

CLOCKWORK & CHIVALRY

THE ALCHEMIST'S WIFE



RUNEQUEST II

CLOCKWORK & CHIVALRY

The Alchemist's Wife

Kingdom & Commonwealth I

by Peter Cakebread & Ken Walton

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Dedication

Ken: To mum and dad, even though they think we're bonkers!

Pete: To Nicola Cakebread, even though I think she's bonkers!

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A Note on Geography

Maps are loosely based on Joan Blau's 1688 atlas of "Anglia", but places have been moved about, switched around and sometimes even removed entirely to make for a good game. Remember, this is a fantasy version of England – if you live locally and find your village has gone walkabout, please accept our apologies. If you don't live locally, don't use these maps for navigation in the real world – you will get lost!

Worth a Watch

DVDs worth watching for inspiration:

Tales from the Green Valley – a BBC documentary series recreating life on a 17th century farm; entertaining and full of details of everyday life in the period.

Winstanley – a 1975 amateur film by Kevin Brownlow and Andrew Mollo, which gives a very authentic picture of the rise and fall of the first Digger community.

Clockwork & Chivalry on the Web

Cakebread & Walton have a web site at www.clockworkandchivalry.co.uk. Visit us for the latest news and downloads. We also regularly publish adventures and support material for *Clockwork & Chivalry* in Mongoose Publishing's downloadable gaming magazine, *Signs & Portents*, available free at www.mongoosepublishing.com. Issue #82 has an adventure, "The Naked and the Dead", which can easily be slotted into *The Alchemist's Wife*.

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Introduction

In which nothing very much happens but a dreadful warning is given

“Excess of grief for the dead is madness; for it is an injury to the living, and the dead feel it not.”

– Xenophon, 5th century BC

The Alchemist's Wife is an adventure campaign for beginning Adventurers set in the *Clockwork and Chivalry* game world, using the *Runequest II* rules. A copy of the *Clockwork and Chivalry Core Worldbook* is required to run the game, as is a copy of the *Runequest II Core Rulebook* available from Mongoose Publishing. It is playable by a group of Adventurers from any Faction or a combination of Factions (see notes below). *The Alchemist's Wife* is a complete adventure in itself, but also forms the first part of the epic Kingdom & Commonwealth campaign published by Cakebread & Walton and Cubicle 7. Look out for Volume II, *Thou Shalt Not Suffer*.

At the back of the book is a collection of standard NPCs (soldiers, villagers etc) which can be used in the adventure.

If you are intending to play the game, rather than be the Games Master – stop reading now!

Spoiler Alert

The following information is for the Games Master's eyes only!



Sidney Sussex College, Cambridge

Chapter I

In which our heroes leave Oxford and set out on their journey

“To travel hopefully is better than to arrive.”

– anon.

The Adventure

The Alchemist’s Wife takes your heroic Adventurers on a journey from the Royalist capital at Oxford, through the war-torn countryside of Oxfordshire and Northamptonshire. After a visit to Naseby and its twisted environs, the Adventurers will find themselves journeying to Cambridge, the hub of Cromwell’s Clockwork empire. Along the way they will face many dangers, chances to prove and improve themselves and a host of interesting characters and side-quests.

The main reason for the Adventurers travelling is to aid Sir Reginald Perkinson, the kindly, and extremely influential, Oxford Alchemist. Sir Reginald has heard a report that his wife, whom he assumed perished in the confusion after the battle of Naseby, was seen alive, being carried away on the back of an enemy Iron Horse. He is not sure whether she is a prisoner or she met some foul fate at the hands of the soldiery of the New Model Army, but he would like the Adventurers to find out. He tells the party what little he knows and it is up to them to solve the mystery of the good Lady’s whereabouts.

Why Help Sir Reginald?

Royalist Adventurers will likely have Sir Reginald as a patron or close friend. Adventurers might be attached to Sir Reginald’s household, they may be students, or former students, of his from Oxford, or they may be a part of his social clique. Otherwise they will have been directed to him by their own patrons, who will be sympathetic to Sir Reginald’s plight. They will want to help out due to a sense of duty, loyalty and a concern for Lady Cecilia.

Sir Reginald Perkinson

Royalist Alchemist

STR 10 CON 12 SIZ 11 INT 16
POW 15 DEX 12 CHA 14

SR 14 CA 3 DM 0

Faction: Self Interest (Peace)
RP: 62 Hero Points: 1

Skills: Alchemy 82%, Elemental
Casting (Fire) 76%, Elemental
Casting (Earth and Water) 59%,



Chapter I: Leaving Oxford

Evade 26%, Influence 78%,
Persistence 61%, Rapier 51%,
Resilience 41%, Unarmed 28% (1D3)

Spells: Dismiss Salamander,
Fireblade, Heal, Ignite, Mend Body,
Summon Salamander, Summon
Undine, Warmth

Carries a 6 point Philosopher's Stone,
with access to more.

| D20 | Hit Location | AP/HP |
|-------|--------------|-------|
| 1-3 | Right Leg | 0/5 |
| 4-6 | Left Leg | 0/5 |
| 7-9 | Abdomen | 0/6 |
| 10-12 | Chest | 0/7 |
| 13-15 | Right Arm | 0/4 |
| 16-18 | Left Arm | 0/4 |
| 19-20 | Head | 0/5 |



Sir Reginald may be a Royalist Alchemist, but he is secretly working with other influential individuals to prolong the peace which has broken out, following the devastation at Naseby. He is limited in what actions he can take in this regard, mainly confining himself to cordial correspondence with like-minded people. Sir Reginald is extremely wealthy, genial and generous. However, his geniality hides the incredible strain he is under. He is charged with fighting a war he cares little about, has lost his wife and both of his sons in tragic circumstances, and finds himself attempting to bring up an unruly daughter. His main concern (aside from finding his wife!) is the safety of his rebellious daughter. To this end, he craves a more peaceful and stable world, in which she might settle down and put her family's troubled past behind her.

Parliamentarian Adventurers have possibly been ordered to Oxford by their own patron, Henry Ireton, or one of his close allies. Ireton maintains a correspondence with his friend Sir Reginald and is concerned about his friend's well-being. Ireton, or one of his minions, will have asked the Adventurers to check on Sir Reginald while they are in Oxford and to help him if there is anything they can do to lift his spirits. Henry will order Parliamentarian Adventurers to treat all Sir Reginald's requests as if they were his own, however compromising they might seem to be (although it is possibly not explained that this is in the interests of Henry's idea of peace and conciliation, rather than those of the wider Parliamentarian cause).

Henry Ireton

Parliamentarian Soldier

STR 14 CON 15 SIZ 11 INT 13
POW 12 DEX 16 CHA 14

SR 15 CA 3 DM 0

Faction: Parliamentarian
(wavering) RP: 28

Skills: Athletics 57%, Evade 62%,
Influence 75%, Persistence 49%,
Pistol 76% (1D6+2), Resilience 59%,
Ride 71%, Sword (rapier) 78% (1D8),
Unarmed 62% (1D3)

Faction: Parliamentarian
(wavering) RP: 28

Armour: Steel Breast- and Back-plate
6

| D20 | Hit Location | AP/HP |
|-------|--------------|-------|
| 1-3 | Right Leg | 0/6 |
| 4-6 | Left Leg | 0/6 |
| 7-9 | Abdomen | 0/7 |
| 10-12 | Chest | 6/8 |
| 13-15 | Right Arm | 0/5 |
| 16-18 | Left Arm | 0/5 |
| 19-20 | Head | 0/6 |

Henry is a brave and talented commander. A friend of Oliver Cromwell, he is nonetheless unhappy with the turn events have taken. He wanted a return to a constitutional monarchy; he is uneasy at the rising influence of the New Model Army's Clockwork Regiment, and the attitudes of the unruly rabble of troublemakers within its ranks; and he has private concerns about Leveller,

Digger and other radical Factions using the conflict for their own ends. Respected by his men (some of whom are the very Agitators, Levellers and radicals whom Henry thinks are dangerous extremists), he fought at Naseby, where he was wounded in Rupert's assault on the Parliamentarian horse cavalry, whom Henry commanded on the day. Henry realises that he has been politically outmanoeuvred by his friend Cromwell. Cromwell, for his part, is working on winning back his friend; trying to persuade Henry that the Regicide was an absolute necessity; arranging a marriage between Henry and Cromwell's daughter; and appointing him Governor of the Isle of Ely and supporting his election as a Member of Parliament. Henry attended Oxford University before the war, where he became firm friends with Sir Reginald, with whom he has corresponded throughout the conflict. He is concerned that Sir Reginald has had such tragic losses, and is sympathetic to the subtle peaceful gestures that Sir Reginald is trying to make to those willing to listen.



