

ANOTHER

TIMEMASTER

ADVENTURE

SEA DOGS OF ENGLAND



By Gali Sanchez

**Pacesetter**

____SEA DOGS OF ENGLAND____



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**Pacesetter**

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It is 1587. Religion is more than a matter of faith; it is a matter of power, political borders, royal lineage, and great struggles between families and nations. Some countries fight wars to break with the Vatican; others fight to extend its power.

In 1587, half of Europe belongs to the Catholic Hapsburgs and the Pope. Pope Sixtus V is the most powerful man in the world, but only because he is supported by King Philip II of Spain, who governs the most extensive empire ever ruled by a single monarch: from Iberia, Flanders, and virtually the entire Mediterranean, west to the Americas and east to the Philippines. Philip also maintains a close alliance with France, and is related to the Hapsburgs who rule the Holy Roman Empire.

On the other side of the English Channel lies Protestant England. Elizabeth, perhaps England's greatest monarch, gracefully avoids disaster after disaster. England is not yet a world power, but next year the luck of the elements and the poor judgement of the Spanish will cause the Grand Armada, the great fleet of Spain massed for invasion of England, to wash ashore, or scurry back home, soundly trounced. William Shakespeare is an actor/playwright in London. Sir Walter Raleigh is the Captain of the Queen's Guard. And the name Francis Drake strikes terror in every Spanish merchant's heart.

No, Britannia does not yet rule the waves. But Elizabeth Tudor has England alive, in love, and at the very brink of world power. . . and the Demoreans are going to assassinate Her Majesty.

If the plot succeeds, Europe will remain virtually all Catholic and fall under Spanish control; the Timeline will be altered radically.

It is up to you, the Time Corps agents, regardless of your faith or politics, to insure the proper outcome of history by saving Her Majesty.

Sea Dogs of England is a TIME-MASTER™ adventure scenario for two to eight players. If you are playing in this adventure as a player character, *stop reading now*. If you are

running this adventure as a Continuum Master, read this booklet thoroughly.

HOW TO USE THIS SCENARIO

In *Sea Dogs of England*, you'll find maps, pregenerated characters, players' background, counters and rules for sea battles, and all the plot encounters you need for hours of time-traveling suspense!

You'll find the maps in the adventure booklet close to the encounters where you need them. Study these maps carefully before running the encounters. In some cases, you may find it useful to sketch a rough copy for your players, detailing what their characters can see. Do not show the maps to the players: they contain information that could spoil the suspense of the adventure. During play, you may find it helpful to place counters on the map from your TIME-MASTER game to represent the positions of PCs, NPCs, and ships: at the center of the booklet is a sheet of ship counters and directions for assembly.

Also at the center of the booklet are six pregenerated characters. Your players may wish to use these characters if they do not have their own. Detach this pregenerated character page and allow the players a few minutes to look over and choose their characters, and to copy stats, skills, and background onto their character sheets.

Study the plot summary carefully. Use the facts and suggestions you gather from these sections to add flavor to your scenario.

THE PLOT ENCOUNTERS

Each plot encounter has several parts: players' text, GM's Notes, Hints for the PCs, Encounter Background, and NPC Statistics. In some encounters, one or more of the parts aren't needed (and therefore do not appear).

Read the *plovers' text* (text between the § symbols and the ‡ symbols) aloud to the players as they begin each encounter. This text describes

the situation as the characters would perceive it.

Do not read any of the other parts to the players. Use your judgement to determine what you should reveal to the players from these sections.

The *CM's Notes* describe what happens during the encounter. Refer to this section during the encounter to remind yourself what the NPCs are doing, what happens next, and so forth.

Hints for the PCs offers bits of information that PCs may discover during the encounter. Clever PCs will investigate and discuss the developments of each encounter. This section lists some of the interesting things they might find out.

The Encounter Background describes the action behind the scenes: NPC motivations, secret NPC actions, and the significance of the encounter in relation to the rest of the adventure. This section also describes any Demoreans involved in the encounter and lists significance ratings that may apply. Most encounters in this scenario have no significance rating, since they didn't occur historically and don't involve famous personalities. The PCs' final significance point count depends much more on the number of NPCs that survive.

Finally, *NPC Statistics* describes important NPCs appearing in that encounter. Many NPCs in *Sea Dogs of England* appear in more than one encounter. For convenience, the statistics of such NPCs are repeated when needed.

Occasionally, statistics are not provided for a minor NPC. In such cases, use the NPC as described on page 61 of the *Travelers' Manual*. Assume this PC has any skills common to his/her status and profession.

MILITARY SUMMARY

Troops or sailors in *Sea Dogs of England* are almost identical to those described in the TIME-MASTER™ *Guide to the Continuum*, with a few minor changes. During 1587, the year in which the adventure takes place, it was not customary for a country or kingdom to maintain a standing navy.

The now famous "Sea Dogs" of England were privateers, men who sailed merchant vessels and were willing to fight for the chance to get rich. The Spanish rightfully labeled these men pirates. In the eyes of England, however, these men were the bravest of patriots. The English sailors are most often armed with daggers, while officers carry swords of various types. The Captain, Pilot, and First Mate carry antique pistols.

The Spanish did have a standing navy, since they had to maintain an Empire, transport riches, and keep the upper hand in several different conflicts in which they were involved. But the navy of Spain was geared for warfare as fought on the Mediterranean Sea—a style of warfare that favored the galley. The galley could be sailed or rowed into combat: it was not dependent solely upon the wind as were sailing ships. Spanish galley oarsmen were not slaves, as they were in other contemporary countries. For the purpose of this adventure, the galleys are manned by crews of about 100 fighting men: 30 arquebusiers, 30 crossbowmen, and 40 pikemen. The Spanish forces of this time were a superb infantry force; therefore, each Spanish crewman is skilled at expert level with his weapon. (Since all ability scores are 50, the combat skill score is 80. 50+30 for expert level.)

The fighting tactics of the galley were quite different from those of the English sailing vessels. The object of galley warfare is to draw alongside an opponent's ship, firing crossbows and arquebuses. The pikes serve to grab and hold the enemy ship so that it can be boarded. Once a ship is boarded, combat runs pretty much as it would on land. If boarding becomes too difficult the bladed bow of the galley could shear through an opponent's hull and cause the enemy vessel to sink.

The English used the advantage of more seaworthy hulls and far superior firepower by firing broadsides that made the galley's approach virtually impossible.

The English warships use the TIMEMASTER® foot (medium) artillery rules when firing upon an enemy.

The Merchant Royal has 38 cannon and can fire a broadside of 19 cannon at a single target. Treat galleys as soft vehicles in combat

NAVAL COMBAT

Sea Dogs of England features action at sea. The rules below supplement the original game rules by explaining how to run combats involving boats and ships.



Scale and Sequence of Play

Naval combats require a new ground scale: 300 yards per hex. The time scale is one minute per turn. Use the "Battles" Sequence of Play (*Travelers' Manual* p.42). Like airplanes, ships treat every melee step in a round as if it were a missile attack step instead.

Naval Movement

Like tanks and other heavy weapons, each boat or ship has a movement rating. The movement rating tells how many hexes the vessel can move in one turn at top speed. A vessel can

move at slower speed, too, but it can never decelerate or accelerate more than one hex of movement per turn.

In the middle of this booklet is a sheet of counters, which represent the various ships that took part in the battle of Cadiz Bay. Like any other counter, a ship counter must face a corner of the hex it occupies on the map; it may never face a side.

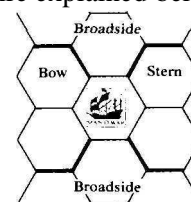
Ship movement is normally forward (galleys can row backwards); a ship must enter one of the two hexes that lie directly ahead on the map. Ships can turn, however, within the restrictions of their *turn rating*. A turn rating specifies the number of hexes that a ship must move forward before it can make one turn either left or right

Missile Combat

Sea Dogs of England introduces the mounted cannon. These cannon fire solid, non-exploding cannon balls. Using Artillery skill, characters can fire these guns once per turn. Unless the adventure specifies otherwise, assume that any NPC firing these guns has Specialist-level Artillery skill, at a skill score of 65. The range modifier of mounted cannon is the same as that of medium artillery. (See TIMEMASTER™ *Traveler's Manual*, Chapter 5.)

Fields of Fire

The diagram below illustrates the possible fields of fire for naval weapons. Bow weapons have a front field of fire; stern weapons have a rear field of fire. Both types share the broadside field of fire explained below.



Spanish galleys do not have cannon; the English ships fire only broadsides; either as a "broadside attack" or as single shots. A broadside attack fires all of the cannon on one side of the ship at once. The number listed in the

top right corner of the counter represents the total number of cannon a ship may fire in a broadside attack. If the number on the *Merchant Royal* is 19, this means the *Merchant Royal* carries a total of 38 cannon.

Resolving Missile Fire

Use the Vehicle Fire Results table on page 33 of the *Travelers' Manual* to resolve missile combat. The table calls for a vehicle destruction check for any successful hit. Vessels that fail this check are not destroyed; instead, the attacker again rolls 1d10 and consults the following chart to determine the exact extent of damage:

NAVAL VESSEL DAMAGE

Die Roll Result

1-3. Hull hit; ship sinks in 2d10 hours unless repaired.

4-6. Mast/oars hit; maximum speed reduced by 1 hex per turn.

7-9. Crew hit; repair ability reduced by 15%.

10. Critical hit; ship cannot move, will sink in 1d10 hours, and repair value is reduced 45%.

In this adventure, treat fire against the PCs like normal heavy weapons fire: roll a separate catastrophic damage check for each PC, using a rating of 100% (see p.33, *Travelers' Manual*). Ignore individual injuries to crewmen on the Spanish ships.

Broadside attacks are handled a little bit differently: roll one attack as you would for a single cannon shot. Compute damage results as with a single cannon shot except with one difference: add 1 to the damage die roll on the chart above for each 5 cannon in a broadside (round all fractions up). Of course, no damage die roll may exceed 10.

Repairs

Each ship has a *repair value*, which represents the ability of its crew to repair damage and prevent sinking. The skipper (controlling player) is allowed to make one general percent roll against the repair value of his or

her ship each hour. A successful roll "repairs" the damage from one hit of the skipper's choice.

BOAT AND SHIP STATISTICS

Type	Spd	Trn	DB	Rpr	M/ Val.
Argosy	2		0	25%	60
Frigate	3		0	20%	50
Galley	1		0	20%	30
Galleon	2		0	25%	60
Levanter	2		0	25%	60
ManO' War	2		0	25%	50
Merchant	2		0	35%	30
Pinnace	3		0	20%	40

Turn = Turn Rating

DB = Defense Bonus

M/Value = Melee/Morale Value

Repair = Repair Value

NOTES ON NPC REACTIONS

Since the PCs must deal in one way or another with the Queen of England, it is important to explain how she and her court react and interact. You can gain a solid basic background by reading "Tudor England: 1509-1603," in the *Guide to the Continuum*.

Elizabeth followed a pattern that only she really understood. She kept her court at safe distance, while making each member feel special at the same time. This allowed Her Majesty to play one person against another, expose frauds, make or ruin the careers of many prominent people, and pull off some of the shrewdest political decisions ever witnessed. People fell into favor or disfavor with Her Majesty at any given moment. Several people literally lost their heads imagining they had the upper hand in dealing with Elizabeth Tudor.

Two of Elizabeth's passions, however, never changed during her life. The first was her undying love for England. She first saw England's path to greatness, and above all else, no matter what treaty, alliance or death sentence was required, Elizabeth always saw to England first.

The second passion was just as strong. If it can be said that England usually loves its monarch, the Elizabethan era was its honeymoon. Crowds swarmed to catch a glimpse of "The Fairie Queen," as Elizabeth was called. She loved for the crowd to see her, and reacted accordingly. It was not uncommon to see Her Majesty, dressed in the finest of clothes, often in the company of a handsome young man, walk among the common people. Most loved her as their own, and, whether a wealthy merchant or common murderer, followed her command without question.

One of the Queen's favorites, and a character the player characters will certainly encounter, is Sir Francis Drake. Drake was quite self-centered, and as powerful as the Queen while away from Her Majesty. On the high seas, he calmly disobeyed the Queen's orders, or avoided receiving her orders altogether. Drake had men executed for following Elizabeth's orders instead of his own. He was dashing, adventurous, quick tempered, and tyrannical, except around Her Majesty.

In the company of the queen, Drake remained his dashing and adventurous self. Yet he was charming and even courtly. Of course, a number of rumors made their way around London as to the reasons for this change, but PCs had best mind their own business and leave these rumors alone.

ABBREVIATIONS

This adventure scenario uses the following abbreviations:

STR —Strength	DEX —Dexterity
AGL —Agility	PER —Personality
WPR —Willpower	PCN —Perception
STA —Stamina	USM —Unskilled Melee
SP —Specialist	EX —Expert
MS —Master	CM —Continuum Master

PLAYER'S BRIEFING

Before they start the mission, read the text on the next page to your players:

§ § §

Fellow agents, my name is Andrew Ross, Timemaster/4. My purpose for bringing you together is simple. We have a report that a Demorean plot is threatening the life of Queen Elizabeth in 1587. We know nothing about the plot, except that, if successful, the history of Europe and the Americas will change radically, destroying the Timeline, probably destroying the Time Corps, and who knows what else.

I wish we had more information. The mission will be tricky. Her Majesty (especially while her seacaptain, Sir Francis Drake, prepares to attack the Spanish fleet moored in the harbor of Cadiz) is on the lookout for spies and traitors. Going around and asking about an assassination plot may get you killed by the conspirators, or leave your head dangling from the Tower of London.

It is impossible for any of you to pose as royalty or recognizable characters from the time period, so we've come up with a plan that should get you to the queen. We know that Elizabeth entertains representatives from the various merchant companies. So we are going to give each of you documents that should make you quite attractive to the Levant Company of London.

The Levant Company is one of the queen's strongest supporters. The Company trades with ports in the Near East, and has even lent ships for battle to the queen (as it will again when Drake sets off to raid Cadiz harbor). One of the reasons for this support is that the very existence of the Levant Company depends upon the queen, on England's ability to sail the open seas, and on the continuation of the Protestant faith as the national religion.

Do all within your power to obtain employment, and thus the cover of the Levant Company. Otherwise, it will be nearly impossible to enter Queen Elizabeth's court.

In short, your mission is to go back to 1587, seek employment in the Levant Company of London, prevent the assassination of Queen Elizabeth, and insure the proper continuation of

the Timeline. Return only when your mission is completed.



CM'S BRIEFING

Study the plot summary below carefully; it provides a general outline of the direction the adventure is most likely to take. Do not read this information to the PCs.

The Demorean Plan

The Demoreans indeed plan to assassinate the Queen, and the Time Corps does not realize it is sending its agents right into the teeth of the conspiracy.

By assassinating the Queen of England shortly before the attempted Spanish invasion of England, the Demoreans hope to create a void in the leadership of England—a weakness the Spaniards can use when sending the Spanish Armada in 1588.

Nor will the Armada make the same mistakes as it did historically: a nuclear submarine, the U.S.S. Ethan Allen, will accompany the Spanish fleet. A successful invasion of England and the assassination of Elizabeth will seriously weaken the Protestant cause, and the Roman Catholic Church will control virtually all of Europe. The final step is to replace the real Pope with a Demorean substitute; then the Demoreans may control the world of T-0.

The Adventure's Plot

One of the supposed owners of the Levant Company, Mr. James Harrington, is a Demorean who has Shape Shifted into a likeness of an English businessman. The Demorean hires the PCs immediately and sends a message to a fellow conspirator, the Ambassador of the Holy Roman Empire. The ambassador is a distant relative of the Hapsburgs. If the authorities catch the PCs with the message, it will surely cost their lives.

However, the characters are accosted by a street gang, and the contents of the message are exposed. At this point the player characters meet Harry Oldcastle, an NPC whose sole purpose

in this module is to provide fun for CM and players alike.

