs can travel backward in time to correct mistakes they may make during play. For example, let's say the PCs arrive on a Friday and figure out what the Demoreans are up to. On Saturday, they move against the Demoreans, but make several mistakes in the process. They might well decide to travel back in time to the previous Monday, destroying the Demoreans on that day. In such a case, the Demoreans would no longer exist on the following Friday and Saturday, and the PCs' error would never have occurred. The



CM must use his own judgment in determining to what extent such backward time-travel and the actions taken by the PCs will eliminate their errors in the "future."

As the CM, you should keep careful track of significance point penalties during play. Eliminate those penalties that PCs are able to avoid by travelling backward in time to correct their mistakes.

You should also keep close track of the passage of time during this adventure scenario. The PCs could mistakenly return to a time period they have already visited, trapping themselves in a loop.

This adventure has three other unusual features:

1. The Players' Briefing does not take place until the adventure has actually begun. Thus, the PCs will be in the field and in action before they really know what their mission is.

2. The PCs will probably make extensive use of Paranormal Memory during this adventure. When PCs travel backwards in time to correct a mistake they have made, and succeed in correcting that mistake, the only way they can remember what those mistakes were is to use Paranormal Memory.

3. PCs will not be able to use their Historical Specialty skill to gain additional information before the

start of this mission.

4. PCs cannot use Impersonation skill in this adventure; the Corps will have no time to perform surgery before the mission begins.

MAJOR NPCS

Thomas Merlin, Renegade

Significance Rating: 400

STR	60	DEX	52	AGL	70
WPR	62	PER	50	PCN	58
STA	52	UMS	65	WNDS	13

Skills: *Wrestling*, Expert, 95; *Dagger/Knife*, Expert, 95; *Short-handled Weapons*, Specialist, 80; *Swords*, Master, 120; *Mounted Melee*; *Shortbow*, Expert, 82; *Automatic Rifle*, Expert, 82; *Long-barrelled Gun*, Expert, 82; *Pistol*, Expert, 82; *Grenade*, Master, 107; *Ancient Artillery*, Master, 110; *Artillery*, Expert, 85; *Machine Gun*, Expert, 82; *Computers*, Specialist, 69; *Demolitions*, Specialist, 70; *Disguise*, Expert, 81; *Historical Specialty*, (Britain, 480-580 A.D.) Master, 115; *Military Leadership*, Master, 113; *Outdoor Survival*, Expert, 87; *Stealth*, Master, 116; *Swimming*; *Tracking*, Expert, 84.

PTs: Paranormal Memory, 40; Telepathic Sending, 43.

Thomas Merlin is a renegade from the Time Wars. The creation of King Arthur is largely his doing, but even he does not realize how important this action was to subsequent history. He is currently trapped in a time loop.

Merlin knows nothing of either Demoreans or the Time Corps. He will quickly grasp the basic concepts pertaining to both, however. He will initially be suspicious of anyone who appears to be a time-traveller, assuming they are warriors from the Time War who are bent on destroying the segment of time he occupies.

Arthur, King of the Britons

Significance Rating: 400

STR	64	DEX	58	AGL	68
WPR	60	PER	76	PCN	70
STA	66	UMS	66	WNDS	14

Skills: *Wrestling*, Master, 121; *Lance*, *Horseman's*, Expert, 96; *Polearm*, Expert, 96; *Short-handled Weapons*, Expert, 96; *Swords*, Master, 121; *Equestrian*, Master, 123; *Mounted Melee*; *Mounted Missile*; *Shortbow*, Expert, 88; *Thrown Weapon*, *Spear*, Expert, 91; *Ancient Artillery*, Expert, 94; *Investigation*, Expert, 99; *Military Leadership*, Master, 122; *Outdoor Survival*, Master, 115; *Swimming*; *Tracking*, Expert, 90.

Arthur is something of a paradox; he is totally dedicated to the advanced ideals of peace and justice, which he learned from his closest advisor and childhood teacher, Merlin. At the same time, he uses the methods and many of the beliefs of sixth-century Britain to achieve these ideals; thus, for example, he is a master military leader and still conducts "trials by combat," trials in which men battle to prove their innocence. Arthur believes God will cause the party in the right to triumph on the field of honor.

Thanks in part to Merlin's training, Arthur is patient and wise beyond his years, even as a youth. He is a man who is cautious before acting, but utterly resolute once he has made a decision. He is also a man of honor; he is truthful, and will not willingly break his word once it is given.



THE CONCEPTION



and so our adventure begins in the autumn of 492 A.D., when Arthur is barely a notion. By history's plan, Uther Pendragon is at war with the Duke of Cornwall. But Pendragon covets more than the duke's castle,

Tintagel; he desires the duke's beautiful wife, Igraine. At the battle for Tintagel, Pendragon's troops feign a retreat, drawing the duke and his men from the fortress. Then, with a disguise from Merlin, Pendragon enters the duke's private quarters. The fair Igraine receives him as her husband. While the real Duke of Cornwall dies in battle, Arthur, the future king, is conceived.

Six Demoreans have infiltrated this period, but they have plans other than those above. The alien leader poses as Merlin. His five assistants pose as soldiers of Pendragon. The six intend to murder Uther Pendragon before he meets with Lady Igraine, thus preventing the birth of Arthur. Of course, the aliens also intend to kill any Time Corps agents who try to interfere.

1. THE DIN OF BATTLE

A din of battle rises in the distance. Leaders shout. Boulders crash against stout walls. Horses scream. Wounded men cry out in agony, falling to their death. The sounds come from beyond the woods, over a small rise to the east. Perhaps one or two miles away, a fortress is under siege.

The characters hear Pendragon's forces attempting to besiege the Duke of Cornwall's castle. Should the PCs

move to investigate the din, they find a small ridge roughly one quarter mile south of the fortress. From the ridge, they can watch the battle unobserved.

The castle is actually an expansive villa, built in the old Roman tradition. It has been fortified, and sits upon a high, earthen mound.

Explain the PCs' position to the players, and read the following aloud:

Below, a rag-tag group of 200 soldiers moves across the land. They wear mail corselets and carry spears, swords, and shields. About 12 of the men operate a primitive catapult, occasionally firing a large boulder at the reinforced walls of a villa. The villa lies on the crest of an earthen, man-made hill.

From the roof of the villa, soldiers cast a hail of arrows on the attackers. Now and then a few defenders scramble to the roof's edge, heaving away the crude poles and ladders with which the attackers attempt to reach the roof.

A voice bellows directly behind you. "Who goes here? Friends or foes of Uther Pendragon? Speak quickly—and no lies!—or you shall face the wrath of Merlin, the great enchanter!"

Behind you, about 50 feet away, stands a thin but powerful man. He wears the garments of a Druid priest, and has gray, tangled locks. He bears neither arms nor armor—except for a quarterstaff, which he grips firmly in his right hand.

The strange man begins to interrogate the player characters. "By what names do you call yourselves? From whence do you hail? And why do you lurk so near to the scene of this battle?" As long as the PCs take no hostile action, and make no remarks against Uther Pendragon, the "priest" will answer simple questions about the battle. Then he'll direct them to Uther's tent,

which lies one mile east of Cornwall's villa.

Should a PC make any hostile move or begin to aim his or her disguised stunner, the robed man immediately takes cover behind a large rock. As he dives for the rock, he bellows, "Spies!" and fires his quarterstaff at the offending PC. The staff contains a laser pistol.

Any combat between the PCs and this man is quickly joined by six standard Briton cavalymen (see inside back cover). Merlin's shout has been plainly heard by Uther's reserve force; the six cavalymen are members of that group. The soldiers intend to battle until the PCs surrender. They wish to take live prisoners back to Uther's camp, not corpses.

Additional reinforcements from Uther's reserves trickle into the battle at a rate of 1d10 men every three rounds. The battle continues until the PCs agree to be taken alive. As prisoners, they are stripped of weapons and armor. These shall be returned if the PCs prove their innocence.

Encounter Background

The man addressing the PCs is actually a Demorean, Ral Than. The alien has Shape Shifted into the form of Thomas Merlin—or just "Merlin," as he is known to Uther and his men. The real Merlin lies asleep in a nearby cave.

Ral Than has been patrolling the area around the battle site, anticipating the arrival of a Time Corps team. This alien is leading the Demorean penetration of 492 A.D.

Significance Rating: The significance rating of this encounter is 0. The reserve troops would have otherwise died in battle; their death in this skirmish does not affect history to any significant degree.

NPC Statistics

Ral Than, Demorean Merlin

Significance Rating: 0



STR 42 DEX 50 AGL 40
WPR 78 PER 40 PCN 44
STA 40 UMS 41 WNDS 12

Current Sta:

Wounds: ○○○○○○○○○○○○

E/W/A: Laser pistol (beam weapon) concealed in staff

Skills: *Laser Pistol*, Expert, 105; *Computers*, Master, 72; *Disguise*, Expert, 75.

PTs: Shock, 59; Demoralize, 61; Domination, 54; Shield, 59; Paranormal Memory, 61; Dimensional Travel; Shape Shift; Telepathy (last three automatic).

Standard Briton Cavalrymen

Significance Rating: 1d10

Refer to the statistics inside the back cover of this adventure.

2. Uther's Camp

+++++
Eventually, you find yourselves at an encampment roughly one mile east of Cornwall's castle. The camp is just a crude soldier's base near a meadow at the edge of a woods. A man approaches with a swift stride, bellowing questions. You have seen him before; he was leading the assault on the villa.

+++++

The leader is Uther Pendragon, a man obsessed with defeating Cornwall and taking Cornwall's wife, Igraine. Unfortunately, Pendragon's siege at

the castle is not going well. He is in no mood to trifle with strangers.

The PCs either have come here on friendly terms, or been brought as prisoners stripped of weapons and armor. Their position depends on the outcome of Encounter 1 above. If the PCs come on friendly terms, Uther is angry in general, but not hostile toward the PCs in particular. If the PCs are prisoners, Uther is both angry and hostile; his anger stems from the battle, his hostility from the PCs' intrusion.

In either case, Uther demands to hear answers to the following: Who are the PCs? Where are they from? And what business they have in this area? In general, Uther behaves as any military leader would, having learned—in the midst of a battle—that mysterious, armed strangers have appeared near the scene of the combat.

The Demorean Merlin accompanies the agents to Uther's camp. At best, the alien views the PCs with suspicion. If the PCs attacked him, or if he knows they are Time Corps agents, he does his utmost to convince Uther to kill them. The PCs must convince Uther that they are at least neutral, if not on his side, in his war with Cornwall.

The PCs can win Uther's approval in one of three ways:

1. By means of a favorable direct action check.

2. By means of a trial by combat, in which one representative of the PCs—their champion—agrees to fight a champion chosen by Pendragon. In

such a fight, the combatants wear full available armor with sword, dagger, and a large spear used as a horseman's lance. The combat begins with both champions mounted, and is conducted as a kind of joust. Uther's champion, being a chivalrous sort, dismounts and fights on foot if he unhorses the PCs' champion. Uther's champion fights either until he is critically wounded, at which point he yields, or until the PC champion is dead or has yielded.

3. By means of the paranormal talent, Telepathic Sending. Should a PC use this talent to send an appropriate message to Uther, Uther will be convinced that the PCs are probably wizards, like Merlin, and should be kept alive. He will give them relative freedom, while watching them closely. The CM must use his or her discretion in determining what constitutes an "appropriate" telepathic message to Uther.

PCs who fail to satisfy Uther as to their innocence or potential value will be ordered put to death at once.

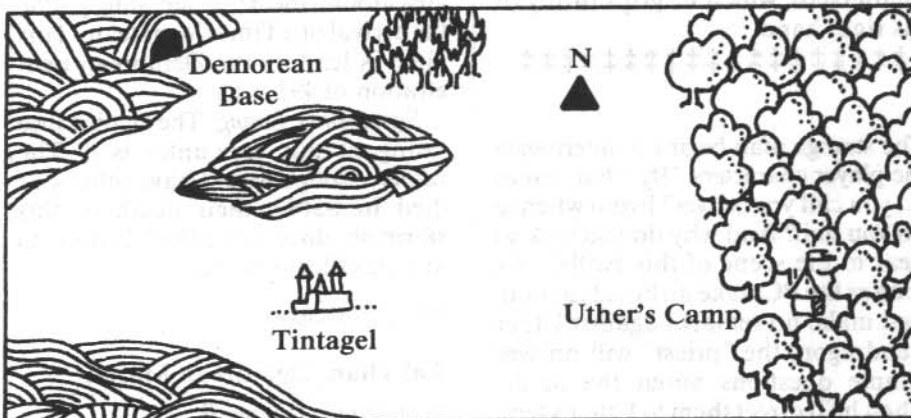
In any event, by the time the characters establish their position with Uther, he has broken off his attack on Cornwall's villa. Pendragon is a stubborn man, but not stupid; he does not continue a plan that seems doomed to failure.