Although Sir Reginald and Henry Ireton are playing a dangerous game, they are both careful not to put their concerns about the war in writing, and they are influential enough that only Prince Rupert, in Sir Reginald's case, and Cromwell, in Ireton's, could bring them down, and luckily neither has any desire to do so.

Adventurers from Other Factions will have a variety of motivations for assisting Sir Reginald, be it for the love of adventure, personal glory, or good, old fashioned avarice (Sir Reginald has deep pockets). The Background Connections section of the Adventurer Creation rules in *RuneQuest II* provide plenty of motivations for characters to

journey together – using these rules creates solid relationships between party members, ensuring that they have good reasons to look out for one another. Of course, there might be a whole range of other personal agendas that mean Adventurers are happy to undertake the task – Journalists might sense a good story, Mechanical Preachers might hope to pick up some components from salvagers near Naseby – the list is endless!

Of course if one of the Adventurers is a diehard Cromwellian spy, or otherwise completely hostile to the venture, they might still want to see how it all plays out and make a report to their paymaster (and such an individual may play a dramatic part in the finale).

An Elementary Mistake

It is likely that the Adventurers will have already played through An Elementary Mistake, the adventure found in the *Clockwork & Chivalry Worldbook*. If so (and assuming they all survived) they will have already been invited to dinner at the residence of Sir Reginald Perkinson. It is not necessary to have played An Elementary Mistake, although it does provide a good introduction to Oxford and *The Alchemist's Wife*. If not, they are invited to spend Christmas Day (or an afternoon shortly thereafter) meeting with Sir Reginald at his townhouse in Oxford.

Players' Information

It is Christmas Day, 1645. It has been a hard winter and the weather shows no signs of improving. Snow has been falling and the rivers are frozen. You find yourselves (still) in Oxford, the home of Prince Rupert's court. Rupert himself is residing at Merton College and his men are billeted all over the city, which has taken on the character of a large garrison. Royalist soldiers look out from the sturdy city walls or from one of the many towers along it, scanning the horizon for approaching Parliamentarian armies.

Prince Rupert provided the City with a celebratory firework display on Christmas Eve, to mollify the largely Parliamentarian populace. However, the working folk still seem sullen, upset by both the political character of the occupying army, the disruption to their usual routines; and they remain singularly unimpressed by flashy Alchemical displays.

The Colleges of Oxford are hardly functioning, except for the Alchemical



campuses, where Magickal researches cause strange flashes to light up the evening skies and emit sulphuric odours which hang thick in the air, permeating the whole city. The other campuses have been used either to provide accommodation for Rupert's courtiers, or have been converted into magazines for his munitions.

There is much talk in Oxford of spies and saboteurs. Rumours circulate that rampaging Elementals were released at the celebrations, perhaps by Popish traitors or other such scoundrels, wishing to raze the whole of Oxford and burn all of its Godly inhabitants. Others assert that the plotting was instigated by either Royalist or Parliamentary spies wishing to restart the Civil War at the earliest opportunity, by igniting the Royalist magazine and munitions. There is confused gossip, speaking of cloaked figures, shots being fired in the night and scuffles in the streets.

You probably find yourselves in residence at the Jolly Magpie, a rather unsavoury inn. Even those with houses in Oxford may find that their homes have been requisitioned to provide billets for the Cavaliers; promissory notes guarantee some recompense, but not until after the War. The city is not under siege as such, but nobody doubts that the Parliamentarians are watching the city for signs of Royalist activity that might indicate their campaigning intentions for the following year.

Dinner and a proposal

Sir Reginald has invited the Adventurers to dinner at his Oxford home, a beautiful townhouse near Magdalene College, on the west side of the city.

Dinner is a sumptuous, formal affair, although Sir Reginald is keen not to embarrass any of the lower class guests. Indeed, it will be suggested any such guests can dine separately with his servants and join him after dinner. Any Townsmen or Peasants will possibly be awed by the opulence, and confused by the cutlery – forks are a new invention and the common view is that “God wouldn’t have made hands if you weren’t meant to eat with them!”

Despite Sir Reginald’s genial nature, dinner might also be rather tense, dependent on the Adventurers’ relationship with Sir Reginald’s daughter Rosalinde (if they encountered her in *An Elementary Mistake*). Rosalinde will attempt to overhear the after-dinner discussions between her father and the Adventurers.

See below for more details.

After the wealthier (or more pushy) Adventurers have finished their dinner, Rosalinde will retire and any Adventurers who have been entertained in the servant’s quarters will be invited into Sir Reginald’s library where he wishes to discuss a proposal with them.

“My reason for wanting to talk to you is rather selfish. I was at the Battle of Naseby, as were my two sons, Henry and William. I was fighting on the Royalist side, Henry and William on the side of Parliament, much to my dismay. They were both killed, drowned by Undines – Water Elementals, that is – which, unbeknownst to me at the time, were summoned by my own hand.

I lost my wife too that day. Lady Cecilia insisted on accompanying me to the battle, though she stayed with the baggage train at Naseby village. In the confusion following the slaughter, she was lost, and I thought she had been killed in the vicious mopping-up operations in which both sides engaged.

If it weren’t for my precious Rosalinde I would have been unable to continue, such was my grief.”

Sir Reginald stops for a moment, looking rather distressed, then gathers himself once more and continues.

Note Regarding Statistics for Encounters in ‘The Alchemist’s Wife’

Generally, major personalities will be described and given Hit Points for individual Hit Locations. For larger groups, general Hit Points have been assigned. For an easier game experience, mass enemies can be downgraded as per the Underling rules in *RuneQuest II*. There is also always the option to have all encounters played out with everyone having individual location Hit Points – some templates of various character types have been provided at the back of this book, in the Appendix, which will assist if this is your preferred method. The combat boxes (the tables provided with characters’ Combat Statistics already filled in) are optional. Some Games Masters find them helpful to record wounds and Combat Actions, though you may have your own method for doing this. Likewise, you may prefer to roll every foe’s Strike Rank. Blank spaces have been provided at the bottom of the tables for recording Adventurers’ statistics.



Chapter I: Leaving Oxford

“But I know that, without me, Rosalinde would have nobody, and in these uncertain times, heavens knows what would become of her, alone in such a difficult world.

Recently, I have had some better news. In the pre-Christmas prisoner exchange, my manservant Pilkington returned to me. He has told me a disturbing story. He says that he saw my wife, apparently in good health, riding away from the battlefield on the back of one those devilish Iron Horses the New Model Army use. She was among a group of Parliamentarian officers, and must obviously have been taken prisoner.

I’d repeatedly written to the Parliament previously, to ask if anyone knew of her whereabouts or what became of her, but they had denied all knowledge of her. Now it seems that someone was being economical with the truth.

It’s said that in the aftermath of the battle, the New Model Army Clockwork Regiment retired to Clypston, to the north of Naseby. They were stationed there until they had made repairs and could move on. I’d like you to go there and make enquiries. Find out if anyone saw her there, and if so, where she was taken after that. If you can get any information, please follow it up. I’m prepared to pay handsomely for the return of my wife – or even for some knowledge of her last movements so I can find some peace – though I would hope that some of you will be motivated by reasons other than the acquisition of worldly wealth. If the trail dries up, I’d like you to travel on to the New Model Army headquarters in Cambridge and see if you can find any information there.”

