

ANOTHER

ADVENTURE

TIMEMASTER

CROSSED SWORDS

With the Three Musketeers



By Carl Smith

Pacesetter

TIMEMASTER™

Crossed Swords

by Carl Smith

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CREDITS

Design: Carl Smith
Development: Ethan Sharp
Editing: Troy Denning
Cover Painting: Ben Otero
Interior Illustrations: Jim Roslof
Graphics: Stephen D. Sullivan
Typesetting: Gaye Goldsberry
Playtesters: Keith Erwin, Michael J. Smith
Invaluable Assistance: Michael Williams



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Pacesetter, Ltd.
PO Box 451
Delavan, WI 53115

PART I: Introduction

Pssst! Over here, monsieur. Be careful: the Cardinal has eyes everywhere in Paris. We must not be seen together. The Queen has a mission for you.

You see, the Cardinal has accused Queen Anne of infidelity. He claims she gave the Duke of Buckingham twelve diamond pins as a token of affection. The King now asks that she wear these pins at the Royal Ball next week to prove the Cardinal is wrong.

So, the Queen was wondering if you'd mind riding to London to retrieve the pins? The distance is no more than 200 miles. If you ride straight through, the journey will take only four days. Of course, such a tiny favor is not much to ask, is it monsieur?

You must leave at once, but be careful. The Cardinal's spies will stop at nothing—including murder!

Crossed Swords is a **TIMEMASTER™** Adventure for two to eight players. If you're playing in this adventure as a player, stop reading now. If you are running this adventure as a Continuum Master, read this booklet thoroughly.

HOW TO USE THE SCENARIO

In *Crossed Swords*, you'll find pre-generated characters, four pages of pull-out maps, a player's background, and all the plot encounters you'll need for hours of time-traveling fun!

The pull-out maps on pages 15-18 are playing maps. Place counters on them as indicated in the encounters calling for their use. In encounters that don't use these maps, you may find it useful to place counters on the map in the **TIMEMASTER** game.

Using a dull bread knife, pry the staples up and remove the maps when you're ready to play. Be sure to carefully bend the staples back down. (Note: You may wish to photocopy or trace the special cutout map on pages 16-17 to preserve the playability of your adventure.)

Use the pregenerated characters in the back of the booklet if your players don't have their own characters.

Study the plot summary and the players' background carefully. Use the facts you glean from these sections to add flavor to your adventure.

The Plot Encounters

Each plot encounter has several parts: boxed text, CM's Notes, Hints for the PCs, Encounter Background, and NPC Statistics. In some encounters, one or more parts aren't needed and will not appear.

Read the **boxed text** out loud 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. **Hints for the PCs** offers bits of information that clever PCs may discover during the encounter.

The **Encounter Background** describes the action behind the scenes—NPC motivations, secret NPC actions, the encounter's historical outcome, etc. This section also describes any Demoreans or renegades involved in the encounter and lists significance ratings that may apply.

Finally, **NPC Statistics** describes important NPCs appearing in the encounter.

MILITARY SUMMARY

Troops in *Crossed Swords* are almost identical to those described in the **TIMEMASTER Guide to the Continuum** for Tudor England, except:

1. Heavy cavalry are fully armored (AR60) and function as shock cavalry.
2. Medium and light cavalry wear breastplates covering the front upper and lower torso (AR60). They function as firearm cavalry.
3. All artillery can move, using the movement ratings printed on the counters.

NPC STATISTICS

The NPCs below appear in several places. Copy their statistics onto a sheet of paper for easy reference.

Milady the Demorean

STR	75	DEX	70	AGL	75
PER	75	WPR	80	PCN	70
STA	75	Unskilled	Melee: 75		

Current Stamina

Wounds: 0000000000000000

SKILLS: Martial Arts 132 (MS); Swords 129 (MS); Pistol 85 (SP); Forgery 88 (SP). **PTs:** Shield 60; Domination 75; Shock 78; Shape Shift (automatic).

Description: Milady the Demorean is really Kran Karrax, one of the most cunning and ruthless of the Demorean scourge. Kran loves intrigue, betrayal, and inflicting pain upon humans. That is why she chose to disguise herself as one of the Cardinal's cruelest spies, Milady de Winter. Kran resembles Milady in every way, except that she eliminated the "imperfection" on Milady's right shoulder.

Le Voleur

STR	70	DEX	80	AGL	70
PER	65	WPR	76	PCN	68
STA	72	Unskilled	Melee: 70		

Current Stamina

Wounds: 0000000000000000

SKILLS: Swords 129 (MS); Long Barreled Gun 80 (SP); Pistol 80 (SP). **PTs:** Ignore Pain 47; Paranormal Memory 48; Adaptation 53; Time Shift 42.

Description: Le Voleur is a renegade time-traveler. He prefers to dress in green. Although he has many skills, he likes to battle with swords. (He cheats; his sword has a stunner in the hilt.)

Comte de Rochefort

STR:	70	DEX	70	AGL	70
PER	70	WPR	70	PCN	70
STA	60	Unskilled	Melee: 70		

Current Stamina

Wounds: 0000000000000000

Skills: Swords 125 (MS); Florentine Style 100 (EX).



Description: The Comte, a handsome and vain man, is jealous of those around Milady. He is also fanatically loyal to the Cardinal.

Aramis

STR 55 DEX 70 AGL 70
PER 60 WPR 68 PCN 70
STA 50 Unskilled Melee: 64

Skills: Sword 118 (MS); Florentine Style 90 (EX); Equestrianism 75 (SP); Long Barreled Gun 85 (EX); Dagger 118 (MS).

Description: Porthos is a burly man who wears expensive clothes that never fit. He loves good food, good drink, and a good fight. He resents any type of authority, especially any authority the Cardinal's Guard claims over a Musketeer.

THE THREE MUSKETEERS:

Athos

STR 58 DEX 75 AGL 60
PER 80 WPR 50 PCN 55
STA 70 Unskilled Melee: 59

Current Stamina

Wounds: 0000000000000000

Skills: Equestrianism 87 (SP); Mounted Melee (as weapon skill); Swords 119 (MS); Long Barreled Gun 90 (SP); Pistol 105 (EX).

Description: Athos is a ladies' man with an infectious grin. He wears his uniform with dashing flair and speaks in polite, courteous tones.

Although Athos angers quickly, he quickly forgives. Like all Musketeers, he is loyal to his friends.

Current Stamina

Wounds: 0000000000000000

Skills: Swords 93 (EX); Disguise 95 (EX); Long Barreled Gun 100 (EX); Pistol 125 (MS); Equestrianism 97 (EX); Mounted Melee (as weapon).

Description: Aramis is the most sedate of the Three Musketeers. He dresses well, but not extravagantly. Although he is courteous to the ladies, he is quiet around them.

Porthos

STR 70 DEX 55 AGL 55
PER 70 WPR 50 PCN 50
STA 75 Unskilled Melee: 64

A final note about the Three Musketeers: the Musketeers happily join the PCs and do what the players ask (within reason). If the PCs run into a dead end however, the Three Musketeers offer no solution more helpful than where to find the nearest tavern.

The Time Corps stunners can present an interesting problem when dealing with the Three Musketeers. If the stunners are disguised as pistols (standard procedure), the Musketeers assume they are normal weapons.

If the PCs do not disguise their stunners as weapons, make a general Perception check for each Musketeer

Current Stamina

Wounds: 0000000000000000

each time the PCs use a stunner in front of the Musketeers. A Musketeer notices the PC do something and sees the victim fall if he passes the check. By the third time this happens, the Musketeer believes the PC to be a witch.

Once he believes a PC is a witch, Aramis attempts to steal the stunner to use as evidence. He intends to have the church burn the PC at the stake. Porthos challenges the PC to a duel, to take place immediately after they find d'Artagnan. Athos approaches the PC privately and asks for a love potion.

ABBREVIATIONS

The following abbreviations are used in this adventure scenario:

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

Read the text below to your players before they start the mission.

Agents, your mission takes you to the 17th century in Parallel M-1, the parallel of historical fiction. One of history's most famous works of fiction, *The Three Musketeers*, has been disturbed. Historically, a young man named d'Artagnan led the Three Musketeers on a journey to London. Apparently, they achieved fame by retrieving some jewels for Queen Anne.

We don't know exactly what's happened, but d'Artagnan never left Paris. Your mission is to restore the legend of the Three Musketeers. Specifically, you must:

1. Find d'Artagnan and rescue him.
2. Ensure that Queen Anne's jewels are returned without embarrassment.
3. Incapacitate the party responsible for the disruption.

The mission is not simple. You will be dabbling indirectly in the politics of the French monarchy.

King Louis XIII had two close advisors, Cardinal Richelieu and Captain de Treville (commander of the King's Musketeers). There was a great rivalry between the two, for Richelieu was a cunning and jealous man.

Cardinal Richelieu also resented the influence of the King's wife, Queen Anne. Although they had not wedded for love, Queen Anne had considerable influence with the King. However, her loyalties were questionable in Richelieu's eyes, for Queen Anne, who was Austrian, had married Louis to guarantee a political union between her country and France.

At this time, a great religious war called the Thirty Years' War raged in central Europe. Queen Anne's relatives in Austria were heavily involved in the war, and Richelieu feared Anne would persuade the King to aid her family's cause with French money and troops.

To prevent such a thing, Richelieu constantly schemed to blemish Queen Anne's reputation. It is just such an intrigue that d'Artagnan and the Three Musketeers foiled, and which it now falls to you to foil.

Your equipment includes the standard Time Corps kit, any kits necessary for your particular skills, a poniard (long, thin-bladed dagger), wheel lock (an antique pistol), 250 crowns (one crown=\$20), 1000 pistoles (one pistole=\$5), and appropriate costume. Those posing as gentlemen will also be issued a rapier and a tabard with the insignia of a common musketeer. (A tabard is a garment similar to a thigh-length poncho.) You will be able to speak both the French and the English of the time.

Now that you're ready, set your chronoscooters for May 30, 1625, Parallel M-1, and good luck!

(Note to CM: Players requesting armor may be issued breastplates and helmets AR 60. Impersonation will not be practical on this mission.)

CM'S PLOT SUMMARY

Do not read the text below to the players.

Crossed Swords takes place in Parallel M-1, the parallel of fictions. In this parallel, historical tales of fiction constitute reality. Although *Crossed Swords* is based on Alexandre Dumas' novel *The Three Musketeers*, there are substantial differences. (After all, Monsieur Dumas couldn't have known he was dealing with Demoreans and renegade time-travelers!)

As in Dumas' novel, Cardinal Richelieu intends to limit Queen Anne's influence by discrediting her. To this end, Richelieu told King Louis that Queen Anne was involved romantically with George Villiers, the Duke of Buckingham. Richelieu claims that Anne gave Villiers 12 diamond pins (which the King gave her as gift) as a token of her affection.

Unfortunately for the Queen, she has given the pins to the Villier (her reasons are her own). At Richelieu's urging, the King has asked her to wear the pins to a Royal Ball. In Dumas' novel, a young man named d'Artagnan volunteered to ride to London and retrieve the pins. He accomplished this with the help of Aramis, Athos, and Porthos—the Three Musketeers.

In *The Three Musketeers*, Richelieu employed a woman named Milady de Winter to stop d'Artagnan. She was a vicious and cunning spy who nearly ended d'Artagnan's mission, and his life, more than once.

In *Crossed Swords*, the Milady de Winter of legend has been replaced by a Demorean. Milady the Demorean is even more vicious and cunning than the original Milady, and has the advantage of knowing what "historically" occurred in Dumas' novel.

Milady the Demorean has kidnapped d'Artagnan and taken precautions to eliminate interference from the Time Corps.

The PCs go directly to Luxembourg Gardens, where d'Artagnan was to meet Athos for a duel.

PART II: His Majesty's Paris!

By the time they finish *Part II: His Majesty's Paris*, the PCs should have established that d'Artagnan is missing. If they have kept their wits about them, they'll have an idea of where to start looking for d'Artagnan—which is a major part of their mission.

Encourage the PCs to explore Paris during their search for d'Artagnan. Use the *Key to Paris* to answer their questions and provide clues. Above all, encourage them to take their time; despite the urgency of the situation, they must develop a thorough understanding of the intrigues in Paris if they are to succeed in their ultimate mission: restoring the legend of the Three Musketeers to its rightful form!

Unfortunately, they won't find d'Artagnan. He has been hidden away very carefully (the PCs will find out where later, if they're clever) so that Milady the Demorean can accomplish her mission. If they are to keep history straight, the PCs must recover Queen Anne's pins themselves!

1. DUEL IN LUXEMBOURG GARDENS (See Map A)

As the world returns to focus, you see that you have landed on target in Luxembourg Gardens. Over the top of the blooming hedges, Paris rises in all its 17th century splendor. The odor of freshly baked bread, mingled with the stench of rubbish, drifts into the garden on a cool breeze. The clatter of horse hooves punctuates the distant cries of street vendors, all but drowning the songs of the birds in the garden.

The shrubs along the path of this garden maze grow extremely thick to a height of five feet. To the west, they form a circular dead end about fifty yards in diameter. A path ten feet wide leads east out of the dead end.

Three men step around the corner in the path and walk toward you. They all wear a blue tabard over their blue doublets. The tabards bear an insignia: a white cross emitting a burst of golden rays. The men also wear capes, large floppy hats, and dark russet pants.

The man in the lead speaks: "Where is d'Artagnan?" The speaker removes his cape and hat, giving them to his companions, then continues, "I should have known he would send a second." He waves a hand at his companions, "My seconds, Aramis and Porthos. Which shall it be, to the death or first blood?"

CM's Notes:

The speaker is Athos, one of the King's Musketeers. He had arranged to meet d'Artagnan here to duel him, and has mistaken the party for d'Artagnan's seconds. Despite any protests, pleas, or arguments the PCs make, Athos insists that he duel one of the PCs. He doesn't care which.

Unless the PCs specify otherwise, Athos duels to first blood. He will call his shot, attempting to scratch his victim; although his honor demands a duel, he sees no reason to kill a stranger unless the stranger wants it that way. He follows this course of action even if the PCs keep their weapons sheathed.

As soon as first blood is drawn, whether it is the blood of a PC or his own, he will break off combat and sheathe his weapon.

Should any PC attempt to interfere with the combat, Aramis and Porthos will politely touch the tip of a rapier to the offender's throat and suggest that the duelists settle this matter in a gentlemanly fashion. If the PCs insist upon interfering with the duel, the

Musketeers fight with all the effort required to stop this intrusion. Although the Musketeers must check for surprise if the PCs attempt to use stun guns, they quickly realize that the PCs are doing something to interfere and react accordingly.

Assuming 1) a PC fought the duel and 2) Athos is still conscious after first blood, Athos says, "Well fought. I thought I knew all of the brave men in France, but I see I was mistaken. We must get to know one another much better."

If Athos is not conscious, one of the other Musketeers offers the compliment.

Encounter Background

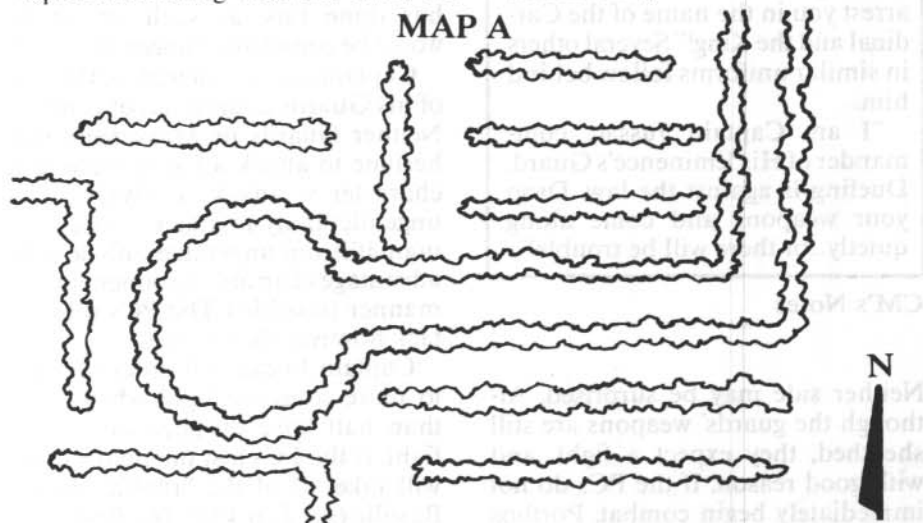
Athos had arranged to meet d'Artagnan here for a duel, but d'Artagnan is missing for some unknown reason. Historically, d'Artagnan fought in the duel, but no one was killed or seriously injured. As a result of this duel, d'Artagnan became a close friend of the Three Musketeers.