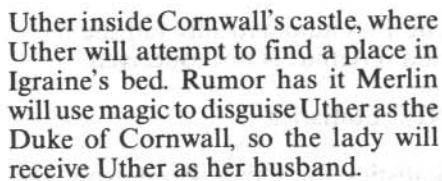
During the afternoon, scores of soldiers come and go in the camp. By late afternoon, the agents have gathered quite a bit of useful information. The agents can learn the facts below by listening to soldiers talking nearby. Or if Uther has responded positively to them, the PCs can learn these facts from the leader himself:

1. Cornwall's position is too strong to be taken by direct assault with the force Uther currently has.

2. Uther has decided upon a new stratagem: tonight, his army will pretend to retreat from the area in great disarray, hoping that Cornwall will lead his forces out of the villa and attack the "retreating" men.

3. While Uther's army gives battle to Cornwall's army, the wizard Merlin will find some magical means to get





If the PCs pay very careful attention to the soldiers around them, and to Merlin, they may notice something a bit strange. If they pass a secret general Perception check, the agents notice that Merlin and five of the soldiers have no visible marks, scars, or blemishes.

Ral Than has arranged for the five Demorean soldiers to accompany himself and Uther tonight as they sneak toward the castle Tintagel. The rest of the army will be busy faking a retreat, drawing the duke away from his home. As soon as they clearly have Uther alone, the Demoreans intend to murder him, thus ending once and for all the possibility of Arthur being born.


Significance Rating: The SR for the encounter in Uther's camp is 20. Penalize the PCs this amount if they cause any major change in Uther's plan to enter the castle by means of Merlin's wizardry.


STR	42	DEX	50	AGL	40
WPR	78	PER	40	PCN	44
STA	40	UMS	41	WNDS	12


Wounds: ○○○○○○○○○○○○○○
E/W/A: Laser pistol in staff.


PTs: Shock, 59; Demoralize, 61; Domination, 54; Shield, 59; Paranormal Memory, 61; Dimensional Travel; Shape Shift; Telepathy.


STR	40	DEX	40	AGL	40
WPR	70	PER	40	PCN	40
STA	40	UMS	40	WNDS	12

1) 

2) 

3) 

4) 

5) 

PTs: Shock, 55; Dimensional Travel, Shape Shift, Telepathy.

STR	62	DEX	56	AGL	66
WPR	60	PER	58	PCN	54
STA	70	UMS	64	WNDS	14

Skills: *Horseman's Lance*, Expert, 94; *Polearm*, Expert, 94; *Short-handle Weapons*, Expert, 94; *Swords*, Expert, 94; *Equestrian*, Expert, 90; *Mounted Melee*; *Mounted Missile*; *Shortbow*, Expert, 86; *Spear*, Expert, 89; *Ancient Artillery*, Specialist, 70; *Military Leadership*, Expert, 90; *Outdoor Survival*, Expert, 85; *Tracking*, Expert, 82.

Use the statistics given on the inside back cover for standard Briton cavalymen and infantry. Uther's champion is a standard Briton cavalryman.

The Demorean "soldiers" attack using standard weapons of the time period. If Ral Than has correctly deduced that the PCs are Time Corps agents, or if the PCs move to save Uther, Than first attacks the PCs with his Shock and Demoralize talents. He uses physical weapons only when forced to do so.

Significance Rating: The rating for this encounter is 0; the PCs cannot change history by killing the Demoreans. If Uther dies, the PCs do more than suffer the penalty for his personal significance rating; they have automatically failed the entire mis-



sion—unless they are able to travel backwards in time and prevent his death by some action.

NPC Statistics

Full statistics for all characters are given in Encounter 2 above.

4. ENTERING TINTAGEL

+++++
Despite Merlin's treachery, Uther is determined to enter Tintagel and see Igraine tonight. He commands you to aid him in this lustful quest.

+++++
Show the PCs the sketch map of Tintagel, and allow them to formulate whatever plan they choose for getting Uther inside.

Tintagel is only lightly guarded; almost all of Cornwall's men rode out with him in pursuit of Uther's army. The only resistance the PCs and Uther now face are four guards—two at the front entrance and two at the rear.

Other people in the villa include five female servants, Lady Igraine, and Igraine's ten-year-old daughter, Morgan Le Fay. None of these NPCs offer resistance to Uther and the PCs.

Once inside the villa, Uther insists on being alone with Igraine for a short time. He commands the PCs to guard the servants and little Morgan.

While Uther is sequestered with Igraine, Morgan breaks into tears, shouting, "My father is dead! My father is dead! And another man now lies with my mother!" She turns to the PCs, knowing they have aided the events at hand. "Murderers! Murderers all! May the hideous demons from the caverns devour you!"

Hints for the PCs

PCs who question Morgan about her outburst eventually learn she has recently seen several "demons" in a cave about a mile north of Tintagel. She describes these "demons" as ugly, unholy creatures with blank eyes and four arms. She has seen them several times in the past 30 days.

Encounter Background

While alone with Igraine, Uther claims her as his bride, certain that his men will finish the duke in the battle which even now is raging. Arthur is conceived this very night.

The "demons" seen by Morgan are, of course, Demoreans. The child was able to spy upon them without their knowledge. They have been in this segment of the timeline for the past month, establishing a high-tech base in a cave roughly one mile north of Tintagel.

Significance Rating: 100. Penalize the PCs this amount if Uther does not meet alone with Igraine this night.

The PCs automatically fail the mission if Arthur is not conceived.

NPC Statistics

Statistics for Uther Pendragon are given in Encounter 2 above.

The guards at Tintagel are standard Briton infantrymen, with statistics as given on the inside back cover.

Igraine, Duchess of Cornwall

Significance Rating: 150

STR	50	DEX	60	AGL	60
WPR	58	PER	70	PCN	60
STA	50	UMS	55	WNDS	13

Current Sta:

Wounds: ○○○○○○○○○○○○
○○

In this encounter, Igraine is courteous, frightened, and fatalistic.

Morgan Le Fay, Igraine's Daughter

Significance Rating: 200

STR	34	DEX	48	AGL	54
WPR	60	PER	40	PCN	74
STA	34	UMS	44	WNDS	11

Current Sta:

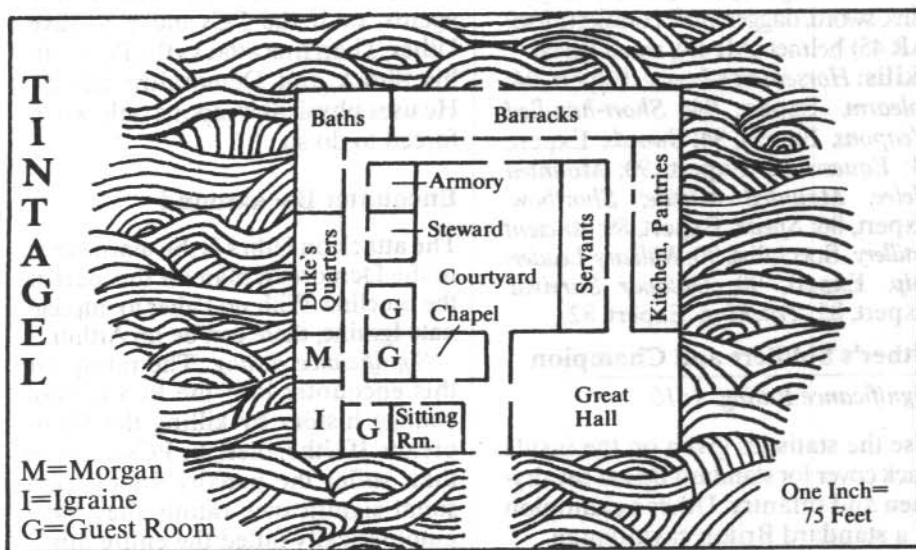
Wounds: ○○○○○○○○○○○○

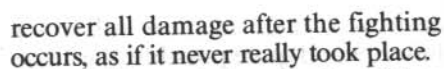
Skills: *Dagger/Knife*, Specialist, 59

Morgan at age 10 is already a stubborn and extremely perceptive individual. She is also one of those rare human beings with natural paranormal talents. In particular, she has clairvoyance: the ability to see certain events at a great distance. At 10, she is not able to control this talent; clairvoyant visions (such as her father's death) simply come to her unbidden.

5. THE BATTLE OF CORNWALL

Use this encounter if one or more PCs take part in the battle between the duke's men and Uther's "retreating" forces. You may also use this encounter if the players want to run the combat "just for fun." In the latter case, the agents instantly heal and





The PCs may be involved on either side of the battle. Use the blue counters for PCs and their allies, and the white counters for opposing forces. Play out the battle on the large color map from the **TIMEMASTER™** game, using the elevation key.

Uther's forces include:

1. 70 standard Briton cavalry. Use all four elite cavalry counters and three regular cavalry counters to represent these forces. (Each counter represents 10 men.) Treat the regular counters as if they were elite counters, too.

2. 130 standard Briton infantry. Use the seven elite infantry counters and six regular infantry counters to represent these forces. Treat the regular counters as if they were elite counters for all purposes.

3. 40 shortbowmen. These are unarmored troops carrying shortbows and daggers. Use four militia infantry counters for these troops.

4. 3 leaders with a Leadership Rating of +5. Use any NPC counters to represent these men.

Cornwall's forces include:

1. 40 standard Briton cavalymen. Use the four elite cavalry counters to represent these troops.

2. 70 standard Briton infantrymen. Use the seven elite infantry counters to represent these troops.

3. 20 shortbowmen. Use two militia infantry counters to represent these troops.

4. 3 leaders with a +5 Leadership Rating, and one leader, the Duke of Cornwall, with a +10 rating.

Uther's forces may set up at the controlling players' discretion on the large hill running from hex 0903 to hex 1614. Cavalry should be in linear formation, infantry in pike block formation. (Refer to the *Guide to the Continuum*.)

Cornwall's troops enter the map on the first round of the battle anywhere between hexes 3001 and 3015. Like Uther's forces, these troops should be in linear formation if they are cavalry, pike block if they are infantry.

Regardless of any other events

during the battle, the Duke of Cornwall is at some time killed by a stray arrow *unless the PCs are actually present*. If one or more PCs are present, they must make certain that Cornwall dies during the battle.

Encounter Background

According to the Arthurian legend and actual history, the Duke of Cornwall was killed by a stray arrow during this battle. The same occurs in this adventure, unless the PCs take part in the battle and prevent it.

Significance Rating: 50. Penalize the PCs this amount if they are present and the duke does not die during the battle.

NPC Statistics

Statistics for cavalrymen and infantry are as given under "Standard NPCs" on the inside back cover. Short-bowmen have no skills, no armor, and scores of 50 in all Basic Abilities.

The Duke of Cornwall

Significance Rating: 50

STR	58	DEX	56	AGL	64
WPR	62	PER	58	PCN	64
STA	60	UMS	61	WNDS	14

Current Sta:

Wounds: ○○○○○○○○○○○○
○○○

E/W/A: large spear (lance), 2 javelins, sword, dagger, mail corselet covering torso (AR 45), helmet (AR 15), small shield.

Skills: *Horseman's Lance*, Expert, 91; *Polearm*, Expert, 91; *Swords*, Expert, 91; *Equestrian*, Expert, 90; *Mounted Melee*: *Military Leadership Rating* +10.

The duke is always mean, cunning, and decisive. He will seize any opportunity to overcome Uther Pendragon.

6. THE DEMOREAN BASE

Use this encounter if and when the PCs explore the cave described by Morgan Le Fay. The cave lies one mile north of Tintagel.

The mouth of the cavern is readily apparent to those who seek it. Shrubs and brush cover much of the entrance, but they have been trampled, revealing a dark, gaping hole beyond. As you near the entrance, you hear a steady mechanical hum echoing from deep within the cave.

† † † † † † † † † † † † † † † † †

If Ral Than or any other Demoreans survived previous encounters with the PCs, these aliens are now hiding inside the cave. They attack the PCs at the first opportunity, using laser pistols (beam weapons). All of the Demoreans fight to the death.

If none of the Demoreans survived previous encounters, the PCs meet no opposition as they enter the cave.

Inside, the PCs discover two rooms constructed of concrete. The first room contains a large 20th-century computer, a cache of 12 laser pistols, one box of 6 photon grenades (experimental explosives from another Parallel), and several cans of dried Demorean food. The second room contains 7 high-technology sleep pods.

The sleep pods are man-sized capsules, each of which can sustain one human being in a sound sleep. Five of the seven pods contain soldiers—the men whose forms the Demoreans assumed. The two remaining capsules contain other humans. When the PCs move to investigate these two pods, read the following:

+++++

In the first pod, you see the sleeping form of a tall, thin man. His locks are tangled and gray, and he wears the robes of a Druid priest. In his hands he holds a large quarterstaff. He has same appearance as the man called "Merlin" who accosted you on the ridge.