Adventurers might make Insight rolls, in which case, if successful, they will believe Sir Reginald to be completely sincere, which he is. Assuming the Adventurers accept the task, Sir Reginald will make a further request of them.

“There is another little task to be performed on the way. My good friend Sir Richard Flamborough was killed at the battle of Naseby. He was a widower, and his three small children are now being brought up by his aging mother, Lady Katherine, with only the help of a few servants. I’d like you to take a letter of condolence to her, and if you find she needs any help and you are able to assist, please do so, it would mean a lot to me to know she and the children are safe and well.

Lady Katherine lives at Althrop House, in Whittlewood Forest, just over the Oxfordshire border and on the way to Naseby”

Finally, talk may turn to the practicalities of planning and provisioning for a journey through the winter countryside. Sir Reginald will offer the following.

“If there is anything you need for your journey, you’ll find that my credit is good with Rumpole’s Outfitters. I can personally provide a cart or two, with mules, but all horses in the city have been requisitioned by the army, so your chances of finding personal mounts are nil.”

The Adventurers may have further questions – but there is little more that Sir Reginald can add. He will allow them a week to get their affairs in order, create Philosopher’s Stones and Potions etc., but he is hoping that they will be able to set out at the beginning of the New Year.

Shopping

Sir Reginald gives the Adventurers a letter to take to Rumpole’s Outfitters. Rumpole – a Merchant who manages to remain quite hale and plump despite the stringent times – is prepared to allow the Adventurers up to 500 shillings’ worth of gear on Sir Reginald’s credit, but if they ask for much more than this, he will insist on receiving further written confirmation from their patron. Prices are double what they are in the *RuneQuest II* rulebook due to the inflationary war economy.

It is not necessary to roleplay the shopping expedition, but if your players are so inclined, Rumpole is a snob. He will be particularly contemptuous of any Peasant Adventurers, taking every opportunity to patronise them, fussing around them if they touch his wares and making it clear that he thinks their choices are a little too good for them. Conversely, he will be extremely helpful to any Noble shoppers, name dropping that he has been given Royal approval by Rupert himself and fawning over them, complimenting them on their excellent taste and wise shopping choices. In fact, the goods are all of very good quality and Rumpole has access to the widest range of stock in Oxford. Despite the high prices, the Adventurers won’t find better, or cheaper for the same quality, elsewhere.

Adventurers with their own horses will be aware (on a successful Lore (Regional) roll) that they will likely have their mounts requisitioned if they ride out of the town gates on them. Particularly enterprising or fortunate players may think of ways of sneaking a mount out, or own lands actually en



route to Naseby or Cambridge (although that will not prevent them being stopped by a patrol and having them confiscated regardless), but otherwise they will have to choose between cart or walking.

It is possible that any Alchemists in the party will want to take a mobile laboratory with them. That is fine but they should consider the following (if they make the appropriate Regional Lore/Culture rolls) – they will probably be wise to disguise their laboratory. For instance, a travelling medicine seller is much less likely to be lynched than an Alchemist in certain “superstitious” areas. They should also consider that taking a cart with a laboratory into Cambridge itself would be foolhardy in the extreme – they will have to find somewhere outside Cambridge to leave their possessions. A suitable contact is provided in Chapter V who can help.

Alchemists will probably also want to prepare some Philosopher’s Stones or Potions to take with them for the journey. As long as the party do not prevaricate too long Sir Reginald won’t mind, but after a week he will start sending them messages, concerned that they haven’t left Oxford.

Leaving the city

Once the Adventurers are ready to depart, they can set off through the east gate of the city, crossing the bridge over the River Cherwell, before heading in a northerly direction toward Naseby. As they reach the outskirts of the city, they are met by two rather bored guards, who want to know their reasons for leaving Oxford, and what is in their cart. *“Been lots of smugglers in and out of here lately – wouldn’t like to think you were carrying goods to those damned Roundheads.”*

The party will need to come up with a good reason for leaving; if they sound suspicious, the guards (Matty and Gus) will insist on searching the cart. Bribery or a good Influence roll (+40% for any Nobles who proclaim their identity) will get them through and into the woods on the other side of the river. However they negotiate their departure, it should be a frustratingly slow process. On the other side of the bridge are a group of more dedicated Royalist soldiery, laughing at the jokes that their flashy captain (“Dasher” Cansdale) is cracking, but they hardly glance at the party as they take to the road, assuming appropriate checks have already been made by the Watchmen.

Rosalinde

Rosalinde will follow the Adventurers, her interest piqued by what she overheard her father and the party discussing. She will possibly follow them all the way to Cambridge and her journey may weave in

and out of the Adventurers’ paths. Possibly at some point she may join with the party (or be sent packing by them). She will travel light, although she is very resourceful and will be well-equipped. Her winter wear is extremely warm, not too heavy and of good quality; and she carries a brace of pistols and her rapier. Her pack is full of useful equipment and preserved foodstuffs. She has a well hidden purse, with enough money to buy her way out of (or into) trouble. She may also have been slightly taken by one of the party members, which she will be loathe to admit, or she may still hold a grudge following the brawl in An Elementary Mistake.

She will attempt to keep a low profile (at least until well away from Oxford) and will negotiate billets in barns, rather than inns, swearing those who accommodate her to secrecy. She maintains her “male” disguise throughout her travels. She is motivated by being involved in the heroic deed of rescuing her mother from her Parliamentarian enemies. Truth be told, she never saw eye to eye with her mother, who in turn had always made it clear she favoured Rosalinde’s brothers over her. But, family is family, and honour, honour, and if her kind but clearly spineless father won’t undertake the journey himself, she will have to go.

Rosalinde Perkinson

Royalist Cavalier/Lady

STR 12 CON 11 SIZ 10 INT 13
POW 10 DEX 17 CHA 13

SR 15 CA 3 DM 0

Skills: Disguise 70%, Evade 68%,
Persistence 56%, Pistol 67%
(2D4+1), Resilience 49%, Stealth
89%, Sword (rapier) 67% 1D8,
Unarmed 25% 1D3

Faction: Royalist

RP: 68

| D20 | Hit Location | AP/HP |
|-------|--------------|-------|
| 1-3 | Right Leg | 0/5 |
| 4-6 | Left Leg | 0/5 |
| 7-9 | Abdomen | 0/6 |
| 10-12 | Chest | 0/7 |
| 13-15 | Right Arm | 0/4 |
| 16-18 | Left Arm | 0/4 |
| 19-20 | Head | 0/5 |

Rosalinde Perkinson is the headstrong daughter of Sir Reginald Perkinson. With her brothers dead and her mother gone, Rosalinde is enjoying a new-found freedom. Her father is



uncertain how best to deal with Rosalinde, usually doing his best to indulge her. A passionate supporter of the Royalist cause, Rosalinde believes her brothers were deceived into turning coat and joining the Parliamentarians. She thinks the crumbling of natural bonds has turned son against father, causing in the end nothing other than grief and hatred. Of course, Rosalinde doesn't acknowledge that her own behaviour causes her father no end of worry. She dresses at times as a man, roistering around the town with Cavalier dandies, picking fights with Parliamentarian-supporting townsfolk. Rosalinde is a capable fighter, an expert tracker and a mistress of disguise. Passionate about her beliefs, her impetuosity often leads her into danger. Her high Disguise skill means she can pass off as a man, when outfitted appropriately, appearing as a handsome boy, rather than as the attractive young woman she looks when dressed in her courtly gowns.



The Saboteur's Trail, or "What is actually going on"

As well as being followed by Rosalinde Perkinson, daughter of Reginald, the party are following behind another Perkinson, Sir Reginald's wife, Cecilia. Unbeknownst to all but her new employer, Lady Cecilia Perkinson has taken up arms for the Parliamentarian cause and in particular one of the leaders of the Parliamentarian spy network.