The PCs will most likely head to Whitehall, the queen's palace, in an attempt to warn her. When they arrive, a third conspirator, a Sergeant of the Queen's Guard, prevents the agents from entering. The PCs also meet Sir Francis Drake, who wants to know why they have such an urgent need to see the queen.

The Sergeant tries to kill the PCs and Drake, exposing himself as a Demoreana. Inside the conference room, the queen is meeting with the Ambassador.

If the rescue is successful, the PCs may discover that the dead conspirators are wearing clothes and items that serve as clues. The Time Corps agents should realize that there's more to the mission than saving the queen.

Queen Elizabeth now orders Drake to sea to destroy the Spanish fleet before it assembles to full strength. She also orders the PCs to join Drake on their own vessel, the Merchant Royal.

The PCs should sail on Drake's famous raid on Cadiz Bay. On the way to Cadiz Bay, the PCs run into the nuclear sub. The sub tries to destroy the English fleet several times, but fails because of the poor training of its Spanish crew, and general bad luck.

The sub finally disengages, and the PCs go on to Cadiz. The battle of Cadiz Bay can be fought using the provided counters and map.

As the PCs return from Cadiz, the sub reappears but is scooped up by Le Voleur's huge timeship before it does any harm. The adventure is over; the PCs can return to Time Corps HQ.

PC Equipment

The PCs have English and Spanish language implants, and are disguised as Captain, Pilot, and sea crew. They'll be issued costumes and \$500 (in Shillings and Crowns) each—more than enough for this adventure. They also carry the standard Time Corps Stunner (3 extra clips) and communicator.

Each PC may take along a dagger; those posing as the Captain, Pilot, and First Mate may each take two antique pistols and a sword.

PART II: The Queen's England

*Her regal looks, my rigorous sighs suppressed,
Small drops of joy sweetened great worlds of woes,
One gladsome day a thousand cares redressed.*

—Raleigh

By the time they finish "Part II: The Queen's England," the PCs should realize that their mission requires more than simply preventing Queen Elizabeth's assassination. Her planned death is but one part of an overall Demorean plot.

If the PCs have chosen to pose as members of the Levant Company of London in order to gain access to the Queen, they'll also find it easy to join Drake's fleet in its raid on Cadiz Bay. They will be in good position to discover the rest of the Demorean plan and squelch it.

1. The Levant Company of London

§ § §

In a flash and a loud whine, the entire world changes. The chronoscooter has performed again, and suddenly the sights, sounds and smells around you have changed. You find yourself in a large dusty room, stacked high with boxes and crates. The room is warm and stuffy.

Idle conversation, laughs, occasional shouts, and the clatter of horse hooves filter in from somewhere beyond the walls of this warehouse. The language, the accents, the prices shouted, and the putrid smells of the streets leave no doubt the chronoscooter has brought you back to Elizabethan London!

‡ ‡ ‡

CM's Notes

The sounds of the streets indeed are those of England. It is March 29, 1587; the PCs stand in the principal warehouse of the Levant Company of London. If the characters choose to explore the room, they find that many of the crates and boxes show ports of origin from the Far East as well as from Spanish holdings in the Americas (the West Indies, New Spain, Lima and Cartagena).

A single, unlocked door leads out of the warehouse.

Hints for the PCs

The cargo crates from the Americas were not intended for English ports.

They are marked in Spanish, "Destinacion: El Puerto Real de Cadiz, Espana"—Destination: The royal port of Cadiz, Spain.

Encounter Background

The PCs have arrived in London, where they may present themselves as middle class English subjects and able bodied seamen—fit for jobs with the Levant Company of London. The Levant Company owns an entire merchant fleet; it has been known to participate in the privateering of Spanish merchant ships returning from the Americas. The Levant fleet is impressively armed—a better naval force than any of the time, except for the English War Fleet and the gathering Spanish Armada.

2. The Head Office

§ § §

The door from the warehouse opens easily into an office of some sort. A desk stands in the corner of the office, cluttered with a number of papers, seals, stamps, and a quill and ink well. A chair is pushed away from the desk, and a cloud of smoke fills the room. An open doorway leads out from this office.

Suddenly, a man walks through the door and stops abruptly. The papers he carries in his hands drop and gently float to the floor.

"I beg your pardon? I don't recall seeing you enter these premises. Who are you? What is your business here?"

‡ ‡ ‡

CM's Notes

The gentleman who enters the room is James Harrington, apparently one of the owners of the Levant Company of London. He is quite surprised by the intruders, but he is willing to hear their explanation.

No matter what the explanation, Harrington is intrigued by the papers the agents carry. He offers each PC a commission as an officer on board the H.M.S. Merchant Royal—a ship currently in preparation to sail in a short while with Sir Francis Drake.

Encounter Background

Harrington is actually one of the Demoreans who plan to assassinate Her Majesty, Elizabeth I. If the characters choose to accept the commissions offered by Harrington and to follow his instructions, they too become participants, although unknowing, in the Demorean plot to murder the Queen.

If the player characters ask questions concerning Harrington's appearance, tell them he is fair-skinned, blue-eyed, and blonde, and that he has no distinguishing marks. Otherwise, describe Harrington as "the perfect gentleman." Indeed, his Demorean demeanor serves as a clue to astute player characters.

Once the Time Corps agents are in the employ of the Levant Company of London, the characters are given a sealed envelope to pass on to the ambassador from Vienna. The characters are instructed not to open the seal, and to deliver the "order" of the Levant Company only to the ambassador himself. He is used to receiving trade messages from time to time and does not mind being disturbed from his duties for news of new trade goods.

Should one of the agents successfully use his or her Telepathic Probe PT on Harrington, the Demorean may be exposed. Of course, if this happens, he may very well know the PCs are Time Corps agents. If the probe fails, and Harrington knows it has been attempted, he'll still give the PCs the message, hoping to draw them into the plot.

If the player characters open the letter intended for the ambassador, they find the following:

Heinrich,

Must communicate in writing; our spies report London crawling with agents. Cannot afford to be seen together. Be on guard. Send a return message back with these men if needed. They can be trusted and are in my employ.

The plan is on for tonight, before any other problems arise. The queen will be in Whitehall. Sundown, by the Sergeant. Use your pistol as I showed you, and none can stop us.

All is well in Cadiz. Philip II is here, and has a full contingent. They are preparing for the enterprise even as you read this. If all goes well, Drake will not show, and all will fall according to our plans.

Harrington

Heinrich is not a Demorean, but a member of the extended Hapsburg family. Harrington has forged a letter to Heinrich, supposedly signed by the Holy Roman Emperor, ordering the ambassador to assassinate Elizabeth. Of course, Heinrich followed "orders" and destroyed the letter, believing its statement that James VI of Scotland would claim the English throne, touching off a period of instability (perhaps even civil war) that could assure the rise to power of Catholic Europe. Therefore, Heinrich plans to assassinate the queen, and to do so tonight. Inside Whitehall is a single Demorean (the "Sergeant" mentioned in Harrington's letter) whose job it is to make certain that Heinrich's plan is carried out successfully. The Demorean is disguised as a member of the palace guard.

Although the player characters have no way of knowing, the name "Philip II" refers to a vessel named after the King of Spain, not the actual King himself. The "full contingent" refers to the vessel's crew. The PCs may think that the King of Spain is in Cadiz. Do not do anything to discourage this idea.

NPC Statistics

Harrington (Demorean)

STR	50	DEX	50	AGL	50
PER	40	WPR	70	PCN	40
STA	60	Unskilled Melee			50

Current Stamina

Wounds: ○○○○○○○○○○○○
○○○

Skills: Pistol 80 (EX), Stealth 105 (MS).

PTs: Shape Shift, Dimensional Travel, Telepathy, Shock 55, Domination 50.

Description: Harrington presents himself as the perfect gentleman. He

fancies himself quite clever—quite able to use people toward his ends. In reality, his perception of humans is quite poor. He feels that he has found the perfect dupes for the assassination plot in the player characters. After all, they were clever enough to get into the warehouse without detection, but simpleminded enough to ask him for work on board a Levant vessel. Harrington has a lot to learn about judging people.

3. The Roaring Boys

§ § §
The streets of London are unpaved, mud-filled, and treacherous in their own right. The poor may have to walk through this mess, but ladies and gentlemen ride carriages. These carriages make the trip through town infinitely more tolerable, if for no other reason than that less time is spent dealing with the filth and stench.

"What might fine folk such as yourselves be doin' out walkin' on these streets, now?" inquires a voice from behind you. A group of six young men stand together in the center of the street. The one in front continues, "Honorable gentlefolk 'ave no business walkin' this quagmire, now, do they? I've just the thing for folks such as yourselves. Where did you say you was headin', now?"

§ § §
These are a group of Roaring Boys, the famous hoodlums of Elizabethan London. Allow the player characters the chance to answer the man, then continue.

§ § §
"There now, we can't 'ave yer showin' up like a bunch of rabble, can we now? Ain't I right boys?" he calls back to the men standing at his back.

Every man in the gang nods approvingly.

"There now, Red John, be a good lad an' fetch the coach and four for these fine outstandin' people. Go on!"

"Let's see now...that'll cost you about a penny apiece, as I make it"

states the ringleader. "Your very own coach'll be 'ere quick as a thought as they say."

§ § §

CM's Notes

No matter what kind of answer the player characters give to this gang, the ringleader, "Ralphie Boy," simply doesn't take no for an answer. He has no real intention of bringing around a coach; instead, he simply continues talking, not letting the PCs get a word in edgewise. He chats in a pleasant manner with the PCs, casting a friendly arm over one PC's shoulder (the PC who carries Harrington's letter. Ralphie secretly uses his Theft skill—score 110—to filch the letter).

The hoodlums, of course, intend to swindle the PCs, disappear, and be on their way to other adventures.

However, before the player characters give the Roaring Boys any money, Harry Oldcastle charges to the rescue.

Hints for the PCs

If the appearance of the Roaring Boys is not enough to make the PCs realize that these men are not trustworthy, the fact that there is no carriage in sight, and that Ralphie wants money first for a carriage he says he'll bring later should arouse suspicion.

The Encounter Background

While all of this is going on, Harry Oldcastle watches from across the street. The moment he sees the PCs reach for money or try to leave or escape the Roaring Boys, he rushes to the aid of the player characters. When this situation develops and it is time for Harry to intervene, go directly to encounter 4.

4. Sir Harry Oldcastle?

§ § §
Suddenly, a heavy man bursts from the door of a nearby pub. In his left hand he carries a bottle of wine, and in his right a sword, its blade broken in half.

"Have at thee, ruffians! 'Swounds, wilt thou be cozening these fine folk? Have at thee, sirrah! Art thou deaf, or doest thou want of all thy dim wits?" demands the heavy set stranger.

The huge man lumbers forward, and with the ease and grace of an elephant balancing itself on a ball, assumes a fencing posture. His left hand grasps the hilt of his broken blade. His right arm, in the best fencing tradition, is bent, elbow pointing back, hand poised above his head. Unfortunately, this elegant pose causes the would-be hero to spill the contents of the wine bottle over himself. His hat plume is drenched and wilted.

"Back with you now, Red John. Looks like we've a bit of merriment 'ere, 'aven't we?" purrs the gang leader. His eyes glitter as he pulls a dagger out from behind his back

The other members of the gang all draw daggers of their own. Each man nervously strokes the end of his blade and crouches, ready to spring. Cautiously, with light and deliberate steps, they surround the intruder.

‡ ‡ ‡

CM's Notes

The player characters may hesitate before they realize who is who and exactly what is going on. Within a moment or two they should realize that Harry is the "good guy" and the Roaring Boys are the "bad guys."

Despite Harry's feelings to the contrary, he is no match for experienced, streetwise fighters. Nevertheless, Harry plans to "dispatch all the ruffians," by himself, if need be.

On the other hand, the Roaring Boys believe they have a golden opportunity in front of them. They can certainly tell, from his posture, build, and slightly obvious drunkenness, that Harry will pose no challenge. The player characters all have the dress and air of money, at least in comparison to these hoodlums; the gang plans to dispose of the PCs as well as the good-hearted Harry.

Right before the inevitable brawl, Ralphie boy, sure of his advantage, steps back and reads the stolen letter. When this occurs, read the following to the player characters:

§ § §

From his pocket, Ralphie boy draws a familiar envelope: he has the message you were to give to the ambassador! With a slow smile, he opens and reads the letter.

"Allo? And what 'ave we 'ere, lads? Why, no wonder they've been out walkin' the street We 'ave ourselves a gang of spies against the Queen 'ere, we 'ave. Let's 'ave at'm, boys!"

‡ ‡ ‡

The Roaring Boys now plan to collect the bounty for captured (or killed) Spanish spies. What started as an attempt to fleece some unsuspecting merchants now becomes an act of patriotism (although the bounty is far more important than Mother England). The Roaring Boys now ignore Harry Oldcastle, moving on for the greater prize. "Frightened, I see," he shouts triumphantly, as he moves to attack the roaring boys from behind.

If the PCs decide to use their Time Corps stunners against the Roaring Boys, Sir Harry reacts with surprising calm after the smoke clears, even trying to strike a deal with a PC to purchase "one of those wondrous devices."

Hints for the PCs

Judging by the reaction of the Roaring Boys, the PCs will want to read the contents of the message, if they survive long enough to do so.

What Harry Oldcastle sees and knows might make some of the PCs nervous; actually, the would-be hero is such a notorious liar and buffoon that nobody believes the tales he carries. At any rate, a good shot of Memory Restoration would blot out the suspicious things Sir Harry has seen.

Encounter Background

The Roaring Boys have spotted an opportunity to fleece some unsuspecting merchants. Harry Oldcastle, who has been watching from the pub across the street, recognizes the attempt to take the player characters for a ride, and in righteous indignation.



runs to their rescue. In the process, the Time Corps agents learn that there is a problem with the message they were to deliver to the ambassador, and that the ambassador himself is in on the plot to kill Queen Elizabeth.

After they are armed with this information, the characters' next step should be to inform the Queen. Harry Oldcastle, who has heard the contents of the letter (even if he doesn't read it) remains sympathetic to the PCs; after all, such gentlefolk could not wittingly be involved in an assassination! He will insist that "Good Queen Bess" be informed.

Oldcastle summons a real carriage and sticks with the characters as far as Whitehall (the Queen's palace) and leaves the characters to fend for themselves, muttering something about "calling my knighthood into question." The PCs, however, haven't seen the last of him.

NPC Statistics

Six Roaring Boys

STR	50	DEX	58	AGL	50
PER	50	WPR	54	PCN	52
STA	50	Unskilled Melee			50

Current Stamina:

1 ○○○○○○○○○○○○○○○○○○
 2 ○○○○○○○○○○○○○○○○○○
 3 ○○○○○○○○○○○○○○○○○○
 4 ○○○○○○○○○○○○○○○○○○
 5 ○○○○○○○○○○○○○○○○○○
 6 ○○○○○○○○○○○○○○○○○○

Skills: **Dagger/Knife** 65 (SP); **Theft** 85 (EX) (except for Ralph Boy, who has an Master level Theft skill, score 110).

Sir Harry Oldcastle

STR	52	DEX	58	AGL	30
PER	70	WPR	48	PCN	54
STA	68	Unskilled Melee			41

Current Stamina:

Wounds: ○○○○○○○○○○○○○○
 ○○○

Skills: **Gambling** 67 (SP).

Description: Harry Oldcastle (the "Sir" is a title he pretends to have) is a charming fraud. He fancies himself

excellent in all things, especially in acquiring quick money. Though kind-hearted (and even noble in his own way) he tries to swindle everyone he encounters. He usually is terribly (and humorously) unsuccessful.

5. To Whitehall!

In order to get to the palace as quickly as possible, Oldcastle summons a carriage. As the player characters are riding along with Harry (who should introduce himself) read the following to the characters:



§ § §

The heavy set man bellows, "Off to Whitehall! Good folk, I fear I left my purse in the pub when I rushed into the streets to save your lives. But then, I am sure that a coach ride is not too dear for gentles of your charm and nobility.