In the second pod you see a sleeping youth. He wears a mail corselet over his rather expensive-looking tunic, a metal helmet, and a sword and dagger in scabbards attached to his belt.

† † † † † † † † † † † † † † †

Any PC can easily turn off and open a sleep pod. Doing so will awaken the



person inside in 1d10 minutes. Of course, the sleeper can be awakened more quickly if the PCs slap him gently or shake him.

The older man in the first pod is Thomas Merlin. Close examination of his staff reveals that it contains a beam weapon equivalent to a laser pistol.

Upon awakening, Merlin recognizes the general nature of the technology around him. He has no memory of being placed there, however. He maintains his pose as a Druid priest until he learns more about the PCs.

As explained in the CM's Briefing, Merlin is in a loop trap. The renegade's capture by the Demoreans has changed things within the loop, however, jarring Merlin's "memory" of events he is destined to relive. He can now use Paranormal Memory to foresee his own future. He also realizes that he is trapped in this segment of history, destined to live it over and over again. Merlin has insights into much of this adventure, and if the PCs befriend him, he can be of great service.

In all likelihood, both Merlin and the PCs will quickly come to the realization that they are all time-travelers. When this happens, Merlin wants answers to the following questions:

1. Who are the PCs? Which government do they work for, and what is their mission here?

2. Do the PCs have any knowledge of bizarre, four-armed humanoids? If the agents say 'yes,' Merlin explains that he was ambushed three days ago by six of these things. Apparently, they brought him to this cave.

3. Will the PCs agree to leave this time in peace?

The PCs are now faced with a dilemma: Merlin is clearly a renegade. Under questioning, he admits (correctly) that there was no Merlin—and no King Arthur—until he arrived in this segment of the timeline and began interfering with it. Merlin explains his weariness with the Time War and his sincere desire to do something good in this small niche of history. Time Corps regulations require the PCs to bring in this renegade. But if they remove him from the timeline now, the Arthurian legend will be

destroyed, their mission will be a failure—and quite possibly, the Time Corps itself may fall apart. The CM should make certain at this point that the PCs realize all aspects of the situation they face.

The PCs' best course of action is to violate policy and explain to Merlin the outcome of the Time War, the existence and mission of the Time Corps, and the nature of the Demorean threat. Merlin will then be agreeable to remaining trapped in his loop, so long as he can continue his work with Arthur. Alternatively, perhaps the PCs can recruit Merlin for the Time Corps at the conclusion of their mission.

Merlin can identify the second sleeping figure for the PCs. He is Sir Kay, son of Sir Ector. Arthur is to be raised by Sir Ector as Sir Kay's brother. But in 492 A.D.—the present—Sir Kay has neither been born nor conceived.

If the PCs awaken Sir Kay, he acts violent and confused at first, but Merlin's presence calms him considerably. He assumes the PCs are knights (and/or ladies, depending upon the disguises they are using). He has no idea what year it is. His last memories are of an ambush in which, after fighting valiantly, he was overwhelmed by "strange demons." This ambush took place on Easter Sunday, just one day before the Great Tournament. "Have I missed my chance to take the throne?" he asks, growing angry. "Have those demons led me to sleep through the tournament which decides who is the true and rightful king of the Britons?"

If Merlin is awake and hears this, a vision of the future comes to him. At this tournament, he "remembers," Sir Kay forgets his sword and sends Arthur to fetch it. Arthur, grabbing the only blade he can find, pulls a sword from an ancient standing stone (with a little secret help from Merlin). The sword carries an inscription: "Whoso pulleth this sword from this stone is rightful born King of all Britons." Merlin, of course, placed a futuristic sword in the stone and carved the inscription himself to guarantee Arthur's kingship.

The computer in the cavern can be operated by any character with Com-



**MERLIN TAKETH THE
CHILD ARTHUR INTO
HIS KEEPING**



puter skill—including Merlin. The only valuable information it contains confirms Merlin and Kay's stories: Merlin was taken three days ago and brought here for safekeeping in a sleep pod. Sir Kay was taken from the tournament grounds on Easter Sunday, 510 A.D., and replaced by a Demorean. The PCs may guess the aliens used a renegade travel machine to bring Kay to the year 492.

The Demorean base and its high-tech contents have no place in this time. The PCs must destroy it. The experimental photon grenades (in the computer room) will do the trick: they can be used correctly by any character with Demolitions skill, including Merlin. If no one has Demolitions skill, the characters have no inkling as to how the grenades work. Clever agents can use the laser pistols to destroy the base—though this takes much more time and effort.

Notice that all humans (especially Sir Kay and Merlin) should be removed from the cave before the complex is destroyed. Kay and Merlin have both traveled through time, and the Law of Death applies to them.

Encounter Background

The Demoreans, of course, expect Time Corps interference with their plans. That is why they have hidden Sir Kay in 492 A.D., rather than in 510 A.D.; they believe this may foil any Time Corps interference with their plans for 510 A.D.

The PCs now have several options. In an effort to prevent Merlin's capture, they may go back in time three days and fight once more the Demoreans. Or, they may simply ignore this possibility, and release Merlin from the cave. The latter is perfectly acceptable work.

As for Sir Kay, the PCs' likely course of action is to take the knight forward in time, to a point just prior to the Demorean ambush. From there, they can prevent his capture and trip to 492 A.D. This course of action is covered in Chapter III. If such a plan succeeds, the PCs need not worry about Sir Kay's memory, because

neither of his trips through time will ever really have happened.

If the PCs fail to release Merlin from the pod, he cannot continue his life. The agents fail the mission.

Significance Rating: Penalize the agents 300 points if they fail to destroy the base and its contents. They may keep a weapon or two, but penalize them 50 points for each laser pistol if these weapons later fall into the wrong hands.

If the PCs kill Merlin or fail to release him from the sleep pod, the mission is a failure.

NPC Statistics

Merlin, Renegade Time Warrior

Significance Rating: 400

STR	60	DEX	52	AGL	70
WPR	62	PER	50	PCN	58
STA	52	UMS	65	WNDS	13

Current Sta:

Wounds: ○○○○○○○○○○○○
E/W/A: Laser pistol disguised as
 staff, dagger.

Relevant Skills: *Wrestling*, Expert, 95; *Dagger/Knife*, Expert, 95; *Short-handed Weapons*, Specialist, 80; *Swords*, Master, 120; *Grenade*, Master, 107; *Computers*, Specialist, 69; *Demolitions*, Specialist, 70.

PTs: Paranormal Memory, 40; Telepathic Sending, 43.

Sir Kay

Significance Rating: 50

STR	66	DEX	54	AGL	58
WPR	50	PER	52	PCN	54
STA	60	UMS	62	WNDS	14

Current Sta:

Wounds: ○○○○○○○○○○○○
○○○

E/W/A: large spear (lance), 2 javelins, sword, dagger, mail corselet covering torso (AR 45), helmet (AR 15), small shield.

Relevant Skills: *Wrestling*; Expert, 92; *Short-handled Weapons*; Expert, 92; *Swords*; Expert, 92.

Surviving Demoreans

Significance Ratings: 0

Use the statistics given in Encounter 2 if Ral Than and/or other Demoreans fight the PCs in the cave.

7. SAVING MERLIN

Use this encounter only if the PCs attempt to rescue Merlin from his ambush by the Demoreans. They must travel at least three days into the past.

+++++

The new chronoscoters work perfectly; you have arrived before Merlin's ambush and taken cover in a small woods near the mouth of the cave. In the distance, Merlin approaches. Six Demoreans in natural form exit the cave and head for cover. All six carry laser pistols.

Run this combat normally, using the color map from the **TIMEMASTER™** boxed game. You may set up the Demoreans and Merlin as you desire. The Demoreans fight to the death against the PCs, but their primary aim is to capture Merlin.

Encounter Background

The PCs should already know this is when the Demoreans first captured Merlin and replaced him. If the agents succeed in preventing Merlin's capture, Sir Kay's body will not be brought to the Demorean base inside the cave; instead it will be kept at the Demorean base in 510 A.D.

THE SWORD IN THE STONE



he "Sword in the Stone" takes place on Easter Sunday and the following Monday in 510 A.D. Knights and fighting men from across the Isle of Britain have assembled for the Great Tournament.

On Sunday, they celebrate. On Monday, the contest begins. The losers suffer injury and death. The winner shall be King of all Britons.

According to history's plan, Arthur draws the sword Excalibur from the stone before a winner of the tournament is named. Sir Kay misplaces his weapon, and Arthur, in desperation, reaches for the only one he can find. When he draws the sword, Arthur earns the throne.

A new team of six Demoreans have set up camp in 510 A.D., just outside the village of Camlot. Camlot is the site of the Great Tournament. The Demoreans plan to prevent Arthur from acquiring Excalibur by kidnapping Sir Kay on Easter Sunday. With no Sir Kay to lose his sword, Arthur has no reason to draw Excalibur from the stone.

1. ARRIVAL

+++++
In an instant, your chronoscoters have whisked you to 510 A.D. The spring air is damp and cool. As the scooters "vanish," harboring themselves just on the verge of existence, you catch your bearings.

The terrain consists of gently rolling hills, many of them heavily wooded. To the north, a patchwork collection of fields stands ready for the season's planting. A few delicate

plumes of smoke rise above a small hill nearby; a settlement lies ahead.

+++++

The exact time of the PCs' arrival in 510 A.D. depends upon their own choice. Presumably, they arrive before the Demoreans abduct Sir Kay on Easter Sunday, in an effort to prevent this from happening.

If the PCs have brought Sir Kay with them, in the equipment compartment of one of their chronoscoters, he disappears instantly as their scooters materialize. In accordance with the Law of Identity, Kay's body has merged with its own previous existence on this part of the timeline.

2. THE VILLAGE OF CAMLOT

Use this encounter as desired: it is a general description of the small village of Camlot and the preparations being made there for the Great Tournament.

+++++

The village of Camlot is nestled in a small valley between three large hills. A stream flows near the outskirts of the town, providing a general source of water.

The village itself is quite tiny and primitive. It has claim to only one stone building: a small Christian church. All other buildings are made of wood, having thatched roofs.

At the heart of the village lies the market, a large, muddy square strewn with hay. It serves as a gathering place for citizens with stories to share, wares and beasts to sell, or the money and time to enjoy either. It also provides a natural ground for any major community event, including the Great Tournament.

Aside from the church, the village has a blacksmith's foundry, where tools for local peasant farmers are made; a brewer's works, where wine and ales are made; a leather tanner's establishment; and a small merchant's shop. In addition, the village

includes about 50 modest dwellings, mostly occupied by peasant farmers and their families. The farmers are poor, but not starving.

On the wooded slopes surrounding the village numerous tents can be seen. These are the temporary quarters of the weekend visitors to Camlot. All have come for the Great Tournament.

On the slope of the hill behind the church is a large, solitary black boulder. The boulder is surrounded by a light woods. A gleaming sword with a jewel-encrusted hilt protrudes from the stone. Some people claim the sword has been there forever. Others say it has been there no more than 20 years. Most agree, however, that the sword was created by a heavenly force, because it is unnaturally bonded into the stone. No one can move it. On the hilt of the sword lies the inscription, "Whoso pulleth this Sword from this Stone is rightful King of all the Britons."

There is brisk activity in the village market today: Farmers hawk their produce with ringing voices; Camlot's enterprises enjoy a thriving business; and the square itself is jammed with armored and armed men. The men are drinking, eating, and laughing. All are knights or warriors who have come to celebrate Easter and participate in the Great Tournament on the morrow.

+++++

PCs disguised as knights or ladies meet with a warm welcome in Camlot. Average citizens and fighting men are curious to know from whence the visitors have come, hoping to enjoy their company.

As CM, you may improvise drinking bouts, horse races, wrestling matches, and gambling games for the PCs. You might also describe a bear-baiting game: a popular amusement in which brave (or foolhardy) men climb a greased pole and taunt a captured bear that is trapped beneath them.