Lady Cecilia did indeed leave Naseby on the back of an Iron Horse. But she was no prisoner; she left willingly after exchanging some urgent words with a woman wearing a silver mask. This person sought

out Lady Cecilia as the battle was petering out. Coming to Cecilia, deep within the heart of the Royalist camp, she led the bewildered noblewoman through the maze of corpses strewn across the battlefield, before finally arriving at the last resting place of Lady Cecilia's sons, Henry and William. Lady Cecilia needed little persuading; convinced that her sons had been slain by the Battle Alchemists, and very likely at the hand of her own husband, she vowed she would take revenge on the Royalists and all their hateful magicians, her husband included.

Her recruiter, Lady Arabella Blackwood, commandeered an Iron Horse, an unheard of and casual display of immense power, as most of the machines had been exhausted during the battle; even Cromwell had been unable to secure a charged mount, when his own had wound down. Wearing the snatched helmet of a slain NMACR (New Model Army Clockwork Regiment) trooper, the mysterious Parliamentarian drove Cecilia away from Naseby, temporarily stopping at the NMACR billet, before heading into Cambridgeshire where Cecilia could be conditioned, trained and deployed as her new employer saw fit.

Lady Cecilia was behind the attempted sabotage of the Christmas celebrations in Oxford. She had actually been dispatched to steal some papers from the Alchemists, and had been specifically sworn to not attack her husband, the focus of much of her ire. But having completed her other task and hearing of the magical display planned for Christmas Eve, she could not resist attempting to sabotage the event. She hoped that she might at least spoil Prince Rupert's party, perhaps cause the destruction of the Royalist arsenal and as a bonus her husband might be killed trying to stop the rogue Elemental. To her surprise, she found that she could not actually raise her hand to fire directly at Sir Reginald and, frustrated, fled from her hiding place in the city. Furthermore, it is likely she saw the Adventurers aiding her husband and possibly thwarting her sabotage.

Leaving Oxford, she is determined to kill any who might have followed her; return to her employer with the information she has gathered, and carry on working toward the destruction of any supporters of the Royalist cause, particularly any who practise Alchemy. Like her daughter Rosalinde, whom she has all but forgotten in her quest for revenge, Lady Cecilia is fond of disguises, donning bindings, hat and cloak to affect the appearance of a male, or genteel finery when wishing to appear female. As she has the use of a mount and other assistance on her travels, it will be impossible for the Adventurers to catch Cecilia on the road, although they may find evidence of the mysterious saboteur on their



journey.

Safe Travels

Generally speaking, unless the party looks like a military unit, or people are conspicuously wearing partisan colours, they will not be attacked by Royalist or Parliamentary troops on sight. Any uniformed Adventurers will be challenged “For Rupert or Parliament?” by patrols, and there will no doubt be trouble if they answer incorrectly. Some patrols will also think nothing of stopping and interrogating travelling civilians, and if they don’t seem too influential, even “requisitioning” supplies from them. But bear in mind, Factions are intermingled geographically – Royalist Oxford is full of Parliamentary civilians and even in the countryside people’s loyalties can be just as varied, influenced by their local Lord’s stance, their village’s experiences of the war so far, and a multitude of other religious, economic and political factors.

Usually Oxfordshire is the heart of England’s “green and pleasant” land. Mostly cultivated, the landscape consists of gently rolling hills, the occasional wooded area and river valleys. However, it is currently freezing and, unless described otherwise in the text, it will be snowing, sleeting or drizzling rain. Note, these conditions mean that travel will be tediously slow. By cart, the likely mode of transport, or on foot, the party may only progress a dozen km per day (their movement halved due to weather, and halved again because of the treacherous nature of the roads). Movement by horse suffers fewer penalties, but there aren’t any available!

In addition, the hard winter and war have ravaged an already hard-pressed peasantry to the point of breaking. It is too cold to sleep out, even in a covered cart (unless it is a properly kitted out caravan, built for the purpose). Adventurers should expect to stop in inns along the way, or if better connected, in the homes of other wealthy individuals.

Oxfordshire County Wandering Encounters

The following people might be traversing Oxfordshire, despite the grim weather. If you feel a Wandering Encounter would improve the pace of the adventure, roll 1D10 and consult the following table. If you roll an encounter you have already used, ignore it and roll again. Alternatively just pick whichever encounters you would like to use and run them in your own chosen order. The journey to Northamptonshire and Whittlewood Forest will take

Lady Arabella Blackwood

In the course of *The Alchemist’s Wife*, the Adventurers will slowly become aware that there is a shadowy figure behind Lady Cecilia, a woman who recruited the Alchemist’s wife to the Parliamentary cause. That woman is Lady Arabella Blackwood.

Members of the Invisible College may know Lady Arabella, or may even have her as a patron, as she is mentioned in the *Clockwork & Chivalry Core Worldbook* p.72. But while everything said about her there is true, it is only a half-truth. As well as being an Alchemist, she is also an expert on Clockwork and is well-known in Cambridge for her innovative designs. While in Parliamentary lands, she wears a silver mask, and while some have suspected her true identity, only those at the very top know it for sure; to everyone else she is known as Lady Silver. Unknown to either side, she has also begun dabbling in Witchcraft, and it is her aim to bring these three arcane sciences together. An attractive woman in her late forties, her charm and wit have made her good friends on both sides in the war, and it is said that both Prince Rupert and Oliver Cromwell are besotted with her. It is known that she favours an end to the conflict, and believes the only way to achieve that is through strong leadership – though no-one knows the depth of her ambitions, or how far she will be prepared to go to achieve that end.

When Lady Cecilia defected from the Royalist side when her sons died at the hands of the Alchemists, Arabella saw the opportunity to use her as a Spy in Royalist lands, but underestimated Cecilia’s madness, ruthlessness, and desire for revenge. Lady Cecilia was under the impression she was working for a Parliamentary Spymaster and it is only at the end of this adventure that she realises that Arabella has been playing both sides.

While Arabella will make her escape at the end of *The Alchemist’s Wife*, she is destined to return in future episodes of the Kingdom & Commonwealth Campaign.

three or four days at least (unless the party has somehow contrived to get proper mounts, an event which should be discouraged, for the reasons given above). So if you do want to run Wandering Encounters, they are best divided up along the journey. Beware of hitting the party with encounter after encounter. You do not have to run them all; pick the ones you will most enjoy running and your players will most enjoy playing.



Characters on the roads of Oxfordshire

1. **Kitley Heath**, a Parliamentarian Spy. He will try to keep his distance, but if caught will claim to be a Rector travelling to a new Parish in Bletchbury Heath. He carries papers tucked in a bible, concealed in his coat. The papers contain notes on the defences at Oxford. He is not the saboteur/spy that killed Seddon (see “A Sinister Discovery” section below) and has no knowledge of the identity or motives of Seddon’s killer.
2. **1D20 beggars**. These Vagabonds are travelling to Oxford to claim financial support, but have little or no hope of being allowed in. They are starving and truly wretched, but will not attack the party. They will, however, follow them for a few hundred yards, begging pitifully. It is up to the Games Master how cruel/generous the party need to be to get them to go away.
3. **2D3 Royalist scouts**, running messages between Oxford and local sympathisers or military units. They will challenge the party to see if they are friend or foe, but will not engage unless provoked.
4. **4D6 Royalist Cavaliers**. They will challenge the Party. If there are Parliamentarian Adventurers they will make to attack, but if they are given Sir Reginald’s name or a letter of passage, they will apologise profusely, offering directions or any aid that they can immediately give (they will not go with the Adventurers, however).
5. **A couple, Esme and Harold Sack**. They are trudging through the snow pushing a cart. They are Ranters, heading to Oxford to meet with some like-minded folk. They are actually quite well-to-do and their cart is full of victuals (hidden under ragged sacking) as they have been invited to an extended party above the notorious Drunken Cavalier pub in Oxford.
6. **A pair of gypsy caravans**. They are driven by gypsy Entertainers, who are fleeing the Parliamentarian east, having been warned they will be flogged or worse if they return. They are hoping that they will be able to find safer work in the Royalist areas. They will nod a greeting, and perhaps even invite the Adventurers to their camp if it’s near nightfall and they seem a friendly enough crowd.
7. **Preacher**. The Adventurers reach a crossroads. An under-dressed “wandering” preacher (he actually has a warm cottage nearby, from which he observes the road for approaching travellers)