"In the meantime, allow me the luxury of taking tobacco. These devices will soon be the novelty. They are called filter cigarettes."

Oldcastle reaches into his coat and brings out a pack of Sir Walter

Raleigh Filter Cigarettes. He pulls out a single cigarette, snaps it in half, and pours the tobacco into his pipe. He discards the paper and filter and lights up the pipe, drawing and puffing with a look of supreme enjoyment

"But I beg your pardon. I am Sir Harry Oldcastle, poet, prognosticator, and patriot I have the rare gift of innovation, a necessity in my line of work. Care to partake?" offers the contented Oldcastle, holding out the lit pipe.

‡ ‡ ‡

During the conversation, the coach speeds toward Whitehall. The trip takes only a few minutes.

If asked about the cigarettes, Harry states that he bought them in a large quantity from the "Monsieur in greea" Harry goes on to explain that the little packs not only contain tobacco, but colonial currency to be used in the Americas once the colonies are established. This currency is called a Raleigh Coupon. The coupons are located on the back of each package. "Monsieur assures me that they will be more valuable than gold in London once the colonies are settled. I shall be most wealthy, for naught more than a good smoke and mine own sharp eye for innovation."

Harry gladly surrenders his pack of Raleighs to the player characters; he has boxes more at home.

While all of this goes on, the PCs should be interested in the contents of Harrington's message to the ambassador. They must somehow devise a plan to gain an audience with Queen Elizabeth.

The carriage pulls up to the palace, and the time has come to meet Elizabeth, the Fairie Queen.

Hints for the PCs.

Sir Walter Raleigh cigarettes are a product of the 20th Century, and should not exist in Elizabethan England.

Encounter Background

This encounter serves as an aside from the major plotline involving the

assassination attempt on the Queen. Cigarettes do not belong in the 16th Century. These were brought back by the infamous Le Voleur, the notorious renegade time traveler—the "Monsieur in green," as Harry likes to call him. Harry Oldcastle bought 20 packs of Raleighs as a small risk investment, based on the future worth of a Raleigh Coupon. At your discretion as CM, have Oldcastle pull out a pack each time the player characters run into him. The PCs cannot afford to leave any such objects from the future in Elizabethan England, without affecting the timeline in some manner. On the other hand, Harry is not likely to give up all of the cigarettes, since they represent an investment, and as such, his future wealth. Harry would, however, consider some sort of compensation in return for his valuable coupons. If the PCs are willing to negotiate a price, Oldcastle bargains for all of the money he can get out of them.

6. Playing the Palace

§ § §
The area around Whitehall, the Queen's palace, buzzes with excitement. Outside, the crowd begins to gather in anticipation of the chance to view their beloved Queen. Her relationship with her subjects is very special: After her reign ends, she will be remembered as the greatest of the English monarchs. Historians, experts, and grateful Englishmen will describe her "love affair" with England and her subjects for centuries to come.

Now her life is in your hands. The message you carry contains the plans for the evening—plans that would change history forever. You must get to her and warn her.

The official royal plans for tonight include a performance of Thomas Kyd's *Spanish Tragedy*. The entire place bustles with members of the theater company, some carrying large crates, others carrying actual portions of the stage. Guards stand at attention throughout, as though the rooms in which they stand were empty. Palace workers clean the area where the play is to be shown, and Elizabeth's throne

stands above all else, almost glowing, as though a fairy magic spell has been placed over the chair.

§ § §

CM's Notes

The search at this point in the adventure should be for the Queen. If the PCs ask anybody in the palace for the whereabouts of the Queen, the response will be, "In the Reception Room, in a private conference with the Ambassador from the Emperor."



This news may cause panic among the player characters; after all, the ambassador is one of the major conspirators. The Time Corps agents might conclude (and don't do anything to dissuade them) that the assassination attempt is actually in progress as they're searching for the Queen.

Any NPC in the palace can give directions to the Queen's Reception Room. No map is required in order to play this scenario; if they ask an NPC, the player characters can find the room without any problems.

Hints for the PCs

Although the first reaction of the player characters might be that the Queen is in danger, they may realize that they carry the message with the go-ahead for the assassination plan. It is improbable that the ambassador will make the attempt without first having received the message.

7. You Cannot See Her Majesty

§ § §

Two men stand at the closed door of Her Majesty's Reception Room. One of them is obviously a Sergeant in the Queen's Guard, probably on watch while Her Majesty is in conference.

The other man is clearly some sort of a gentleman, perhaps awaiting the chance to see his queen. Something familiar about this man, however, is most puzzling.

His face is simply too familiar. The brown hair and beard, the blue eyes, the fierce scars, obviously from battle, suggest that you may know this man from history.

§ § §

If the player characters wish to discover the identity of the gentleman NPC, allow them the opportunity. Any PC who makes a successful general Perception check recognizes the gentleman as Francis Drake, the famous (or infamous, depending upon your point of view) explorer, privateer, and adventurer.

If any player character asks or demands to see the queen, the Sergeant snaps back, "Who wishes to see Her Majesty?" Regardless of the player character response, the guard answers, "Her Majesty is in grave conference with the honorable Imperial Ambassador, and has left explicit orders not to be disturbed."

If any player character brings up the message from Harrington or its contents, or makes any reference that the ambassador is a conspirator or should be stopped from meeting with Her Majesty at all costs, the Sergeant looks surprised, and mutters, "Why, you bloody little. . . Be off with you

anon! Else I'll have you arrested and tossed in the Tower."

While all of this goes on, Drake becomes interested in the conversation. "Here now! What is the cause of this commotion?" he asks. If the characters explain the message, or better yet, show the message to Drake, the English hero is outraged.

"Move aside, or I'll dress your family in mourning!" Drake demands of the Sergeant "The Queen's life stands in the balance; we stand outside like madmen! Make way or join us!"

The decision of the guard is to do neither. Instead he pulls a 32nd century laser pistol from behind his back. A Perception check is not necessary to realize that the Sergeant of the Queen's Guard suddenly has four arms.

Drake shouts as he draws his sword, "My God! What monster art thou?"

Run combat normally. There is nobody else to join the fight. Roll a general Perception check for the Queen and the ambassador to determine whether they hear the battle going on outside their door. The ambassador is not aware that the sergeant on guard outside the door is a Demorean, in on the assassination attempt, or even an acquaintance of Harrington's, so his first reaction is to protect himself (if the Queen gets hurt, so be it!). The ambassador does, however, pack a laser pistol. He was given the weapon by Harrington and was instructed in its use.

Remember that the Demorean has a laser pistol, too, and such objects have, of course, never been seen by the Queen or Drake. PCs may, of course, use Memory Restoration on either or both of these important NPCs.

Encounter Background

Inside the Reception Room, the ambassador is only finding out where the Queen will be in the evening, should he receive a message (the one carried by the player characters) from Harrington announcing that the assassination attempt is on. At this time, the Queen is in no direct danger from the ambassador.

Outside the Queen's door, the situation is quite different. The Sergeant of

the Guard is the very Sergeant referred to in Harrington's message. This particular member of the Guard is also a Demorean, and in on Harrington's plot. He realizes what is going on if the PCs start describing the danger to the Queen and the attempted plot. At this point the Demorean contacts Harrington telepathically to find out exactly who the player characters are. When the answer comes back from Harrington that the player characters have tripped onto the plan, the Sergeant is also given orders to kill the player characters at all costs, and then take care of both the Queen and the Imperial Ambassador while they are alone together. This plan would actually work better: the entire blame for the assassination could be placed upon the ambassador without implicating Demoreans in any way.

If the Demorean guard successfully dispatches the player characters and Francis Drake, he explains to palace officials that the PCs were in on the plot with the Imperial diplomat and that Drake, always the Queen's hero, died by her side trying to defend her life from the Spanish conspiracy. Immediately after being telepathically contacted by the Demorean guard, Harrington rushes to the palace to make sure that all is in order. Harrington will arrive upon the scene in 10+1d10 minutes.

Drake, of course, is the real Drake. The scars should make that clear to the player characters when they see him, should they suspect any funny business or conspiracy with the Guard. Drake joins the conflict immediately, and on the side of the player characters.

NPC Statistics

Sergeant (Demorean)

STR	40	DEX	40	AGL	40
PER	40	WPR	70	PCN	40
STA	40	Unskilled Melee	40		

Current Stamina:
Wounds: ○○○○○○○○○○○○
Skills: Beam Weapons 70 (EX);
Sword 70 (EX).

PTs: Dimensional Travel; Shape Shift; Telepathy.
Significance: 0

Sir Francis Drake

STR	60	DEX	62	AGL	68
PER	68	WPR	60	PCN	74
STA	60	Unskilled Melee	64		

Current Stamina:
Wounds: ○○○○○○○○○○○○
○○○
Skills: Sword 119 (MS); Dagger/
Knife 94 (EX); Florentine Style 79
(SP); Military Leadership 93 (EX);
Cannon 98 (EX); Pistol 92 (EX);
Investigation 83 (SP).
Significance: 100
See Introduction for brief description.

8. The Queen

The following text assumes that even though the Demorean had the superior armament superior numbers allowed the player characters to dispense with the guard, and that Francis Drake survived the fight as well.

§ § §
As you enter the Reception Room, the ambassador turns to face the intruders, laser pistol drawn.

"Who goes there?" he asks nervously. "Who are you? Stop! Stop this instant or I shall kill... I shall kill... the Queen! Yes, I shall kill the Queen and her blood will be upon your hands!"

Quickly the ambassador grabs the Queen and holds the pistol to her head. A half crazed look comes over his face. His eyes don't focus, his mouth is half open, and his right cheek keeps twitching his eye blinking as though he is winking at everyone.

The Queen seems undaunted by her peril. Her face shows no fear. If anything, she seems either bored or scornful, as though she will punish this child's play when it ends. Her only show of concern comes when she mutters, "So thus end the Tudors."

§ § §

CM's Notes

The Imperial Ambassador has shown his true colors. He holds out for as long as he thinks he can, hoping the player characters will leave the palace in the fear he will kill his royal hostage. If he can stall for long enough, Harrington shows up (although the ambassador doesn't know that Harrington is on his way) and lends some aid for as long as the Queen is alive. Once the Queen has been killed, Harrington will leave the Ambassador to fend for himself, and make good his own escape.

One problem mars the plans of the ambassador: in his haste and general unfamiliarity with the laser pistol, he has forgotten to switch off the safety, so the pistol will not fire. In order to make the pistol function properly, he'll have to hold the pistol in one hand, let go of the Queen with his other hand, switch off the safety, then grab the Queen again.

If the ambassador attempts to open fire, he pulls the trigger two or three times—and nothing happens. He then looks at his gun and realizes his mistake. At this point, if the player characters haven't lit into him, the ambassador lets go of the Queen and grabs for the safety switch on the pistol.

Queen Elizabeth, rather than run or drop to safety, turns around and strikes the ambassador, using her Unskilled Melee score.

Hints for the PCs

Any player character who makes a successful general Perception check notices that the safety switch of the ambassador's laser pistol is on: the pistol cannot fire. In short, the hostage situation is not as bad as it appears.

The Encounter Background

Very clearly, the ambassador has lost his wits: he reacts like a cornered animal, prepared to do whatever seems to aid his only goal—escaping with his life.

Queen Elizabeth, on the other hand, never loses her control in an emergency. In fact, stress, crises, and difficult predicaments always bring out the best (as well as the unexpected) in the Queen.

In this case, she is upset with the undignified situation in which she has been placed. Furthermore, Elizabeth's primary concern, as always, is for her beloved England. This could not possibly be the way in which she is meant to die, for clearly (in her eyes) there is more for England to achieve. This snivelling Hapsburg is not going to stand in her way!

Drake is much more pragmatic. He is aware that his plans for the future, his fame, and his greatness (Drake could distinguish between the two) all depend on the survival of the Queen. His only encounter with a laser pistol has taught him caution.

If Harrington shows up, he quietly levels his laser pistol at the Queen, blasts, and moves quickly on his way.

NPC Statistics

Wilhelm Heinrich, Imperial Ambassador

STR	50	DEX	50	AGL	50
PER	54	WPR	50	PCN	54
STA	50	Unskilled Melee	50		

Current Stamina:

Wounds: ○○○○○○○○○○○○
○○

Skills: Investigation 68 (SP); Equestrian skill 67 (SP); Sword 65 (SP).

Significance: 1d10

Elizabeth I, Queen of England

STR	50	DEX	52	AGL	60
PER	76	WPR	78	PCN	80
STA	52	Unskilled Melee	55		

Current Stamina:

Wounds: ○○○○○○○○○○○○
○○

Skills: Investigation 133 (MS); Military Leadership 98 (EX); Equestrian skill 96 (EX); Dagger/Knife 70 (SP).

Significance: 375

Description: See Introduction to this adventure, and pp. 18-19, 21 in *Guide to the Continuum*.

9. Harrington's Arrival

If Harrington has not already arrived by the time the conflict with the ambassador ends, he will arrive shortly thereafter. Read the following text when Harrington arrives:

§ § §
It seems as though the battle's smoke has barely lifted when suddenly a voice whispers from the entrance.

"Oh my!" gasps a surprised Harrington. He swallows hard and points a laser pistol at the Queen.

"Perfection or death," he pledges as the pistol rises to find its target.

‡ ‡ ‡

CM's Notes

Harrington, the other Demorean in this plot, is the ringleader. He is aware that he has no future if the mission fails. His sole purpose is to destroy the Queen of England. He will not aim at any other target until the Queen is destroyed.

Drake makes a reckless charge at the Demorean. Normally this would mean sure death. But Drake has accurately assessed that Harrington's only interest is in murdering the Queen. Therefore, Drake will not be fired upon unless the Queen is mortally wounded before he can get to the would-be assassin.

Queen Elizabeth does not seek cover, even upon seeing the obvious threat to her life. As she showed when she was held hostage, she is an extremely strong-willed character.

Encounter Background

This encounter represents Harrington's last hope. He is responsible for the overall Demorean plan to kill the Queen of England and postpone or prevent Sir Francis Drake's raid on Cadiz Harbor in Spain. The actual historical raid was underwritten by Queen Elizabeth and the Levant Company of London.

Drake's expedition begins within the week. The postponement of Drake's raid could buy the Demoreans some valuable time—time they can use to train a special Spanish crew to engage the English for the Armada.

NPC Statistics

Harrington (Demorean)

STR 50 **DEX** 50 **AGL** 50
PER 40 **WPR** 70 **PCN** 40
STA 60 **Unskilled Melee** 50

Current Stamina

Wounds: ○○○○○○○○○○○○
 ○○○

Skills: Pistol 80 (EX), Stealth 105 (MS).

PTs: Shape Shift, **Dimensional Travel**, **Telepathy**, **Shock** 55, **Domination** 50.

10. Ethan Allen and Z.Z. Top?

If the PCs remember their responsibilities as Time Corps agents, they should know to search the bodies of the fallen conspirators. After all, the would-be assassins have been wielding laser pistols in the late 16th century. The Time Corps agents cannot carelessly leave anything behind, and who knows what else the conspirators might have on their bodies?

Depending on how the search takes place, read the boxed text that pertains to the conspirator searched.

Sergeant of the Guard

§ § §

Going through the various pockets, flaps and other hidden places in the Sergeant's uniform, you find a series of strange, out-of-place objects.

The Sergeant had a holster for his laser pistol, as well as a recharger, a battery-operated flashlight and a small gas cigarette lighter.

Perhaps the strangest thing of all is that the Demorean is wearing a T-shirt underneath his uniform. Of course, T-shirts should appear much later in history.

After removing the uniform to uncover the T-shirt, you see still stranger things. The shirt is white, and ripped in the ribs for the extra set of arms sprouted by the Demorean. Printed across the front of the shirt is "Eliminator." The back of the T-shirt reads: "Z.Z. Top... 1983 U.S. Tour."

‡ ‡ ‡

CM's Notes

There are no identifying marks on the T-shirt. It is an authentic T-shirt from the Z.Z. Top music tour of the U.S.