All of the Musketeers are who they claim to be.

This encounter has a significance rating of 10. Penalize the PCs this amount if they interfere with the duel or refuse to participate.

NPC Statistics

(See *Part I, NPC Statistics* for a complete description of the Three Musketeers).





2. THE CARDINAL'S GUARD

The Cardinal's Guard appears two rounds after the duel ends:

A man runs down the path. He wears a scarlet tabard with the insignia of a large gold cross. "Surrender peacebreakers!" he yells. "I arrest you in the name of the Cardinal and the King!" Several others in similar uniforms follow behind him.

"I am Captain Jussac, commander of His Eminence's Guard. Dueling is against the law. Drop your weapons and come along quietly...or there will be trouble!"

CM's Notes

Neither side may be surprised. Although the guards' weapons are still sheathed, they expect a fight, and with good reason. If the PCs do not immediately begin combat, Porthos

(or any other Musketeer) draws his weapon and yells, "All for one and one for all!"

Captain Jussac has one Guard for each PC and the Three Musketeers. Each PC and each Musketeer must battle one Guard. Any NPC, Musketeer or Guard receiving more than three wounds drops his sword and declares himself out of the battle. NPCs will not attack a character that has done this, as such an attack would be considered, "ungentlemanly."

Captain Jussac will replace the first of his Guards to drop out of combat. Neither Guards or Musketeers will hesitate to attack a foe that another character is attacking. (While it is ungentlemanly to attack a wounded man, it is not ungentlemanly to take advantage of an able opponent in any manner possible.) The PCs may attack however they desire.

Captain Jussac will order his men to retire from the fight when more than half have dropped out of the fight. If the PCs lost the fight, Jussac will take all of the "rabble" to the Bastille (see *Part VIII: The Bastille*).

Hints for the PCs

If any PC passes a general Luck check, Jussac utters the following comment during the heat of the battle: "You swine! May you rot in the same dungeon as d'Artagnan!" If the PCs question him, Jussac has heard only that d'Artagnan was arrested recently. He knows nothing else about d'Artagnan's circumstances.

Encounter Background

The Cardinal's Guard heard of this duel from an informant. Jussac decided to seize the opportunity to arrest the Musketeers. Historically, the Musketeers prevailed in this battle because of d'Artagnan's help.

The significance rating of this encounter is 20. Penalize the PCs this amount if the Three Musketeers lose the battle and are thrown into the Bastille.

NPC Statistics:

(See *Part I, NPC Statistics* for descriptions of the Three Musketeers.)

Captain Jussac

STR 68 DEX 66 AGL 72
PER 58 WPR 60 PCN 60
STA 68 Unskilled Melee: 59

Current Stamina:

Wounds: 00000000000000

Skills: Sword 97 (EX); Florentine 84 (SP); Pistol 81 (SP).

Description: Jussac is a distinguished soldier of average height and weight. He goes about any task with military briskness.

Jussac's Men:

STR 50 DEX 50 AGL 50
PER 50 WPR 60 PCN 50
STA 36 Unskilled Melee: 50

Current Stamina:

Wounds:

CG1: 0000000000 CG2: 0000000000
CG3: 0000000000 CG4: 0000000000
CG5: 0000000000 CG6: 0000000000
CG7: 0000000000 CG8: 0000000000
CG9: 0000000000 CG10: 0000000000

Skill: Sword 65 (SP); Pistol 65 (SP)

Description: All of Jussac's men are in poor health from too many late nights. They detest the Musketeers almost as much as the Musketeers detest them.

3. LEAVING LUXEMBOURG GARDENS

Read the following description to any PC passing a general Perception check as he leaves Luxembourg Gardens:

A lady's carriage sits in the street outside Luxembourg Gardens. From its appearance, it belongs to a very wealthy lady. A man dressed in green stands next to the door, whispering to the attractive lady inside.

They are looking directly at you.

CM's Notes:

The carriage is 75 feet away. Assuming he is conscious and not otherwise detained, Captain Jussac is standing

at the carriage when the PCs leave the garden.

The carriage is that of Milady de Winter, and the man standing next her is called Le Voleur. Any Musketeer can inform the PCs of the identity of the two. The Musketeer also says that 1) Milady is a very dangerous and deadly adversary with close ties to the Cardinal, and 2) Le Voleur is a deadly opponent in duels. Le Voleur has only been in Paris two years.

Milady and Le Voleur leave before the PCs can approach the carriage.

Hints for the PCs:

If the PCs ask about Le Voleur, the Musketeers will direct them to Entry #10, Hotel de Rohan (see the *Key to Paris*). The Musketeers readily agree to go to Le Voleur's house for any purpose at all (they look forward to a little sport at Le Voleur's expense).

The Musketeers do not know where Milady lives, and aren't anxious to find out. They will say that the PCs should be able to find what property she owns by going to the Hotel de Ville.

If the PCs ask more than a question or two about Milady, one of the Musketeers jokingly suggests they check the records at Palais de Justice.

If the PCs give any indication that they intend to search for d'Artagnan, the Three Musketeers offer to help. The recent events have them suspicious of d'Artagnan's disappearance, and they don't like the idea of somebody interfering with their duels. They suggest starting the search at St. Germain de Pres, as d'Artagnan often met a young lady there to converse.

Encounter Background

The Milady de Winter the players saw in the coach is a Demorean. Milady is using a Shield PT (score=60), so PCs may not be able to tell that she is a Demorean. If the PCs try unsuccessfully to use a Telepathic Probe on Milady, she will know they are Time

Corps agents if she passes a general Perception check (Perception=75). Le Voleur is a renegade, and PCs using Paranormal Memory talents will know that there is no mention of any Le Voleur in history.

The information in this paragraph will not be available to the players under any circumstances. They'll have to deduce it from evidence they find in Paris. Milady the Demorean told Jussac that the Musketeers would be here to duel today. She hoped that without d'Artagnan, they would be thrown into the Bastille and kept from pursuing Milady as they did historically. The appearance of the PCs may have put a crimp in her plans. Because of this unexpected turn of events, Milady the Demorean intends to be extra careful for the remainder of the mission.

NPC Statistics

See *Part I, NPC Statistics* for a complete description of the Three Musketeers, the Demorean, and Le Voleur. See Encounter 2 in this section if stats for Jussac are needed.



PART III: To Her Majesty's Aid

Before beginning this section, the PCs should have searched several locations in Paris for d'Artagnan. Unfortunately, they could not have found d'Artagnan, and so they must now take his task upon themselves...

1. LADY IN DISTRESS

This encounter takes place a few blocks away from Constance's house. It occurs as the PCs go to her house to ask about d'Artagnan, but only after they have explored at least five other locations in Paris. They should understand Queen Anne's predicament before this encounter occurs.

If the PCs go to Constance's house before they have explored Paris, this encounter does not occur yet; go to Entry 24 on the *Key to Paris*.

A few blocks from Constance's house, a young woman approaches. She is all but running down the deserted streets. "Kind sirs, will you help a woman defend her honor?"

She looks over her shoulder at several men in dark cloaks. "Those strange men are following me."

The men pause. "This is none of your business!" says one. "Constance Bonacieux is wanted by the Cardinal; give her to us and leave in peace."

CM's Notes:

The men in dark cloaks are members of Richelieu's secret police, and answer only to the Cardinal. Unless the PCs bribe (at least 500 pistoles total) or bluff these agents, they must fight to protect Constance. There are two agents for each character protecting Constance (including the Musketeers). During the fight, two agents will try to take Constance away. Anyone going to her aid must first deal with his opponents.

Any agent receiving more than three wounds drops out of combat and flees. A Musketeer receiving more than six wounds drops his weapon and declares himself out of the combat.

If, at any time, the PCs and Musketeers outnumber the secret police,

the agents break off and flee.

If the secret police prevail in the combat, they will take the PCs and the Musketeers to the Bastille (see *Part VIII: The Bastille*). If they manage to abduct Constance, the agents take her to Richelieu. The PCs must then figure out what to do from the hints they possess.

Hints for the PCs:

If any PC passes a general Luck check, one of the secret policemen mutters, "Just give us the woman. What you want is in London—and you'll have a difficult enough time getting there without us on your trail!" The agents know only that Milady de Winter went to London, and has taken precautions in case she is followed.

Encounter Background

Penalize the players 25 significance points if they do not save Constance from the secret police.

NPC Statistics

(See *Part I, NPC Statistics* for descriptions of the Three Musketeers.)

The Secret Policemen:

STR	40	DEX	45	AGL	40
PER	35	WPR	50	PCN	35
STA	36	Unskilled	Melee:	40	

Current Stamina:

Wounds: 11 each

Skills: Sword 55 (SP); Pistol 60 (SP)

Description: Unlike modern secret police, these men are not very efficient.

2. AT CONSTANCE'S HOUSE

This encounter will occur only after the PCs have saved Constance from Richelieu's secret police in Encounter 1. (Otherwise, see Entry 24 in the *Key to Paris*.)

Constance leads the way to her house. She appears agitated as she speaks. "Gentleman, by the virtue of your mothers, you must come to the aid of France!" She pauses, studying the impact of her plea, then continues, "Queen Anne needs your aid!"

"You see, Cardinal Richelieu has convinced the King that Queen Anne is having an affair with George Villiers, the Duke of Buckingham! The Cardinal claims that the Queen gave the Duke 12 diamond pins as a token of her affection—12 pins that the King gave to Anne as a token of his affection."

Constance buries her face in her hands and begins to sob. "And now, the King has asked her to wear the pins at the Royal Ball—in just six days!" She looks from face to face with her dark, pleading eyes, then says, "Gentlemen, if you truly deserve the title by which I address you, you must ride forthwith to London and retrieve the pins from the Duke of Buckingham."

CM's Notes:

The Musketeers immediately volunteer to go to England on Queen Anne's behalf, and chastise anyone who shows any hesitation. After all, a lady's virtue is at stake!

Constance gives a letter to one who volunteers. It is addressed to the Duke of Buckingham, and bears Queen Anne's seal. The letter instructs the Duke to give the diamond pins to the bearer and outlines the whole plot against the Queen. Constance explains that she intended to give this letter to d'Artagnan. Instead, she must entrust it to their care.

Hints for the PCs:

If the PCs question Constance about d'Artagnan, she breaks into tears and wails, "My poor d'Artagnan! Such a noble gentleman; so kind, so brave. Alas, I fear he is not long for this world. I saw a darkly cloaked figure follow him from here the night before

last. Be careful, I pray you. The Cardinal has spies everywhere!"

The Musketeers urge that they start for London immediately!

Encounter Background

Roll 1d10 and add the result to 144. This is the number of hours the PCs have to return from London with the pins. Tell the PCs the Royal Ball begins in this amount of time. Begin the countdown now. Everything the PCs do takes time; where it isn't specified, use your judgement to determine the amount of time being used.

Penalize the PCs 25 significance points if they fail to leave immediately for London!

3. LEAVING THE CITY

CM's Notes:

Paris is surrounded by a stone wall twenty feet high, and there are very few gates. Four Cardinal's Guards watch each gate, and they have been

ordered not to allow the PCs or the Musketeers to leave Paris.

These guards cannot be bribed or fooled by forgery. Their orders came directly from the Cardinal, and must be countered in person by Richelieu or their officer. PCs may attempt to use a Disguise skill to sneak past the guards; they will succeed as specified in the rules.

Hints for the PCs:

PCs passing a general Perception check remember seeing garbage barges running on the Seine. (It is possible for men and horses to leave Paris this way; the Cardinal's Guard certainly wouldn't expect gentlemen such as the PCs and Musketeers to leave on a barge.)

If the PCs ask the Musketeers how to leave the city, Aramis says he used to leave via the graveyard of the Church of the Madeleine. He doesn't know whether it is guarded now or not.

The PCs can obtain horses readily inside or outside the city walls.

Encounter Background

The Cardinal's spies have been watching the PCs and the Musketeers since their duel in Luxembourg Gardens. After his secret police saw them with Constance Bonacieux, Richelieu ordered their immediate arrest. At any cost, they are not to leave Paris!

NPC Statistics

Cardinal's Guards:

STR	40	DEX	40	AGL	40
PER	40	WPR	40	PCN	40
STA	30	Unskilled	Melee: 40		

Current stamina:

Wounds:

CG1: 0000000000 CG2: 0000000000
CG3: 0000000000 CG4: 0000000000

Skills: Sword 55 (SP); Pistol 55 (SP).
Description: These guards will withdraw from combat after taking six wounds.



PART IV: The Difficult Road to Calais

This section describes the PCs' trip to Calais, and all of the obstacles they will face on the way. Any horseback journey from Paris to Calais is difficult, but when it must be accomplished so quickly—c'est impossible, monsieur!

The journey from Paris to Calais should take about 36 hours of hard riding. The PCs may ride around the clock, with the intention of resting on the boat ride to Dover, but they must stop every eight hours at an inn to feed themselves and their mounts. (The time for such stops is already accounted for; do not add it to the total number of hours required to complete the journey.) If they don't do this, the entire party—horses included—will begin losing stamina at the rate of five points an hour. This stamina cannot be replaced until the PCs stop to rest.

There are plenty of inns on the road to Calais. The PCs will need to stop at four or five inns. At two of these inns, they will have unpleasant encounters (see Encounters 2 and 7). If they avoid the inn listed in the description, the encounter simply occurs at another inn.

The Musketeers will insist that they accompany the party on this journey. Unfortunately, each Musketeer meets

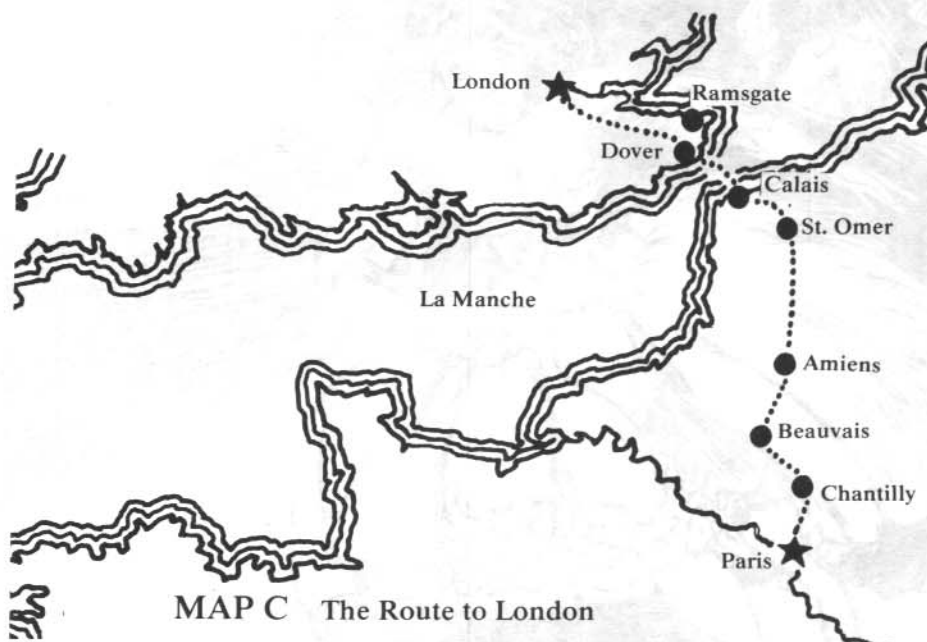
some accident that prevents him from finishing the journey, as occurred historically. If for any reason the Musketeers don't accompany the PCs, you may need to adjust some encounters. In addition, if events occur other than as described in each encounter, adjust the encounters that follow to fit your adventure. For instance, if Aramis dies in the first encounter, he will not be with the party in Encounter 6.