- is waiting there and will accost the party, asking for a shilling from each of them in order to build a Mission in the New World. He will berate anyone who does not donate, following the party for about three hundred metres, informing them of all their worldly failings. He will even nag the staunchest of Puritans, taunting them about their “fancy cart” or “flashy winter clothes”.
8. **Hunters**. A fox flashes across the path, followed by hounds and mounted hunters. The lead hunter, a wealthy local, wishes a “Tally ho” to the Adventurers before carrying on in pursuit of his quarry, his youngest son riding close beside him. Within half an hour there is a high pitched “crying” noise, the hunt reappear, hounds’ muzzles flecked with blood. The boy is also smeared with blood, in celebration of his first “kill”. His father stumbles along, left arm broken, leading his horse with his right, having fallen off.
 9. **Alchemist’s Cart**. A cart approaches. It is being driven by an elderly man, accompanied by his young daughter. In the cart is a portable Alchemical laboratory. The driver is an independent Alchemist, Farley Drister, who is travelling to Oxford to buy tomes, and spend some time with relatives (although he is actually intending to avoid the relatives and create some potions, while his nephew and family take care of his daughter, Amy, whose young mother died in a fire, a few weeks ago). The girl looks thoroughly miserable, and if the party stop to chat, whispers to anyone who looks reasonably sympathetic that she needs rescuing before her father “kills her too”. Amy is aware that her mother died in an unfortunate Alchemical explosion!
 10. **2D6 Parliamentarian Raiders**. This squad of mounted Parliamentarians are foraging in the Royalist area. If they see the party they will not attack, as they have successfully plundered a village and want to get their supplies back to their own lines. They will therefore charge past the relatively slow moving Adventurers rather carelessly. Those sat upon carts or walking will need to make an Evade roll to avoid being clipped in passing (1D3 damage to an arm or leg; 2D3 if they fumble). Half an hour later a party of Royalists will come careering up the road in pursuit. Make the same Evade rolls to avoid being jostled again!

Village and Manorial Life

It is not necessary to role-play every part of the journey. Indeed, sometimes you will want to move



the plot on or speed up events to add to the drama. However, if the players do decide to wander off the quickest routes, and you decide to let them, the following tables can be used to flesh out the reactions of those they meet in Oxfordshire. Roll 1D6 or choose from the tables below.

Villages in Oxfordshire

1. The villagers are worn down by the war to the point of fearing all strangers. As the party approach they will see the villagers fleeing indoors. They bolt their doors and shutter their windows and however much the party ask they will open them for no-one. The villagers have suffered plundering by Royalists and Parliamentarians over the past months and they just wish to be left alone.
2. The villagers are having an extended Christmas party. They are drinking, singing and chasing each other around. Musical instruments are being played and bawdy dancing is taking place in the frozen village square. The Adventurers will be welcomed and, as long as they pay a fair price, they will be able to join in the festivities. Everyone will retire to the inn, where fine ale will flow, and the party will become even wilder. The villagers recently robbed a wagon train taking Christmas supplies through the village on the way to Prince Rupert's Court. The Adventurers may notice that the wines and ales on sale are of exceptionally high quality, and there are other little luxuries available which would not normally be seen at a country inn. As long as no-one asks too many questions they are happy. Any party-poopers will be jeered at rather than set upon. However, officious Adventurers (bailiffs, magistrates, judges and the like) would be better keeping quiet.
3. The village is staunchly Royalist. Any Royalists will be welcomed warmly; Parliamentarian Adventurers, less so.
4. The village is staunchly Parliamentarian. Any Parliamentarians will be welcomed warmly; Royalist Adventurers, less so.
5. A friendly enough place, the village is run by a giant of a man, Hale Johnson. Hale works a forge by day and runs the inn at night. He drinks like a fish and enjoys tales, listening to them and telling them. His daughter, the intoxicatingly beautiful Louisa, helps him run the bar. She is a romantic soul, bored by the earthy attentions of the local village lads, and will likely fall instantly in love with any worldly or scholarly male Adventurer.

6. Less of a village, more a mess of broken shacks whose inhabitants look half starved. They will offer the Adventurers a place to stay and a meal – both will be awful.

Manors in Oxfordshire

There are numerous manor houses dotted about the countryside. These range from relatively small houses belonging to members of the Gentry, to massive mansions surrounded by acres of parkland, belonging to the Nobility. Adventurers cannot just expect to turn up at a manor and be given free accommodation. That said, it would be considered bad form not to help a stranded traveller of the right kind of background (Middle Class at a push, preferably Gentry or Nobility) with a place to stay if stranded and away from home. Manors will have many spare rooms and servants, and will be run by the owner or his (or her) steward/chief valet.

1. The manor is owned by a frail scholarly type. Alfred Fangle is happy for the Adventurers to stay, as long as they are prepared to listen to his varied health concerns. He is a hypochondriac, convinced he is prey to miasmas, infections of the temper and a hundred-and-one other complaints. Any Adventurer who is a Healer, medicine seller, Alchemist (or just about anyone that can rustle up a bottle or jar of fake ungent or lotion) can make a healthy profit from the fearful gentleman.
2. Past a miserable village with no inn sits the home of the Longthornes, a bustling manor filled with children. The Royalists, Lord and Lady Longthorne, have invited their extended family to stay for the festivities and beyond, and everyone, apart from their sullen son (an avowed Parliamentarian), and the wretched starving villagers a mile down the road, is determined to have a good time.
3. The owner, Lady Henshaw, will ask the party to leave. She is a practising Catholic and has invited a priest from Oxford to stay with her. She is worried the locals from the next village will hear of it, fearing they will use such information against her in an attempt to confiscate her lands if the Parliamentarians draw any nearer.
4. The family are away and the steward will inform the party that regrettably they can't stay in the main house, but they are welcome to bed down in the outhouses (stables, basically), as long as they leave first thing in the morning.
5. The affable owner is a wealthy Royalist Lord. He is happy to welcome any Gentry or Noble Adventurers to stay, indeed making a fuss of



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them whatever their Faction, ignoring other party members who will be given a room in the servants' quarters. He is an admirable host. In the unlikely event the party are all Peasants, he will react less favourably, telling his servants to arm themselves and taking pot-shots at the group, whom he will assume to be squatters.

6. The home of the romantic radicals Mr and Mrs Dending. The Dending will provide the Party with a simple meal and warm and comfortable rooms. The Dending will then ask the party if they would like to dress in less uncomfortable attire, offering them silk gowns (each worth a small fortune) and join them in their poetry lounge. The raging fire and scattered animal furs ensure that the party don't freeze if they accept the unusual offer.

Out of Oxford

Having left the city, read the Adventurers the following:

"It's still bitterly cold and it's slow going on the icy road. Once you are over the bridge, the trail turns immediately northward, following the course of the river. There are trees ahead, covered in powdered snow, and the river to the side of you is frozen over. Aside from the cluster of sentries by the bridge behind you, and a similar armed group visible in the far distance to the east, there are few people about. The snow is preventing the

peasantry from working, and anyone with any sense is tucked up warm in their homes."