BASIC ABILITIES			
Strength	68	Perception	54
Dexterity	60	Willpower	46
Agility	62	Luck	44
Personality	52	Stamina	58
Unskilled		Penetration	
Melee	65	Bonus	+10

SKILLS			
Name	Rank	Score	
Time Corps Stunner	SP	75	
Historical Specialty	SP	65	
(Italy, 1402-1527)			
Equestrian	MS	113	
Mounted Melee			
Swords	EX	95	
Military Leadership	EX	86	
Lance, Horseman's	EX	95	
Gambling	MS	104	

LEOPOLDO RAVELLI



BASIC ABILITIES			
Strength	46	Perception	72
Dexterity	68	Willpower	54
Agility	56	Luck	40
Personality	66	Stamina	52
Unskilled		Penetration	
Melee	51	Bonus	0

SKILLS			
Name	Rank	Score	
Time Corps Stunner	SP	83	
Historical Specialty	EX	93	
(Greece, 543-408 B.C.)			
Disguise	MS	122	
Stealth	EX	92	
Dagger/Knife	EX	81	
Thrown Weapon, Spear	EX	87	
Equestrian	SP	79	

MELISSA



BASIC ABILITIES			
Strength	76	Perception	50
Dexterity	60	Willpower	54
Agility	68	Luck	32
Personality	50	Stamina	72
Unskilled		Penetration	
Melee	72	Bonus	+15

SKILLS			
Name	Rank	Score	
Time Corps Stunner	SP	75	
Historical Specialty	SP	67	
(Byzantine Empire, 560-680 A.D.)			
Dagger/Knife	EX	102	
Lance, Horseman's	MS	127	
Swords	EX	102	
Mounted Melee			
Equestrian	EX	90	
Thrown Weapon, Spear	EX	98	
Military Leadership	SP	75	

THEOPHILUS



BASIC ABILITIES			
Strength	64	Perception	50
Dexterity	58	Willpower	52
Agility	54	Luck	42
Personality	48	Stamina	68
Unskilled		Penetration	
Melee	59	Bonus	+10

SKILLS			
Name	Rank	Score	
Time Corps Stunner	EX	88	
Historical Specialty	SP	66	
(France and Germany 1695-1820)			
Lance, Horseman's	EX	89	
Swords	EX	89	
Equestrian	MS	109	
Mounted Melee			
Mounted Missile			
Long Barreled Gun	SP	73	
Pistol	SP	73	
Theft	SP	69	

JEAN LOUIS BAPTISTE

THEOPHILUS

PARANORMAL TALENTS

PERSONAL DATA

Name Score
Paranormal Memory 35
Ignore Pain 35

Birthdate: '650 A.D.
Birthplace: Constantinople
Age: 30'
Ht. 5'8"
Wt. 165

Hair: Brown
Eyes: Green

Current Stamina:
Stamina Regeneration: 5/rd.
Current Willpower:
Wounds: ○○○○○○○○○○
○○○○○○○

Rank: Trainee/8
Nationality: Byzantine

As a moderately wealthy young man, Theophilus made his way into the cavalry of the Byzantine Empire. After distinguished service in a number of campaigns, he was awarded his own small command.

A cunning warrior, Theophilus is extremely devoted to preserving Earth's history, especially when it involves sophisticated, wide-spread patterns of civilization.

JEAN LOUIS BAPTISTE

PARANORMAL TALENTS

PERSONAL DATA

Name Score
Paranormal Memory 34
Adaptation 38

Birthdate: Jan. 22, 1795
Birthplace: Reims, France
Age: 24
Ht. 5'8"
Wt. 150

Hair: Black
Eyes: Brown

Current Stamina:
Stamina Regeneration: 5/rd.
Current Willpower:
Wounds: ○○○○○○○○○○
○○○○○

Rank: Trainee/7
Nationality: French

Jean grew up in the tempestuous atmosphere of Revolutionary and Napoleonic France. Like most young men of that place and time, he longs for money, glory, and self-distinction in military action.

As a soldier, Jean Louis was more than proficient; he fought with the French Imperial Guard cavalry at the Battle of Waterloo in 1815. Now, Jean longs to distinguish himself in the Time Corps, which he feels is only slightly less glorious than the armies of Napoleon.

LEOPOLDO RAVELLI

PARANORMAL TALENTS

PERSONAL DATA

Name Score
Paranormal Memory 34
Ignore Pain 33

Birthdate: Aug. 14, 1502 A.D.
Birthplace: Milano, Italy
Age: 25
Ht. 5'6"
Wt. 150

Hair: Black
Eyes: Brown

Current Stamina:
Stamina Regeneration: 4/rd.
Current Willpower:
Wounds: ○○○○○○○○○○
○○○○○

Rank: Trainee/7
Nationality: Italian

The third son of an impoverished noble family of Renaissance Italy, Leopoldo left home to make his fortune at the age of 15. At 17, he worked briefly as a laborer in Michelangelo's workshop in Florence. Despite his admiration for the arts, Leopoldo had no aptitude for creating beautiful things with his hands. At 19 he joined one of Italy's mercenary bands as a soldier. He quickly distinguished himself through his willingness to do battle, an unusual trait in the ways of the *condottieri* at the time.

Leopoldo is an enthusiastic Time Corps agent. He believes strongly in preserving Western civilization, especially its art, music, literature, and respect for athletic accomplishment.

MELISSA

PARANORMAL TALENTS

PERSONAL DATA

Name Score
Paranormal Memory 42
Memory Restoration 42

Birthdate: 443 B.C.
Birthplace: Athens, Greece
Age: 35
Ht. 5'4"
Wt. 120

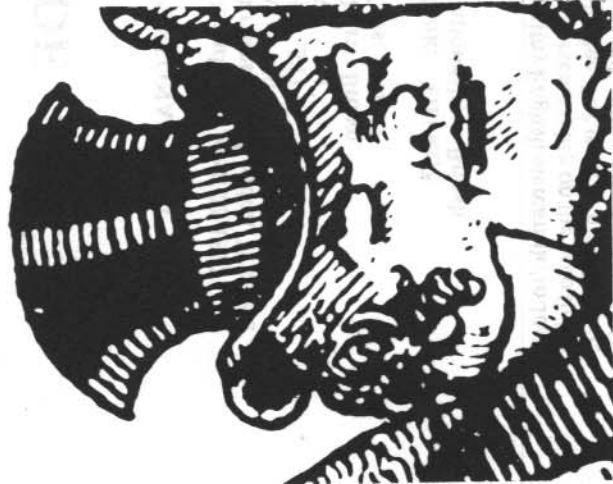
Hair: Black
Eyes: Blue

Current Stamina:
Stamina Regeneration: 4/rd.
Current Willpower:
Wounds: ○○○○○○○○○○
○○○○○

Rank: Trainee/7
Nationality: Greek

Melissa was born the daughter of a wealthy Greek merchant in Periclean Athens. Despite the severe restrictions on women in her society, she succeeded in obtaining a first-rate education. She often disguised herself as a man in order to take part in philosophical conversations with Socrates. She was banished from Athens when her disguise finally failed.

Melissa has now put her first rate mind to work for the Time Corps. Her comrades consider her a particularly cunning agent, often able to fathom Demorean schemes which leave others stumped.



BASIC ABILITIES		
Strength	52	Perception 60
Dexterity	48	Willpower 64
Agility	74	Luck 62
Personality	54	Stamina 46
Unskilled		Penetration 46
Melee	63	Bonus +5

SKILLS		
Name	Rank	Score
Time Corps Stunner	SP	63
Historical Specialty (England and Ireland, 1702-1852)	EX	92
Lance, Horseman's	SP	78
Equestrian	MS	114
Mounted Melee		
Medicine	EX	90
Tracking	SP	76

JONATHAN WILDE



BASIC ABILITIES		
Strength	50	Perception 70
Dexterity	46	Willpower 68
Agility	62	Luck 36
Personality	68	Stamina 62
Unskilled		Penetration 62
Melee	56	Bonus +5

SKILLS		
Name	Rank	Score
Time Corps Stunner	SP	61
Historical Specialty (England and U.S., 1778-1903)	EX	99
Disguise	MS	112
Gambing	EX	83
Equestrian	SP	74
Theft	EX	92
Pistol	SP	61
Dagger/Knife	SP	71

BELLE WILLIAMS



BASIC ABILITIES		
Strength	58	Perception 60
Dexterity	62	Willpower 72
Agility	54	Luck 50
Personality	52	Stamina 60
Unskilled		Penetration 60
Melee	56	Bonus +5

SKILLS		
Name	Rank	Score
Time Corps Stunner	SP	77
Historical Specialty (E. Europe, 1121-1261)	SP	81
Short Handled Weapons	MS	111
Lance, Horseman's	EX	86
Equestrian	EX	96
Mounted Melee		
Mounted Missile		
Shortbow	SP	77
Pistol	SP	77
Outdoor Survival	EX	91

MARYA



BASIC ABILITIES		
Strength	50	Perception 68
Dexterity	62	Willpower 54
Agility	66	Luck 44
Personality	52	Stamina 56
Unskilled		Penetration 56
Melee	58	Bonus +5

SKILLS		
Name	Rank	Score
Time Corps Stunner	SP	77
Historical Specialty (United Earth 3080-3205)	SP	76
Martial Arts	SP	73
Swords	EX	88
Equestrian	EX	90
Mounted Melee		
Automatic Rifle	EX	92
Laser Pistol	EX	92
Laser Rifle	EX	92
Pilot	EX	96
Computers	MS	111

JENNY ADAMS

BELLE WILLIAMS

PARANORMAL TALENTS

Name
Paranormal Memory Score 46
Telepathic Sending 52

PERSONAL DATA

Birthdate: Aug 27, 1878
Birthplace: Swansea, Wales
Age: 25
Ht. 5'7"
Wt. 125
Hair: Brown
Eyes: Blue

Current Stamina:
Stamina Regeneration: 5/rd.
Current Willpower:
Wounds: ○○○○○○○○○○
○○○○○

Rank: Trainee/7
Nationality: British (Welsh)

Belle was the daughter of a poor family in Swansea, Wales. Always independent and high spirited, she ran away from home at the age of 16 and made her way to London, where she began life as a waitress in lower class taverns.

Soon, Belle's talents as a singer were obvious and she became something of a favorite in the late Nineties' music halls. Belle is both smart and attractive. She makes the best possible use of all advantages she can find in any situation.

JENNY ADAMS

PARANORMAL TALENTS

Name
Paranormal Memory Score 41
Significance Sensing 42
Memory Restoration 42

PERSONAL DATA

Birthdate: June 10, 3180
Birthplace: Bostonmass, Earth
Age: 25
Ht. 5'11"
Wt. 140
Hair: Blond
Eyes: Blue

Current Stamina:
Stamina Regeneration: 4/rd.
Current Willpower:
Wounds: ○○○○○○○○○○
○○○○○

Rank: Probationer/1
Nationality: Earther

The daughter of a middle class family in North America on United Earth, at 16 Jenny began the extensive training to become a space fighter pilot. She saw extensive combat action in the war of the Federal Alliance against the Galactic Empire.

As a Time Corps agent, Jenny is experienced, tough, and quick thinking. Her attractiveness coupled with her enthusiasm, sometimes makes her a distraction to male agents.

JONATHAN WILDE

PARANORMAL TALENTS

Name
Paranormal Memory Score 42
Telepathic Probe 45
Time Shift 42

PERSONAL DATA

Birthdate: April 22, 1802
Birthplace: London, England
Age: 50
Ht. 5'11"
Wt. 178
Hair: Brown
Eyes: Hazel

Current Stamina:
Stamina Regeneration: 4/rd.
Current Willpower:
Wounds: ○○○○○○○○○○
○○○

Rank: Trainee/8
Nationality: British

Jonathan Wilde was the second son of a wealthy English mercantile/industrial family. As a youth, he acquired skill in horsemanship on the polo fields before going on to read medicine at Cambridge. For most of his adult life, Wilde maintained a rather standard practice in London, more interested in the study of British history than medicine, and with sufficient funds to minimize the time his work required.

At 50, Wilde is still possessed of an eager, inquisitive mind and is in good physical shape. His fellow agents find him a bit stuffy—a carry over from his native time—but absolutely honest and reliable in the field.

MARYA

PARANORMAL TALENTS

Name
Paranormal Memory Score 44
Significance Sensing 46

PERSONAL DATA

Birthdate: April 14, 1221
Birthplace: Krakow, Poland
Age: 40
Ht. 5'5"
Wt. 140
Hair: Light Brown
Eyes: Green

Current Stamina:
Stamina Regeneration: 4/rd.
Current Willpower:
Wounds: ○○○○○○○○○○
○○○○○

Rank: Trainee/7
Nationality: Polish

Prior to recruitment into the Time Corps, Marya was a Polish peasant living in a village near Krakow. Her life was one of endless toil. Her incredible will to survive enabled her to withstand not only peasant life, but the horrors of the Tatar invasions under Bhatu Khan. In fact, she acquired her skill with short handled weapons, such as the axe, during those violent years.

Since her recruitment, Marya has dedicated herself to learning combat skills, for life's lessons have been harsh ones for her. Her fellow agents regard her as a person with a good sense of humour, a brave soul, and a good friend to have.



This small village has no tavern or inn, but food and drink can be purchased from the brewer or farmers in the market. PCs must furnish their own accommodations: they can purchase tents from the local merchant, or simply sleep in the open air.

All is not quite as rosey at it seems in Camlot, however:

1. The gathered fighting men know, although none speak the fact, that many among them will fight to a brutal death with a king's crown at stake. Certainly, some who are laughing and drinking today will be carted home as a corpse Monday night.

2. Unknown to any but themselves, six Demoreans have infiltrated the area. Four of these aliens lurk in the hills, setting up a base with sleep pods and high-tech equipment. All four remain in natural form, including the group leader, Lor Zan. In addition, two Demoreans wander about the village inconspicuously, in the guise of peasant farmers. These two are keeping an eye out for Time Corps agents.