Be sure to keep careful track of time. The PCs have only six days to return the pins to Queen Anne. The journey to Calais requires 36 hours to complete. If they delay beyond the guidelines mentioned in each encounter, add the time of delay to the 36 hours.

1. PURSUIT!

As the PCs exit Paris, a patrol of the Cardinal's Guard sees them:

"Stop, in the name of the Cardinal and the King!" The voice comes from the edge of the city. Five of the Cardinal's Guard stand in the street, their arquebuses ready to fire.



CM's Notes:

The Guards are too far away to hit the PCs, and will not pursue. Instead, they immediately report to Captain Jussac, who sends a patrol after the PCs.

Hints for the PCs

During the following day, any PC passing a general Perception check notices a dust cloud in the road several miles behind. An hour after making this check, the road forks. A sign points to the left, and says simply "Calais." Another sign points to the right, and says "Reims." (If the PCs switch the signs, their pursuit will be temporarily delayed. See *PART V: Calais, Encounter 1*.)

Encounter Background

The Patrol that spotted the PCs was a roving patrol. The Three Musketeers were pursued historically.

Moulin and his guards will pursue the PCs to Calais. If, at any time, the PCs stop to ambush their pursuers, use the statistics in *Part V, Encounter 1: The Pursuers Catch Up!* to run the combat. Any of Moulin's men who survive such an attack will renew pursuit as soon as they can. Note that this may mean you need to adjust Part V, Encounter 1.

2. ST. MARTIN'S INN

Eventually, the Musketeers and the condition of the horses will force the party to rest. The Musketeers insist upon stopping at an inn, so they can feed themselves and the horses.

The sign above the tavern door identifies this establishment as St. Martin's Inn. There are no other horses in the courtyard, although there are plenty of whinnies in the stable. A boy steps out of the stables. "Do you wish me to feed and rub down your mounts, good sirs?"



CM's Notes:

Place Map D on the table. The stable boy will exchange the party's mounts for fresh horses if the PCs give him a crown—which is more money than he's ever seen in one place before. Otherwise, he simply feeds and grooms the party's tired horses.

Inside, Porthos leads the party to a table in the rear of the room. The tavern's only other occupants are three tired travelers and the innkeeper. The innkeeper serves the PCs cheerfully, offering them each a complimentary glass of wine.

The inn is about 50' x 50' square. The single large room is filled with tables and benches (tables A, C, E, F, and G) or tables and stools (tables B & E). A small, banked fire flickers faintly in a large fireplace. A stairway rises along the east wall, leading to guest rooms upstairs.

Barrels of ale and wine are stored under the stairway, and a bar adjoins the stairway near the fireplace. A door behind the bar leads into the kitchen. The rope that supports the room's huge chandelier is fastened to the wall near the stairs. Lanterns hang in each corner, suspended from tie ropes fastened to the wall. A candle sits on each table, and two candelabra sit on the bar.

The food is served on wooden plates, the wine in pewter goblets, and all other liquids in earthenware mugs.

Hints for the PCs:

Any PC passing a general Perception check notices that the three travelers are very interested in the party's conversation.

The innkeeper cheerfully answers any questions he can. For instance, "Yes, this is the road to Calais;" "No, nobody has been through asking about you;" "Yes, an attractive lady did pass through a couple of days ago. She was with two gentlemen, one of whom was dressed almost completely in green. The gentleman asked about the distance to Calais."

Encounter Background:

Milady de Winter, Felton, and Le Voleur stopped here for dinner on their way to Calais. The three tired travelers are Richelieu's spies; Milady ordered them to wait here and detain any Musketeers. (She has set similar traps at nearly every inn within a day's hard riding of Paris. Even Musketeers have to rest sometime, and she intends to make that rest a long one!)

Historically, the Musketeers stopped at this tavern.

NPC Statistics

See the next encounter for statistics on the three travellers.

3. A TOAST

One of the other travellers stands and lifts his glass. "I propose a toast," he says. "To Cardinal Richelieu, long may he reign!"

Porthos immediately stands and lifts his glass. "To the King!" Athos lifts his glass and echoes Porthos' words. Aramis, however, is more prudent. He tugs at the other Musketeers' sleeves, saying, "Gentlemen, now is not the time for toasts. We must remember our urgent mission."

Athos hesitates, but Porthos says, "You are correct as always my friend. I will stay here to deal with these curs, while the rest of you ride on!" He drops his glass and draws his rapier.

CM's Notes:

Aramis and Athos will do as the PCs desire. If the PCs choose to flee, Porthos attacks the three men alone, while the PCs and the other two Musketeers run for the stables. Richelieu's spies will not pursue.

If the PCs opt for combat, the travelers whistle and seven more men run down the stairs, their rapiers drawn. Each man also has a pistol, which he will discharge once before closing to melee. Porthos will be so seriously wounded during the com-

bat that he cannot travel. Assuming he is still alive, he insists that the rest of the party continue while he stays here to recover.

The men will fight in the finest swashbuckling style, throwing bottles, kicking benches, swinging from chandeliers, and so forth. Each man will retire from combat after receiving six wounds.

Encounter Background

Milady ordered the spies to either detain or kill any Musketeers who were going to Calais. If they win the battle, they will detain the party for 24 hours.

Historically, Porthos was critically wounded here, and remained behind to recover. Penalize the players 20 significance points if they fail to leave St. Martin's Inn with Aramis and Athos.

NPC Statistics

Richelieu's Spies at the Inn:

STR	60	DEX	70	AGL	50
PER	40	WPR	50	PCN	40
STA	45	Unskilled	Melee:	65	

Current Stamina:

Wounds:

M 1:	000000000000	M 2:	000000000000
M 3:	000000000000	M 4:	000000000000
M 5:	000000000000	M 6:	000000000000
M 7:	000000000000	M 8:	000000000000
M 9:	000000000000	M 10:	000000000000

Skills: Sword 70 (SP); Pistol 85 (SP).

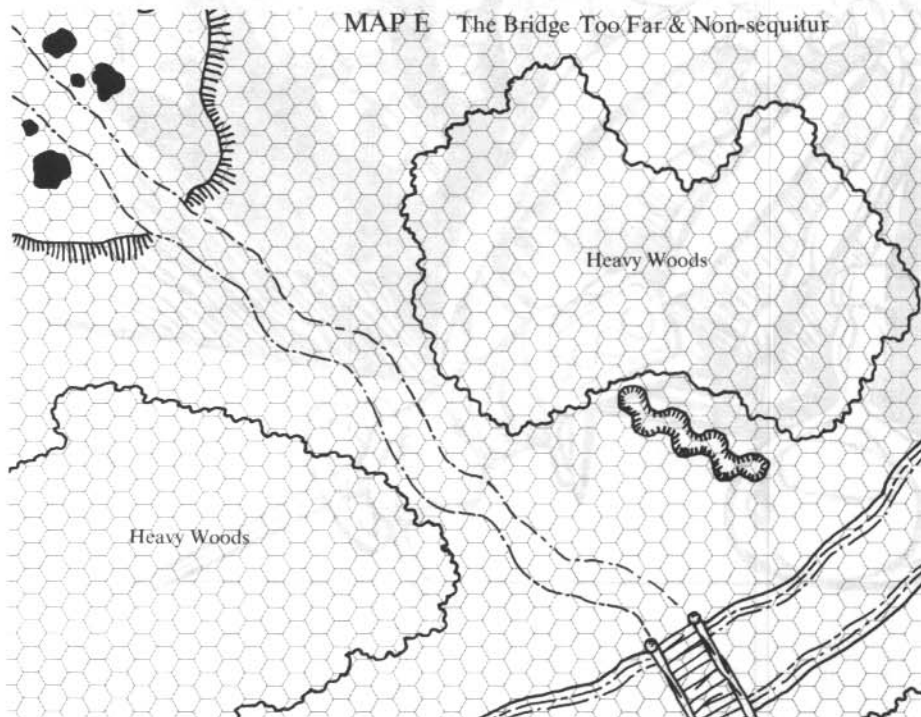
Description: These men are common ruffians, the sort Richelieu often hires.

4. ON THE ROAD AGAIN (Map C, south of Beauvais)

A dozen laborers are repairing a stone wall beside the road. They stop work and wave as you approach.

CM's Notes

One-half mile after the party meets the laborers, the road forks into three branches. The sign on the left reads "Le Havre," the sign in the center reads "Neufchatel", and the sign on the right reads "Beauvais." Either Musketeer knows that the way to Calais lies through Beauvais.



Hints for the PCs

If the PCs question the laborers, they learn that the way to Calais lies through Beauvais. The laborers can also say that a lady's coach passed here early yesterday morning.

Any PC passing a general Perception check notices a cloud of dust about two miles behind.

If the PCs change or destroy the road signs at the fork, Captain Moulin and his men are delayed four hours.

5. THE BRIDGE TOO FAR

CM's Notes

The woods are heavy in this part of France. Ahead, ten laborers work on a bridge. Apparently they intend to divert the stream to inspect the bridge's foundation, for they have dug a large trench on the other side of the shallow stream.

As soon as the party crosses the bridge, the workmen will jump into the trench, grab their arquebuses, and open fire at a range of 40 feet. Each man also has a dagger and rapier in the trench, which he uses if the PCs charge.

Any shots not striking a rider have a 20% chance of hitting the horse (both PCs and NPCs are riding light horses). The rider of a horse hit by musket fire must pass a general Riding (or Equestrianism) check to remain mounted. Any character failing this check receives one wound.

Any character may attempt to grab an unhorsed character and pull that character onto his own mount. Characters with Equestrianism check against their skill number; characters without Equestrian skill check against Agility divided by two.

The workmen attack until they have received four or more wounds. The Musketeers will not retire from combat, as they think these are common cutthroats.

Hints for the PCs

Make a secret Perception check for any PC voicing suspicion about the workmen. If he passes, tell him that

these workers look too disciplined to be run-of-the-mill laborers, and each carries a dagger in his belt! The party may then avoid the ambush by riding through the stream and around the workers. The workers still fire on the party, but at a range of 110 feet.

Encounter Background

The "workers" are agents of the Cardinal.

NPC Statistics

Ten Disguised Agents:

STR	50	DEX	50	AGL	50
PER	50	WPR	50	PCN	50
STA	36	Unskilled	Melee:	50	

Current Stamina:

Wounds:

M 1:	0000000000	M 2:	0000000000
M 3:	0000000000	M 4:	0000000000
M 5:	0000000000	M 6:	0000000000
M 7:	0000000000	M 8:	0000000000
M 9:	0000000000	M 10:	0000000000

Skills: Sword 65 (SP); Long-Barreled Gun 65 (SP); Dagger 65 (SP).

Description: These men are accustomed to doing jobs like this for the Cardinal.

6. NON-SEQUITUR

This encounter occurs immediately after the party escapes the ten "laborers" in Encounter 5.

Gunfire sounds from atop the small hill directly ahead. The dust on the road erupts in the unmistakable clusters of an automatic weapon!

"By His Majesty's wig, how can those Musketeers fire so fast?" cries Aramis.

CM's Notes

Felton, the assassin Milady released from the Bastille, begins firing when the PCs are 100 feet away. He is using two large rocks for cover. If the PCs charge, he fires one more burst, then

mounts his horse and flees. If they hesitate, he fires another burst, reloads, fires two more bursts, and then flees.

Felton flees before allowing the party to close to melee. If wounded by missile fire, he stops firing and flees immediately, taking his weapon with him. If he is killed, the Musketeers will be very interested in his "arquebus." They will demand that it be given to Captain de Treville at the earliest opportunity. They also express grave concern over this new "English musket."

No matter what else happens during this encounter, Aramis is seriously wounded. Although the wound is not terribly dangerous, Aramis is losing a lot of blood and cannot travel much further. He insists that the PCs leave him in Beauvais, where a friend will look after him.

As they ride toward Beauvais, both Aramis and Athos spend a great deal of time discussing the automatic rifle's operation. If a PC shows any knowledge of how the automatic rifle works, they insist that he explain the concept in detail. They hint that there is a place close to the King for one with such knowledge.

Hints for the PCs

Any character passing a Perception check finds the shell casings for Felton's automatic rifle. From the appearance of the casings, the weapon was brought back from the 20th century. Although the Musketeers don't know what the casings are, the smell of gunpowder will give them a very good idea.

Unless the PCs altered the road signs in Encounter 4, any character passing a Perception check notices a large cloud of dust two miles behind.

Encounter Background

Felton is a renegade from the 20th century. Milady and Le Voleur ordered him to ambush the PCs and the Musketeers.

The fact that the Musketeers witnessed the operation of an automatic rifle has a significance rating of 50.

The only way the PCs can avoid being penalized for this is to use Memory Restoration to erase any memory the Musketeers have of the incident.

The shell casings have a significance rating of 50. If the PCs allow a Musketeer to keep a shell casing, penalize them 50 significance points. Successful use of Memory Restoration any time after the attack cancels these penalties.

The automatic rifle has a significance rating of 300. If the Musketeers keep the automatic rifle, penalize the players 300 significance points (Memory Restoration does not cancel the penalty in this case).

NPC Statistics

Felton, the assassin:

STR 58 DEX 70 AGL 80
PER 50 WPR 64 PCN 66
STA 54 Unskilled Melee: 69

Current Stamina:

Wounds: 00000000000000

Skills: Swords 84 (SP); Equestrianism 82 (SP); Automatic Rifle 85 (SP).

Description: Felton is a renegade assassin from the twentieth century.

In addition to his automatic rifle, he carries a dagger and two wheellock pistols. He likes his job.

7. THE GOLDEN LILY

By the time the party reaches Amiens, both the horses and the men will be exhausted. Athos insists that they stop at an inn to rest. The inn they pick will be The Golden Lily.

A sign proclaiming this The Golden Lily Inn hangs above the entrance to the walled courtyard. Inside the yard, men and boys stand talking idly. They look up as you ride into the courtyard. The stable boy comes to take the horses. "Welcome, messieurs. Shall I feed and rub down your horses?"

CM's Notes

The men in the courtyard take little notice of the PCs, other than to greet them politely. Inside the inn, Henri (the owner) serves the PCs quickly and cheerfully. The other patrons do not pay any attention to the PCs.

Description (see Map F): The stone walls surrounding the Golden Lily's courtyard rise to a height of eight feet. The inn itself is two stories tall, but the tavern is only one story tall. The

balcony that runs along the east side of the inn is open. A small flight of stairs leads up to the balcony from near the front door of the tavern.

The interior of the inn is similar to St. Martin's Inn (use the same map for the interior of both inns). The stairway along the eastern wall is not there; instead, the bar continues all the way to the wall. Four chandeliers hang in the center of the room. A candle in an empty wine bottle sits in the center of each table.

Henri and the barmaid, Marie, stand at the bar when they're not serving customers. An old man sits with two young men at Table E. Four men wearing traveling cloaks sit at Table A in the southwest corner.

Key to the Inn:

- A. Storage and Wood Shed (2 men are at work here)
- B. Well, 5' wide and 25' deep (2 men stand here, talking)
- C. Tree
- D. Main Tavern Room (4 men inside, see description of main room)
- E. Kitchen
- F. Servant's Quarters
- G. Pantry
- H. Inn Keeper's Quarters
- I. Ostler's Room
- J. Stables (6 men work here)
- K. Upstairs Rooms (1 man outside, 4 inside first room)
- L. Storage Room (2 men inside)
- M. Courtyard
- N. Upstairs balcony for rooms, on outside of building (see K.)
- O. Stairs leading up outside of building to balcony (1 man on stairs.)