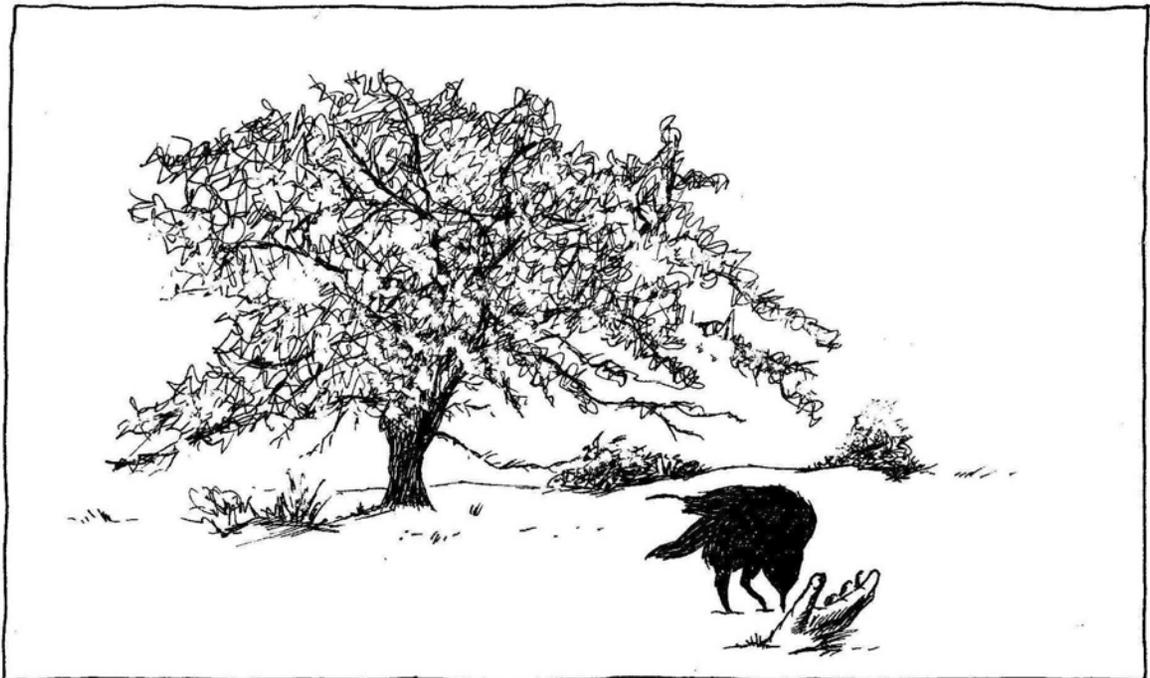
The other armed group are a Royalist scouting party maintaining the road as it heads off east into Parliamentary territory. The snow and slush make it hard work identifying what actually constitutes road, and at times it is necessary to veer off into Shotover Woods, away from the river.

A Sinister Discovery

Early on, as the Adventurers near the edge of the woods, have them make Perception rolls. If successful, they notice something sticking up out of a bump in a hollow. If they passed their rolls and decide to investigate, they will see that it is a hand. The hand belongs to the corpse of a Cavalier, John Seddon, who encountered Lady Cecilia as she fled Oxford after An Elementary Mistake; noticing Seddon was in pursuit, Cecilia made for the woods, quickly changing her garb and feigning being a damsel in distress. The unwitting Seddon came to her aid as she staggered from the tree-line, crying that she had been assaulted by a cloaked stranger. As Seddon put out his hand to steady her, she stabbed him.

If the Adventurers all fail their Perception rolls, their attention will be drawn to the hand when a crow flies down and starts pecking at the frozen fingers.

If they remove the snow and examine the body, it will be apparent that the corpse was well-to-do and that whoever he was, he died from being stabbed



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through the heart. A successful Healing roll will show that the corpse has been there some days (since Christmas Day in fact) but has been preserved by the heavy snow. There are papers on the corpse but they are unreadable, wet through with now-frozen blood. The corpse has not been robbed (there are 30 shillings in his coat). The murder weapon is not there, but Adventurers can also find Seddon's silver ring, still on his hand, engraved with a scrolling "J.S.", and Seddon's rapier. The rapier is of excellent quality with a distinctive ornate hand-guard, again engraved with the owner's initials.

On the off-chance that the Adventurers get the corpse to anyone of authority in Oxford ("Dasher" Cansdale will still be waiting at the bridge outside Oxford) they will find out that John had been on the trail of a Parliamentary spy spotted in the city on Christmas Eve. Seddon's horse was taken by Lady Cecilia, and the tracks are now long gone.

What the Adventurers decide to do with Seddon's body may have an impact later in the adventure (see the "Lord Percy "Dasher" Cansdale and his Gallopers" section below). They might decide to take the body back to Oxford, in which case they will encounter "Dasher" there; if not he will catch up with them a day later investigating anyone along the road from Oxford to the Northamptonshire border. They may decide to take the papers (useless as they are), the ring and rapier, or even the corpse itself. If they do take the corpse and hand it to a Royalist patrol along the way, the patrol will take the body and the names of the Adventurers and return to Oxford to report to "Dasher" Cansdale (where they will be reprimanded for not searching the carts and holding the Adventurers).

Past this point, the going gets even harder. The path is now indistinguishable from the rest of the ground and the Adventurers will have to weave in and out of the trees to continue northward. If the Adventurers have a cart they should make a couple of Drive rolls on entering Shotover Woods to ensure they do not get stuck (on a failure), or break a wheel (on a fumble).

A Desperate Band

On one such enforced detour from the path they will be attacked (at the point their wheel breaks or gets stuck, if the attackers are lucky). Living in the woods is a small band of Cottagers. These ragged fellows have been driven to waylaying travellers as a means of survival. The winter being hard and the economy as it is, they have run out of food and are weak and hungry. They are locals and they realise that, if caught, their families might suffer, but they are no longer able to feed themselves from small game, appealing to the parish and begging. The

group all cover their faces with cloths and hoods.

Have the Adventurers make Perception rolls (at -20% – the Cottagers know the best hiding places and are hidden away waiting for such an opportunity). If they succeed they will realise they are surrounded by ragged figures, tucked behind trees and in hollows. Uncle Samkin will stride out from behind a tree and make his demands.

A large figure steps out from behind a nearby tree and shouts at you:

"Hello folks. Good of yer to drop by. Yer surrounded. Hand over yer valuables an' there won't be a fuss. Come on, drop yer weapons an' look lively about it."

Assuming the Adventurers don't comply (if they do, they will be left with some clothing and little else – the Cottagers aren't heartless and wouldn't see them freeze to death), Uncle Samkin will order his group to attack, saying "Av' 'em lads!" as he swings his staff.

Again, Adventurers should make Perception rolls (before rolling for Strike Rank), to establish whether they are surprised by the attacker nearest them. If the Adventurers continue to try to parley, particularly if they are winning the fight, Samkin will attempt to get them to hand over their food supplies (or a substantial part thereof). If this doesn't work he will continue to order an attack – his band are desperate.

Cottagers

There are the same number of Cottagers as the party + 2 (if the Adventurers are all well-armed soldiers adjust accordingly), none of them are armoured, with the group including at least the following:

Uncle Samkin



Self-interested Cottager

STR 16 CON 12 SIZ 16 INT 10
POW 9 DEX 13 CHA 12

SR 12 CA 2 DM +1D4

Hit Points 16



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Evade 45%, Persistence 60%,
Resilience 60%, Staff 60%
(1D8+1D4), Unarmed 50%,
(1D3+1D4)

Faction: Self Interest (Family) 65

Large, bearded (under his mask), the group spokesperson for the Cottagers. He actually is Clop's uncle, but the other Cottagers also call him Uncle Samkin, as an affectionate nod to his paternal authority over the group. Samkin blames himself for not being able to provide for the band.

Clop (Samkin's nephew, aged 9)



Self-interested Cottager

STR 7 CON 7 SIZ 6 INT 10
POW 9 DEX 12 CHA 9

SR 11 CA 2 DM -1D4

Hit Points 7

Evade 78%, Makeshift Dagger 30%
(1D4-1D4), Persistence 18%,
Resilience 14%, Unarmed 15% (1D4-
1D4)

Faction: Self-interest (food!) 88

Samkin didn't want his nephew, whose parents are dead, to accompany him. Clop followed the other Cottagers and is joining in the attack, realising how critical the Cottagers' situation is and wanting to "protect" his uncle. While his chance of doing any damage is slight, his cries of "Kill, kill, kill! Die, die, die!" while stabbing about him frenziedly may worry the Adventurers.

Other Cottagers

STR 10 CON 9 SIZ 11 INT 9
POW 9 DEX 10 CHA 9

SR 10 CA 2 DM 0

Hit Points 10

Dagger 30% (1D4) or Stick 30%
(1D4), Evade 36%, Persistence 38%,
Resilience 29%, Unarmed 25% (1D3)

The Cottagers are all slightly weakened by hunger and their statistics have been adjusted accordingly. They are armed with makeshift daggers or sticks.