Under ordinary circumstances, the PCs will not directly encounter any of the Demoreans until Encounter 3 below. However, if the PCs arrive several days before Sir Kay's abduction on Easter Sunday, the CM may, at his or her discretion, run an encounter between the Demoreans and the PCs—perhaps a gambling game or sporting event. If the PCs give themselves away as Time Corps agents, all of the Demoreans will definitely attempt to assassinate them before Sir Kay's abduction.

NPC Statistics

Lor Zan, Demorean Team Leader

Significance Rating: 0

STR 48 DEX 52 AGL 46
WPR 80 PER 42 PCN 50
STA 50 UMS 47 WNDS 13

Current Sta:

Wounds: ○○○○○○○○○○○○○○

E/W/A: Laser pistol, sword, dagger.

Skills: *Laser Pistol*, Master, 107;
Swords, Master, 102; *Dagger/Knife*

(*thrown*), Expert, 80; *Computers*, Expert, 75.

PTs: Shock, 64; Demoralize, 65; Domination, 58; Shield, 60; Paranormal Memory, 65; Dimensional Travel; Shape Shift; Telepathy.

Five Demoreans

Significance Rating: 0

STR 40 DEX 40 AGL 40
WPR 70 PER 40 PCN 40
STA 40 UMS 40 WNDS 12

Current Sta:

Wounds: ○○○○○○○○○○○○○○

E/W/A: Peasants—daggers. Other Demoreans—laser pistol, sword, dagger.

Skills: *Laser Pistol*, Expert, 70; *Swords*, Specialist, 55; *Dagger/Knife (thrown)*, Expert, 70; *Computers*, Specialist, 55.

PTs: Shock, 55; Shield, 55; Dimensional Travel, Shape Shift, Telepathy.

3. THE DEMOREAN BASE AT CAMLOT

Use this encounter if and when the PCs search for a Demorean base in the Camlot area. The PCs can find the base in two ways:

1. If they have spotted the Demoreans in Camlot, they can follow them to the base on any night.

2. If they actively search the area around Camlot, they eventually dis-

cover the four-armed peasant described in the boxed text below. They must first spend 1d10 hours searching.

+++++
In the distance, another wooden, thatched-roof hut lies at the edge of a field. A short peasant steps outside the front door and empties a bucket of garbage onto the dirt. Then he casually strolls back inside. One problem, though: the peasant has four arms.

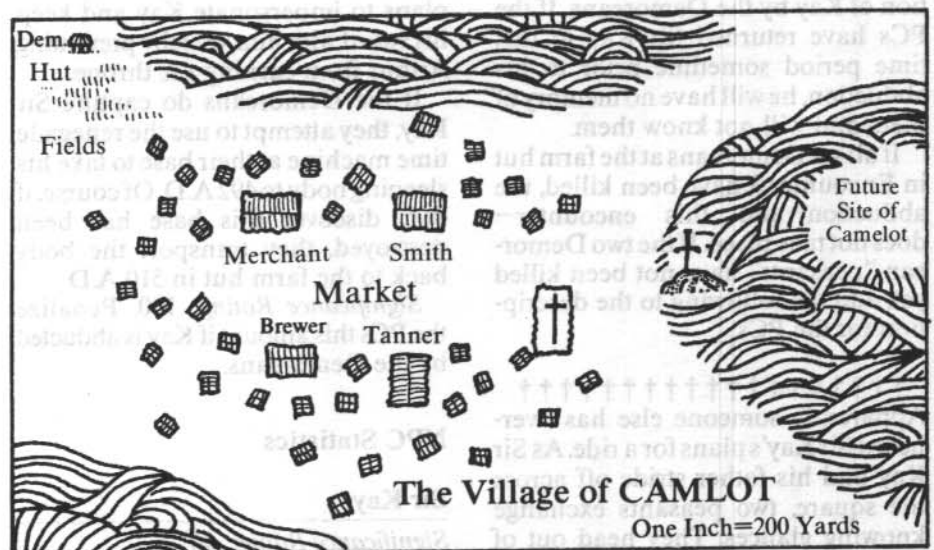
+++++

The number of Demoreans inside the hut varies according to the actions of the PCs. If the PCs have not killed the aliens previously, then four in natural form are here during daylight hours. After sunset, the same four plus two in the form of human peasant farmers are inside the hut.

All of the Demoreans here fight Time Corps intruders to the death. The creatures use laser pistols, swords, and daggers as appropriate.

Inside the hut, the agents find crude pieces of wood furniture, a computer similar to the one at the base in Chapter III, 6 sleep pods, a total of 12 laser pistols, 8 swords, 8 daggers, and 1 crude renegade time machine.

Two of the sleep pods contain local peasant farmers. These people can be awakened and released without use of Restore Memory. They simply





Kay has not lost his weapon. The knight straps on the sword and heads for the market square.

Whatever else the PCs do, they must find some means to get Arthur to draw Excalibur from the stone. Arthur cannot be persuaded to attempt this feat unless Sir Kay or Sir Ector are in dire need of a weapon.

The sword in the stone is a 36th century monofilament sword. Thomas Merlin acquired the weapon as a renegade. He has a remote control device with which to release the blade from the stone.

If any Demoreans survived previous encounters with the PCs, they will keep a close eye on Arthur. They intend to kill him before he draws the sword from the stone. Merlin, of course, fights to defend his protege.

As soon as Arthur pulls the sword from the stone, Merlin rushes to the market square, shouting for the tournament to be stopped. He declares that a new king has been found, according to the legend of the stone. The entire crowd surges up the hillside, insisting to see the feat repeated. Arthur plunges the sword back into the stone, then nervously withdraws it again. Most of the fighting men kneel and swear loyalty to their new king, while Merlin looks happily on.

Encounter Background

It is essential to the PCs' mission that Arthur be recognized as king. The PCs might be able to have Arthur recognized as king if one of them wins the Great Tournament and then abdicates in favor of the youth. Merlin will support such an arrangement.

Significance Rating: 200. Penalize the PCs this amount if Arthur does not pull the sword from the stone. If Arthur is not recognized as king during this chapter, the PCs fail.

NPC Statistics

Merlin, Renegade Time Warrior

Significance Rating: 400

STR	60	DEX	52	AGL	70
WPR	62	PER	50	PCN	58
STA	52	UMS	65	WNDS	13

Current Sta:

Wounds: ○○○○○○○○○○○○○○

E/W/A: Laser pistol disguised in staff; dagger.

Relevant Skills: *Wrestling*, Expert, 95; *Dagger/Knife*, Expert, 95; *Short-handled Weapons*, Specialist, 80; *Swords*, Master, 120; *Mounted Melee*; *Shortbow*, Expert, 82; *Computers*, Specialist, 69; *Demolitions*, Specialist, 70; *Disguise*, Expert, 81; *Military Leadership*, Master, 113; *Stealth*, Master, 116. **PTs:** Paranormal Memory, 40; Telepathic Sending, 43.

Arthur, King of the Britons

Significance Rating: 400

STR	64	DEX	58	AGL	68
WPR	60	PER	76	PCN	70
STA	66	UMS	66	WNDS	14

Skills: *Wrestling*, Expert, 96; *Horseman's Lance*, Specialist, 81; *Polearm*, Specialist, 81; *Short-handled Weapons*, Specialist, 81; *Swords*, Expert, 96; *Equestrian*, Expert, 98; *Mounted Melee*; *Mounted Missile*; *Shortbow*, Specialist, 73; *Spear (thrown)*, Specialist, 76; *Ancient Artillery*, Specialist, 79; *Investigation*, Specialist, 84; *Military Leadership*, Expert, 97; *Outdoor Survival*, Expert, 90; *Swimming*; *Tracking* Specialist, 75.

Note: The skill scores above reflect Arthur's youth. As he ages, they improve.

Other NPCs

Statistics for the Demoreans are given in Encounter 2. Statistics for Sir Kay are given in Encounter 4. All other NPCs are standard NPCs of the appropriate type.

THE GREAT TOURNAMENT

The great tournament opens early Monday morning with several individual jousts. Men who are defeated in these personal challenge matches are eliminated from the tournament.

After a midday feast in the market square, warriors still eligible for the *grand melee* form two great lines,


faced off across the square. The lines charge one another, and then it's every man for himself. The rules of the tournament specify that the winner will be the last man who has not yielded once or been killed.

The PCs may participate in the grand melee, either as part of the adventure or simply because the players would enjoy it. As CM, you can set it up using the entire color map from the *TIME MASTER™* game to represent the market square. The scale is 5 feet per hex. Ignore all terrain features on the map.

Place all 14 blue cavalry counters along one of the short sides of the map, and all 14 white ones along the opposite side. Let the PCs set up with either line, as desired. Each counter represents one warrior and his horse. Use the *melee/morale* values on the counters as NPC skill scores.

Run the combat as a normal melee, remembering that blue counters may just as well attack other blues after the initial clash. Likewise, white may attack white; this is a free-for-all match with no holds barred. Severely wounded warriors may yield without losing honor, but of course, this means they have relinquished their claims for the throne.

PCs who attempt to use their stunners in the melee sow great confusion and discord. Furthermore, any NPC who sees an agent use a stunner immediately accuses the PC of practicing evil sorcery. The tournament is halted to allow immediate trial of the accused PC. As CM, you may improvise the trial's outcome as you see fit, remembering that if Merlin is present, he would usually intervene on behalf of the accused PC.

In the unlikely event that a PC wins the tournament, he or she should have the good sense to abdicate in favor of Arthur. 

TRIAL BY COMBAT



rial by Combat" spans the days between the PCs' arrival in 520 A.D. and Guinevere's trial on April 16. During the decade which has passed since Chapter IV, Arthur has united his

kingdom. He has also built a great, fortified villa called Camelot, above the place where he claimed Excalibur. Furthermore, Arthur has found a queen: the beautiful damsel Guinevere. Unfortunately, the marriage is far from perfect.

Guinevere has fallen hopelessly in love with Sir Lancelot, Arthur's most trusted knight. Arthur does not know of this affliction. But Morgan Le Fay, who resides at Camelot as Arthur's sister, has taken note of this treasonous affair. With glee, she intends to use the situation to wreak havoc in Arthur's court. Her actions bring about the trial by combat on April 16, which determines whether the queen is guilty of treason.

Historically, Guinevere is absolved of wrongdoing after Lancelot wins the trial. But a dozen Demoreans, who have infiltrated Camelot as servants, intend to change all of that. When the creatures discover Lancelot will be traveling alone before the combat, they attempt to murder him on the road, with a little help from a new kind of alien.

1. ARRIVAL IN CAMELOT

+++++
In no more than a fraction of an instant, your scooters arrive in 520 A.D. The small village of Camlot sits peacefully in the springtime sun, little changed in the decade past. The

surrounding fields do promise greater prosperity, however. And a great, fortified villa stands high on the hillside that once held Excalibur. Dragon pennants snap in the breeze from atop the villa's towers. Without doubt, this is the castle called Camelot, home and court of King Arthur.

+++++

The PCs should arrive sometime in April of 520 A.D. if they have uncovered the clue in Chapter IV. (A message lies in the computer at the Demorean base in 510 A.D., stating that Lancelot and Guinevere are found guilty of treason on April 16.) The place of the PCs' arrival depends on their own choice. The CM should reference the Camelot castle map for a location, should the PCs fail to specify one.

The agents may obtain horses in the village as they make their way to the castle. As they near the outer gate of Camelot, read the following aloud:

+++++

Several riders approach, cantering down the slope. A man in the center calls out, "Hold, good sirs!" His tone is gruff, but not hostile.

The group of riders includes five armored men. The man who called to you wears a small gold crown on his brow, in the form of a laurel wreath. A colorful tunic flows over his mail corselet, emblazoned with a dragon.

The men ride up to within 10 feet. The leader speaks again. "Who is it who seeks entrance to the court of good King Arthur of Camelot? Speak, and state your business."

+++++

Whatever the PCs reply, the leader, who is King Arthur, insists on a friendly "passage of arms"—a joust with blunted lances. Arthur intends to fight one of the PCs himself. The combat represents the king's graciousness, not hostility. It also satisfies the king's desire to test the mettle of the unknown

strangers. He has no intention of killing or seriously wounding a PC.

King Arthur provides the blunted lances for use during this mock combat. With these weapons, it is possible to make a called shot to unhorse an rider without causing any wound damage (Stamina loss is normal). Unfortunately, all other shots cause full armed combat damage. The combat lasts only until one rider is knocked off his horse.

Should the PCs refuse to let one of their group fight Arthur, the King concludes they are mere cowards, hardly worthy of his attention. He refuses them entry to his castle.

Arthur does not recognize the PCs from 10 years ago, unless they were involved in a combat to rescue him from the Demoreans.

Merlin comes to one of Camelot's guard towers during the mock combat. He recognizes the PCs, but does not give away their real identity.