Encounter Background

Historically, d'Artagnan and Athos stopped here to rest.

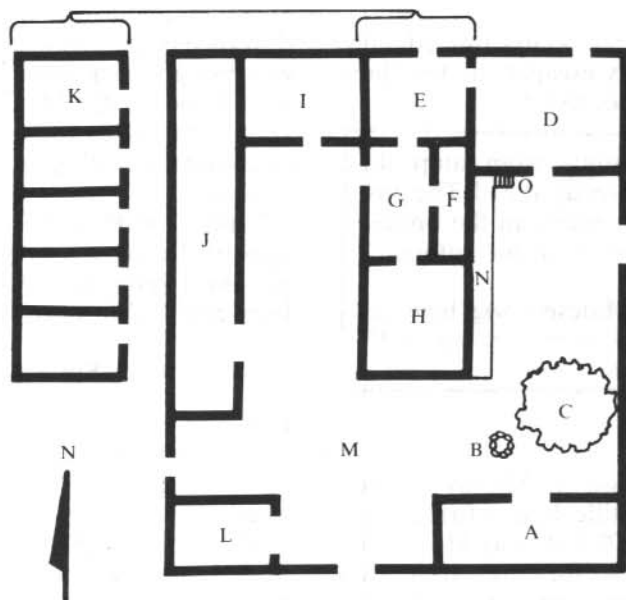
NPC Statistics

See *Encounter 8: Settling the Bill* for statistics on important NPCs in this encounter.

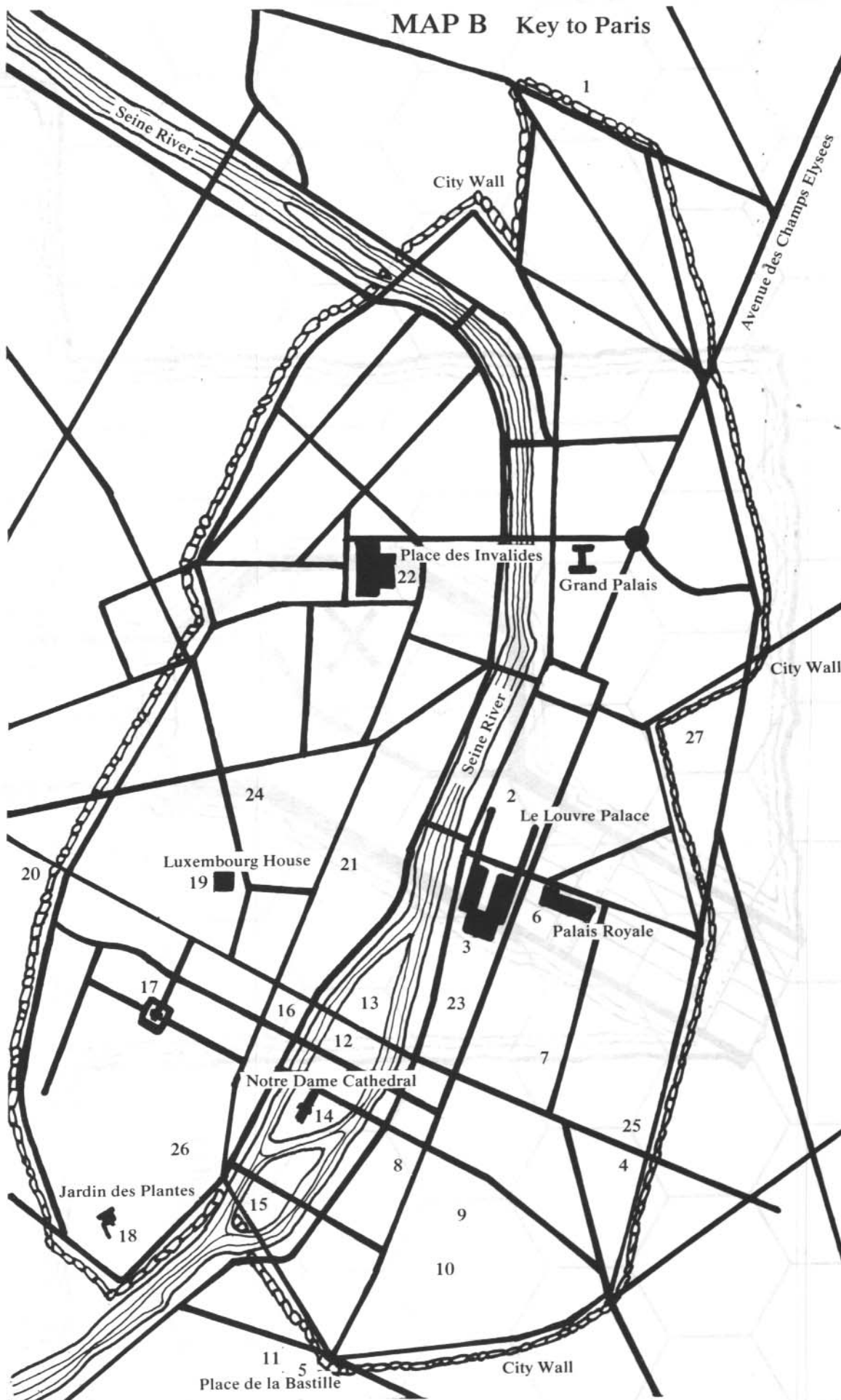
8. SETTLING THE BILL

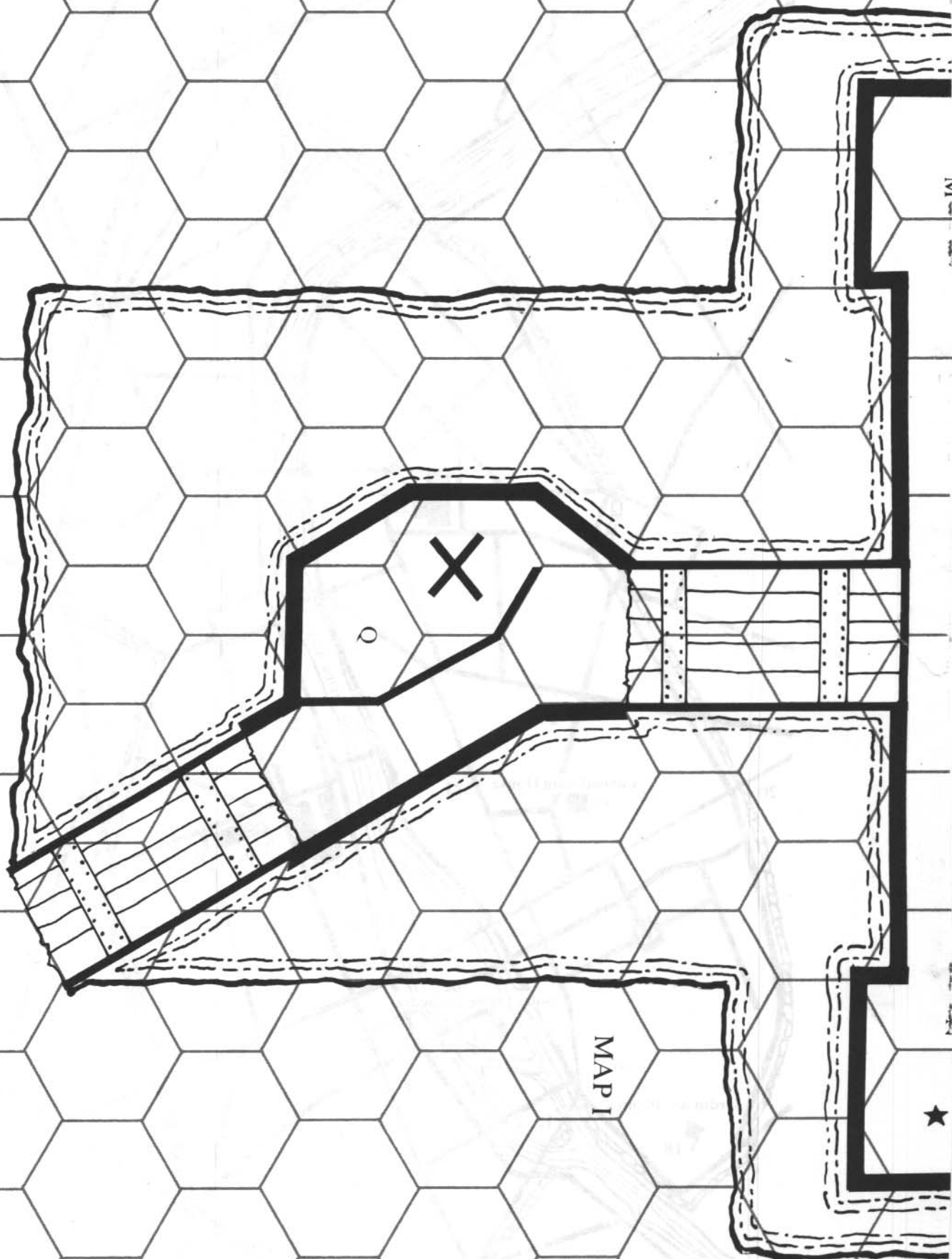
"If the gentlemen will be so kind as to settle the bill..." Henri says. Athos pulls his purse and gives Henri a gold crown.

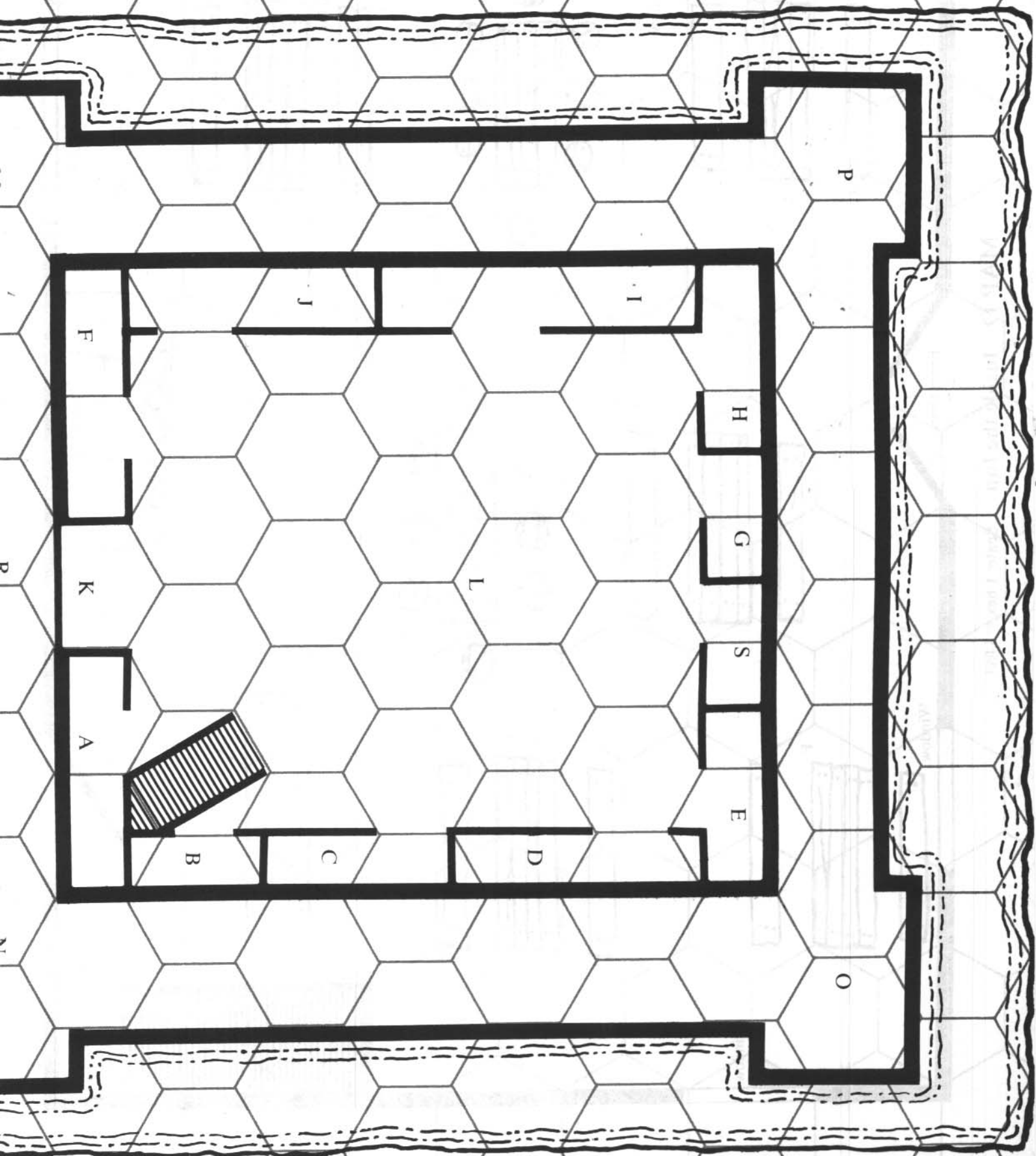
MAP F The Golden Lily



MAP B Key to Paris

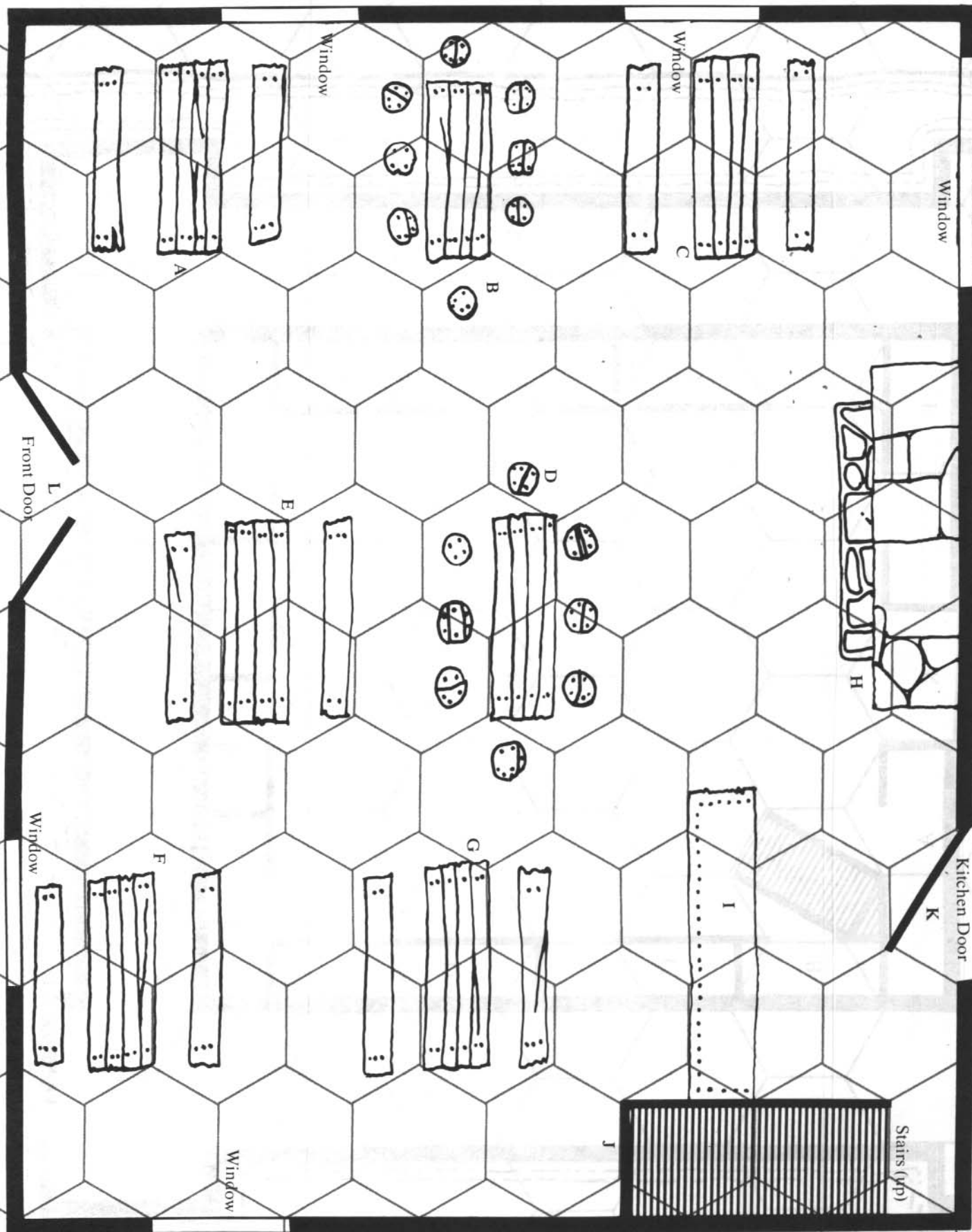






MAP D Inside the Inn

Scale: 1 hex = 5 feet



Henri accepts the coin with a smile, but a frown quickly crosses his face. He examines the coin closely, then bites it. "Sir," he says indignantly, "this coin is false!"