The lighter and the flashlight still function. They must be confiscated by the Time Corps agents. If the PCs fail to take any of the items, penalize them as follows: 25 Significance Points for the lighter, 100 for the flashlight, 100 for the recharger, and 250 for the laser pistol.

Hints for the PCs

All of the items (except, of course, the laser pistol) found on the Demorean guard are from the 1980's.



Wilhelm Heinrich, Ambassador

§ § §

The ambassador has a holster hidden under his jacket. He also has a recharger, a post card, and a yellow long sleeved T-shirt under his shirt.

‡ ‡ ‡

CM's Notes

The picture post card is of the Chesapeake Bay Bridge in Maryland. On the back of the post card is a short note that reads: "Dear Laura, All has gone well so far. If the plans work all right I'll spend two months studying in Connecticut. Hope to see you before I go. Love, Mark." The card is postmarked May 20, 1985, Annapolis, Maryland.

The T-shirt is yellow, and has several navy blue silk screen designs. On its back is a scene of a sailboat riding across the water, bending under the force of the wind. On the sleeves, silk screened in script appears "Annapolis."

Again, penalize the PCs if they do not confiscate the items: 50 for the post card, 100 for the recharger, 250 for the laser pistol.

Hints for the PCs

Again, the dates are consistent with those of the items found on the Demorean guard. The location named on the T-shirt, as well as on the post card, is that of the United States Naval Academy.

Harrington

§ § §
Harrington also carries a holster and a recharger hidden under a jacket. He also carries a letter, a pocket calculator, and a navy blue T-shirt under his clothing.

CM Notes

The T-shirt is silk-screened across the front in yellow, and reads "Ethan Allen." The pocket calculator still functions.

The letter is addressed to Harrington and is written in Spanish. It translates as follows:

"My Dear Compatriot 'Harrington,'
This is to inform you that all is going well. Philip II has a full contingent and requires only time before moving on the English.

Therefore, time is what we need the most. I hope that all goes well with your plans, so that we will be at full force and ready to destroy the heretic English for once and for all.

Glory and praise to His Excellency, Philip II, and to his most holy cause,

Juan Martinez de Recalde

Hints for the PCs

Once again, the dates are consistent. This time, however, the T-shirt is a little bit more difficult to figure out. Ethan Allen was a Colonial hero against the English in the American Revolutionary War (Late 1700s). The

current year is 1587, over a century before the American Revolutionary War, not to mention the date of Mr. Allen's birth.

In the 1980s, a colonial style furniture was called "Ethan Allen"; so was a United States ICBM launching submarine. Don't give these conclusions to your players; they may come up with any of them.

Penalize the PCs 250 points if they do not confiscate the laser pistol, 100 points if they do not confiscate the calculator.

Encounter Background

All of these items are from the U.S.S. Ethan Allen, a nuclear submarine that was hijacked by Le Voleur in 1986. The renegade sold the sub to Philip II of Spain, the wealthiest monarch of the 16th century, to use as part of his Armada to sail against England.

If the player characters are clever enough to realize they have more to accomplish, they meet the Ethan Allen in combat on their way to Cadiz Bay. In the meantime, it is highly unlikely that the characters will understand what it is they are up against. They should realize, however, that they have more to figure out and that there is something to be done quickly in Cadiz, or contrary to history, the Spanish Armada might well succeed.

11. The Queen's Favor

§ § §
Her Majesty, as shrewd as history has described her, pays little attention to what has just occurred.

"Drake" she calls. "It is clear from the attempt upon my life, and the letter explaining the plot against me, that you must sail with all haste to Cadiz, and destroy whatever fleet may have assembled to sail against England."

She then points toward you and continues "It is also our wish that these brave subjects accompany you on your mission. They have proven themselves worthy and loyal. It is our wish—nay, our command."

She then continues "We shall claim the Levant fleet in the Crown's name. It will sail against the Spanish along with the ships I have already given you."

CM's Notes

The stated goal of the Time Corps was to prevent the assassination of Elizabeth. However, with all of the futuristic items running around, the PCs should realize that their real mission is still not accomplished.

Hints for the PCs

It is wise to follow the wishes of the Tudor Queen. Quite a few people have lost their heads for not following the whims of Her Majesty.

Encounter Background

Drake is about to sail on his famous raid on Cadiz Bay. He's in for a surprise, thanks to Le Voleur.

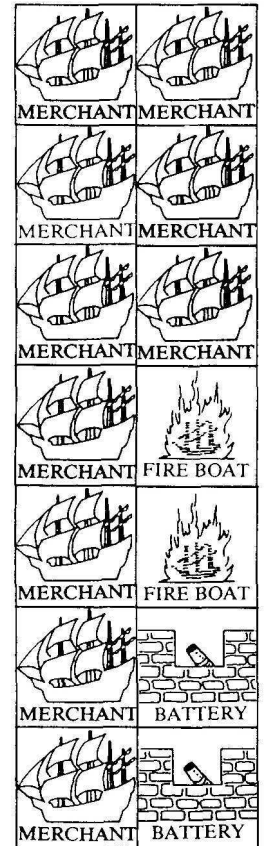
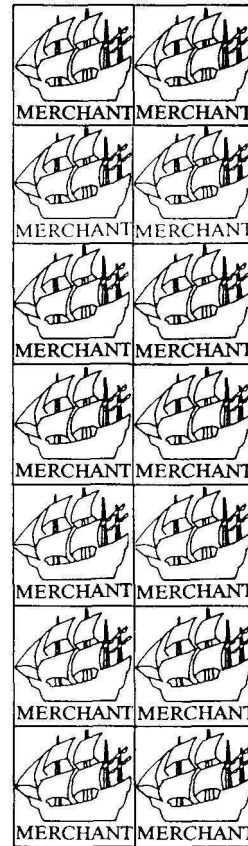
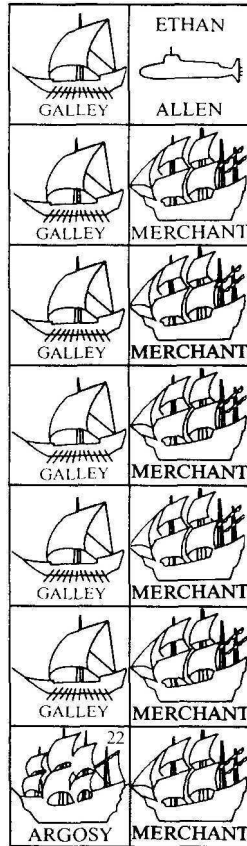
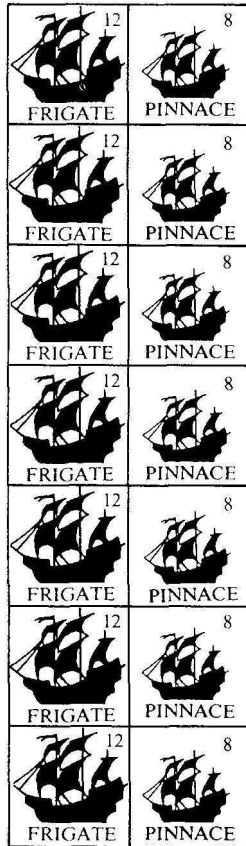
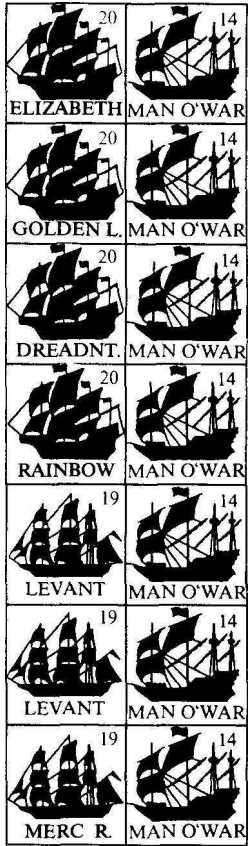
The player characters must accompany Drake in order to succeed. If they leave a nuclear sub in 1587, the mission has obviously failed.

How Harry Oldcastle was Knighted

Oft it is sadly recorded in history & fable, that a noble mind is but of humble birth. In the same fashion, a humble mind may be of noble birth. In most fortunate Nature, noble minds enioie a noble birth. And then there was Harry Oldcastle.

It chanced that Harry, while at dice in the Mermaid Tavern, did happen across a great broil & row betwixt Mr. Robert Greene & two ragged & choleric townsmen. Rushing to the rescue of Mr. Greene, Harry spared the gentleman grave mishap, whereon Mr. Greene, in gratitude & largeness of spirit, sold our hew the courteous & gentle title of Knight of the Garter.

Sir Harry proclaymed his goodfortune in a pub of Cheapside, whereupon a brace of sailors had at him, clayming they, too, were Knights of the Garter through the grace of Mr. Greene (who in sooth was nonoble, but a playwright & a cozenor of the first rank!), clayming also that Oldcastle was a gull to save such a rascall from iust Punishment, they drew clubbes, & beat Harry sorely about the head & shoulders.



To use these counters in the sea battle at Cadiz Harbor, follow these simple instructions:

1. Glue the counter sheet to a sheet of light cardboard (such as shirt cardboard).
2. Allow the glue to dry, then carefully cut out the individual counters.

Pregenerated Characters

Monica Van Rijn

STR 58 DEX 42 AGL 40
PER 60 WPR 46 PCN 52
STA 64 LUCK 44 UMS 49

Penetration Bonus: +5

Current Stamina:

Stamina Regeneration: 5/round

Wounds: ○○○○○○○○○○○○
○○○

Skills:

Historical Specialty (Western
Europe 1494-1616) EX 79
Time Corps Stunner EX 72
Medicine EX 81
Pistol SP 57
Investigation SP 68
Sword SP 64

PTs:

Paranormal Memory 33
Adaptation 40

Born: June 10, 1594

Recruited: February 10, 1611

Current Age: 20

Ht: 5'5"

Wt: 115

Hair: Blonde

Eyes: Blue

Rank: Trainee/4

Nationality: Dutch

Monica Van Rijn led a very exciting life for a young woman of her time. First of all, she was born into the family of a very wealthy doctor; Monica was extremely bright learning her father's profession quickly.

Monica's spirit of adventure was strong. That's why she signed on as the surgeon's assistant on the *Discovery*, the ship of Henry Hudson, who was searching for the Northwest Passage.

Mutiny broke out on the *Discovery*, and Monica stood behind her captain. Hudson, his son, and several sailors (Monica included) were set afloat. Ten days later, near death from hunger and exposure, she was recruited by the Time Corps.

Monica learns quickly, is proud, and takes a back seat to no man!

John "It" Haskins

STR 62 DEX 44 AGL 46
PER 48 WPR 50 PCN 62
STA 46 LUCK 42 UMS 54

Penetration Bonus: +10

Current Stamina:

Stamina Regeneration: 4/round

Wounds: ○○○○○○○○○○○○

Skills:

Historical Specialty (United States,
1851-1973) EX 86
Time Corps Stunner EX 74
Wrestling EX 84
Short handled weapons SP 69
Mechanics SP 69

PTs:

Paranormal Memory 38
Significance Sensing 39

Born: December 14, 1951

Recruited: October 4, 1973

Current Age: 24

Ht: 6'4"

Wt: 255

Hair: None

Eyes: Brown

Rank: Trainee/3

Nationality: American

John Haskins was born in the suburbs of Baltimore, Maryland. Always large for his age, he focused his interests upon the increasingly popular sport of televised wrestling, vowing to become a great star in the ring.

Soon after entering the sport, John discovered that this form of wrestling wasn't what it was cracked up to be. The phoniness and the cheapness bothered him; he felt that he was a championship athlete!

For several years John roamed the wrestling circuits, playing the role of "It": a masked wrestler who was a terribly dirty fighter. It was almost humiliating for an idealistic young man. Then his break came—the Time Corps recruited him. Now he finds many a challenge—and all of them are real.

Mai Jansen

STR 48 DEX 54 AGL 46
PER 54 WPR 46 PCN 60
STA 50 LUCK 64 UMS 47

Penetration Bonus: 0

Current Stamina:

Stamina Regeneration: 4/round

Wounds: ○○○○○○○○○○○○
○○

Skills:

Historical Specialty (Scandinavia,
1822-1944) EX 83
Time Corps Stunner EX 84
Forgery EX 87
Stealth SP 65
Dagger/Knife SP 62

PTs:

Paranormal Memory 36
Telepathic Probe 41

Born: September 5, 1922

Recruited: November 12, 1944

Age: 25

Ht: 5'9"

Wt: 130

Hair: Brown

Eyes: Blue

Rank: Trainee/5

Nationality: Norwegian

Mai Jensen grew up in Oslo, where she was heralded as a potential Olympic sprinter. Her athletic career and her university education were cut short when the Nazis invaded Norway.

A fierce believer in individual and human rights, Mai soon joined the Norwegian underground, participating in several daring missions against German military bases and top secret research centers.

As the underground's attacks became more frequent and more successful, the Germans became more brutal. The Nazis caught up with Mai, isolating and surrounding her in a small house in Arendal. It was there, wounded and without hope, that Mai was first contacted by the Time Corps. Needless to say, she made a very grateful recruit.

Lt. Shelby C. Devereux

STR	58	DEX	50	AGL	70
PER	68	WPR	44	PCN	66
STA	68	LUCK	60	UMS	64

Penetration Bonus: +5

Current Stamina:
Stamina Regeneration: 5/round
Wounds: ○○○○○○○○○○○○
○○○

Skills:
Historical Specialty (United States 1735-1862) EX 85
Time Corps Stunner EX 80
Military Leadership EX 87
Equestrian Skill SP 78
Pistol SP 65

PTs:
Paranormal Memory 37
Memory Restoration 43

Born: December 17, 1835
Recruited: April 6, 1862
Current Age: 29

Ht: 5'11"
Wt: 170
Hair: Brown
Eyes: Brown

Rank: Trainee/4
Nationality: American

Shelby County Devereux was born in Virginia. As the second son in a wealthy family, he set out to forge himself a career in the military. Graduating West Point in 1861, Devereux faced a tough decision: to stay in the Union Army or go South, hoping to receive a cavalry commission in the Confederacy. Home and family won out, and Devereux joined a Virginia cavalry division in late 1861. The unit quickly moved west. There, in April, 1862, LL Devereux saw action at Shiloh. His patrol was ambushed in a wooded area, Devereux left for dead. That was where the Time Corps found him. Despite his courage and military skill, Devereux has a distaste for armed combat—learned early and bitterly in the woods of Shiloh.

Richard Brathwaite

STR	44	DEX	70	AGL	60
PER	56	WPR	70	PCN	64
STA	52	LUCK	64	UMS	52

Penetration Bonus: 0

Current Stamina:
Stamina Regeneration: 4/round
Wounds: ○○○○○○○○○○○○
○○○

Skills:
Historical Specialty (England, 1747-1875) EX 97
Time Corps Stunner EX 100
Disguise EX 93
Sword SP 67
Impersonation SP 80

PTs:
Paranormal Memory 45
Memory Restoration 50

Born: August 30, 1847
Recruited: January 1, 1875
Current Age: 32

Ht: 5'9"
Wt: 160
Hair: Black
Eyes: Green

Rank: Trainee/5
Nationality: English

Richard Brathwaite was a highly educated man, taking degrees in both Latin and Philosophy from Cambridge University. This education, however, was only a sidelight of a remarkable, brief career. Brathwaite entered the London theater with great acclaim in 1870: it is very seldom that reviewers of *Hamlet* claim that "Laertes stole the show." The role of Laertes was Brathwaite's first major part; he also picked up quickly on the swordsmanship necessary for the role. Always the dreamer, Brathwaite often wondered what life was *really* like in Elizabethan England. Now, as a Time Corps agent he has a chance to find out. This mission is the highlight of his career.