Arthur and his men enjoy a good laugh over the joust, regardless of the outcome. If the PC should happen to win, Arthur is quite impressed with that character, and takes a liking to him. But regardless of who wins, Arthur is in a good mood. When the combat ends, the King invites the "goodly knights" (the PCs) to stay at his villa.

If the "passage of arms" takes place, the PCs are welcome to stay at Camelot indefinitely, provided they do not offend Arthur or the Knights of the Round Table. The agents are shown to the guest quarters indicated on the Camelot castle map.

If for some reason the PCs try to break into Camelot, they have a very difficult time: each of the towers contains 4 shortbow men and 4 Briton infantrymen. All soldiers have commanding fields of fire on both sides of the walls linking the towers. The men can move freely along the walls.

Significance Rating: The rating for this encounter is 0, unless the PCs manage to kill King Arthur.



NPC Statistics

Arthur, King of Britons

Significance Rating: 400

STR	64	DEX	58	AGL	68
WPR	60	PER	76	PCN	70
STA	66	UMS	66	WNDS	14

Skills: *Wrestling*, Master, 121; *Horseman's Lance*, Expert 96; *Polearm*, Expert, 96; *Short-handled Weapons*, Expert 96; *Swords*, Master, 121; *Equestrian*, Master, 123; *Mounted Melee*; *Mounted Missile*; *Shortbow*, Expert, 88; *Thrown Weapon*, Spear, Expert, 91; *Ancient Artillery*, Expert, 94; *Investigation*, Expert, 99; *Military Leadership*, Master, 122; *Outdoor Survival*, Master, 115; *Swimming*; *Tracking*, Expert, 90.

Arthur's Men

The men with Arthur are all standard Briton cavalymen. The guards at Camelot are all standard Briton infantrymen or shortbow men with bow skill scores of 80.

2. FIRST NIGHT AT CAMELOT

+++++
You are guests of honor at the court dinner tonight. King Arthur himself introduces you to the assembled court, toasting your health and friendship. Queen Guinevere, a beautiful young woman, is seated on the king's left. Wine and laughter flow freely, complementing a feast of boar, fowl, and warm breads. You are entertained by the best the age has to offer: first jugglers, then clowns and acrobats; later, a minstrel and many fine dancers.

In the course of the evening, the King introduces you to his trusted knights, who are seated around him. Their names are legendary: Percival, Gawaine, and Bedivere, among others. Lancelot is not mentioned. One chair at the famous Round Table, the one nearest to the king's right side, is empty.

+++++

The empty chair is Sir Lancelot's. By making random inquiries, the PCs

learn that this knight is attending to the king's business in lands to the south. He is expected to return to court in two days. Careful questioning, or use of Investigation skill, will provide the PCs with the exact route of travel Lancelot is expected to follow.

In the course of the evening, the PCs also pick up some gossip about the conduct of Queen Guinevere and Sir Lancelot. By time the court begins to retire, it should be evident to the PCs that everyone present—lords and ladies alike—believes Guinevere and Lancelot are lovers. Apparently, only one person is unaware: King Arthur.

Significance Rating: 0

NPC Statistics

Statistics for Arthur are given in Encounter 1 above. The other NPCs present are standard Briton cavalymen and standard NPCs.

3. THE KING'S HUNT

This encounter takes place the first

morning after the PCs' arrival at Camelot.

+++++
A knock on the door disturbs your slumbers. Outside, in the dim morning light, two page boys wait. Each carries a steaming basin of water for washing. The lads also bear a message from King Arthur: the entire court is invited to join him for a wild boar hunt.

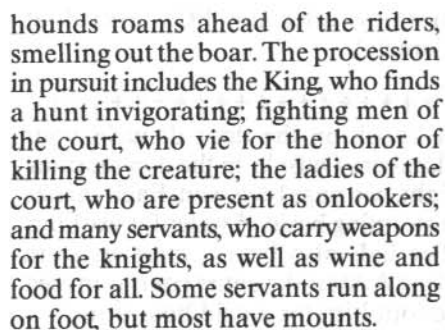
Already, you can hear the barking of hounds from the courtyard, and the sound of grooms readying horses for their noble masters.

+++++

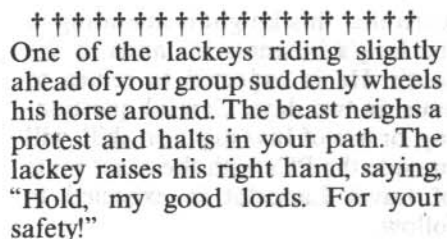
The king has offered a prize to whomever personally kills the boar: an elegant lance. His plans for the hunt are not unusual. However, 12 Demoreans have infiltrated his court, posing as servants, and they indeed have strange plans for the event. They intend to use the hunt to discover if the court's new guests are as they appear—or if they are Time Corps agents.

During the hunt, a large pack of





During the hunt, the riders part and rejoin as a matter of course, frequently separated by the terrain. Many of the knights ride completely out of sight of the others. Six Demoreans, posing as pages and lackeys, arrange matters so that they are riding three to either side of the PCs. Shortly, the PCs and the lackeys are riding alone through a small cluster of shrubs and trees. When this happens, read the following:



As you draw in your reins, the young man jumps from his horse and rushes out of sight behind some brush. In just a few seconds, the lackey emerges again, but greatly changed: he has a blank expression on his face, and cradles a 20th-century Thompson submachine gun in two of his four arms.

"What think ye now, my lords?" he asks, leering with enormous eyes.

† † † † † † † † † † † † † † † † †

The Demoreans are carefully watching for any sign that shows the PCs understand what is happening: the aliens reason that real Arthurian fighting men would believe they were seeing a demon; anyone who recognizes either Demoreans or automatic weapons must be a Time Corps agent.

If the PCs indicate they know the nature of what they are facing the Demoreans open fires with the Thompson (treat as an automatic rifle with a 50-round drum style clip). The alien stands 50 feet ahead. The other five Demoreans have eased their horses out of the line of fire, anticipating the

assault. Should the PCs not be killed quickly by the submachine gun fire, the other Demoreans join the fight, using swords and daggers. Their intention is to kill the PCs, and they fight to the death.

If the PCs are clearly winning this fight with the Demoreans, wait until you estimate the combat has two rounds left to go. Then read the following text aloud:

+++++
Suddenly, the baying of the hounds grows louder, as if the pack has begun to double back. Something grunts in the nearby bushes. In a flash, the underbrush parts to reveal an enraged wild boar, charging directly at you.

† † † † † † † † † † † † † † † † †

Let the boar enter the melee with an equal chance of attacking either side. Roll percentile dice to determine its victims: 01-50 indicates PCs; 51-00 indicates Demoreans. As CM, you may randomly choose which individual on either side receives the boar's attentions each round. The boar fights until it is killed.

If one of the PCs kills the boar, thus winning the prize, he or she may keep the lance as a souvenir of this mission.

Encounter Background

These six Demoreans are only half the team sent to this segment of the timeline. Their particular job is to watch for Time Corps infiltrators and eliminate them, if possible. When combat with the PCs begins, one of the aliens automatically sends a telepathic warning to the other Demoreans in Camelot. All Demoreans can now identify them.

Significance Rating: 0.




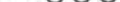


NPC Statistics

Six Demoreans

Significance Ratings: 0

STR	40	DEX	40	AGL	40
WPR	70	PER	40	PCN	40
STA	40	UMS	40	WNDS	12

Current Status	Wounds
1. Current Status	2. Wounds

1) 
 2) 
 3) 
 4) 
 5) 
 6) 

E/W/A: Sword, dagger, leather armor (AR 10) protecting upper and lower torso; #1 also has Thomson sub-machine gun.

Skills: *Swords*, Expert, 70; *Dagger/Knife*, Expert, 70; #1 only, *Automatic Rifle*, Expert, 70.

PTs: Shock, 55; Demoralize, 55; Dimensional Travel; Shape Shift; Telepathy.

Wild Boar

STR	70	DEX	na	AGL	70
WPR	60	PER	na	PCN	60
STA	80	UMS	70	WNDS	15

Current Sta:

Wounds: ○○○○○○○○○○○○
○○○○○

Description: The wild boar can attack once per round using its UMS. This attack is made with the creature's tusks, and any damage inflicted is treated as normal armed combat damage. Armor does serve as some protection against the boar's tusks. Characters attacked by the boar must make a general Agility check in order to avoid falling down, even if the boar's attack fails to cause any damage. The boar can move at twice the normal rate of characters.

4. THE KING'S CHAMPION

† † † † † † † † † † † † † † † † † †

Again tonight there is feasting at Camelot. A certain, unfortunate wild boar has the place of honor on the menu. Toasts are drunk to the prowess of the killer of the boar. Arthur and Guinevere preside over the feast from their places at the Round Table.

Morgan Le Fay, who resides in the castle, is present tonight. During the feast, she rises to propose her own toast. "To the honor of the slayer of

the boar," she cries in a lusty voice. "Would that my own brother had half that honor under his own roof." As she utters this insult, she casts a knowing glance at Sir Bedivere.

Instantly, Arthur is on his feet. "What means this outrage, Sister? Who says Arthur lacks honor in his own court? Who dares to so slander me? Watch your tongue, witch, or... sister or no... by the gods you shall lose it!"

"Good my lord," intones Sir Bedivere, rising to his feet, "your good sister does but speak what all this court too well knows. There is a traitor seated at our Round Table tonight, one who steals the king's honor, who disgraces him before his court! And I will no longer hold my silence at such an outrage to the king I so dearly love."

A look of horror crosses Guinevere's face. The king casts her a wary glance, and says, "Then speak quickly, Sir Bedivere, for I lose patience. Whom call you traitor?"

"My lord, forgive me: it is the Queen. There is no knight in this room who knows not of her illicit love for, for..."

"For WHOM, Bedivere? Say the name, and then prepare to die for making such a base accusation against the honor of our person and our wife."

"For.... Lancelot, my lord."

Arthur's face turns ashen as he sinks slowly into his chair. Guinevere begins to protest the accusation, but quiets as Arthur continues. "You make a formal charge of treason?" he asks.

"Aye, my lord," replies Sir Bedivere, "I do. And would stand to prove it on the field of honor myself, but—as

my lord can see—I am already so wounded from a fall during the hunt this very day. Nevertheless, I demand justice: trial by combat to determine the Queen's guilt or innocence. According to your own law, sire, let the King as our People proclaim a champion to uphold my charges. And let him who volunteers," he says dryly, "champion the Queen's innocence."

The stricken king sits silent, obviously enraged, but giving his anger no voice. At last, he growls, "The law is, as you say, my law. I will not break it."

Nor can I, as representative of the law and our People, champion either the King's cause, or the Queen's. Lancelot will fight for the queen, as it is HIS honor, as well as mine and hers, that has been offended. I find your wound most convenient for you, Sir Bedivere; it is slight, compared to the death that would await you at Lancelot's hands. As for the King's champion, representing our people, We choose..."

Arthur breaks off, scanning his court. His eyes come to rest on the PC who fought with him to gain entrance to Camelot. "...we choose someone impartial to our dealings here. We choose you, Sir Knight, to be our champion in this matter," he says, indicating the PC.

† † † † † † † † † † † † † † † † †

There is very little for the PCs to do about this: Arthur cannot be dissuaded from his choice. After some further discussion, the date of the trial is set for three days hence at 12 noon. Lancelot is scheduled to return by that time. If the PC wins the trial, the queen's guilt shall be proven. If Lancelot wins the trial, proof of her innocence shall be his reward.

Throughout the rest of the evening, the chosen PC receives sad looks from the rest of the court. A constant muttering drifts through the room: "Lancelot has never been defeated in single combat, not even by Arthur himself!"

Merlin appears, offering his condolences to the PCs (whom he of course remembers). He says he can do nothing to prevent this trial from taking place.

Hints for the PCs

Any PC who passes a secret general Perception check during Arthur and Bedivere's conversation notices two pages conversing intently in the background. As soon as the date for the trial is set, both pages scurry from the room. The PCs notice these two young men have perfect physiques, and their faces and hands have no blemishes or scars—something rare indeed for servants in this time.

feast. One of the PCs has been forced into the role of the King's champion. If that PC was killed in a previous encounter, Arthur will, in the interim, have picked another PC to take his place.

Lancelot is supposed to fight on behalf of the Queen. If Lancelot is dead, no champion will appear on behalf of Guinevere, unless a PC volunteers. If Lancelot was wounded but not killed while fighting the dragon, he will fight regardless of his injuries.

If no champion appears on behalf of the Queen, she is automatically found guilty. King Arthur, however reluctantly, must order her immediate execution for high treason.

The combat to prove the Queen's innocence is fought at first as a normal joust; a called shot knocks a rider from his mount, inflicting full damage. If a PC is unhorsed while fighting Lancelot, the knight behaves according to the dictates of chivalry: he dismounts and continues the combat on foot.