CM's Notes

Two of the four men seated at Table A immediately move to the exit and block it. The other two move to detain Athos. If the party attempts to leave the inn by force, those inside begin yelling: "Counterfeiters! Stop those men!" Everyone outside in the courtyard then attempts to detain the PCs (see Description in Encounter 7 for the number and locations of the workers in the courtyard). All NPCs, including Athos, retire from combat as soon as they have taken six or more wounds. The PCs must defeat fourteen of the men before the rest allow them to leave.

Unless the PCs draw their weapons, the NPCs simply try to grapple them. The villagers do not intend to injure the party; they simply want to hold them for the magistrate. If the PCs draw their weapons, the villagers use clubs, bottles, or whatever they can lay their hands on as weapons. The four travelers at Table A will use their rapiers in armed melee.

After the brawl, or if the PCs do not attempt to free Athos, the PCs are free to leave Athos and continue their journey. Athos encourages them to do this, as it is the most expedient way to continue their mission. He is sure that he can clear the matter up on his own.

Whether or not there is a brawl, and whether or not the PCs win, Athos insists upon staying to meet the magistrate. He will not have the name of the King's Musketeers tarnished, and stays to present his side of the case to the magistrate. The villagers say that it will require several hours for the magistrate to get here.

Hints for the PCs

The coin Athos gave Henri is not counterfeit, but the one Henri shows to prove his claim is a gold-plated replica of a Louis d'or. A PC asking if

Henri had an opportunity to switch coins may make a general Perception check. If he passes the check, he will remember that Henri turned away from the table and reached into his purse before making the claim. This does not change the villagers' intention to hold Athos for the magistrate.

Encounter Background

Milady de Winter bribed Henri so that he would accuse Musketeers passing through of counterfeiting. She also left four agents (the four travelers at Table A) to be sure her orders were carried out. She supplied the counterfeit coin.

Historically, Athos stayed at this inn to clear the good name of the Musketeers. Penalize the PCs 25 significance points if Athos does not stay here to clear up matters with the magistrate, or if they wait with Athos.

NPC Statistics

The Four Agents and the Men at the Inn

STR	40	DEX	45	AGL	40
PER	40	WPR	30	PCN	35
STA	45	Unskilled	Melee: 40		

Current Stamina:
Wounds: 12 each

Skills: (Agents only) Sword 55 (SP).
Description: The agents prefer to encourage others to do their work.

The citizens are tired of crooks taking advantage of honest folk like Henri.

9. THE MAGISTRATE

Use this encounter only if the PCs wait for the magistrate. After five hours' delay, a coach bearing a tall man in a dark traveling cloak pulls into the courtyard. He wears the wig of a Magistrate.

"Get me a glass of wine!" he rumbles, stepping out of the carriage. "And let me see this scoundrel who is trying to pass lead as the King's coin!"

CM's Notes

Once the magistrate discovers the scoundrel is one of the King's Musketeers, he becomes less sure of himself and questions Henri at length. Though he sweats profusely, Henri will not admit he lied (he does not want his customers to thin he is less than honest). Of course, Athos denies the charge—he is a Musketeer, and a Musketeer would never do such a thing. He cheerfully offers to settle the affair on the field of honor with the innkeeper—a proposition that draws roars of laughter from the crowd.

Finally, the magistrate sends for the town militia to escort Athos back to Paris, where one of the King's magistrates can handle the situation.

Hints for the PCs

As the PCs leave the inn, they see Captain Moulin and five of the Cardinal's Guard in the distance. Moulin now catches the PCs automatically in *Part V, Encounter 1*.



PART V: To London

If the party did not delay, they arrive in Calais 36 hours after leaving Paris. If they did delay, such as sleeping overnight, add the appropriate number of hours to the time elapsed so far. Tell the PCs how much time they have used.

1. THE PURSUERS CATCH UP

If the PCs changed or destroyed any road signs on the journey from Paris and did not wait for the magistrate in *Part IV, Encounter 8*, ignore this encounter. Use the road on the black and white map in your **TIMEMASTER™** game. Set up the counters as seems appropriate to the PCs' situation.

As you dismount in Calais, six of the Cardinal's Guard ride into the street on lathered horses. "Surrender in the Cardinal's name!" commands their captain.

CM's Notes

If the party does not immediately surrender, Captain Moulin orders his soldiers to attack from their horses with rapiers. Moulin and his men will not retire from combat.

Encounter Background

Captain Moulin and his men followed the party from Paris. They are determined not to return without the PCs.

If the PCs lose the battle, they fail their mission, for Captain Moulin will return them to the Bastille.

NPC Statistics

Captain Moulin

STR 55 DEX 55 AGL 55
PER 55 WPR 55 PCN 55
STA 70 Unskilled Melee: 55

Current Stamina

Wounds: 0000000000000000

Skills: Equestrianism 85 (EX); Mounted Melee (as with weapon); Sword 110 (MS); Long Barreled Gun 85 (EX); Pistol 85 (EX).

Description: Barely five and a half feet tall, Captain Moulin is a dandy. He's also deadly with many weapons.

Five Guards

STR 50 DEX 50 AGL 50
PER 50 WPR 35 PCN 50
STA 37 Unskilled Melee: 50

Current Stamina

Wounds: G1: 000000000000

G2: 000000000000 G3: 000000000000

G4: 000000000000 G5: 000000000000

Skills: Equestrianism 65 (SP); Mounted Melee (as with weapon); Sword 65 (SP).

Description: Each man is fanatically loyal to Captain Moulin.

2. THE PORT OF CALAIS

A large sign hangs over a crude gate at the entrance to the docks: "No Man Shall Exit This Port Without a Signed Letter Of Permission From Minister of State Richelieu." Ten soldiers lounge nearby. They are armed with arquebuses and rapiers.

Directly beneath the sign, a bored officer checks documents as people enter the quay. He turns away two fishermen, saying, "I do not care if all your families starve, messieurs!"

CM's Notes

The officer stops anyone attempting to enter the dock area without a letter of permission. He cannot be bribed. There is a barracks within shouting distance that holds fifty more guards.

As the PCs watch, a gentleman dressed in a light blue suit shows the officer a letter, goes through the gate, walks toward a ship, then suddenly turns around. He speaks with the officer briefly, then leaves the dock and walks into an alley.

This gentleman has a letter of permission which says simply, "Let the Bearer(s) pass—Richelieu." He forgot his valise at a hotel in town.

The gentleman will not resist if the PCs rob him, but reports the incident

to the Cardinal's Guard as soon as he can. He will sell the letter for 100 pistoles gladly.

If beaten or wounded, he yells for help immediately and defends himself with his rapier. 1d10 Cardinal's Guards will respond in five rounds.

Hints for the PCs

Any PCs expressing interest in forging a letter note that the officer merely glances at letters presented to him. Any PC passing a Forgery check fools the officer.

PCs asking fishermen or residents about sneaking out on a boat find several sailors willing to go—the day after tomorrow, when the moon is gone.

Encounter Background

Milady used Richelieu's name to order increased security at Calais. Should the PCs attempt to fight their way aboard a ship, all of the Cardinal's Guard in Calais reponds. Historically, letters were required to exit France. D'Artagnan did not have such a letter, but he did board a ship.

NPC Statistics

Cardinal's Guard in Calais (65)

STR 50 DEX 50 AGL 50
PER 50 WPR 35 PCN 50
STA 437 Unskilled Melee: 50

Current Stamina

Wounds: 12 each

Skills: Sword 65 (SP)

Description: Each man wears a breastplate (AR 60).

Pierre Augustine, letter bearer

STR 40 DEX 40 AGL 40
PER 36 WPR 36 PCN 36
STA 36 Unskilled Melee: 36

Current Stamina

Wounds: 000000000000

Skills: Sword 95 (MS).

Description: Pierre hesitates to do anything that can dirty his clothes.

3. TO LONDON

Assuming the players obtain a letter, read the boxed text below to them:

The officer at the gate examines the letter carefully, then studies your faces intently. "Where are you gentlemen going?" he asks.

CM's Notes

The officer directs them to the next ship leaving for the destination the PCs specify. If they don't get on that ship, he grows curious and orders them held for further questioning. In this case, if he passes a general Perception check, he deduces that these are the people Richelieu is looking for, and sends them back to Paris under heavy guard.

The trip to Dover is uneventful, although PCs with Stamina scores lower than 40 must pass a general Stamina check to avoid being seasick the entire trip. Unless a PC is seasick, count the voyage as one day of rest for purposes of healing and sleeping.

In Dover, PCs may buy, rent, or borrow horses and will arrive in London 24 hours after they boarded the ship in Calais.

Hints for the PCs

PCs asking around the docks or stables discover that an attractive woman came through yesterday morning. She seemed very impatient and arrogant.

4. THE DUKE OF BUCKINGHAM

When the PCs reach London, anyone will direct them to the Duke of Buckingham's palace. The Duke sees them as soon as they present the letter Constance gave them. Read the boxed description below:

The servant left you in a magnificent waiting room nearly a quarter of an hour ago. Finally, the massive door at the east end of the room opens, and a servant announces, "The Duke of Buckingham."

The Duke approaches quickly, carrying a small wooden box. "Here are the pins," he says, opening the box. "They are in excellent condition; I wore them at last night's ball." Suddenly, his face grows pale.

"This cannot be!" he cries. "Two of the pins are missing!"

The Duke spins on his heels and walks briskly back to the door. "Alfred!" he calls. "Get me my valet!"

CM's Notes

The PCs witness the following events. The valet does not know what happened to the pins; in fact, it seems to him there were only ten pins when he folded the Duke's clothes last night. The Duke orders a thorough search of his rooms, but the servants find nothing.

The valet suggests calling a jeweler to make replacements. The Duke then turns to the PCs and tells them he has a wonderful solution—he'll have a set of replacements made.

Hints for the PCs

If they question the Duke about the ball last night, PCs discover he danced with an attractive woman from France. He can't remember her name, but everyone addressed her as My Lady, so she must have been someone important. She disappeared during the the ball with no explanation.

If the PCs rush after Milady, they will discover in Dover that she is at least 12 hours ahead of them. Otherwise, the players may rest at the Duke's Palace until the jeweler returns. This will count as a full day's rest for healing purposes.

Encounter Background

Historically, Milady de Winter stole the pins from the Duke at the ball, leaving for Paris immediately afterward. The Duke had replacements made, and d'Artagnan took those back to Constance. Milady the Demorean has done the same thing, save that she destroyed the pins to eliminate any possibility they will be returned to Queen Anne. Milady has also taken precautions to see that the Duke does not deliver replacements to the PCs (see *Encounter 5: Attack Against the Duke*).

If the players do not return these pins to Queen Anne, they have failed their mission.

NPC Statistics

See *Encounter 5: Attack Against the Duke!* for the Duke of Buckingham's statistics.

5. ATTACK AGAINST THE DUKE!

The jeweler delivers the pins to the Duke 1d10 + 5 hours after the Duke discovers they are missing. The Duke then insists upon accompanying the PCs to the edge of London—alone.

Place the Duke's counter in hex 1706 on the color map in your **TIMEMASTER™** set, with the PCs' counters nearby. Place the assassin's counter in hex 2512. Use Terrain Key



1 on the map, with a 1 hex=10 feet scale. Read the following boxed description to the PCs:

At the edge of the city, the Duke stops his horse. "Godspeed, my friends. You will never know how much I appreciate your aid." He leans forward to shake hands with everyone.

Suddenly, automatic gunfire erupts from a hedge.

CM's Notes

The assassin fires at the Duke unless the PCs charge. He has an extra magazine of ammunition, and keeps firing until he kills the Duke or runs out of ammunition. He then flees toward hex 2019.

If the players chase him, he turns and fires at them. If possible, he fires bursts. In melee, he fights to the death with a sword.

Hints for the PCs

If the PCs capture and question the assassin, use Direct Action checks to determine his answers as outlined in the rulebook. The shell casings at the sight are the same size as those they found when Aramis was shot.

Encounter Background

Milady ordered Felton to assassinate the Duke as soon as possible after she left England (she didn't want to be detained by an investigation). She knew that historically, the Duke made replacement pins which foiled Richelieu's plans. She reasoned that if the Duke were dead, the jeweler would not complete the pins.

Unfortunately, the assassination attempt comes too late for her plans. Because the PCs arrived earlier than d'Artagnan did historically, the jeweler found the supplies he needed more quickly, and delivered the pins early.

If the PCs captured or killed Felton earlier, this assassin is somebody else. Le Voleur recruited from the 20th century.

Penalize the PCs 50 significance points if the Duke dies. If the Duke survives the attempt and the PCs do not use Memory Restoration to erase his memory of the automatic weapon fire, penalize them 50 significance points. If they allow the automatic rifle to fall into the hands of a native, penalize them 300 significance points.

NPC Statistics

George Villiers,
Duke of Buckingham

STR	60	DEX	65	AGL	60
PER	70	WPR	70	PCN	65
STA	70	Unskilled	Melee:	60	

Current Stamina:

Wounds: 0000000000000000

Skills: Sword 90 (EX); Disguise 83 (SP); Military Leadership 122 (MS); Equestrianism 95 (EX); Mounted Melee (as weapon).

Description: George Villiers' sparkling eyes would charm any lady. He is friendly but somewhat patronizing.

The Assassin

STR	58	DEX	70	AGL	80
PER	50	WPR	64	PCN	66
STA	54	Unskilled	Melee:	69	

Current Stamina

Wounds: 0000000000000000

Skills: Swords 84 (SP); Equestrian 82 (SP); Automatic Rifle 85 (SP).

6. INVESTIGATION

Do not use this encounter if the PCs abandoned the Duke in the last encounter and continued on their way toward Paris.

A man who has introduced himself as Captain of the Duke's Guard paces the carpet at Buckingham Palace. He has said he would like to ask you a few questions.

CM's Notes

If the Duke survived the attack, he orders Captain Hurlbert to release the PCs within the hour. Otherwise, Hurlbert detains the PCs 1d10 hours.

During this time, Hurlbert asks the PCs questions such as:

1. Did they see the assassin before he fired?
2. Did they know an assassin lurked nearby?
3. Did anyone try to protect the Duke?
4. If the assassin escaped, do they have any idea who he was?
5. If the assassin did not get away, do they have any idea who hired him?

If the PCs showed Hurlbert any signs of the automatic rifle, he insists upon confiscating it.

NPC Statistics

Captain Hurlbert

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

Current Stamina

Wounds: 0000000000000000

Skills: Sword 65 (SP); Equestrianism 65 (SP); Mounted Melee (as weapon); Dagger 65 (SP); Florentine Style 65 (SP); Pistol 65 (SP); Long Barreled Gun 65 (SP).