Roxanna

STR	48	DEX	46	AGL	54
PER	46	WPR	58	PCN	64
STA	40	LUCK	50	UMS	51

Penetration Bonus: 0

Current Stamina:
Stamina Regeneration: 3/round
Wounds: ○○○○○○○○○○○○

Skills:
Historical Specialty (Persia 447-331 B.C.) EX 91
Time Corps Stunner EX 76
Sword EX 81
Spear SP 66
Tracking SP 72

PTs:
Paranormal Memory 41
Ignore Pain 34

Born: August 12, 347 B.C.
Recruited: October 1, 331 B.C.
Current Age: 19

Ht: 5'3"
Wt: 100
Hair: Black
Eyes: Brown

Rank: Trainee/3
Nationality: Persian

Roxanna was only a young girl, although the daughter of one of King Darius of Persia's generals, when Alexander the Great started upon his wars of conquest. Tired of the life demanded of young girls in a wealthy Persian family (of doing nothing except standing around and looking pretty), Roxanna disguised herself as a young man, and served as a spearman in Darius' army. Although the Persians lost battle after battle, Roxanna's skill and courage led the soldiers in her troop to admire "the young warrior Lagoas." Apparently, the Time Corps admired these qualities, too: on the evening before the Battle of Gaugemela, in which Alexander would deal the death blow to Darius' forces, Roxanna was recruited.

PART III: Off to Sea

*Lost in the mud of those high-flowing streams
Which through more fairer fields their courses bend.
Slain with self-thoughts, amazed in fearful dreams.
Woes without date, discomforts without end.*

—Raleigh

The clear objective of Queen Elizabeth and her captain Francis Drake is to seek out and destroy the Spanish Armada before it is fully assembled. Once the Spanish fleet is put together, only luck and the weather will stand between England and the superior Spanish numbers.

The player characters may believe that their mission has been completed at this point and may choose to return to Time Corps Headquarters. However, they'll never get to where the headquarters is supposed to be: if they leave now, neither the Time Corps nor their lives as Time Corps agents will have existed. Nevertheless, allow the player characters the option of returning, if they wish. After all, if they cannot pick up on available clues, they should fail the mission.

On the other hand, most PCs will realize that there are too many loose ends for the adventure to be complete. These agents will probably want to know more about the objects found on the dead conspirators, and what is going on in Cadiz. From their briefing and from the information they've gathered on the adventure so far, they should know that Francis Drake plans to sail into whatever is going on in Cadiz Bay and that history may well be altered if they don't accompany him.

Odds are that the player characters will realize that that they should join Drake, if for no other reason than to keep Elizabeth happy. When they do, Elizabeth assigns them one of the Levant Company ships scheduled to participate in Drake's raid on Cadiz Bay.

The mission continues with the following encounters.

1. The Merchant Royal

§ § §
The London wharf bustles with activity. Hundreds of crates, their contents unknown, are stacked up in almost every conceivable space. Large coils of rope litter the dock, requiring visitors to watch where they step. Standing dimly above all of the debris are the masts and rigging of your ship.

From up close, she looks sound and seaworthy. The sailors call the Merchant Royal a "tall ship"—a term used for merchant vessels—but the Merchant Royal is armed well enough to hold her own against any Spanish warship. In fact, the Spanish sailors make no distinction between an English war galleon and a tall ship. They are both very similar in size, appearance, and armament. The word around the docks for the last month has been that recently, three Levant Company tall ships were attacked in the Mediterranean by 10 Spanish war galleys of the Sicilian guard. The vessels exchanged fire once, and the galleys backed off, allowing the "merchant vessels" to pass through without further aggression. The Spanish quickly realized that the three English ships were more than a match for the 10 Spanish vessels.

This vessel is preparing to set sail for Cadiz.

† † †

CM's Notes

The Merchant Royal will set sail along with the rest of Drake's fleet of 30 vessels within three days. The crew of the ship is made up of hired sailors, the English "Sea Dogs." They are a raggedy bunch, but in appearance only. On the open seas, they are the best bar none.

Although the PCs are "in charge" of the Merchant Royal, Drake issues strict orders that they should follow his flagship faithfully unless otherwise notified. The crew seems attentive, and follows the minor orders of the player characters in a professional manner. Each crew member is aware that they have been hired to destroy as much Spanish shipping as is possible—the booty to be divided among the entire fleet after the queen, Drake, and the Levant Company have taken their cut.

The weather is clear, and there is little of note, except that the player characters set sail from London without problem.

Encounter Background

The first leg of the voyage carries the Merchant Royal from London to Plymouth, England. After mooring in Plymouth for a short stay, supposedly to await further orders from the queen, the fleet sets sail for Cadiz.

The crew is anxious to participate in this plunder of Spanish riches. The fact is, however, that after all of the cuts are taken, there will be little left for them. Fortunately they do not sail for plunder only: there's also a deep sense of patriotism in the sailors, for they realize that if Spain is able to assemble its Armada and destroy the English defenses, England and its allies will most likely become Hapsburg subjects.

The crew is veteran. In fact most of these sailors spend their lives sailing from port to port, signing up for new duty in each port as they arrive. The only peculiar thing about this crew is that they seem so seasoned and unflappable. This is peculiar because the history books speak of large numbers of the fleet's crew jumping ship upon arriving in Plymouth. These hearty men hardly seem the type to jump ship. Remind the players that historically, some of Drake's sailors jumped ship, if they become too confident during the trip.

2. The Stowaway

Read the following after the Merchant Royal sets sail, and when one (or more) of the player characters is standing on deck.

§ § §

Suddenly, from underneath an overturned dinghy that serves as a lifeboat comes a loud clattering sound, followed by a booming voice.

"I seem to have lost my equilibrium. Perhaps I should cast a foot out to prevent this street from moving beneath me."

Another loud thump emanates from beneath the boat.

"Good heavens! Blinded by cruel Fate! Help, Ho!"

† † †

CM's Notes

Underneath the dinghy, waking with a vicious hangover, is the player characters' London friend, Harry Oldcastle, England's would-be Homer. On a blind, staggering drunk, Harry went for a walk along the waterfront, and passed out under the boat, carrying virtually all of his worldly possessions. His property is kept in a large duffle bag.

Harry continues to fumble around underneath the boat until one of the player characters investigates the noise and raises the boat for him.

Harry is shocked to discover that he is out at sea, but somewhat relieved that he has "sufficient Raleigh coupons" to pay the PCs for his keep. He is pleased that his sight is still in order, but somewhat sorry that the "blind poet of England" will never be recorded in history. No matter how many coupons the player characters decide will cover Sir Harry's passage, he finds the price far too much, protesting that this is "high seas piracy." After all, each coupon is worth a fortune.

Hints for the PCs

The player characters should try to bargain for as many Raleigh coupons as they can, so as to leave none behind once the mission is over.

Encounter Background

Oldcastle has run into the man in green again. This time, Le Voleur filled poor Harry with Tequila (sans lime, sans salt, sans anything else to make it bearable), and promptly deposited the poet on board a ship destined to meet its doom at Cadiz Bay. Before Le Voleur left the drunken Oldcastle, he deposited another 50 Raleigh coupons in Harry's "shorts"—a final joke. Harry won't find these quite yet

3. A Nervous Crew

After a day out to sea, select a player character, and read the following to him or her:

One of the crew members approaches you looking nervously at the other

busy members of the Merchant Royal "Beggin' your pardon, but I feel it's my duty to inform you that there's a bit of a problem amongst your crew, there is. I mean, nothin' against yourself, mind you, but a problem all the same."

† † †

The crew member waits for some sort of interest on the part of the player character before going on with his story. If the player character shows no interest, the crew member excuses himself and says, "Well, I reckon it ain't all that bad a problem. Sorry to bother you and all."

If the player character asks what the problem is, read the following:

§ § §

"Well, 'tis right hard to explain, but there is talk amongst some of the crew what's been sailin' through the Mediterranean. It's been talk about . . . well, about a sea serpent They swear they've seen it Well, I reckon they 'aven't seen it But they've talked to people what have. Said it came roarin' after 'em an' chased their boat But they got away."

† † †

CM's Notes

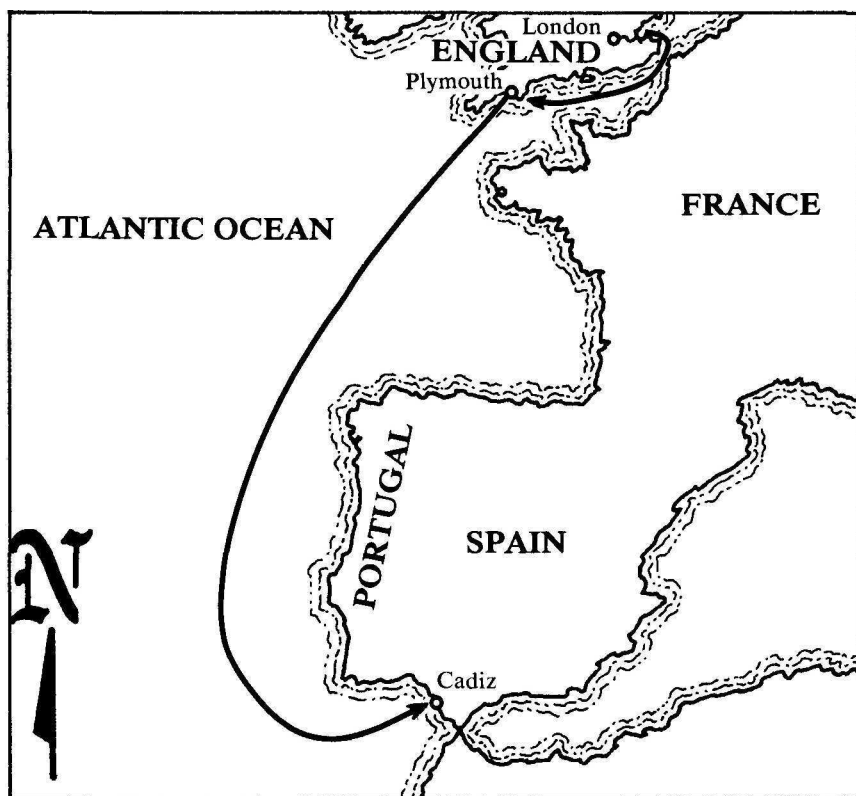
The sailor continues to explain that the entire crew on board the Merchant Royal is nervous about this venture.

"The more time goes on, the wilder the stories get One man swears that the monster devoured an entire galleon in one gulp. Another says that the serpents travel in groups of up to 10, breakin' up the boats to feed on the crews."

The sailor refuses to identify any of the sailors who are telling the stories, for fear of getting in trouble with his fellow crew members.

Hints for the PCs

By use of their Historical Specialty skills or Paranormal Memory PTs, player characters may discover that a large number of crew members jumped ship in Plymouth. If they are able to



remember this fact, they will realize that historically, it was rumors about the sea serpent that made the sailors jump ship. If the characters try to dispel the rumors to the crew, they lose fewer crewmembers when they arrive in Plymouth. Otherwise, enough men may jump ship to make it difficult to operate the Merchant Royal in combat. This problem is resolved in "Encounter 6: Plymouth."

Encounter Background

The "sea serpent" is not an animal, but the U.S.S. Ethan Allen, a nuclear powered, ICBM-launching submarine. Indeed, some of the sailors did actually see the sub surface and dive after following the merchant vessels for a short while.

A 16th century sailor, who would not understand a 20th century nuclear sub, would more than likely describe such a vessel as a sea serpent.

Allow the player characters to believe whatever they choose regarding the sea serpents. Do not give them any clues, even if they guess correctly. The suspense will make play more fun for everyone.

4. Something to Pass the Time

§ § §
It is late in the afternoon. Harry Oldcastle appears from below deck.

"I should like to invite you to test your faculties in a marvelous and novel game of skill and chance. Bring your money and your wits; both shall be tested to their limits."

CM's Notes

If questioned, Oldcastle volunteers only that "the Monsieur in green" had been by the night before setting sail, and sold him "the latest novelty. You must come and play. You must experience its wonders for yourselves. Meet me below at 6 of the clock this evening, and be sure to bring plenty of money."

Oldcastle does not name the game, nor does he tell where the game is



hidden. He simply returns below deck, chuckling as he disappears.

Hints for the PCs

The "Monsieur in green" should be enough clue that the renegade Le Voleur sold the game to Sir Harry. And the players should realize that if the game was sold by Le Voleur, it probably will have to be confiscated by the agents.

Encounter Background

The game that Harry Oldcastle purchased from his friend in green is none other than TIMEMASTER™. But the rotund poet has cast a slightly different slant to the role-playing game.

Always the man to spot an angle, Harry has seen the chance to make some easy money. Since nobody else knows the rules, Oldcastle makes them up as he goes along, always twisting them to his own advantage. The biggest change in the rules is that, in the warped imagination of Harry

Oldcastle, TIMEMASTER becomes a gambling game. Each player must buy a number of Raleigh coupons at two pence a coupon. Then players place bets against the CM on the outcome of every combat encounter, using their Raleigh coupons.

Of course, since Oldcastle controls the dice, the CM always wins.

5. TIMEMASTER Anyone?

§ § §
The hour of the game has arrived. Down below deck, by Harry's hammock, lanterns provide a dim light. A table has been fashioned out of some boards and a couple of barrels.

Wait a minute! On top of the table rests a three-paneled red screen. On one panel there is a picture of a man firing a mounted machine gun at a diving Japanese Zero.

"Welcome to TIMEMASTER, game of chance in the future! The Monsieur in green sold this delight to me. We are going to play at 'Red Ace High.' The Monsieur offered a larger adventure entitled 'Partisans from

the Shadows' but it was written by a Spaniard, and ended with the French defeating the Germans, no less! I refused to purchase such a trifle: after all, there is fiction and there is fancy."

Harry grabs his belly and bursts out in unrestrained laughter, adding, "Money well spent, was it not?"

§ § §

CM's Notes

The game begins when the player characters purchase their Raleigh coupons. Once the coupons are bought, read the following to the player characters:

§ § §

Harry begins to read:

"In less than an instant, the familiar sights of HQ vanish, and darkness envelopes everything. Through the overcast, midnight air, the occasional rumble of artillery fire drifts toward you from the distance. The time is 12:01 AM., Nov. 19, 1917. You set your scooters on Vanish."

"A barren sea of mud and rock spreads in all directions, pockmarked by artillery scars and craters. This is No Man's Land, the sea that lies between the opposing trench lines of a World War I battlefield. The darkness limits visibility about 20 yards.

"Suddenly, a rifle shot rings out nearby, and a man screams in pain. A hoarse voice issues a loud stage whisper in German: 'You fool! The Americans are bound to have heard that shot! Get the Englishman quickly, and let's get out of here. If our pest resists anymore, cut his throat and take the briefcase,'

"What do you want to do?"

Oldcastle bursts out laughing. "Great mirth, is it not? Now place your wagers. There are five Germans, two Englishmen, and five Indians from the Americas. Who of these will be the first to die?"

§ § §

Hints for the PCs

Clever player characters should realize very quickly that the game is not being played properly. With this in

mind, they should also realize that no player in Oldcastle's TIMEMASTER™ game will ever win a bet

Encounter Background

If the players think back to their very first TIMEMASTER adventure, they should remember the beginning of the adventure "Red Ace High."

Go back to your TIMEMASTER box and pull out "Red Ace High." Now you, the CM, must play the part of Harry Oldcastle playing CM on the Merchant Royal in April, 1587. Go through the encounters and play havoc with the game. Do not pay any attention to the TIMEMASTER rules. Instead, follow these simple rules.

1. USE DICE, but use them in any way you feel like using them. Forget about general and specific checks.

2. WING IT-interpret and/or change any scenario you choose. Try your best to play Oldcastle's scenario as a man from the 16th century would. For example, an American would be an Indian, an airplane travels from planet to planet, a machine gun hurls large mechanical parts at its target, and a tank is a "metal war wagon."

3. HAVE FUN by making sure that all of the players, cut up, laugh, and enjoy themselves. That's the most important rule of all.

Continue playing Harry's version of "Red Ace High" for as long as your players are having fun. Make up as many side bets as you can possibly think of, and have Oldcastle win all of them. "Have fun" goes for the real TIMEMASTER CM as well.