This combat is supposed to be to the death. However, if either knight yields, the victor may ask Arthur to show mercy and allow the vanquished to live. Arthur automatically does so, unless it appears that the vanquished knight did not fight as well as he was able. Lancelot, if victorious, requests mercy for his opponent.

Encounter Background

Historically, Lancelot wins this trial by combat, thereby proving the Queen's innocence. He is unable to bear his shame or resist his love for Guinevere, however. The knight leaves Camelot after the trial, never to return. Guinevere eventually leaves Arthur to take up life in a nunnery, in atonement for her illicit affections.

Significance Rating: 100. Penalize the PCs this amount if the Queen is found guilty. In addition, penalize them the SR of the Queen (100) when she is executed.

NPC Statistics

Lancelot du Lac

Significance Rating: 100

STR	78	DEX	76	AGL	80
WPR	68	PER	66	PCN	50
STA	78	UMS	79	WNDS	15

Current Sta:

Wounds: ○○○○○○○○○○○○
○○○○○

W/A/E: mail corselet over full torso (AR 45), helmet (AR 15), small shield, dagger, large spear (lance), 2 javelins, sword.

Skills: *Wrestling*, Master, 134; *Lance*, *Horsemans*, Master, 134; *Polearm*, Master, 134; *Short Handled Weapons*, Master, 134; *Swords*, Master, 134; *Equestrian*, Master, 129; *Mounted Melee*; *Mounted Missile*; *Shortbow*, Master, 131; *Thrown Weapon*, *Spear*, Master, 132; *Ancient Artillery*, Expert, 93; *Distance Running*; *Military Leadership*, Master, 126; *Outdoor Survival*, Master, 111; *Swimming*; *Tracking*, Master, 105.

Queen Guinevere

Significance Rating: 100

STR	50	DEX	60	AGL	60
WPR	66	PER	72	PCN	70
STA	60	UMS	55	WNDS	14

Current Sta:

Wounds: ○○○○○○○○○○○○
○○○

E/W/A: dagger

Skills: *Dagger/Knife*, Specialist, 70; *Equestrian*, Master, 119; *Disguise*, Expert, 96; *Medicine*, Specialist, 80; *Outdoor Survival*, Specialist, 77; *Swimming*; *Tracking*, Specialist, 75.

8. FAREWELL, MERLIN

✦ ✦ ✦ ✦ ✦ ✦ ✦ ✦ ✦ ✦ ✦ ✦ ✦ ✦ ✦ ✦ ✦

Shortly after the trial, Merlin approaches you privately. He has a tired and haggard look.

"Despite the changes in my behavior which you have caused, I find myself

condemned to remain in this cursed loop trap, unless you will release me. It is now time for me to travel back again in time—in a vain attempt to destroy Morgan Le Fay in her childhood. Know you, it was Morgan who put Sir Bedivere up to making this terrible charge against the Queen. She intended to destroy all that Arthur has achieved. What is more, she has used her blasted drugs, of which only she knows the secret, to befuddle and seduce Arthur. And she has conceived that horror, Mordred, whom I know shall bring the ruin of my work.

"Fellow time-travelers, I have come to bid you farewell. Soon, my compulsion will be unstoppable. Such, I suppose, is the nature of the loop trap."

As Merlins speaks, Morgan Le Fay approaches, her gaze intent on Merlin. She hisses a string of insults at the wizard. "You old goat; your time will soon come. It will take my lifetime, but I will undo what you have done. I have the sight, you know, more powerfully than you. In 20 years, near this place on the first of May, my Mordred will slay your Pendragon bastard. And then, you murderer, my son shall take his rightful place on the throne. There is nothing you— nothing any of you—can do to stop it." She waves a long, pointed fingernail at the renegade, then turns swiftly and walks away.

* * * * *

This encounter provides the PCs with an opportunity to recruit Merlin for the Time Corps. They must propose this idea themselves, but once they do, he gladly accepts.

If Merlin is recruited, the PCs may take him on the last hop of this adventure before returning to Time Corps HQ.

If the PCs do not recruit Merlin, he remains loop trapped for all time.

Significance Rating: 0

NPC Statistics

Thomas Merlin, Renegade

Significance Rating: 400

Merlin's statistics are listed in full in Chapter II.



Morgan Le Fay

Significance Rating: 200

STR 44 DEX 72 AGL 60
WPR 70 PER 62 PCN 76
STA 50 UMS 52 WNDS 13

Current Sta:

Wounds: ○○○○○○○○○○○○○○

E/W/A: dagger

Skills: *Dagger/Knife*, Master, 107;
Thrown Weapon, Dagger, Master, 113;
Investigation, Master, 125

DEMOREANS IN CAMELOT

Use this encounter if and when the PCs decide to search Camelot for evidence of a Demorean team. (They will probably do this sometime after the hunt.)

Six Demoreans have infiltrated Camelot, aside from the six that accompanied the PCs on the hunt. Five have Shape Shifted into the forms of pages and lackeys—young servants within the villa complex. The sixth alien has taken the form of Julius, one of Arthur's more trusted personal servants.

Searching Camelot is a difficult task for the PCs. Guards are posted as shown on the Camelot castle map. Go ahead and show the PCs this map; they would be familiar with the villa and the guards after a day or two, anyway.

Shaded areas on the map are considered off limits for characters, unless King Arthur gives them permission to enter. Guards politely but firmly refuse the PCs admission to these areas. Only Arthur, Guinevere, their personal servants, and select members of the court are allowed here, especially after nightfall.

If the PCs attack a guard to gain access to shaded areas, the guard attempts to shout an alarm. If he succeeds, 1d10 guards appear in 2 rounds, coming from other parts of the castle. Each round thereafter, an additional 1d10 guards appear until their numbers reach 20. By this time, most of the characters in the villa have been awakened.

The Demoreans keep the victims of their Shape Changes in sleep pods beneath the floor in Julius' quarters. If and when the PCs search this room, roll a secret general Perception check with a -20 modifier for each searching PC. Those who pass the check will notice a faint vibration in the floor. A few floor bricks in the floor are loose, their mortar cut away.

If the PCs remove the bricks and dig through soft dirt for 1d10 rounds, they find the first of 12 sleep pods. After hours of digging, they discover all 12 pods. Julius and 11 young servants lie asleep in the pods.

Should the PCs awaken any of these servants, the Demoreans respond at once, hurrying to Julius' quarters. The aliens carry swords, daggers, and .45-caliber automatic pistols. The sound of these pistols summons guards, as explained above. The Demoreans tell the guards the PCs are breaking into Julius' chamber to attack the King's personal servant.

The number of Demoreans responding to the PCs' actions depends upon when the PCs have awakened the real servant(s):

1. Before the hunt encounter, all 12 Demoreans will respond.
2. After the hunt, but before four Demoreans leave the palace the night of Sir Bedivere's challenge, six Demoreans will respond.
3. After four Demoreans have left on the night of Sir Bedivere's challenge, only two Demoreans will respond.

Should the PCs succeed in destroying all 12 Demoreans before the aliens use the renegade machine to leave the barn, Encounter 5 does not take place.

If the PCs make a careful search of the large barn within the castle walls, they find a large renegade time machine hidden beneath a haystack. This machine is large enough to haul several people and tons of equipment. Note that this machine is not present if the Demoreans from Encounter 5 are using it at the time the PCs search the barn.

Significance Rating: 0.

NPC Statistics

Camelot Guards

Significance Ratings: 1d10

Camelot Guards use the statistics of standard Briton infantrymen.

Twelve Demoreans

Significance Ratings: 0

STR 40 DEX 40 AGL 40
WPR 70 PER 40 PCN 40
STA 40 UMS 40 WNDS 12

Current Sta

Wounds

1) ○○○○○○○○○○○○○○
2) ○○○○○○○○○○○○○○
3) ○○○○○○○○○○○○○○
4) ○○○○○○○○○○○○○○
5) ○○○○○○○○○○○○○○
6) ○○○○○○○○○○○○○○
7) ○○○○○○○○○○○○○○
8) ○○○○○○○○○○○○○○
9) ○○○○○○○○○○○○○○
10) ○○○○○○○○○○○○○○
11) ○○○○○○○○○○○○○○
12) ○○○○○○○○○○○○○○

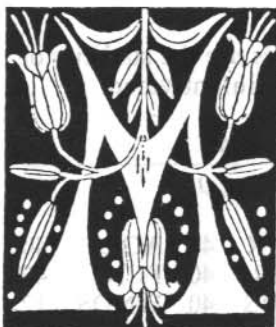
E/W/A: Sword, dagger, .45-caliber automatic pistols, leather armor (AR 10) protecting upper and lower torso.

Skills: *Swords*, Expert, 70; *Dagger/Knife*, Expert, 70; *Automatic Pistol*, Expert, 70.

PTs: Shock, 55; Demoralize, 55; Dimensional Travel; Shape Shift; Telepathy.



THE FINAL BATTLE



organ Le Fay's words were prophetic: Mordred does come to Camelot in exactly 20 years, at the head of a band of Saxons who are invading

the Britons' island. The famous battle of Mons Badon, at which Arthur defeated the Saxons, was also Arthur's final battle; in this struggle Arthur and Mordred killed one another.

This part of the adventure covers that final battle. If the Demorean plan works, Mordred shall not die.

1. ARRIVAL IN 540 A.D.

† † † † † † † † † † † † † † † † † †

Dismounting your chronoscoters beneath the overcast spring sky, you hear the sounds of an army gathering in the distance. Behind you stands Camelot, its once proud walls now crumbling in disrepair. As you watch, Arthur—King of the Britons—leads a small, desperate band of men down the hill, galloping toward the sound of the opposing hordes.

It is 540 A.D., the day before the Battle of Mons Badon. The PCs may take whatever actions they desire upon arrival. Arthur remembers them as knights who once visited his court. He is amazed at how little the agents have aged, but does not ponder this mystery. He has more important matters at hand.

If Merlin is with the PCs, Arthur weeps with joy at the sight of this old mentor and friend. "My heart is gladdened," the King says, "that you have not abandoned me in my moment of greatest trial."

The PCs can scout the enemy camp with relative ease. They learn nothing of great assistance, except that the

Saxons badly outnumber Arthur's meager forces. Furthermore, the Saxons are led by a mysterious man called Mordred, who claims the throne of the Britons as his birthright.

2. THE BATTLE OF MONS BADON

† †

The new day dawns slowly; fog covers the land as the hostile forces awaken and stand to arms, readying themselves for a brutal struggle. Arthur appears resigned to accept what comes. His forces are small; most of the Round Table knights have either died or deserted Camelot. Of the more famous, only Percival is present.

Let the players control Arthur's forces in this battle, while you run the forces of Mordred and his Saxons. Use the skirmish rules from Chapter 6 of the *Travelers' Manual*.

Set up the Saxon forces on the TIME-MASTER™ color map as follows:

1. Place 21 regular infantry counters, each representing 10 standard Saxon warriors, in pike block formations. Set them anywhere in the area bounded by hexes 2405, 2412, 3005 and 3012. Ignore the missile values on these counters.

2. Place 7 militia infantry counters, each representing 10 Saxon shortbowmen, in linear formation in the same area.

3. Stack 3 NPC leaders (each with a Leadership Rating of +5) with any Saxon counters as desired.

4. Stack 1 NPC leader, Mordred, with any Saxon counter as desired.

Set up Arthur's forces as follows:

1. Place 4 elite cavalry counters and 6 regular cavalry counters, each representing 10 Briton cavalymen, anywhere on the hill bounded by hexes 0903 and 1614. Treat the regular cavalry counters as elite counters for all purposes. Each of these counters

may use its missile value to hurl javelins twice during the battle.

2. Place 7 elite infantry counters, each representing 10 Briton infantrymen, anywhere on the same hill in pike block formations. Ignore the missile value on these counters.

3. Stack 2 NPC leader counters, each with a Leadership Rating of +10, with any Briton counters.

4. Stack 1 NPC leader counter, Arthur, with a Leadership Rating of +30, anywhere as desired with the Briton forces.

5. Place the PCs' counters as desired with the Briton forces.

The Saxons attack first, intending simply to annihilate Arthur's forces. Mordred keeps to the rear until the battle nears an end. Then he seeks out Arthur to engage in personal combat.

Mordred's armor appears normal, but it is quite extraordinary for its time. Morgan Le Fay received it from the Demoreans, who purchased it in the 75th century A.D. Morgan believes it to be magical; in fact, it is a futuristic body suit, much like those many agents wear. The suit has an armor rating of 45.

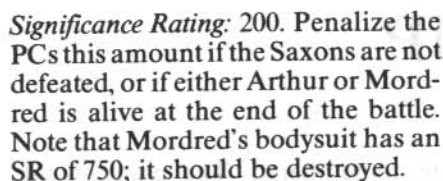
On the third turn of the battle, a mounted NPC enters from Arthur's side of the board; this is Lancelot, come to do a final service to his old king. Lancelot has a leadership rating of +30.