Description: Despite the fact that the Duke didn't inform Hurlbert he would be leaving the Palace, Hurlbert feels guilty about the attack.

PART VI: Returning the Jewels

In Part VI, the PCs return to Paris with Queen Anne's pins. If all went well on their journey, they will return before the Royal Ball, and Queen Anne will not be embarrassed by Richelieu's plot.

As the PCs will learn, Milady the Demorean has not been idle since her return. There are new plots afoot in Paris—plots which frighten even Richelieu! If the PCs are careful in their investigations, they will uncover and put a stop to these plots. If they are not...

After the PCs have returned from London, use the Second Key to Paris (on the inside back cover) to describe the fruits of their investigations. Refer to the original Key to Paris for descriptions of entries not listed in the revised key.

1. ACROSS THE CHANNEL

As the PCs ride into Dover, a ship flying a French flag is just casting off. If they yell at it, the captain holds his departure a few minutes. If they don't yell at it, they will not find passage to Calais for four hours.

The voyage back to Calais is storm tossed and unpleasant, but the ship docks on time. The officers at the dock pay no attention as passengers leave the ship and wander into Calais.

CM's Notes

Any PC with a Stamina below 40 must make a general Stamina check; failure of this check means the PC is seasick the entire journey. Treat the journey from Dover to Calais as a full day's rest for any PCs who were not seasick. The entire journey from London to Calais requires 24 hours.

PCs have no trouble buying, renting, or borrowing horses in Calais.

Hints for the PCs

PCs questioning guards or dockworkers learn that an attractive lady passed through yesterday morning. She and her companion did not seem to be in any particular hurry.

Encounter Background

Milady and Le Voleur are in no hurry, since they destroyed two of the pins, and assume their assassination attempt was successful. The PCs stand no chance of catching Le Voleur and Milady before they reach Paris.

2. HIGHWAYMEN (See Map G)

This encounter occurs in a heavily wooded area. If any PC passes a general Perception check, he notices four men in the road before the party rounds the corner.

Four mounted men block the road thirty feet ahead. Each holds two cocked pistols and carries a rapier at his side. "Stand and deliver!" shouts one, "or you'll lie pale and dead in the moonlight before too many more seconds have passed!"

CM's Notes

This corner is, one of the highwaymen's favorite spots for holdups. The heavy woods on the corner make it difficult for their victims to see the highwaymen before riding into pistol range. The highwaymen are spread across the road in the locations marked A, B, C, and D.

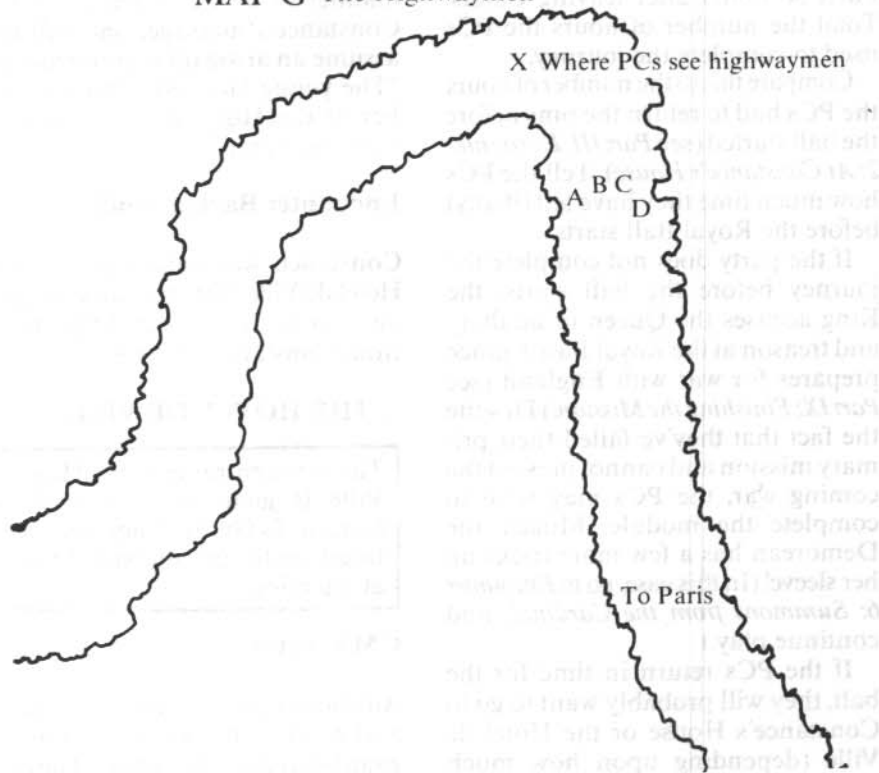
Unless the PCs drop their weapons and give the bandits their possessions, the bandits open fire. Each chooses a different target and fires both pistols at that target. The highwaymen then melee with rapiers. The highwaymen fight to the death.

The bandits attempt to steal anything of value, including the pins!

Encounter Background

The highwaymen are common thieves; they chose the PCs by chance.

MAP G The Highwaymen



NPC Statistics

STR 45 DEX 50 AGL 45
PER 50 WPR 40 PCN 40
STA 45 Unskilled Melee: 45

Current Stamina

Wounds:

H1: 000000000000 H2: 000000000000

H3: 000000000000 H4: 000000000000

Skills: Sword 60 (SP); Pistol 65 (SP).

Description: The highwaymen are all black-hearted, ruthless, pitiless villains. They love to intimidate and frighten their victims before running off with the loot.

3. PARIS AGAIN

The stone wall surrounding Paris looms ahead. Four of the Cardinal's Guard stand at the gate, briefly questioning those who pass into the city.

CM's Notes

If the PCs did not delay on the journey from Calais, they reach the gates of Paris 36 hours after leaving Calais. Total the number of hours the PCs used to complete the journey.

Compare this to the number of hours the PCs had to return the pins before the ball started (see *Part III, Encounter 2: At Constance's House*). Tell the PCs how much time they have left (if any) before the Royal Ball starts.

If the party does not complete the journey before the ball starts, the King accuses the Queen of adultery and treason at the Royal Ball. France prepares for war with England (see *Part IX: Finishing the Mission*.) Despite the fact that they've failed their primary mission and cannot prevent the coming war, the PCs may wish to complete the module. Milady the Demorean has a few more tricks up her sleeve! (In this case, go to *Encounter 6: Summons from the Cardinal*, and continue play.)

If the PCs return in time for the ball, they will probably want to go to Constance's House or the Hotel de Ville (depending upon how much

time they have left.) They will have no trouble finding either place. The Cardinal's Guard lets them pass into the city freely.

Hints for the PCs

Players asking about Milady discover that her coach entered by this gate yesterday evening and left early this morning.

4. CONSTANCE'S EMPTY HOUSE

No one answers the door.

"Pssst! Hey you there!" An old woman sticks her head around the corner of the house. "Pssst! Kind sirs, a word with you, and quickly!" Her words echo through the street.

"Come around here, messieurs," she says, indicating the narrow alley beside the Bonavieux house. The old woman continues, "I've an important message for you. Constance said to be very sure I delivered it to the right gentlemen, so you see I had to be very careful."

She will continue in the same manner until the PCs demand to hear Constance's message. She will then assume an arrogant manner and say, "The young lady asks that you meet her at the Hotel de Ville—and she bids you hurry."

Encounter Background

Constance was called away to the Hotel de Ville. This encounter requires an hour, including travel time to and from Constance's house.

5. THE HOTEL DE VILLE

The main entrance to the Hotel de Ville is guarded by ten of the Cardinal's Guard. They wear their finest uniforms, and stand rigidly at attention.

CM's Notes

All entrances (including the windows and roof) to the Hotel de Ville are guarded as described above. The guard

will stop the PCs at the door, saying that none may enter without an invitation. If the players give any indication that their mission is urgent, a guard will suggest that he can have a message delivered to those inside.

Aside from fighting their way into the ball (all ten guards will fight to the death), the message is the only way to reach Constance. When the PCs give the message to a guard, he calls another guard and whispers into the man's ear. The second guard then disappears into the hall.

The guard then stares straight ahead, barely acknowledging the presence of the PCs. Drag these minutes out; give the players plenty of time to wonder whether or not they have been betrayed. Finally, Constance will walk out of the front door. "Do you have the present?" she asks hopefully.

After the PCs give her the pins, she presses a small packet into one of the PC's hands and says, "You have our eternal gratitude, gentlemen."

The packet contains a single sheet of paper slipped inside a signet ring. The ring bears the royal arms of France and the crest of Queen Anne. The letter reads:

"Gentlemen:

I thank you for your efforts on my behalf. The realm will never know what gallant soldiers you are, but I will. If ever I can return this gracious favor, do not hesitate to ask. Show this ring at the palace and you will be conducted to me.

Anne, Regina."

As the PCs turn to go, one of the King's musketeers will step out of the shadows near the Hotel. "De Treville said I would find you here. He requests that you grace him with the pleasure of your company tomorrow morning. Good evening, gentlemen."

Encounter Background

The PCs fail their mission if they do not return the pins to Constance.



NPC Statistics

The Cardinal's Guard at Hotel de Ville

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

Current Stamina

Wounds:

G1: 000000000000 G2: 000000000000
G3: 000000000000 G4: 000000000000
G5: 000000000000 G6: 000000000000
G7: 000000000000 G8: 000000000000
G9: 000000000000 G0: 000000000000

Skills: Polearm 65 (SP); Sword 65 (SP).

Description: The guards are here strictly to protect those who attend the ball. They carry out this mission as efficiently and politely as possible.

6. DE TREVILLE'S HOME

As Captain de Treville opens the door, he asks, "What kept you? The others have been here since dawn. Don't you know what morning means?"

Athos, Aramis, and Porthos are all seated in de Treville's drawing room (except any of the three which died during the trip to Calais). De Treville gets down to business immediately.

"As you know," de Treville says, "a young musketeer named d'Artagnan has been missing for several days now. For a variety of reasons, it appears his disappearance is part of a dangerous and treasonous political intrigue. . ."

"They know all that," breaks in Athos (or one of the other Musketeers), "tell them about the Cardinal. We have a busy day ahead."

"Very well," de Treville goes on. "It shouldn't surprise anyone to hear that Cardinal Richelieu knows

something about this plot. What is surprising is that he has asked for our help."

"Whose help?" Aramis (or one of the other Musketeers) breaks in.

"Specifically," Captain de Treville mumbles, pointing at you, "your help."

Porthos (or Aramis or Athos) strides to the door and opens it. "We have an appointment to see him within the hour."

7. INTERVIEW WITH CARDINAL RICHELIEU

A suspicious looking servant opens the door and leads you into a richly decorated hall. "If the gentlemen will be so kind so as to be seated. His Eminence will see you within the hour."

The servant returns within ten minutes and informs the PCs that the Cardinal will see them now. He asks the Musketeers to wait in the Hall, as His Eminence would like a few

minutes alone with the PCs. During the audience, the Cardinal insists upon doing most of the talking, allowing the PCs a few minutes for questions after he finishes speaking.

Read the following boxed text to the PCs:

A tall, thin man wearing red clerical garb stands in front of the window, his hands clasped behind his back. After a minute of silence, the Cardinal turns around. Richelieu is about 40 years old, and is graying slightly at the temples. He wears a thin mustache and a van dyke beard.

The Cardinal raises a bony finger and points it in your direction. "I am surprised that men of your ability have escaped my...notice so long." Richelieu raises an eyebrow, then sits behind his desk. "You have not been in Paris long."

Richelieu continues, "It probably pleases you to know that I have lost a great deal of wealth, power, and prestige with the King," the Cardinal's eyes narrow for a moment, "because of your efforts."

The Cardinal pauses, waiting for a sign of agreement, then continues, "But wise men do not flaunt their victories—nor do we seek vengeance, for one cannot tell who his allies will be when the sun next rises."

The Cardinal picks a piece of paper up off of his desk. "I presume you know Milady de Winter—one of my agents? She has served me, and through me, France, well. She is a clever woman; too clever, in fact."

"I need your help, gentlemen, if I am to undo what she has done." The Cardinal slides the paper across his desk to you. "Milady has betrayed both myself and France. I fear. Even now, war may be at hand—a war that France cannot win."

The Cardinal is silent a few minutes to allow you to read the note. It says, "Beware Milady—she has brought foreign armies onto French soil—d'Artagnan."

"I have shown that note to de

Treville," the Cardinal continues, "and he assures me the writing is d'Artagnan's. It appears Milady has imprisoned him. Will you help me...and your friend?"

CM's Notes

The Cardinal will now answer the PCs questions honestly. He is quite desperate, and hopes to use his former adversaries to save France from a terrible war.

Hints for the PCs

If the PCs agree to help, Richelieu tells them that Milady holds a letter of authority in his name. This letter allows her to do almost anything within the city of Paris. His agents have reported that the letter has been used at the Bastille and the Hotel de Ville. Milady has also reportedly purchased vast amounts of food recently. He suggests they start their investigation at these places.

He believes the man in green, Le Voleur, might have something to do with Milady's sudden betrayal. She was very loyal until Le Voleur began to keep her company.

The note, he says, was found at the Bois de Boulogne seven days ago.

Encounter Background

Milady the Demorean is massing an army outside Paris, at Maison Forte. The Demorean intends to capture Paris, King Louis, or both, using the element of surprise.

NPC Statistics

Cardinal Richelieu

STR: 55 DEX 55 AGL 55
PER 80 WPR 80 PCN 80
STA 75 Unskilled Melee: 55

Current Stamina:

Wounds: 0000000000000000

Skills: Sword 110 (MS); Military Leadership 127 (MS); Investigation 135 (MS).

9. A MYSTERIOUS GIFT

The day after the PCs start their investigation of Milady, they receive a mysterious gift:

A box fourteen inches long, six inches wide, and six inches deep sits upon the table. A red ribbon holds it together, and a note is attached to the ribbon, "From a secret admirer." The box weighs about two pounds.

CM's Notes

The box contains a bottle of fine wine bearing the label of a wine vendor in Halles des Vins. The wine is poisoned; any PC drinking it must make a general Stamina check one hour later. If he fails the check, he loses 25 points of Stamina for each glass he drank. These points are not regenerated until the next day.

Those passing the check find the wine exceptionally tasty. It has a slightly bitter bouquet, but all in all is excellent for the year.

Hints for the PCs

Any PC that examined the records of Milady's recent purchase of Maison Forte will note a similarity in the note that accompanied the wine and her signature on the deed. If the PCs investigate the wine vendor's shop, the owner will offer to drink the wine himself to prove it is good. On a Direct Action result of M or higher, he will remember that an attractive lady recently purchased several bottles of this wine.

Any PC that examines the cork before opening the bottle may make a Perception check. If he passes the check, he notices the cork has been removed, then replaced.

Encounter Background

The Demorean sent the bottle of wine to the PCs on the off-chance they would be foolish enough to drink it.

PART VII: Maison Forte (Map H)

1. PREPARATIONS AT MILADY'S HOUSE

Their investigation should give the PCs a hint that something unusual is happening at Maison Forte. Maison Forte is located forty miles northwest of Paris. The Musketeers will accompany the PCs to Maison Forte:

Maison Forte sits serenely in a large open meadow. This country manor apparently served as a fortress once, for traces of ancient breastworks surround the manor. Inside the breastworks, a moat circles the manor.

Apparently, the country manor is being converted back into a fortress, for the gatehouse is manned and the moat is full.

CM's Notes

The PCs cannot approach any closer than 300 feet without being observed. As the PCs watch, a traveling peddler is turned away at the gate. Soon, a man in irons is dragged from the gatehouse and taken into the fortress. Any PC that approaches within 50 feet of the fortress hears the unmistakable hum of heavy electric machinery before a guard orders him away.

The Musketeers will insist upon reporting to de Treville immediately.