6. Plymouth

§ § §

Following the shoreline around the southern end of England, the Merchant Royal now approaches Plymouth. The crew seems to be anxious. Everyone on deck strains to see the port

§ § §

CM's Notes

When the ship arrives and moors in Plymouth, certain members of the

crew make plans to jump ship. If the PCs have spoken to the crew (back in Encounter 3) and tried to dispel the rumors of sea serpents, the number who leave the ship is only 2d10. If the player characters have failed to speak to their crew, the number leaving is 4d10, and the Merchant Royal must stay in port one extra day until enough new crew members are recruited to replace the deserters (a selected NPC may do the recruiting for the PCs, or they may do it themselves through direct action checks). Let the PCs think that Drake is leaving them behind. However, they can catch up with Drake in two days: they know from their briefing that Drake is going to Cadiz, but as of yet Drake himself hasn't decided whether to follow the queen's orders or an alternate plan of his own. Otherwise, there is no effect from leaving port a day late.

Hints for the PCs

Drake informs the characters that he is not sure whether to hit the port of Cadiz, or catch the Spanish totally by surprise and raid along the Portuguese coast PCs who recall their briefing know that Drake decides on Cadiz.

Encounter Background

Drake stays in port for only one day. He takes off as soon as possible the day after arriving. The reasons for quick departure are the number of sailors deserting ship, and Drake's knowledge of Queen Elizabeth.

Drake knows that the queen is subject to sudden changes of opinion, especially when dealing with diplomatic situations. Drake's guess is right the queen *has* sent an order to Drake to return to London, but Drake's hasty departure won't allow the message to be delivered in time. He can therefore claim, "I never received other orders."

If the player characters stay an extra day, *they* receive the message from the queen's messenger. The player characters face a tough decision. If they deliver the message to Drake, and if he doesn't reach Cadiz Bay, as he did in history, the Timeline is changed dramatically.

*To seek new worlds for gold, for praise, for glory.
To try desire, to try love severed far,
When I was gone, she sent her memory
More strong than were ten thousand ships of war.*
—Raleigh

PART IV: Onward to Cadiz

By the time this part of the adventure begins, the player characters should be sailing along with Drake's fleet. The trip to Cadiz takes an uneventful two weeks. Do not waste much time with these days unless you choose to use Harry Oldcastle in another game of TIMEMASTER.

One day away from Cadiz, a series of events takes place. The U.S. nuclear submarine Ethan Allen, hijacked from 1986 and taken back in time by the renegade Le Voleur (Harry's "Monsieur in green"), enters the adventure. After the Ethan Allen was sold to King Philip, its name was changed to "Felipe II" (Philip II). The sub is manned by a group of four Demoreans, posing as officers, and a crew of 16th century Spaniards. The Spaniards need a great deal of time to train so that they can handle the nuclear sub (under Demorean supervision, of course). The failed assassination plan and Drake's resulting raid have not allowed the Spaniards enough time to train properly. Therefore the entire battle sequence described in the next set of encounters is a comedy of errors. When the Spanish crew show their ineptitude in battle, they then show their frustration by throwing overboard their Demorean officers. The final battle encounters are therefore less of a real threat than they may appear at first to the PCs.

Be careful to handle these events carefully to provide the maximum amount of enjoyment, suspense, and thrills for your players. Do not tip off the "behind the scenes" stories to the players: let them guess what they are up against. When they first encounter the enemy, they'll probably think they are finished. Once they realize what is really going on, the battle itself will become fun.

1. Out to Sea

§ § §

The weather is perfect the winds blow strongly and in the right direction. The sun spreads glittering fires on the ocean waves. The gulls screech as they circle and drift overhead, awaiting scraps or the fish that follow ships on the high seas.

The crew is sturdy. Although these men have already heard the rumors of sea serpents, they are more than willing to brave the odds.

§ § §

CM's Notes

The first few days at sea are eventless. Occasionally the coastline of mainland Europe comes into view. To the carefully trained eye, it is clear that Drake's ships are circling, drifting without any set course.

Encounter Background

Drake is still pondering his chances at Cadiz. He is not sure that Cadiz Bay holds the targets he seeks.

On his third day at sea, Drake seizes and boards a Portuguese vessel, and his mind is made up. The fleet of 30 vessels sails for Cadiz Bay.

2. Land Ho!

On the fourth day out at sea, read the following to the player characters:

§ § §

A voice shouts from the lookout above the deck, "Debris off the bow, dead ahead. Pull 'er 'ard to starboard."

The crew strains to see what's up ahead to the left; the helmsman awaits your orders.

§ § §

CM's Notes

There seems to be nothing off the bow dead ahead. Nevertheless, the helmsman nervously awaits some order to turn the ship away from what he feels is a collision course. Regardless of what the PCs order, nothing happens to the Merchant Royal.

The crew members in a position to see shout up to the lookout "Where? I don't see no debris. Ain't nothin' but a bit of water, that's all."

The lookout swears that he saw something—perhaps a turtle or a piece of driftwood. But something.

Encounter Background

The Merchant Royal has just met the Felipe II (originally, the U.S.S. Ethan

Allen). The submarine's periscope was raised above water, and the ship's lookout just happened to glimpse it as it descended.

3. Speeding Dolphins

§ § §

Suddenly, a happier cry sounds out breaking the tension created by the mysterious floating debris.

"The dolphins! Good fortune is with us!"

Off to the port side of the Merchant Royal, two long slender bodies head at unearthly speed toward your vessel. However, they do not surface to breathe, nor do they move in the arcing motion that dolphins use when swimming. Instead, the "dolphins" speed directly for the port side of your tall ship, leaving a trail of bubbles easily traced back in a straight line to a distant point in the water.

§ § §

CM's Notes

No matter what attempts the crew might make to avoid the torpedoes (dolphins), nothing can be done in time to prevent them from meeting the path of the Merchant Royal. But the torpedoes pass harmlessly beneath the ship: the draft of a 16th century ship (the depth at which its keel lies below the water) is much less than those of these 20th century ships for which these torpedoes were originally intended.

Once every two minutes, two new torpedoes are fired at the Merchant Royal, until the sub has fired 14 of them. Every torpedo passes harmlessly beneath the vessel, and disappears in the distance off the starboard.

The crew of the merchant vessel doesn't know what a torpedo is. They cheer each "dolphin" as it races underneath the tall ship. They are amazed at the performing dolphins' speed and ability to stay underwater for so long.

The other ships in the fleet have the same reaction to the performing dolphins, but they do not understand nor appreciate the reason for the erratic and dangerous sailing by the

Merchant Royal. Other members of the fleet call for the ship to control itself or be boarded. But before any boarding can take place, Encounter 4 begins.

Hints for the PCs

The player characters should realize (after three or four torpedoes pass harmlessly beneath their vessel), that the torpedoes will not strike the sailing ships.

Encounter Background

Under the direction of the Demorean leaders on board the submarine, the crew tries to torpedo the Merchant Royal. The problem is that the 20th century torpedoes are built to sink ships with a deeper draft than the comparatively smaller sailing vessels of the 16th century. Therefore, the torpedoes pass beneath their intended target.

Unfortunately for the Demoreans, the Spanish crew is getting tired of failure. Most of these 16th century

Spaniards cannot read or write; however, they do know how to kill. In their frustration, they decide to overthrow the Demorean officers and take over the operation of the ship themselves. By the end of this encounter, the Spaniards kill the Demoreans and control the submarine, without the necessary knowledge to operate the vessel properly. But what they try is a lot of fun.

The torpedo attack ends, and Spaniards attack and kill the Demoreans inside the submarine. Now that the Demoreans are dead, the Spaniards try a little combat of their own against the English.

4. Attack on the U.S.S.R.

§ § §
Suddenly, the water begins to churn all around the Merchant Royal, as though the sea is about to part or a monster has awakened in the depths.

Then quickly, in a bright flash, a missile leaps out of the water from practically underneath Drake's flagship, the Elizabeth Bonaventure. The

sailing vessel rocks wildly from side to side, almost capsizing.

Everything seems to run in slow motion. The words "U.S. Navy: Polaris" appear in black on the side of the missile as it gathers speed and begins to arc toward mainland Europe, leaving a trail of vapor behind.

§ § §

CM's Notes

The Polaris missile is programmed to strike at a Soviet military base in Tunguska. The Spaniards have learned how to launch the missiles from previous training runs, but they don't know how to activate the nuclear warhead. As such, the hydrogen bomb that rests at the top of the Polaris does not detonate upon arrival at the target. Instead, the bomb sits unnoticed for years in Russia, until corrosion from time and weather causes it to explode in Tunguska, on June 30, 1908. Luckily, no humans are killed in the now-famous "Tunguska Explosioa." All evidence of time travel or of the U.S. Navy is, of course, destroyed in the explosion.

Hints for the PCs

Clever player characters may realize that the missile was programmed in the 20th century to fly to a target in the U.S.S.R. or the Soviet Bloc. This should probably be reported to Time Corps HQ, if there still is one when the PCs return to 7192.

Encounter Background

The missile launching is not directed at the Soviet Union. Instead, the Spaniards are trying to do with the Polaris what they couldn't do with the torpedoes. They have maneuvered the submarine beneath Drake's flagship and launched the missile, hoping it would shoot through the comparatively weak hull of the Elizabeth Bonaventure, and sink the ship almost immediately.

Obviously, this plan has failed; the missile rises toward its distant Russian target and the Spaniards are really upset. Having decided that the sub-



marine is obviously a useless weapon, they fall back on more familiar battle strategies.

5. The Sea Serpent Appears

§ § §
Just as things seem to settle down a bit, the water begins to rumble again. This time the sound seems to come from near the great English galleon, the Golden Lion.

‡ ‡ ‡
Give the characters a few seconds to ponder the possibilities. Then continue reading:

§ § §
Between the Merchant Royal and the Golden Lion, the dark nose of a submarine hull surges out of the ocean, then plunges back down to float upon the rolling waves.

The conning tower once had "U.S.S. Ethan Allen" stenciled proudly on its side. However, the name has been crossed out, as if it were graffiti; underneath in scribbled paint appears "Felipe II."

CM's Notes

The ship is very clearly a nuclear powered U.S. Navy submarine. In the right hands, the ship could destroy the entire English fleet, England, and a few key English allies several times over. Who needs an Armada?

Hints for the PCs

The PCs who remember Harrington's note and now see the new name of the submarine may realize what was meant by "Philip II is in Cadiz with a full contingent" The characters might also recall Harrington's stressing that the plan needed time. This is a clue as to the quality of the crew on the Felipe II.

Encounter Background

The Spaniards are obviously not used to submarine warfare. Therefore, they are returning to the surface,

where they are a bit more familiar with battle techniques.

6. Ole!

§ § §
A cry goes up around the deck, "Tis the sea serpent!" Everything comes to a halt; the crew simply stands in place and gawks at the submarine.

‡ ‡ ‡
The crew remains standing in awe of the "sea serpent" After the sub settles in the water, read the following:

§ § §
Slowly the submarine begins to turn. Her rounded bow swings toward your ship, pointing like a slow second hand on a watch. Finally the bow points straight at the Merchant Royal.

A warning horn blasts from the sub. Then ever so slowly, the vessel begins to move forward. As it moves, it picks up speed.

Somebody from the back of your ship yells, "Comin' to eat us, it is."

Another voice calls out, "Man overboard!" The cry is repeated several times as frightened sailors dive into the sea to avoid the monster.

CM's Notes

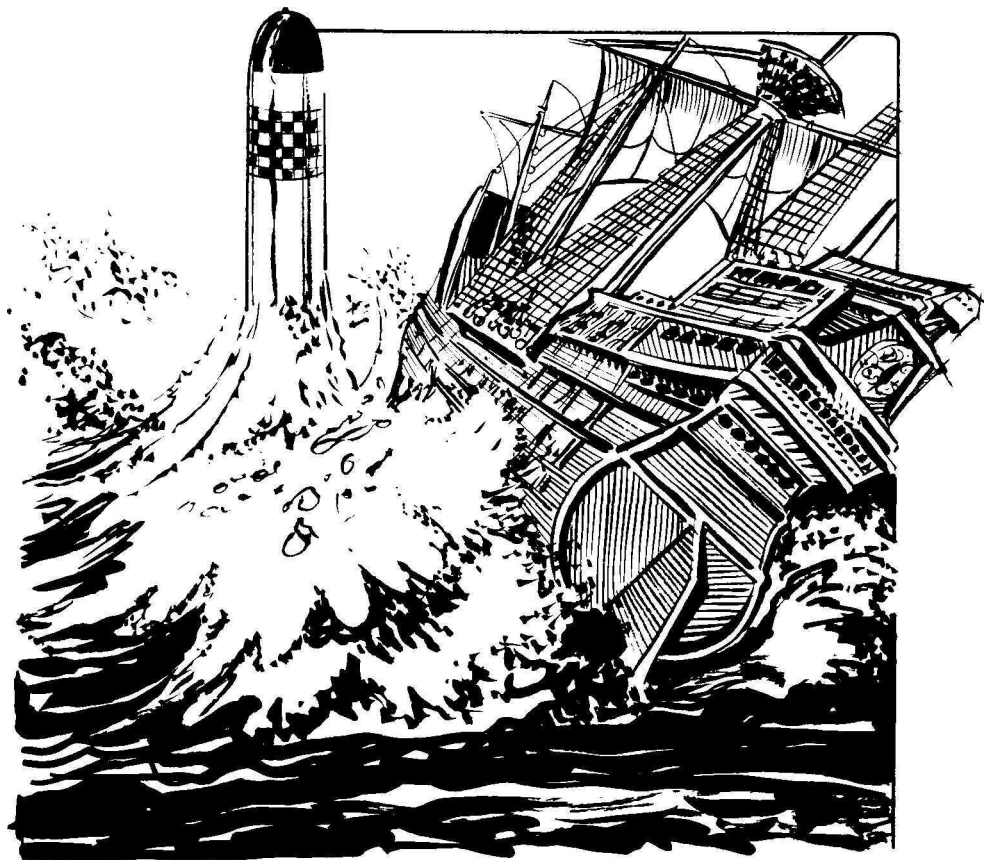
At the last possible instant, the sub makes a wide sweeping turn and misses the Merchant Royal, passing dangerously close to its bow.

After the first pass, the sub slowly turns around and starts all over again. On the second attempt it builds up too much speed and passes in front of the Merchant Royal.

After the second miss, the submarine tries a third pass at the vessel. The third pass brushes the bow of the Merchant Royal, causing minor damage. The sub continues on, and slowly comes to a halt

Hints for the PCs

The PCs should quickly realize that the strategy of the submarine is to ram the Merchant Royal.



Encounter Background

The Spaniards are now in control of the Philip II. Ofcourse, nobody in the crew has commanded a nuclear submarine before. It's tricky to command, look through a periscope, relay information in time, and have the sub strike a moving target. Even though the crew does a little bit better each time around, the maneuvering is still too difficult, and again they become upset

Meanwhile, on board the Merchant Royal, members of the crew are jumping overboard before each pass of the submarine. Roll 1d10 to determine how many crew members jump over the side at each approach of the "serpent"

7. The Spanish

Now the sub sits still on the gently rolling ocean waves. A hatch opens on the conning tower, and about 20 angry-looking Spaniards file out, waving clenched fists in the air.

Standing on the deck, they pull out what appears to be a prisoner wearing a U.S. Naval officer's cap. They throw the struggling prisoner overboard while they cheer and wave their arms wildly. Then they return down the hatch of the submarine.

CM's Notes

The man who is thrown overboard cannot be saved by the PCs and will not be saved by the Spaniards.

Encounter Background

The submarine commander, a Spaniard who replaced the dead Demoreans, is being "replaced" by his crew, who are upset with the lack of success in battle. Another Spaniard takes his place.

This new "captain" knows better than to try tactics that have already failed. Otherwise, he will certainly meet the same fate as the Spanish leader and the four Demoreans.

8. Here it Comes Again!

Once again the Philip II cranks up and begins to move. This time, however, the submarine moves astern, turning to face the same direction the Merchant Royal faces. And it's catching up!