Encounter Background

The PCs should strive to effect two situations during the battle:

1. The Saxons must be defeated. This happens as soon as 14 of their counters have been eliminated, regardless of casualties to the Britons. The Saxons are also defeated once Mordred is dead.

2. Mordred and Arthur both must die in battle. It is preferable that they kill one another, but not necessary.



Arthur, King of the Britons

Significance Rating: 400

STR	64	DEX	58	AGL	68
WPR	60	PER	76	PCN	70
STA	66	UMS	66	WNDS	14

Current Sta:

Wounds: ○○○○○○○○○○○○
○○○

E/W/A: monofilament sword, dagger, spear (lance), 2 javelins, sword, small shield, helmet (AR 15), mail corselet covering full torso (AR 45).

Skills: *Wrestling*, Master, 121; *Lance*, *Horseman's*, Expert, 96; *Polearm*, Expert, 96; *Short handled weapons*, Expert, 96; *Swords*, Master, 121; *Equestrian*, Master, 123; *Mounted Melee*; *Mounted Missile*; *Shortbow*, Expert, 88; *Thrown Weapon*, *Spear*, Expert, 91; *Ancient Artillery*, Expert, 94; *Investigation*, Expert, 99; *Military Leadership*, Master, 122; *Outdoor Survival*, Master, 115; *Swimming*; *Tracking*, Expert, 90.

Lancelot du Lac

Significance Rating: 100

STR	78	DEX	76	AGL	80
WPR	68	PER	66	PCN	50
STA	78	UMS	79	WNDS	15

Current Sta:

Wounds: ○○○○○○○○○○○○
○○○○○

E/W/A: mail corselet (AR 45) over all torso, helmet (AR 15), small shield, spear (lance), 2 javelins, sword, dagger.

Skills: *Wrestling*, Master, 134; *Lance, Horsemans*, Master, 134; *Polearm*, Master, 134; *Short Handled Weapons*, Master, 134; *Swords*, Master, 134; *Equestrian*, Master, 129; *Mounted Melee*; *Mounted Missile*; *Shortbow*, Master, 131; *Thrown Weapon, Spear*, Master, 132; *Ancient Artillery*, Expert, 93; *Distance Running*; *Military Leadership*, Master, 126; *Outdoor Survival*, Master, 111; *Swimming*; *Tracking*, Master, 105.

Mordred, Morgan's Offspring

Significance Rating: 50

STR	54	DEX	72	AGL	76
WPR	50	PER	38	PCN	74
STA	50	UMS	65	WNDS	13

Current Sta:

Wounds: ○○○○○○○○○○○○
○○

E/W/A: bodysuit (AR 45), mail corselet (AR 45) over all torso, helmet (AR 15), small shield, spear (lance), 2 javelins, sword, dagger.

Skills: *Dagger/Knife*, Master, 120; *Lance*, *Horseman's*, Expert, 95; *Polearm*, Specialist, 80; *Swords*, Specialist, 80; *Equestrian*, Expert, 92; *Mounted Melee*; *Thrown Weapon*, *Dagger/Knife*, Expert, 93; *Spear*, Expert, 93.

3. AFTERMATH

Arthur is dead; Mordred is dead;
Camelot is dead. The Saxon army is
destroyed; so is Arthur's. Percival
stands by the body of his king, slowly
picking up the sword, Excalibur. As
you watch, he walks slowly toward
the stream which flows through the
now burned out village of Camlot. At
the edge of the water, he pauses, lifting
the sword high into the air. With a cry,
he hurls the weapon downstream,
where the water claims it forever.

Shortly thereafter, three sisters from a nearby convent arrive. Their duty is prepare the king's body for burial. As you watch, they load the body onto a small raft, which two local peasants begin poling upstream toward the convent.

Your mission, it would appear, is over. Bidding Percival farewell, you head for the nearby woods, where you can secretly summon your chronoscooters.

† † † † † † † † † † † † † † † † †

Significance Rating: The rating of this encounter is 0. The SR of Arthur's monofilament sword is 50; penalize the PCs this amount if they prevent Percival from throwing it into the water, or do not dispose of it themselves.



THE LEGEND OF KING ARTHUR

AGENTS: Following the Demorean attack on the legend of King Arthur, we compiled this account of the Arthurian legend as quickly as possible, using the best available paranormal memories. Because of our haste, however, you cannot assume it is completely accurate.

The Time Corps does not know how much of the legend is based in fact. There is only one, solid, historical fact still in our possession, thanks to Paranormal Memory: a Briton named Arthur, or Artorius, used Roman cavalry tactics to defeat a Germanic tribal invasion of southern England in the first half of the sixth century A.D. Beyond this, we are not sure of the historical realities.

DESTROY THIS DOCUMENT AFTER READING! DO NOT ALLOW THIS DOCUMENT TO REMAIN IN THE PAST!

LEGEND SUMMARY

The Birth of Arthur

A short time before Arthur was born, Uther Pendragon and the Duke of Cornwall were at war because they were rival claimants to the crown of the Britons. The war was particularly bitter, because Pendragon coveted Cornwall's wife, Igraine (pronounced "eegrain").

Although he had many successes in the war, Uther was unable to take Cornwall's castle, Tintagel, by siege or storm. Finally, the Druid/wizard Merlin advised Uther to withdraw his forces and feign a retreat. Seeing an opportunity for a quick victory, Cornwall led his forces out of Tintagel to pursue Uther's army.

While Cornwall was gone, Merlin used his magic to transform Uther into the likeness of the Duke of Cornwall. In this guise, he entered the now almost empty castle and bedded Igraine. Meanwhile, the real Duke of Cornwall died in a battle raging several miles away.

Merlin's little ruse fooled everyone except Morgan Le Fay, the young daughter of the Duke of Cornwall. Gifted with "the sight," she saw through Uther's disguise. She also knew the instant her father was killed. She vowed vengeance on Merlin, Uther, and any offspring of Uther and Igraine.

The Raising of Arthur

Merlin claimed a price for his help to Uther: he demanded the first-born son of Uther and Igraine. The wizard took the infant and gave it to a kindly warrior, Sir Ector, who raised the boy as his own son. Arthur believed Ector to be his real father, and Ector's son, Sir Kay, to be his brother.

During the years of Arthur's childhood and youth, Merlin instructed the lad in the lessons of justice, peace, and civilization.

The Sword in the Stone

Even after Uther's forces defeated the Duke of Cornwall, and Uther claimed both the crown and Igraine as his rightful property, civil war plagued the Britons. No man could lay claim to the throne and hold it. After Uther's death, a Great Tournament was arranged to decide once and for all who should be king. Most of the great knights of the land attended. Arthur was present with Sir Ector and Sir Kay, serving as Sir Kay's squire.

When it came time for Kay to fight, the young knight discovered that his sword was missing, and sent Arthur to fetch him another one. Arthur could find no unclaimed sword on the tournament grounds.

Desperate to find a blade for his brother, Arthur noticed a large stone with a sword half buried in it. Not noticing the inscription, the youth pulled the sword from the stone and returned with it to Sir Kay. Ector and Kay both stood dumb-founded in surprise, for they recognized the sword and knew immediately where Arthur had found it.

They assembled the entire company of knights and took Arthur back to the site of the stone. Following their instructions, Arthur plunged the sword back into the rock, and drew it forth again. No other knight was able to repeat this feat. Finally, after all present had proclaimed him King of the Britons, Arthur (age 18) noticed the inscription on the stone: "Who so pulleth this sword from this stone is rightful born King of all the Britons."

The Knights of the Round Table

Not all warrior leaders of the Britons were willing to accept a new king without a struggle. But Arthur found a way to ease such nobles into his camp: the Round Table. All knights sat as equals

at the Round Table, which became a symbol of the king's equitable justice. Arthur's warriors became known as the Knights of the Round Table.

Lancelot and Guinevere

During the years that followed, Arthur was able to unite his kingdom by remembering the lessons of justice Merlin had taught him. During this time, he also married Guinevere, the daughter of an important nobleman. Although the marriage was a political arrangement, he deeply loved his Queen, and she, in time, came to love him.

Sir Lancelot du Lac, a French knight unbeatable in single combat, was also very close to Arthur's heart. His loyalty to Arthur was limitless, and his exploits in Arthur's name were renowned in song and legend.

Sad was the day Lancelot and Guinevere fell in love and could not resist their passion for one another. News of their romance permeated Arthur's court, and, at the instigation of his half-sister, Morgan Le Fay, became a public issue.

Guinevere was forced to stand trial for treason. The issue was to be decided through trial by combat, with Lancelot defending the Queen. Of course, Lancelot won the combat and cleared the Queen's name. But, dishonored by his weakness, he left Arthur's court at Camelot and became a religious hermit. (Some say he returned to France and married.) Guinevere, too, left the court for life in a convent.

The Decline of Camelot

About the same time, Morgan Le Fay used a magic potion to seduce her half-brother, King Arthur. She planned to use the child of their union, Mordred, to overthrow Arthur.

The weight of this great, although unintentional, sin and the loss of Lancelot and Guinevere were too much for Arthur to bear; his judgment faltered and he ruled his kingdom with an unsteady hand. Camelot declined with him, and disorder returned to the land.

During this terrible time, Merlin, Arthur's longtime friend and advisor, was trapped by Morgan Le Fay in his secret, magical cave.

The Holy Grail

Arthur's knights were not idle during this time. They believed they could cure Arthur and heal the land if they could

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find the Holy Grail, the chalice that Christ drank from at the Last Supper. For twenty years, Arthur's knights searched the world over to find the grail. Many noble knights died in the years of the quest. Legends say the grail was eventually found by Sir Percival or Sir Galahad.

The Final Battle

In time, Mordred came and demanded the throne from his father. King Arthur, though severely weakened physically, spiritually, and politically, would not consent to recognize Mordred as his heir.

Mordred gathered a large force of Saxons behind him, aided in part by the wizardry of his mother. His mother also made him a suit of armor she believed to be invincible.

Arthur led his forces forth to battle Mordred. A great fog covered the field that day, making Mordred's superior numbers of less use to him. At a crucial juncture in the battle, Lancelot, drawn by some noble instinct, reappeared to fight again at the side of his king. It was a long and terrible battle; both armies fought until they were completely destroyed.

Near the end of the slaughter, Arthur and Mordred met in personal combat and slew one another: Arthur's sword, Excalibur, sheared through the supposedly invincible armor of his son.

As he lay dying, Arthur instructed Sir Percival to return Excalibur to the Lady of the Lake by throwing it into the water. After Percival did so, three magical queens appeared and took away the king's body to bury in a special place.

The Once and Future King

The Arthurian legend states that Arthur will someday come again, at a time when his country is in great danger, to save the land.



STANDARD BRITON CAVALRYMAN

Significance Rating: 1d10

STR	50	DEX	50	AGL	50
WPR	50	PER	50	PCN	50
STA	50	UMS	50	WNDS	13

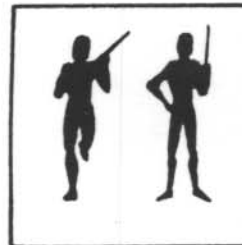
SKILLS: *Lance*, *Horseman's*, Expert, 80; *Polearm*, Expert, 80; *Short-handled Weapons*, Expert, 80; *Swords*, Expert, 80; *Equestrian*, Expert, 80; *Thrown Weapon*, *Javelin*, Expert, 80; *Outdoor Survival*, Expert, 80; *Tracking*, Expert, 80.

E/W/A: Mail corselet (AR 45) protecting upper and lower torso; *Helmet*, (AR 15); Small shield. Armed with large spear used as a lance, 2 javelins, sword and dagger.

Use these statistics for any of Arthur's cavalymen for whom statistics are not provided during the course of the adventure.

STANDARD BRITON INFANTRYMAN

Significance Rating: 1d10



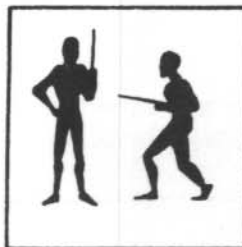
Basic Ability scores match those of standard cavalymen above.

SKILLS: *Dagger/Knife*, Expert, 80; *Polearm*, Expert, 80; *Short-handled Weapons*, Expert, 80; *Thrown Weapon*, *Axe*, Expert, 80; *Outdoor Survival*, Specialist, 65.

E/W/A: Leather breastplate (AR 10) covering upper and lower torso; large shield, thrusting spear, dagger, and axe.

STANDARD SAXON WARRIOR

Significance Rating: 1d10



Basic Ability scores are the same as for Arthurian cavalymen above.

SKILLS: *Dagger/Knife*, Specialist, 65; *Polearm*, Specialist, 65; *Sword*, Specialist, 65. **Optionally:** *Short bow*, Specialist, 65; or *Sling*, Specialist, 65.

E/W/A: Leather jerkin (AR 10) covering upper and lower torso; thrusting spear, dagger, large shield. Slingers have sling instead of other weapons; short bowmen have shortbow with quiver of 20 arrows.

CLASH OF KINGS!

By Mark Acres



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