The Fight

The adults will all fight until it is clear that they have no hope of winning. At the point they give up, they will try to retreat, attempting to take any fallen members of the band with them. Their main fear is that they will be identified and then rounded up, with their families, and turfed out of their meagre shacks. If anything happens to Clop, then Samkin will fight until he is knocked unconscious or killed. If anything happens to Uncle Samkin, vice versa (make it clear that anyone left in the snow will likely freeze to death quickly).

If the party are really hard-pressed, Rosalinde, who is following the Adventurers, might attempt to fire her pistols at the outlaws, then retreat once more to a discreet distance. She will only do this if she thinks she will not be spotted or the Adventurers are in danger of being unable to continue their mission.

After the Fight

If the party search any dead, they will find only the rags they are wearing and their improvised weapons (daggers are knife blades wound onto sticks, clubs are just large sticks). On a Perception roll (+20%) it will be obvious the attackers are half-starved. If they capture any of the Cottagers they will not reveal anything about themselves, aside from the fact that they are starving. The Adventurers can hand them over to the authorities – Lady Jordan's steward at the nearby Heddendon Estate; or they could let them go, possibly even with a few morsels of food; or they could exercise summary justice (an atrocity which Rosalinde will witness and in the fullness of time possibly report to her father).

If the party are in need of some recuperation they will know, on a successful Lore (Regional) roll, that there is a village two miles to the north, the village of Marston, or the Heddendon Estate two miles to the east. In any case they should be encouraged to stop soon as the light is fading, the short winter's day coming to an end; their progress is pitiful, what with treacherous driving conditions and marauding Cottagers.

Marston

Marston is a mean little village, boasting a tiny church, a grubby inn and a scattering of dwellings. The villagers are solidly Royalist and will be surly and unsympathetic to any Parliamentarian Adventurers. They have little and will overcharge for that. The inn is particularly unpleasant, little more than an ill-kept private house with a cramped and dirty spare room.

The rector at Marston is, however, a kindly man and will offer a billet for any casualties if the Adventurers knock on the door of the rectory. If not already done, he will attempt to First Aid any wounded Adventurers (58%). Reverend Jowels is Laudian enough to please the Royalist villagers, whilst austere enough in his own way, (his plain

little rectory shouldn't upset the Puritan party members too much). His church is, however, ornamented by an exquisite altar rail and has the most beautiful (although tiny) stained glass windows inset in the small end tower. Any Puritan party member succeeding in a Righteousness roll should try to persuade the other Party members that the altar rail should be smashed before they leave, an action sure to see them pursued by an angry lynch mob from the village.

Heddendon

Heddendon is a small Manor overseen by Master Kilner, the steward and Valet for Countess Joanna. Countess Joanna will allow the Adventurers to stay, if they are wounded; if the party includes any wealthy Royalists; or if they are suitably polite and



| Name | SR | CA | Round 1 | Round 2 | Round 3 | Round 4 | Round 5 | HP | Wounds | Notes |
|------------|----|----|---------|---------|---------|---------|---------|----|--------|--|
| Samkin | 16 | 2 | | | | | | 16 | | Evade 45%, Staff 60% (1D8+1D4), Unarmed 50% (1D3+1D4) |
| Clop | 10 | 2 | | | | | | 7 | | Evade 78%, Dagger 30% (1D4-1D4), Unarmed 15% (1D4-1D4) |
| Cottager 1 | 14 | 2 | | | | | | 10 | | Evade 36%, Dagger 30% (1D4), Unarmed 25% (1D3) |
| Cottager 2 | 14 | 2 | | | | | | 10 | | Evade 36%, Dagger 30% (1D4), Unarmed 25% (1D3) |
| Cottager 3 | 14 | 2 | | | | | | 10 | | Evade 36%, Dagger 30% (1D4), Unarmed 25% (1D3) |
| Cottager 4 | 14 | 2 | | | | | | 10 | | Evade 36%, Stick 30% (1D4), Unarmed 25% (1D3) |
| Cottager 5 | 14 | 2 | | | | | | 10 | | Evade 36%, Dagger 30% (1D4), Unarmed 25% (1D3) |
| Cottager 6 | 14 | 2 | | | | | | 10 | | Evade 36%, Stick 30% (1D4), Unarmed 25% (1D3) |
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charismatic. All apart from Peasants will be welcome in the main house; Peasant Adventurers will be required to eat with the servants and sleep in the stables and receive no more than a cursory polite interview with the Countess. The stables will at least protect Peasant Adventurers from the elements and they provide a more comfortable bed than those at the rundown inn at Marston.

If the Adventurers report the incident with the Cottagers, the Countess will look flustered and instruct Master Kilner to look into the matter and send a servant to inform the local Bailiff of any wrong-doing.

Any wealthier Adventurers will be invited for dinner before retiring. Lady Joanna's husband has been away, fighting in the Debatable Lands for the past year. Lady Joanna is "lonely" and becomes both increasingly tipsy and potentially flirtatious as the evening progresses. She may even whisper an invitation to a suitably dashing visitor, to meet her in her chambers later that night. Master Kilner will hover nervously throughout the evening, giving any Adventurers who seem interested in the amorous Countess a disapproving look – he will pace the corridors of the manor throughout the night, redirecting any "lost" Adventurers back to their own rooms.

In the morning the Adventurers will no doubt wish to continue their journey northward. Lady Joanna will not be available to wish them farewell, overcome by a "fainting humour". Master Kilner will make sure the party leave soon after a simple breakfast, mentioning that he has a letter to scribe to the Count, the fiercest duelist and keenest shot in Christendom, and husband of Countess Joanna!

Day 2

On the second day, whether they stayed at Marston or Heddendon, the Adventurers will need to rejoin the road by the river, running north, to continue their travels toward Northamptonshire. The snow has thawed somewhat, drizzling rain and sleety showers not helping to improve progress, as the ice turns to muddy sludge. There will probably be little incident, aside from a visit by Lord Percy "Dasher" Cansdale, who will either have found John Seddon's corpse; or, in the unlikely event that the Adventurers have either kept the corpse or handed it on to somebody else for safe keeping, he will still be looking for him.

Lord Percy "Dasher" Cansdale and his Gallopers

At some point on the second day (or later if they had to rest up injured) read the following to the players:

As your mules trudge along the muddy road, you hear the thundering of hooves and half a dozen riders come into view ahead of you. They do not look to be slowing and you can see the steam rising from the horses. Finally, just as it seems they must crash into your party, they slow and six mounted soldiers wheel around you. One of the soldiers, a dashing Cavalier by the look of him, athletically dismounts and bounds towards you. He speaks with an upper class accent and an air of authority.

"Hello good sirs, might I trouble you for a few moments of your time? I am conducting an investigation for Prince Rupert himself and I require your assistance in answering some questions. But first, let me introduce myself. I am Lord Percy Cansdale, although my friends and my men call me "Dasher". If you can return the favour and identify yourselves, I would be most obliged."

Lord Percy is a brave and resourceful fighter, who believes in a romantic chivalric code. He is not, however, best suited to conducting a murder investigation. Nevertheless, he is doing his best. If the Adventurers left Seddon's body where they found it (or handed it over to Royalist authorities), he will say the following:

"Several days ago, on Christmas Eve in fact, an evil saboteur attempted to cause much mischief in the fair and Royal City of Oxford. I believe my good friend John Seddon was on the trail of this very Spy, tailing him out of the city in order to bring him to justice. Unfortunately, John did not return, and these past few days I have been searching for him."