CM's Notes

The sub eventually catches up and pulls alongside the Merchant Royal, although some of the initial attempts to dodge the pursuing submarine may work. When the Philip II pulls up next to the boat, it attempts to maintain the Merchant Royal's speed and stay just off the port (left) side.

Encounter Background

The sub tries to maintain the current side by side position so the Spanish crew can grapple the Merchant Royal, tipping it over in the water.

9. Boarding Party

The submarine conning tower is almost as tall as your ship. Again the hatches open; out pours the Spanish crew. The air is filled with battle cries as the Spaniards race to assume positions along the sub's deck.

Many of the Spaniards carry small grappling anchors. Others fasten the ropes attached to these grappling anchors onto various mooring clamps along the deck of the Philip II.

Once the ropes are attached to the deck of the submarines, the Spaniards hurl the anchors around their heads like a cowboy would hurl a lariat. Suddenly, the first anchor flies toward the Merchant Royal, hitting the side of the hull with a clang, and falling into the water.

CM's Notes

The Spaniards continue to hurl their 12 grappling irons at the Merchant Royal until at least four of the irons

have caught. Meanwhile, the other crew members protect the grapplers with a rain of arquebus fire. Once the irons take hold, the sub's horn sounds, and the command sounds out in Spanish to get below: "Bajense! Bajense!" (fia-hen-say).

The Spaniards leave their grappling iron ropes attached to the sub's deck and run for the conning tower hatch, firing as they go.

Again, the ship's horn sounds, and the sub begins to descend in the water.

Hints for the PCs

When the sub pulls alongside of the Merchant Royal, and the Spanish crew attempts to grapple, the PCs may realize that the submarine is quite capable of submerging and taking their vessel down with it

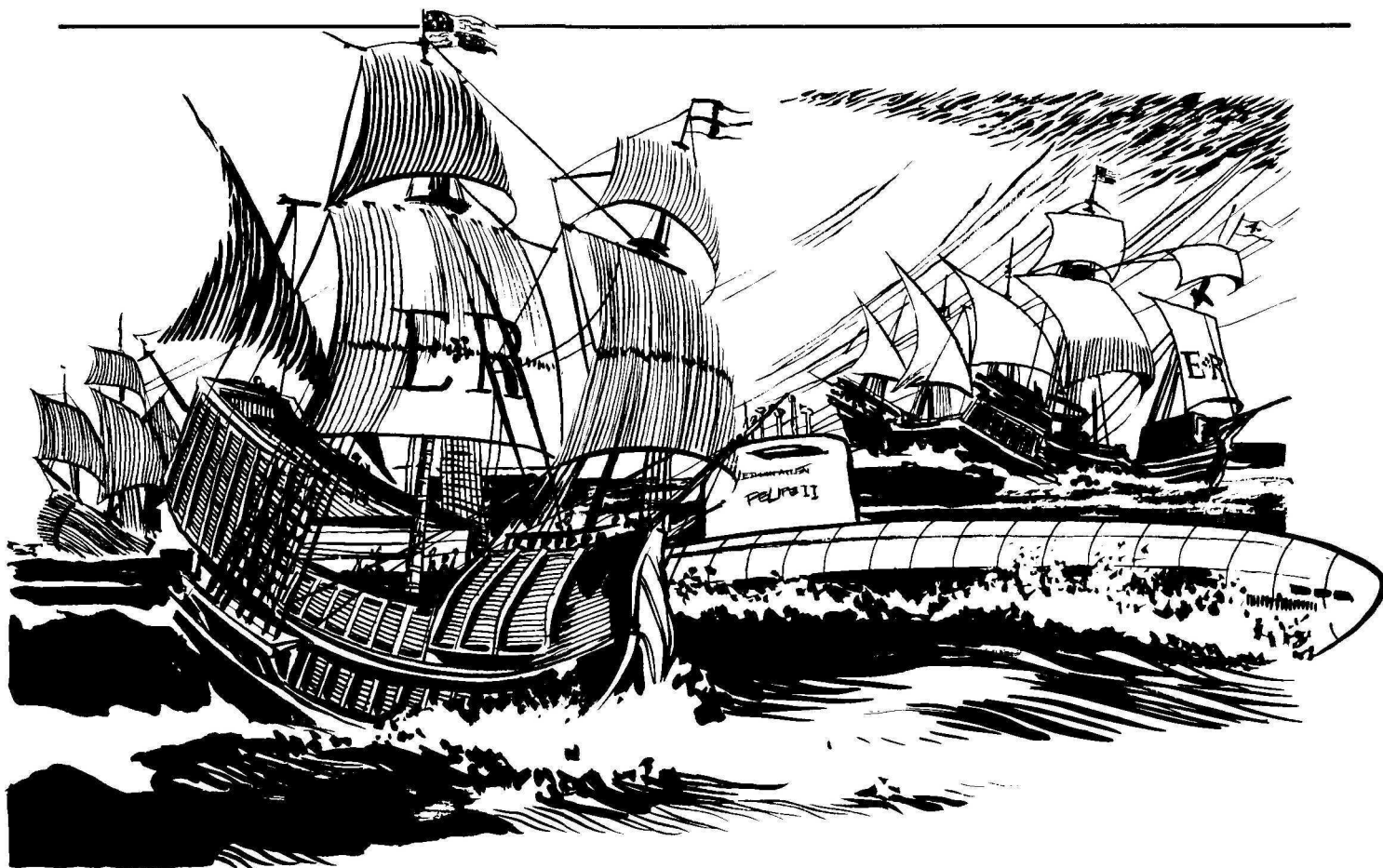
Encounter Background

The intent of the Spaniards on board the Philip II is not to board the Merchant Royal, but rather to attach the vessel to their sub, then submerge. The Spanish use a general Dexterity check. Rolling higher than the sailor's DEX score means the iron misses the Merchant Royal altogether. Any result other than a "C" result means the iron hits the intended target, but doesn't grapple or catch the target; the iron falls back into the sea and must be drawn back onto the sub before being thrown again. Recovering the iron takes 1d10 rounds. A "C" result means that the iron grapples and sticks to a target. The only way to dislodge the iron is to cut it free, or to untwist the iron and rope in 3d10 rounds.

The Merchant Royal, grappled and attached to the submerging submarine, sinks or capsizes.

Even though the submarine is well within the cannon range of the Merchant Royal, the English cannon cannot penetrate or harm the submarine's hull.

The crewmembers on deck, however, are certainly inviting targets for the crew of the Merchant Royal. Some 36 crewmembers on deck are trying to grapple the Merchant Royal



NPC Statistics

36 Spanish Sailors

STR	50	DEX	50	AGL	50
PER	50	WPR	50	PCN	50
STA	50	Unskilled Melee	50		

Wounds: 13 boxes each

10. Where'd Everybody Go?

§ § §
Still again the submarine's horn blasts, cutting through the ocean spring air like the cry of a monstrous animal. Some of the Spaniards on deck are scrambling to get in the conning tower, some are simply diving overboard. Water washes across the top of the gridded deck, foaming and breaking. The sub is on her way down.

A wild cheer rises from the deck of the Merchant Royal. "Hoorah! The monster is sinking! We destroyed 'er!"

‡ ‡ ‡

CM's Notes

If any of the grappling irons are still affixed to the Merchant Royal, the

PCs have 3d10x2 rounds to free their vessel from the submerging submarine. Otherwise the Merchant Royal capsizes and sinks.

If the Levant Company vessel sinks, there is enough floating debris for the PCs to grab onto. The remainder of the fleet stands by, so the PCs will be saved in very short order. They simply finish out the rest of the adventure on another Levant Company merchant ship.

Of course, the Philip II is submerging in an attempt to sink the Merchant Royal. The English crew on board the Merchant Royal have no idea what a submarine is or how it functions. In fact, they are still convinced that the vessel is some sort of a creature, and that they have killed a giant monster that the Spanish have tamed. Furthermore, the submarine remains submerged until after the English fleet has fought the gathering Spanish Armada and is returning from Cadiz bay, thereby lulling the English crew into thinking that the "monster" is dead, and thereby making the last submarine attack that much more frightening.

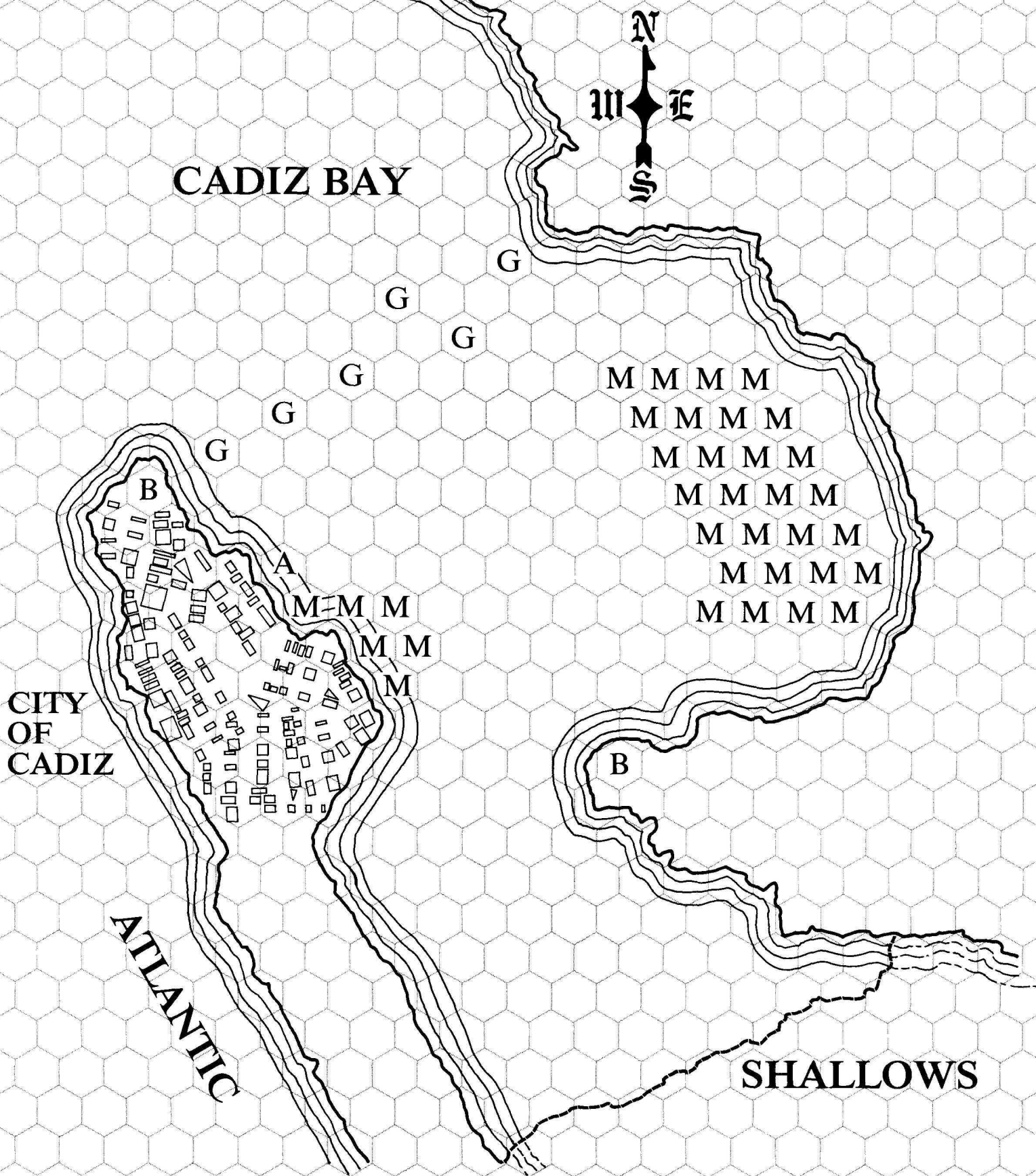
Encounter Background

The new Spanish commander has realized a number of things. First his life depends on the success of his military action. Secondly, the fleet is bearing ever closer to the more shallow waters of Cadiz Bay, where an inexperienced submarine crew would be in grave danger. So the commander plans to disengage the English fleet and allow the enemy to enter the Port of Cadiz. The sub will wait until the English ships return from their raid.

11. Cadiz Bay

§ § §
The lookout calls out from above the sails and rigging, "Cadiz Bay, off the port bow!" Sure enough, ahead to the left lies the Spanish port city. The harbor seems to be alive, although not nearly as full of warships as Drake had expected. There are a number of merchant vessels off to the south side of the bay. Dead ahead is a very large Portuguese merchant vessel, apparently armed to the teeth. The city seems to be taken totally by surprise.

A—Argosy
B—Battery
G—Spanish Galley
M—Merchant Ship
SHALLOWS can only be entered by galleys



Suddenly, Drake's ship raises the English flag, with a blast of trumpets. Immediately the quiet port city scrambles in activity, much like an anthill after it has been stepped upon.

§ § §

CM's Notes

Every Spanish port, from the Iberian Peninsula to the Americas, quakes at the rumor that "Drake the pirate will attack us tomorrow." Now the legend has come true in Cadiz, but the city is still not prepared. The gates are slammed shut to prevent an invasion. Merchant vessels are huddled together like a flock of sheep awaiting the inevitable slaughter. The large Portuguese ship simply awaits all challengers. Set up the ships on your battle-board in their positions on the Map of Cadiz Bay.

Encounter Background

Cadiz has been taken completely by surprise. The merchant ships are unarmed and can only hope that the small number of galleys stationed in the harbor will fend off the British pirates.

A small number of shore batteries line the harbor. These batteries, however, are poorly maintained and manned, so they always miss their intended target. Still, go through the motions of rolling the dice and consulting the Action Table, so that the PCs think that they can be hit by the shore batteries.

12. The Genoese Argosy

§ § §

Making her way around the collection of helpless merchant vessels, a sleek white-hulled tall ship moves between the "flock" and the English "wolves." She is a beautiful ship, 700 tons easy. The crew aboard the Merchant Royal call out "Look! An argosy!"

All beauty aside, this is a dangerous opponent. As she glides in front of the merchant vessels, she simultaneously drops anchor and fires on the English fleet with her bronze cannon.

§ § §

CM's Notes

There is no room to maneuver around and fight the argosy. Drake has all of his ships drop anchor at various positions and systematically level their guns at the ship.

Encounter Background

This is the only real ship to offer serious resistance to the English. If the PCs want to join in the battle, follow the Naval Combat rules in the Introduction.

13. Spanish Galleys

§ § §

Six Spanish galleys have been staying out of range. All six of these ships together do not contain the firepower of a single English ship, but they are the only line of defense for Cadiz.

The one major combat advantage of a galley is its mobility: it is rowed, and therefore doesn't require wind. The small ships are easily able to navigate the shallow waters of the port. However, the galleys are inferior to the English ships overall, and therefore stay out of the way of Drake's fleet

§ § §

CM's Notes

When night falls, the ships attack Drake's fleet, picking their time and their opponent. The galleys do not attack the player characters' boat unless it strays away from the rest of the fleet

The Spanish galleys' tactics are to row out in the dark as a group, and attack any ship in Drake's fleet that stands alone, away from the help of others.

Encounter Background

The Spanish galleys realize that they are no match for the English ships in a one on one battle. Therefore they are trying to use their numbers to an advantage by isolating and picking off stragglers. If no such advantage exists, the galleys hide in the darkness

in shallow waters, away from the threat of English cannon.

14. Spanish Fireships

§ § §

The darkness of night bursts into almost a noontime glow: a small vessel combusts into a large fire only a couple of hundred yards from your ship.

As the fire builds in intensity, the fireball heads your way, picking up speed. If it gets too close to the Merchant Royal, your ship might burst in flames.

§ § §

CM's Notes

A dozen Spanish fireboats are directed toward the player characters' vessel throughout the night. They are designed to ignite the English ships. The Spanish simply take their smaller craft set them adrift toward the English vessels, and torch them just out of range of the English cannon.