Encounter Background

The Demorean and Le Voleur are preparing a stronghold from which to launch their attack on Paris. The man in irons was d'Artagnan.

NPC Statistics

30 German Mercenaries
(10 infantry, 20 cavalry)

STR	55	DEX	55	AGL	55
PER	45	WPR	45	PCN	45
STA	55	Unskilled		Melee:	55

Current Stamina

Wound: 13 each

SKILLS: 10 Infantry: Sword 85 (EX); Long Barreled Gun 85 (EX). 20 Cavalry: Sword 70 (SP); Pistol 70 (SP); Equestrianism 67 (SP); Mounted Melee (as weapon).

Description: These German mercenaries are disciplined professionals. In individual combat, they fight until they have received six wounds or more. Infantrymen are armed with arquebuses and swords. Cavalrymen are armed with swords and pistols. Both groups wear breastplates and helmets (AR 60).

80 Felons

STA	40	DEX	40	AGL	40
PER	40	WPR	40	PCN	40
STA	40	Unskilled		Melee:	40

Current Stamina

Wounds: 12 each
Skills: Knife 55 (SP).

Description: This bunch of rabble is armed with arquebuses and rapiers. Each will fight only until he has received four or more wounds.

10 French Mercenaries: See Encounter 3 for statistics on Milady's personal guard.

2. THE BATTLE OF MAISON FORTE (See Map I)

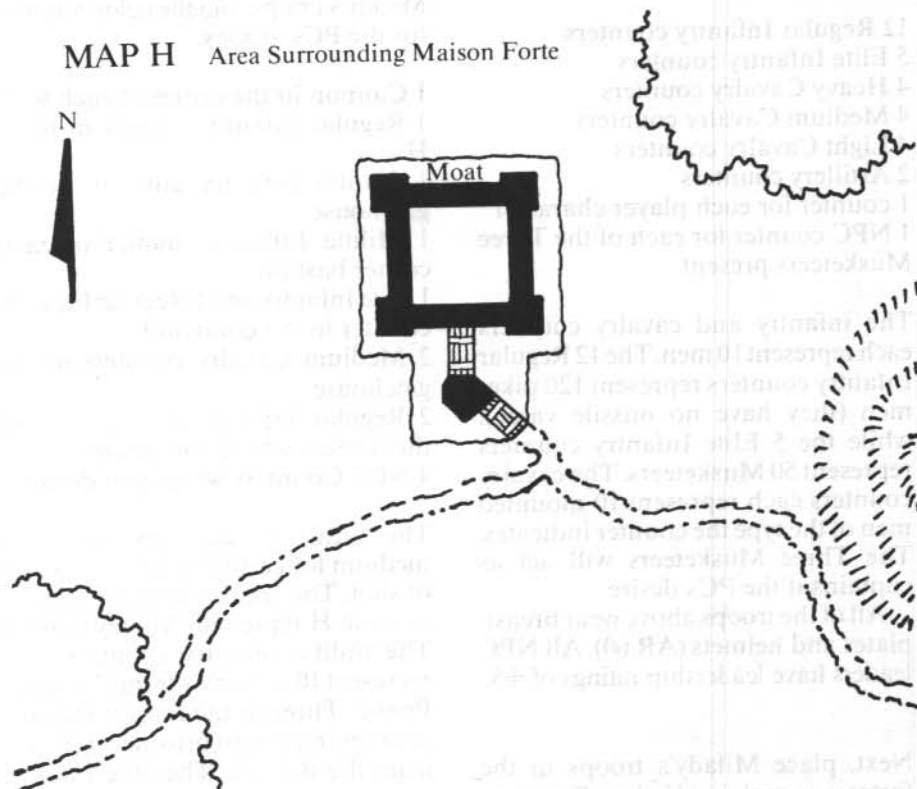
Explain that both the Cardinal and Captain de Treville are so impressed that they have asked the PCs to lead the assault on Maison Forte.

Maison Forte lies a few hundred yards ahead. A few men are visible on the walls.

CM's Notes

Take Map I out of the center of the adventure book and cut out Maison Forte (using the edge of the moat as the border). Place the hex with the star in it on hex number 2212 on the game map. Arrange the fortress so that the hex with the X in it is on hex number 2608 on the game map. Secure the fortress to the game map by taping the corners with MASKING TAPE, or by weighting down the corners.

MAP H Area Surrounding Maison Forte





Give the PCs:

12 Regular Infantry counters
5 Elite Infantry counters
4 Heavy Cavalry counters
4 Medium Cavalry counters
4 Light Cavalry counters
2 Artillery counters
1 counter for each player character
1 NPC counter for each of the Three Musketeers present.

The infantry and cavalry counters each represent 10 men. The 12 Regular Infantry counters represent 120 pikemen (they have no missile value), while the 5 Elite Infantry counters represent 50 Musketeers. The cavalry counters each represent 10 mounted men of the type the counter indicates. The Three Musketeers will act as captains if the PCs desire.

All of the troops above wear breastplates and helmets (AR 60). All NPC leaders have leadership ratings of +5.

Next, place Milady's troops in the fortress as explained below. Be sure to

use the black and white counters for Milady's troops, and the color counters for the PCs' troops.

1 Cannon in the center of each wall
1 Regular Infantry counter in room H
1 Militia Infantry counter in the gatehouse
1 Militia Infantry counter in each corner bastion
1 Elite Infantry and 1 Regular Infantry counter in the courtyard
2 Medium Cavalry counters at the gatehouse
2 Regular Infantry counters within the fortress where you desire
4 NPC Counters where you desire

The artillery counters represent medium foot artillery with 25 rounds of shot. The regular infantry counter in room H represents Milady's guard. The militia infantry counters each represent 10 criminals from Concierge Prison. Three of the regular infantry counters represent prisoners released from the Bastille. The elite infantry counter represents 10 German merce-

naries. The medium cavalry counters each represent 10 mounted German mercenaries. The Felons do not wear armor. Milady's guard and the German mercenaries wear helmets and breastplates (AR 60).

Each NPC counter represents one of the commanders at the Fortress: Milady, Comte de Rochefort, Captain Sturm, and Le Voleur. Each of these leaders has a leadership rating of +5.

The PCs may now set up their troops as they desire at the far edge of the large game map. When they are ready, start the battle, using the Skirmish Rules found in Chapter 6 of the *TIMEMASTER™ Traveler's Manual*.

Milady's Combat Tactics

Any cannon with the proper field of fire attacks the PCs force as soon as they enter the map. Her cannons fire at artillery whenever possible.

If no artillery targets are available, Milady's cannons fire at the cavalry. Finally, the cannons fire at infantry if no other target is available.

The two units of medium cavalry will attempt to charge and destroy the PCs artillery. If this seems totally impossible, they will retire to within the fortress. Here, the medium cavalry will wait for a breach in the fortress walls, at which time they will charge the incoming enemy.

The infantry on the wall will fire their muskets at the closest target, entering melee only as a last resort. The reserve units in the middle of the courtyard will be used to plug any breach in the walls.

Milady will order the drawbridges raised as soon as the enemy is within 40 yards of them.

As long as the walls have not been breached, the troops inside rally automatically, no morale check required. Once the walls have been breached, they rally normally. Milady will not be allowed on the walls at any time during the combat. Once the walls are breached, Milady hides in her secret chambers (see Encounter 3).

IMPORTANT: The walls can be breached only when PC artillery achieves a K result.

Key to Maison Forte

- A. Soldier's Quarters
- B. Guard room
- C. Blacksmith's Shop
- D. Ordnance Supplies
- E. Prison—d'Artagnan is imprisoned here, chained to the east wall of the cell. He is not harmed.
- F. Supplies
- G. Kitchen
- H. Chapel—Beneath the altar, stairs lead down to secret quarters of Milady De Winter.
- I. Soldier's Quarters
- J. Officer's Quarters—where each commander sleeps. Milady has separate quarters.
- K. Sally Port to drawbridge
- L. Courtyard of fortress
- M. Southwest bastion
- N. Southeast bastion
- O. Northeast bastion
- P. Northwest bastion
- Q. Gatehouse
- R. Guardhouse
- S. Latrine

Encounter Background

This siege did not occur historically. Penalize the PCs 100 significance points if they fail to capture Maison Forte.

NPC Statistics

(See *Part I, NPC Statistics* for descriptions of Milady the Demorean, Comte de Rochefort, and Le Voleur.

Captain Sturmm

STR 50 DEX 50 AGL 50
PER 50 WPR 50 PCN 50
STA 45 Unskilled Melee: 50

Current Stamina

Wounds: 000000000000

Skills: Sword 65 (SP); Pistol 80 (EX); Equestrianism 65 (SP); Mounted Melee (as weapon); Long Barreled Gun 65 (SP); Theft 105 (MS).

Description: Sturmm is a true mercenary; he will do anything for money.

3. A GUARDED CHAPEL

After their forces have captured Maison Forte, the PCs encounter no further resistance except in room H, the Chapel.

A crude altar stands in front of a few low benches. Ten soldiers with arquebuses stand near the altar. A low hum emanates from the front of the room.

CM's Notes

The ten mercenaries fire as soon as most of the PCs are in the room. They then draw rapiers and attack. As soon as each mercenary receives six or more wounds, he retires from combat.

Hints for the PCs

PCs looking through the window or door before entering this room see the mercenaries. Any PC investigating the humming noise may make a Perception check. If the check is suc-

cessful, he sees that the altar slides to one side. A set of stairs leads into a subterranean passageway.

NPC Statistics

10 French Mercenaries

STR 55 DEX 55 AGL 55
PER 45 WPR 45 PCN 45
STA 55 Unskilled Melee: 55

Current Stamina

Wounds:

F1 000000000000 F2 000000000000
F3 000000000000 F4 000000000000
F5 000000000000 F6 000000000000
F7 000000000000 F8 000000000000
F9 000000000000 F0 000000000000

Skills: Long Barreled Gun 70 (SP); Swords 70 (SP).

Description: These are Milady's personal guards.

4. MILADY'S SECRET BEDCHAMBER

The stairs from Encounter 3 lead down twenty feet into Milady's secret bedchamber.

A huge canopy bed dominates the room.

Hints for the PCs

PCs searching the desk in the northwest corner find a map of Le Louvre Palace, with the King's chambers circled in red. Any PC passing a general Perception check notices a gentle breeze blowing from behind the canopy bed. PCs investigating the bed find that a hidden door stands cracked open behind the bed's headboard.

Encounter Background

The Demorean and Le Voleur were planning to storm Le Louvre and capture King Louis.



5. HALLWAY

The passage behind the headboard opens into a short hallway. At the end of the passage are two doors, one on the right and one on the left. The door on the left clicks shut as you step into the passage.

CM's Notes

The door on the right leads to *Encounter 6: Double Entendre*. The door on the left leads to *Encounter 7: A Very Important Date*.

6. DOUBLE ENTENDRE

As the door creaks open, Milady rushes to your side. "Please, messieurs," she cries, "save me from this monster!"

Milady also stands on the other side of the room, in a torn nightgown, sleepily rubbing her eyes. "What are you vagrants doing in my bedchamber?" she asks. A

second later, her anger turns to embarrassment. "This is not my house!"

CM's Notes

The Milady which first rushed up to the players steps behind the closest PC, as if seeking protection. She then attempts to grab a weapon, stab a PC, and flee.

Meanwhile, the other woman (who is the Demorean) huddles in corner, as if terribly embarrassed.)

Hints for the PCs

Any PC stating that he is looking for the fleur-de-lis brand Milady bears will not find it on the woman huddling in the corner. The other woman acts too quickly to permit any inspection.

Encounter Background

The Demorean has used Domination on Milady de Winter, forcing her to act as if she had something to hide.

The Demorean is also using Shield on itself to protect it from a Telepathic Probe. If the PCs eliminate the wrong Milady de Winter, the Demorean resumes its natural form and attempts to melee the PCs.

Penalize the PCs 100 significance points if they eliminate the wrong Milady. Also penalize the PCs 100 significance points if they allow the Demorean to escape or fool them.

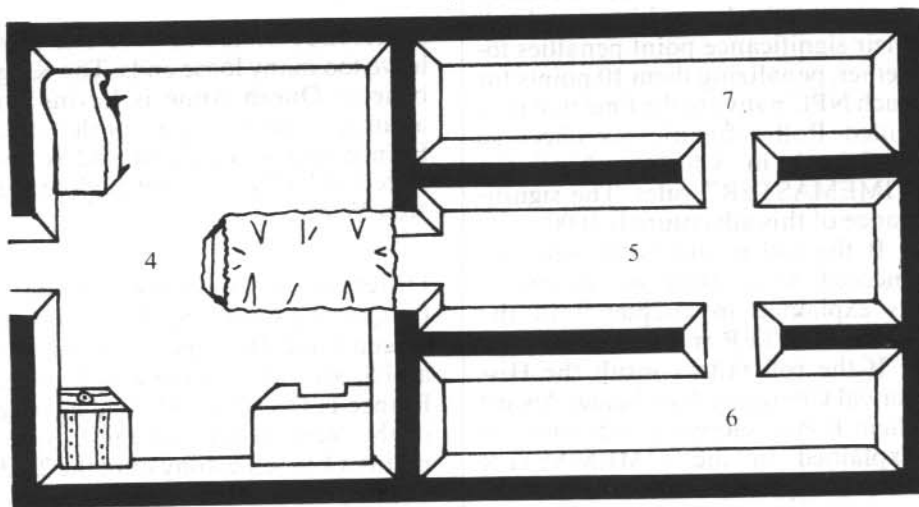
NPC Statistics

See *Part I, NPC Statistics* for a complete description of Milady the Demorean.

(The Real) Milady de Winter

STR	50	DEX	50	AGL	50
PER	70	WPR	70	PCN	70
STA	50	Unskilled	Melee: 50		

Current Stamina
Wounds: 00000000000000



Skills: Dagger 105 (MS); Theft 119 (MS).

Description: Milady de Winter bears the brand of a thief on her shoulder: the fleur-de-lis.

7. A VERY IMPORTANT DATE

The humming definitely comes from this room. In the middle of the room sits an ancient time-scooter, and on it sits Le Voleur.

hooked into the life support systems and ready to go. Both he and the scooter are surrounded by an orange haze.

Le Voleur smiles and waves as he slowly fades into time.

CM's Notes

Le Voleur will be completely gone within two rounds. Anything which enters the orange haze surrounding the time-scooter goes with Le Voleur;

it cannot be pulled back. Organic extensions of the PCs are included; if someone sticks an arm into the haze, he loses it.

The PCs may fire missile weapons into the haze, but they won't know what effect their weapons have.

Hints for the PCs

The PCs know from training that jumping into the haze would be foolish. More often than not, someone inside a time-field without being on the scooter itself ends up strewn across the continuum in a thousand oddly-shaped geometric forms. Any PC trying to examine the scooter's chronometer sees that it says 32 B.C.; but renegade cycles are known to be extremely inaccurate, and there is no way to tell which Parallel Le Voleur was going to.

Encounter Background

Le Voleur decided to escape while the escaping was good. Perhaps the PCs will meet him later. . .

PART VIII: In the Bastille

In several encounters, there is a possibility that the Cardinal's Guard will capture the PCs. Any time the Cardinal's Guard captures the PCs, with or without the company of the Three Musketeers, the PCs find themselves experiencing one of the most unpleasant sensations 17th century France had to offer—the Bastille. Read the following description to the PCs when they are taken to the Bastille for any reason:

The Bastille is as unpleasant a place as any to visit. It is cold, damp, poorly lit, smoky, and stinks of human refuse. The gruel crawls with maggots, the water smells of

sulfur, and even the rats would rather nibble on a man's toes than scavenge from the offal on the floor.

Your cellmates say it's a good thing you're gentlemen: things are bad in the cells for common criminals.

Because the Bastille guards assume the PCs are gentlemen, they allow the PCs to keep all possessions except anything that obviously resembles a weapon.