Encounter Background

Of all the Spanish fireboats, only the first and seventh have a chance to strike the Merchant Royal. Both of the ships drift at a speed of five feet per round. Since they start at some 200 yards away, the player characters should easily dispatch the fireboats with the cannon on board their ship. If the first and seventh fireboats are not destroyed by the time they reach the player characters' ship, there is a 66% chance that the Merchant Royal catches fire. The fire burns for ten minutes; if the PCs make a successful repair roll (see Naval Combat Rules in the Introduction), the fire goes out after these ten minutes. If, however, the PCs fail the repair roll, the fire continues for another 10 minutes, at which time the ship sinks.

15. Back for More

Begin this encounter after the raid at Cadiz is over.

§ § §

About two hours after you leave Cadiz Bay, the bow of the Philip II cuts through the ocean and settles right off the starboard side of your ship. The Spanish crew files out, armed to the teeth and looking for battle.

A cry rises from your lookout, "Watch 'er dead ahead—the serpent's mother!"

Sure enough, in front of your bow floats a huge dragon or snake! It seems to be on a collision course with you and the sub.

‡ ‡ ‡

CM's Notes

The serpent is actually a huge time traveling machine. It is speeding forward and will "swallow" the submarine, submerge, then travel to some other time. It is not interested in the Merchant Royal.

Hints for the PCs

Player characters who successfully roll a general Perception check notice that the "sea serpent," while looking

authentic, leaves a churning wake in the water behind. This indicates that the "serpent" swims by using an underwater mechanical propeller.

Encounter Background

Le Voleur has gotten a better offer for his submarine from somebody else, so he has come to collect Philip II and travel through time to deliver the weapon. The sea serpent is Le Voleur's latest time travel machine, designed to look like a dragon and easily the largest device of its kind in existence. The crew will be swallowed with the submarine—a situation which might prompt another adventure by a creative CM. Either way, the mission is completed, although not according to plan. The sub is gone, Drake has defeated the Spanish with ease, and if all else goes well, the Armada will be defeated in a year or so.

16. Elizabeth's Heroes

§ § §

Safely back in England, your ship docks in London. Drake left you a short while ago, giving fond regards

and sailing off to who knows where. Now, as everyone is ready to leave ship, a loud and all too familiar voice booms out: "My dear friends, please! I fear that this is the last time our separate paths to greatness will cross. I ask only that while I ascend the Peak of Parnassus, to reknown and esteem in the arts, and while you move on to whatever, that you leave me some token of my beloved Seadogs."

"Please," he asks. "Stand where you are, and I shall be with you anon."

‡ ‡ ‡

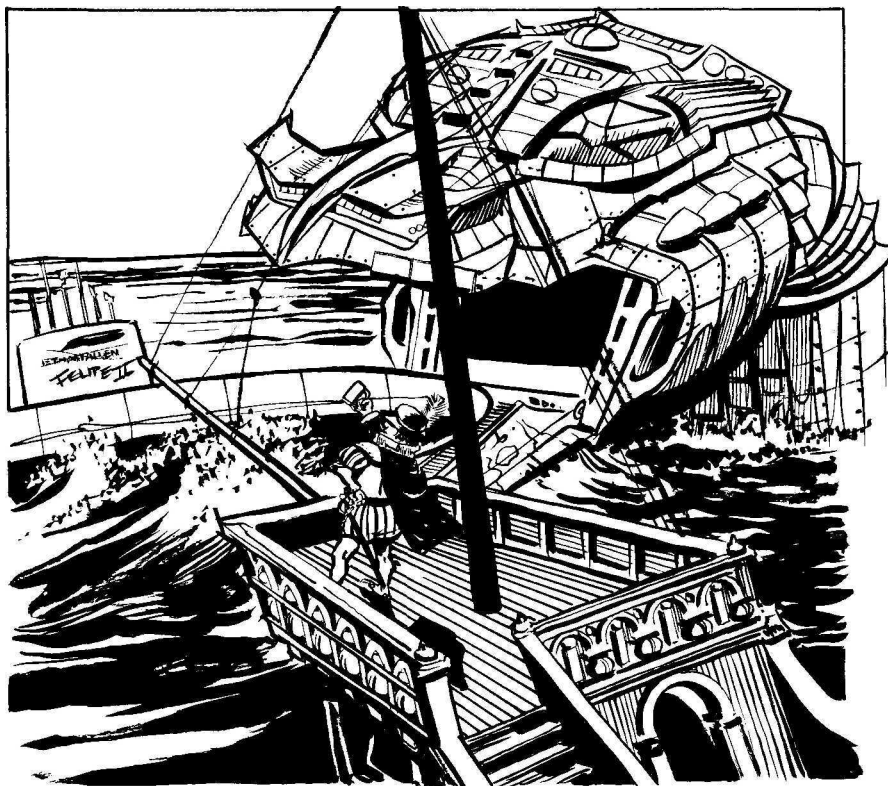
CM's Notes

Harry pulls what appears to be a box from his duffle bag. He holds it up to his face, mutters, "The magic word is 'cheese'," and the PCs are blinded by a flash, accompanied by a whirl.

Encounter Background

The player characters have just had their picture taken. The camera develops its own photograph in 60 seconds.

Harry plans to take photographs and make a living as a miniaturist painter. Penalize the PCs 250 SPs if they don't confiscate the camera.



Harry Oldcastle his Last Paynting

Despayring of his Arte Poeticall, Harry Oldcastle turned his wit to the Arte of Paynting, wherein his worke was esteem'd for a short while. Heparaynted the portraites of severall ambassadors & courtiers, portraites in miniature, as it were. His Arte flourished untill he met Prince Henri of Navarre, who requested that Harry paynt his portraite.

As was his practice, Harry beseeched the Prince to stand in front of the Curious Boxe, wherein the forme & visage of the paynter's Subiect was displayed before the work began. Then away with owre hero, while the Boxe whined merrily.

But the Boxe that served Harry well through a dozen payntings had fayled him this time: muttering that he had runne drye of portraites, he returned to the Prince his auguste Presence, wherein Sir Harry drewe with Inke a clumsy portraite like unto a Child might drawe. Whereupon the Prince, wrothe & incensed, did order that the haplesse hero be beaten sorely about the heade & the shoulders.

PART V: Wrapping Up

*We should begin by such a parting light
To write the story of all ages past,
And end the same before th' approaching night.*
—Raleigh

If the Spanish are easily defeated in Cadiz Bay and the submarine is taken out of the 16th century, the player characters can easily get back to Plymouth and make their way to London from there.

Drake will go on to plunder the Portuguese coast and generally provoke the temper, if not the retaliation, of the Spanish.

Some Explaining to Do

Perhaps the most important explaining the player characters have to do is to the Queen and Sir Francis Drake. If these two witnessed the fight between the player characters and the conspirators, they will have seen futuristic weapons, T-shirts, and other items completely foreign to the 16th century. If all goes well, only the player characters, the queen, and Drake will have seen the goings on. Obviously, the simplest solution to this problem is to use Memory Restoration on both Queen Elizabeth and Drake at an appropriate time and place.

After the crewmembers of Drake's fleet see the nuclear submarine, the vessel will have to be explained to them in some way or another.

Player characters should know better than to explain that these strange vessels are really machines out of the future: such an explanation would open up the sticky subject of time travel or (as is more likely) get the PCs burned as witches or placed in a madhouse. Instead, it would be better if the PCs encourage the belief that the crew already has: that they witnessed some strange sort of monster that the Spanish were able to tame and ride underwater. This creature was in turn eaten by a larger sea serpent, who luckily left behind the smaller meals for the bigger and tastier Spanish monster.

Although this explanation would be scoffed at today, we must remember that the belief in sea serpents was very prevalent in 1587. Furthermore, *Le Voleur* has provided the perfect proof with the shape and appearance of his timeship.

If the player characters come up with an explanation other than the

one suggested, and in your opinion as the CM it addresses the problems, allow the player characters to do so.

Harry Oldcastle

If played correctly, Harry Oldcastle can be a lot of fun. He can even be a lot of trouble, in a mischievous way. The important thing is to make sure that Harry's "novelties" are all collected before the agents head back to Time Corps HQ. This includes all gadgets and items such as cigarettes, games, cameras, coupons and the like. Player characters can use Memory Restoration on poor Harry if they choose. But one doubts if it would make any difference anyway.

If your players enjoyed Harry's company, invite him to join the Time Corps, and take him along on future missions.

Conditions of Failure and Significance Checks

The mission fails if the player characters fail accomplish the following:



1. Save the Queen from the Demorean assassination conspiracy.
2. Sail with Drake so that the PCs can report the missing nuclear submarine, including the fact that Le Voleur was wreaking havoc in 1587, and currently possesses the largest time traveling ship known to the Time Corps.

If the PCs do not fail outright, check to see if they inadvertently change history. Add all of their significance point penalties together, penalizing them 1d10 points for each NPC native to the time that died as a result of their actions. (In 1587, the Merchant Royal did not take a single casualty on the way to, or in the Battle of Cadiz Bay). Also, penalize them for any items they leave behind that do not belong in the 16th century. For your convenience, penalties for some of the items that can be discovered in various parts of the adventure are listed here:

Item	Penalty
Laser Pistol	250
Pocket Calculator	250
Camera	200
Flashlight	100
Laser Recharger	100
Cigarettes	100*
Post Card	50
Raleigh Coupons	50*
Cigarette Lighter	25

*These are one shot penalties. If player characters leave behind any pack of cigarettes or any coupon they see, penalize them this amount *Do not, however, apply this penalty again if they leave more than one pack of cigarettes or more than one coupon behind.*

In addition to these items, there are two big mistakes the PCs can make. If they arrange, in any matter, that the nuclear sub stays in the 16th century, penalize them 1000 points. If they fail to confiscate Harry's TIMEMASTER™ game (which contains, of course, descriptions of events and devices in what is the 16th century's "future"), penalize them 950 points. Harry would probably use the information only to make a quick dollar on "predictions," but the booklet could easily fall into the wrong hands!

When you have computed the penalties, roll a significance check as explained in Chapter 3 of the TIMEMASTER rules. The significance of this adventure is 1000. If this roll is successful, the PCs succeed. Award them success points as explained in Chapter 3 of the TIMEMASTER rules.

If the roll fails, consult the Historical Changes Chart below. Award them bonus success points **ONLY** as explained in Chapter 3 of the TIMEMASTER rules.

Historical Changes Chart •

Difference of 801 or more: Philip II is so intrigued by his new warship that he buys 12 more (he has the money) nuclear subs from Le Voleur. The new "Armada" sails to defeat England, launching a tremendous barrage of nuclear warheads at pre-programmed 20th century targets in eastern Europe and the Soviet Union. Western civilization is virtually destroyed. The wars between the Catholics and Protestants never occur. In 1951, Aztec explorer Moquetizihuatl sails east and discovers Europe. Europeans are converted to the blood-thirsty religion of the Aztecs.

Difference of 601-800: Philip II outsmarts himself. Excited by the idea of an entire fleet of submarines, he orders construction of an "entirely underwater fleet" Because 16th century science lacked the technical expertise, the fleet submerges, but never rises again. The mighty Armada never sails. England sparks revolts in Portugal and France that eventually turn Spain into a Protestant country. All of the Americas are conquered by the English, and all of the native populations in the Western Hemisphere are put on reservations.

Difference of 401-600: The awesome display of Philip II's sea power forces England to return to the Roman Catholic faith. England never becomes a world power, but the Irish Empire boasts in the 19th century that "Green grows on every continent."

Difference of 201-400: At the last minute, before the Armada arrives off the coast of England, Elizabeth proposes a marriage to Philip to end the strife between Spain and England. The offer buys time, and Drake finally does catch the Armada in port, destroying virtually every ship. Iberia becomes a possession of England.

Difference of 1-200: Sir Walter Raleigh is able to negotiate a deal with American Indians, and sets up an extremely lucrative operation, exporting filter cigarettes to Europe. Raleigh never returns to England and becomes King of America, which includes Canada, the U.S., Mexico, and the tobacco-producing West Indies. American currency is the "coup." (short for coupon.)

Harry Oldcastle, his Parting Words

Soft. A briefword with you before you go. Yes, you—holding this Booklet, priding yourself in the fulness of your deeds. holding that the adventure is over.

Permit me the luxury of taking tobacco once more. Yes, these scrolls of weed are most convenient—a novelty I store away, and treasure.

The great game of future and mystery—the great game we played on ship-board—always continues, for always future and mystery lie before us. I do hope I shall encounter the Monsieur in green again. Perhaps he will bring to me more of the enchanting booklets of Master Pacesetter. Perhaps you, my friends, will meet him again, and if you do, I pray you purchase several of those TIMEMASTER booklets from him. If you return to your good friend Harry, rest assured he has plenty a coupon with which to award you.

Thank you for helping my mission to Cadiz. Sir Francis, and Her Majesty herself, are in your debt, for they must know that, without your aid, the raid would have been more difficult for their servant, Sir Harry. Adieu, then, my friends. Adieu.

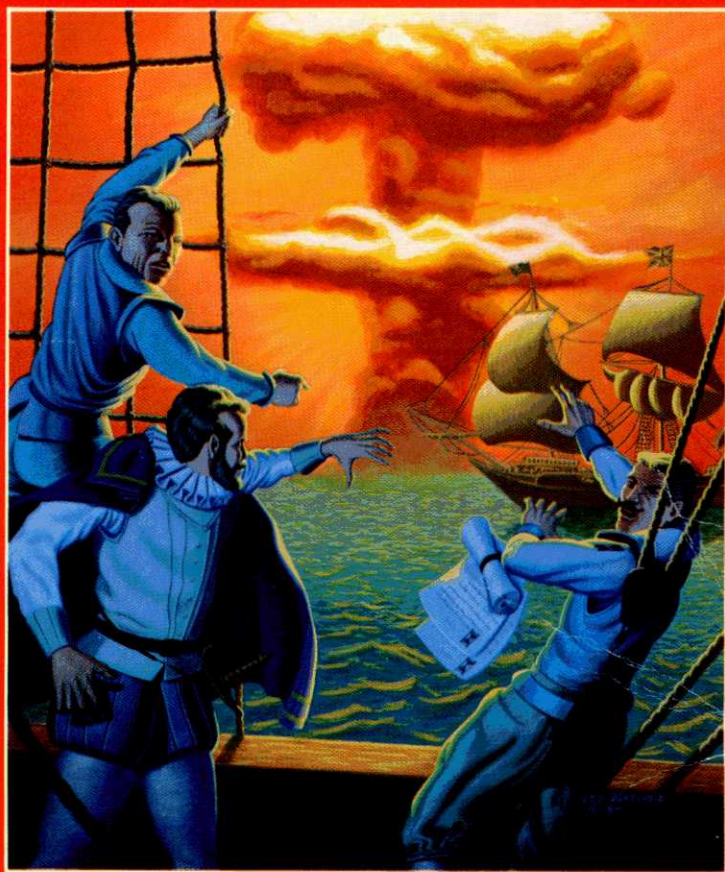
SEA DOGS OF ENGLAND

By Gali Sanchez

The fat ships of Spain rule the harbors of the world. The Indies, East and West, stuff King Philip's treasury with gold, gems, and spices. The Spanish king is rich, and would be richer—powerful, and would be still more powerful.

One gem eludes him: England, where good Queen Elizabeth sits atop a shaky throne. Her gravest test lies out in the gray, rolling Atlantic, where Philip's fleet tightens its stranglehold on Europe, on history itself. England is threatened from without, and from within—in the corridors and chambers of Whitehall, a Demorean plan brews to put Queen Bess. . . conveniently out of the way.

There'll always be an England, but what England will it be? A small unimportant colony of Spain, or the England of history and destiny, saved by the SEA DOGS OF ENGLAND?



“Sea Dogs of England” is a swashbuckling 32-page adventure scenario for use with the TIMEMASTER™ role-playing game. Inside, you'll find maps, historical background, naval counters and rules, characters, and all the plot encounters you need for hours of fun in Elizabethan England.

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