If the PCs were brought here with the Three Musketeers, Captain de Treville will post bail for the entire group within 1d10 hours. Each time

he must do so, however, it takes him 1d10 hours longer than the last time.

If the PCs aren't accompanied by any of the Three Musketeers, they must find their own way out of the Bastille. Any acquaintance (whom they haven't offended) in the upper class will arrange for their release once.

The PCs might also attempt the bribe the guards. A Bastille guard will consider releasing a prisoner for 100 crowns per prisoner. If there are two or more guards, each guard must receive 100 crowns. Fortunately, the price for allowing food to be smuggled into the Bastille is much less—only two pistoles for each prisoner per day.

PART IX: Wrapping up the Mission

MISSION FAILURE

The PCs fail if: they do not return twelve pins to Queen Anne, or they do not rescue d'Artagnan. In this case, award bonus success points **only**, as explained in Chapter 3 of the **TIMEMASTER™** rules.

If the PCs failed to return the pins, King Louis XIII executes Queen Anne for treason and declares war on England. Queen Anne's family (royalty from both Spain and Austria) attack France. France quickly falls to the might of almost all of the rest of Europe. Even Napoleon cannot restore the glory it would otherwise have earned.

If the PCs didn't rescue d'Artagnan (thus foiling Milady's plans), Milady captures Paris and forces France to intervene in the Thirty Years' War. The war escalates to the rest of Europe.

The legend of the Three Musketeers is lost in the shuffle of either event.

SIGNIFICANCE CHECK

If the PCs succeed, check to see if they inadvertently change history. Add all their significance point penalties together, penalizing them 10 points for each NPC native to the time that they killed. Roll a significance check as explained in Chapter 3 of the **TIMEMASTER™** rules. The significance of this adventure is 1000.

If the 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 the **TIMEMASTER** rules (chapter 3).

Historical Changes Chart

Difference of 800 or more: The PCs have inadvertently interested the King in advanced weaponry research. France develops automatic weapons

very early. France conquers the world under Napoleon.

Difference of 400 to 799: The PCs leave too many loose ends. The King believes Queen Anne is having an affair, despite the return of the pins. France attacks England and is defeated so badly it cannot explore the New World.

Difference of 200 to 399: Rumors of the Queen's affair force Louis to exile Queen Anne. Her relatives in Austria and Spain cut off trade with France. France is forced to colonize heavily in the New World, and the U.S. remains a French colony until the 23rd Century.

Difference of 1 to 199: Richelieu convinces the King that de Treville is a sorcerer, and responsible for the strange occurrences in Paris recently. The King's Musketeers are disbanded.

PART X: Pregenerated Characters

Tomas Valdez Trainee/2
STR 60 **DEX** 70 **AGL** 78
PER 60 **WPR** 50 **PCN** 60
LUCK 34 **STA** 70

Unskilled Melee: 69
Penetration Bonus: 10
Stamina Regeneration: 5
Wounds: 15

Skills: Historical Specialty (Mexico, 19th century) 80 (SP); Time Corps Stunner 85 (SP); Disguise 80 (SP); Pistol 85 (SP); Lasso 80 (SP).

Paranormal Talents: Paranormal Memory 55; Ignore Pain 55.

Tomas was born in Veracruz, Mexico in 1868. After a stormy adolescence as a revolutionary and sailor, Tomas joined the Time Corps at the age of 25. He is presently 27 years of age.

Jehane Arnoud Trainee/4
STR 50 **DEX** 70 **AGL** 70
PER 50 **WPR** 65 **PCN** 75
LUCK 30 **STA** 50

Unskilled Melee: 60
Penetration Bonus: 5
Stamina Regeneration: 4
Wounds: 13

Skills: Historical Specialty (Western Europe, 1600-1700 A.D. and Western Europe 2663-2790 A.D.) 85 (SP); Time Corps Stunner 85 (SP); Sword 90 (EX); Florentine Style 94 (EX); Medicine 70 (SP); Forgery 88(SP).

Paranormal Talents: Paranormal Memory 70; Adaptation 64; Telepathic Probe 37.

Jehane Arnoud, presently 27 years of age, joined the Time Corps when she was 22. Jehane was born in Orleans, France 12 February 2763. She taught history, specializing in the 17th century, until her recruitment into the Time Corps.

Ranwulf Scarface Trainee/2
STR 80 **DEX** 65 **AGL** 70
PER 40 **WPR** 55 **PCN** 50
LUCK 28 **STA** 78

Unskilled Melee: 75
Penetration Bonus: 20
Stamina Regeneration: 6
Wounds: 15

Skills: Historical Specialty (Scandinavia 100-250 A.D.) 68 (SP); Time Corps Stunner 80 (SP); Sword 105 (EX); Wrestling 90 (SP); Short Handled Weapons 90 (SP).

Paranormal Talents: Paranormal Memory 48, Memory Restoration 34.

Ranwulf is a former Viking who has not yet learned to solve problems without the use of an axe, sword, or other destructive device. Born in 231 A.D. somewhere in Norway, Ranwulf entered the Time Corps at the ripe old age of 17. At 19, he considers himself an elder of the clan.

The Key to Paris

There are several important locations in Paris (see Map B in the booklet's center). Each is keyed to a number on the map and in the text below. The entries describe each location's importance. NPCs at these locations might possess information useful to the PCs. Of course, PCs must obtain a favorable result on a Direct Action check to discover this information.

Make the players use their wits to uncover the information they need. After all, there's more to time-travel than brawling in taverns!

Assume PCs spend a minimum of one hour traveling to and at each location they investigate. NPCs provide only the information described in the entry.

If the information doesn't relate to the party's questions, do not reveal it to them. Simply state nothing at that location would interest them.

There is a 10% chance per location that the PCs will encounter four Cardinal's Guards. These Guards recognize the PCs as trouble-makers on a roll of 1-5 on 1d10, and attempt to detain them. Each guard fights until he has received six or more wounds.

Some entries also refer to different types of guards. Use the stats below for any type of guard mentioned in this key.

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

Current stamina:
Wounds:

Gd1 00000000000000 Gd2 00000000000000
Gd3 00000000000000 Gd4 00000000000000
Skills: Sword 65 (SP); Pistol 65 (SP)

Description: Although the guards carry pistols, they use only swords when arresting PCs.

LOCATIONS:

1. Bois de Boulogne: Lovers often meet in the privacy of these woods. The groundskeeper does not know d'Artagnan by name, but did see a man of his description get into Milady de Winter's carriage. He gladly directs the PCs to Hotel de Soubise #9, Milady's home.

2. Tuileries Gardens: The city guards permit no one to enter these

gardens without the company of a King's Musketeer, as the gardens adjoin the Louvre Palace. Ten guards take intruders to Richelieu's house #6 (01-50%) or de Treville's house #23 (51-100%) for questioning.

If the PCs ask about Constance or Queen Anne's party, the guards suggest trying Jardin des Plantes #18 or the Luxembourg House #19. Neither Constance nor Queen Anne have been here today.

Those who go inside overhear two ladies speaking: "I don't know how the Queen dares to have an affair with an Englishman!"

"Unthinkable! Still, the Duke of Buckingham is an exceptional gentleman."

"My dear, an English shepherd is not a gentleman, no matter what perfume he wears to mask his stench, and I have it on good authority that the King will soon smell the scoundrel's scent."

3. Le Louvre Palace: Two dozen guards keep constant watch over the King's residence.

4. Porte de St. Martin: Ten of the Cardinal's Guard watch this gate. They search all traffic leaving the city. They will say only that they're searching for an English spy. The PCs are detained here only if Constance Bonacieux has asked them to retrieve the Queen's jewelry. Otherwise, they will be questioned and released. PCs passing a general Perception check notice a drawing of a party member posted in the guardhouse.

5. Bastille: The Bastille holds political prisoners. The Governor of the Bastille reluctantly sees the PCs. He knows nothing of d'Artagnan, and angrily displays a list of prisoners to prove it. He suggests they check Concierge Prison #13.

6. Palais Royale: Richelieu's home is heavily guarded by the Cardinal's Guard. Four guards stand at each gate, four at each exterior doorway, and four pass each point on the perimeter every three minutes. Two guards stand beside each doorway inside.

Richelieu questions anyone brought here, trying to discover who employs them and what their goals are. If it seems possible, he tries to hire the PCs to spy on the Queen. Richelieu reveals nothing, but as they leave, PCs passing a general Perception check note Comte de Rochefort com-

plaining to a guard, "Where does she think I can get five hundred English guineas! Who does she think I am, the Duke of Buckingham?"

7. Halles Centrales: PCs can find clothing or food at this flea-market. There is a 40% chance (per item) they can find anything else common to the era, including 1-10 swords or pistols.

8. Hotel de Ville (City Hall): This is the record center of Paris. It is a matter of public record that Milady de Winter holds the deed to Hotel de Soubise #9.

9. Hotel de Soubise: This is Milady's Home. She is not here, but Comte de Rochefort is. He accuses the male PC with the lowest Personality score of having an affair with Milady, and challenges him to a duel. (See Part I, NPC statistics for his stats.) While insulting the PCs, he suggests they join d'Artagnan in the foulest prison in Paris. (He has heard that d'Artagnan was arrested, but knows nothing else.)

10. Hotel de Rohan: Le Voleur's valet reveals only that his master is "away." On a Direct Action result of C, the valet says Le Voleur is traveling with a lady. He will not invite PCs into the house, but will not use force to keep them out.

If the PCs enter the house, they may find a few menthol cigarette butts and a piece of cellophane in Le Voleur's bedroom.

11. Porte de Bastille (City gate at the Bastille): See Entry 4.

12. Palais de Justice (Central Courthouse): The clerk here may reveal that last week the Cardinal destroyed the record of Milady's imprisonment at Concierge Prison (13). He suggests checking there for more information on Milady. On a Direct Action result of H or better, he also says that last week Milady ordered the release of a known murderer from the Bastille.

13. Concierge Prison: The clerk here allows anyone to examine the public records. Her file indicates only that Milady de Winter was branded with the fleur-de-lis on her right shoulder (for theft). The clerk suggest checking at the Hotel de Ville #8 for more information on Milady. He suggests visiting Place des Invalides #22 for information on d'Artagnan.

14. Notre Dame Cathedral: Several priests have seen Cardinal

Richelieu meeting with Milady.

15. Ile de St. Louis: PCs passing through this residential area overhear two ladies: "The King will confront her at the Royal Ball."

"It's high time! An affair with an Englishman. If that's not treason, I don't know what is!"

16. Hotel de Cluny: A servant may reveal that d'Artagnan meets his mistress here. The last time d'Artagnan was here, he said he had an urgent appointment at Bois de Boulogne #1. On a Direct Action result of H or higher, the servant remembers hearing Constance say, "The Queen is in great danger, my love; I ask you, by the affection you say you bear me, to help her."

17. University of Paris (North): There is nothing of interest here.

18. Jardin des Plantes: A well-tended public garden.

19. Luxembourg House: Queen Anne's mother resides here. A servant will volunteer the information (no Direct Action check required) that the Queen Mother's lady-in-waiting is angry with Richelieu. It seems the Cardinal insulted the Queen Mother during an argument. The servant adds, almost as an afterthought, that the argument between the Cardinal and the Queen Mother centered around some diamond pins the King gave the Queen. Richelieu has convinced the King that the Queen gave the pins to her lover. As a result, the King has asked that she wear them at the Royal Ball next week.

The servant will say that Constance left for her home a few minutes ago. He will not say anything about Queen Anne.

20. University of Paris (South): See entry 17.

21. Saint Germain de Pres (Church): The priest remembers overhearing d'Artagnan agree to meet a young lady at Hotel de Cluny.

22. Place des Invalides: At the mention of d'Artagnan's name, the clerk at this armory checks the records and finds that M. d'Artagnan served with Captain de Treville thirty years ago. (This was d'Artagnan's father.) He suggests checking with de Treville for further information.

23. Hotel de Treville: Captain de Treville, commander of the Musketeers, lives here. He questions at length anyone brought to him. De

Treville grows extremely interested if d'Artagnan's name is mentioned. If any of the Three Musketeers accompany the PCs, de Treville angrily explains that they should be with d'Artagnan, on a mission for his mistress. In either case he suggests that they go to the Luxembourg House #19 to find Constance (the Queen and her party have been spending time there of late).

24. Bonacieux's House: If the PCs are come here from Luxembourg House, or have investigated at least five locations in Paris, go to Part III, Encounter 2. If they have just begun the investigation and aren't coming from Luxembourg House, neither d'Artagnan nor Constance is at home. The servant suggests that they look for Constance at Tuileries Gardens #2.

25. Porte de St. Denis: See Entry 4.

26. Halles des Vins: PCs may purchase wines of any type here.

27. Church of the Madeleine and Graveyard: See Part III, Encounter 3: Leaving the City.

SECOND KEY TO PARIS

After the PCs return from London, conditions will have changed in Paris. Such changes are noted in the entries below. Entries not listed below remain unchanged.

The Cardinal's Guard will no longer harass the PCs.

4. Porte de St. Martin: An unusual number of carts have left the city via this gate recently. The carts carried mixed produce.

6. Bastille: The Governor of the Bastille tells PCs that Milady recently ordered the release of 30 felons. She used a letter of authority from the Cardinal. He suggests they check at Concierge Prison for similar occurrences.

7. Halles Centrales: A stranger recently purchased vast quantities of food. He said it was for Milady de Winter's party. Any vendor will suggest they go to her house for more information.

8. Hotel de Ville: The clerk may reveal that Milady de Winter recently asked for and received authorization to purchase several hundred weapons from Place des Invalides #22. He

suggests they check there to see what she wanted with the weapons.

9. Hotel de Soubise: The servants here do not know when Milady will return from her country residence. They do not know where the residence is located.

10. Hotel de Rohan: M. Le Voleur's valet will say only that Monsieur's correspondence is being forwarded to Maison Forte. Any Musketeer knows the location of Maison Forte.

11. Porte de Bastille: Dozens of carts carrying sealed, clanking crates left by this gate today.

12. Palais de Justice: The clerk may take the time to tell the PCs that yesterday, Le Voleur filed a writ releasing 35 felons into Le Voleur's custody.

13. Concierge Prison: The warden released 35 felons into Le Voleur's custody. They were told to report to his house.

22. Place des Invalides: Any guard will reveal that a stranger bearing an authorization in Milady's name bought several hundred weapons recently. He said his next stop was Halles Centrales.

25. Porte de St. Denis: Thirty-five men recently left by this gate, talking about learning German so they could become farmhands.

26. Halles des Vins: The wine merchant will gleefully state that Comte de Rochefort bought one hundred barrels of wine here recently. He said he was going to entertain a few friends in the country.

CROSSED SWORDS

by Carl Smith

The buzz of musket balls still rings in your ears, a constant reminder that the Cardinal's Guard is never far behind. But it's the heat that will kill you. The air is thick and murky as a marsh, and the sun hot as a smith's forge. A hundred and twenty miles of mud-choked road lie ahead, and already the horse stumbles every third step. The trip from Paris to London is never easy; when it must be done in three sleepless days, with the Cardinal's Guard in close pursuit, it's impossible.

And when the future of Parallel M-1 is at stake, the Time Corps demands the impossible. Your prospects are grim, for the master of intrigue and trickery, Cardinal Richelieu, is allied with a Demorean even more clever than he. They will do anything to stop you. Around every corner lurks treachery and suspense; in every inn looms a swash-buckling brawl! With the help of the Three Musketeers, you must reach London in time to redeem the Queen's honor—and prevent King Louis XIII from declaring war on England!

"Crossed Swords" is an exciting 32-page adventure for use with the TIMEMASTER™ game system. Inside, you'll find all the maps, historical background, characters, and plot encounters you'll need for hours of intrigue and adventure with the Three Musketeers. Be sure to look for other fine products from Pacesetter, Ltd.



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