He will then explain how either he found the body and is looking for a murderer, or if not, how he is still looking for his friend. He will ask the party if they saw anything, where they are headed and why. If he has any reason to suspect the Adventurers (if they are overly defensive, downright hostile or fumble Influence rolls) he will order their carts and any male Adventurers to be searched. If the party are in possession of either Seddon's ring or his rapier (or worse still, his corpse) Lord Percy will recognise them at once on a successful search (50% chance if the Adventurers bothered to hide Seddon's things, adjusted if the Adventurers have been particularly creative in their choice of hiding place). Unless the Adventurers can persuade him otherwise he will demand an explanation or attempt to arrest whoever he thinks responsible. If the Adventurers point out that Seddon has been dead far longer than they have been journeying, Percy will be confused, apologise



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and let them go (even if he knows that the Adventurers have robbed his friend's corpse). He will, however, take possession of any of Seddon's goods that the party might have.

Lord Percy will be extremely polite to any women present, whatever their social status. If the conversation goes badly he will not insist that they are searched, believing women are meek creatures, hardly capable of mischief. If the women in the party behave other than meekly, he will still ignore such behaviour, believing that it is he that must somehow have caused offence, not they.

The Adventurers will probably be able to talk their way out of any trouble and if they allay any suspicion or there are females present, Percy will finally reveal the following.

"You know, I apologise for bothering you, I really do. You must understand I was very fond of dear Seddon. I have ridden through the day and night to find whoever hurt him, and I'm dreadfully tired. Once again I am sorry for my ill manners. I don't think visiting that rascal Lord Hastle helped. The man's a fanatic and I'm sure he knows something about the Parliamentarian Spy. He has got me in quite a fluster, bedevil him. My humble apologies for my rudeness, I must away and continue my search."

Lord Percy "Dasher" Cansdale



Royalist Cavalier

STR 14 CON 11 SIZ 13 INT 9
POW 11 DEX 13 CHA 13

SR 11 CA 2 DM +1D2

Skills: Evade 45%, Persistence 44%,
Resilience 55%, Sword (Sabre) 68%
(1D6+1+1D2), Carbine 67%
(2D6+1), Ride 64%

Faction: Royalist RP: 60

Armour: Steel chest- and back-plate
6AP

| D20 | Hit Location | AP/HP |
|-------|--------------|-------|
| 1-3 | Right Leg | 0/5 |
| 4-6 | Left Leg | 0/5 |
| 7-9 | Abdomen | 0/6 |
| 10-12 | Chest | 6/7 |
| 13-15 | Right Arm | 0/4 |
| 16-18 | Left Arm | 0/4 |
| 19-20 | Head | 0/5 |

"Dasher" Cansdale is the archetypical Cavalier. He is fully committed to Rupert's cause, but steadfastly disinterested in politics; he always tries to be fair and courteous; and is always happy to aid a damsel in distress. Once you are a friend of "Dasher", he will offer any assistance, as best he can, and be a loyal ally.

Bar Wandering Encounters, the rest of the day will be uneventful, although the going will continue to be frustratingly slow, and the Adventurers should be able to find an hospitable enough inn at Hamptongey, Bletshington or, if they got up at first light and travelled past nightfall, Kirtlington.

Day 3

The journey continues, the weather freezing again, but somewhat brighter. The party can make good enough progress, but as the day draws on they realise it will be a bitter night. The Adventurers may well want to investigate Lord Hastle; either because of Percy's warnings; or because they too are on the trail of the Parliamentarian Spy (and if they have worked it out, murderer). They will be turned away at Ardley or Heyford Warren if they seek rooms for the night anyway, so as they reach Somerton they should realise that they are going to have to beg a room for the night if they are not going to freeze outdoors.

Somerton Lodge

The Adventurers will probably reach Somerton Lodge toward the end of Day Three of their journey. There is no inn at Somerton village, but a small manor house on the outskirts of the settlement is obviously the home of Lord Hastle.

A Frosty Welcome

Somerton Lodge is run by Lord Hastle's steward, Mr Gringe; however, any Adventurers will be shown in to see Hastle himself, who has returned home since receiving an injury at Naseby. Mr Gringe, is



Chapter I: Leaving Oxford

polite (and long suffering), loyal enough to Hastle, but exasperated by his master's lack of social graces. Lord Hastle lost his right leg and left eye at Naseby, fighting alongside Fairfax. He is bitterly anti-Royalist and enthusiastically pro-Puritan. He will greet the party as follows:

"Welcome...hmp, to Somerton Lodge. Actually you're not that welcome. I've had my fill of visitors today. That bastard Percy Cansdale has been here, a Papist or I'm a Dutchman. Still, it won't be said that I turn visitors away to freeze to death in Satan's wilderness. Gringe will order us some dinner, and you can tell me what godforsaken ill-luck has led you to my humble abode. You could have wiped your feet, you know. Come to think of it, some of you look like damned Papists. My poor mother would be spinning in her grave if she knew what this pox-ridden country had become, whoremongers and idolaters everywhere and honest men as scarce as oranges. Hmp, well sit down. Have you no bloody manners? Sit down, I say."

In fact, the abode isn't that humble; Somerton Lodge is a grand manor house, although plainly furnished to suit its owner's tastes. The rooms are cold and airy, and the food, while wholesome, is rather unexciting. Hastle will, however, open several bottles of rather exquisite wine over the course of the evening, partly to get the party talking, and partly because expensive wines are his chief pleasure in life.

Hastle's Righteousness is such that, even though he wants to pump the Adventurers for information, he will not be able to resist baiting Royalist members of the party. Due to both his curiosity, and the fact he derives enjoyment from letting out his ire at Royalist sympathisers, he will stop short of actually throwing them out. He will also stop short of goading anyone to actually attack him, his appetite for fighting diminished since his injuries. If there are any Parliamentary Adventurers, he will be more sympathetic, particularly if they are from the military. He will nevertheless berate them if they are keeping "unsuitable" company.

He will report the party's movements to the Parliamentary spy ring, and if he knows they are working for Sir Reginald or they are clearly supporters of the Royalist cause he will send accompanying condemnatory warnings. Even if not, he will try to find out where they are headed and what they are up to. In the night, if the Adventurers have left their cart(s) unguarded he will search them thoroughly, although he will stop short of actually stealing anything. On a successful Perception roll Adventurers will notice that their things have been

slightly moved, although nothing is missing. If he finds Seddon's ring or rapier, he won't mention it, but if he finds Alchemical equipment, the discovery will be included in notes sent to his superiors in Cambridge.

Lord Hastle



Puritan Lord

STR 9 CON 11 SIZ 13 INT 9
POW 10 DEX 9 CHA 6

SR 9 CA 2 DM 0

Skills: Evade 15%, Influence 54%,
Persistence 75%, Resilience 30%,
Oratory 54%

Faction: Puritan RP: 85

All physical skills involving standing
and moving around at -25% due to
having only one leg.

| D20 | Hit Location | AP/HP |
|-------|--------------|-------|
| 1-3 | Right Leg | -/- |
| 4-6 | Left Leg | 0/5 |
| 7-9 | Abdomen | 0/6 |
| 10-12 | Chest | 0/7 |
| 13-15 | Right Arm | 0/4 |
| 16-18 | Left Arm | 0/4 |
| 19-20 | Head | 0/5 |

Gringe

Self-interested Valet

STR 9 CON 11 SIZ 13 INT 9
POW 10 DEX 9 CHA 6

SR 9 CA 2 DM 0

Skills: Art (Butler) 76%. Evade 30%,
Insight 66%, Persistence 75%,
Resilience 30%, Pistol 43% (1D6+1)

Chapter I: Leaving Oxford

Faction: Self-interest (loyalty to Lord Hastle) RP: 76

| D20 | Hit Location | AP/HP |
|-------|--------------|-------|
| 1-3 | Right Leg | 0/5 |
| 4-6 | Left Leg | 0/5 |
| 7-9 | Abdomen | 0/6 |
| 10-12 | Chest | 0/7 |
| 13-15 | Right Arm | 0/4 |
| 16-18 | Left Arm | 0/4 |
| 19-20 | Head | 0/5 |



Hastle's Secret

Lord Hastle is in fact hiding a secret himself (aside from the fact that he is a Parliamentarian Spy). He did indeed shelter the saboteur, spy and assassin who attempted to disrupt Prince Rupert's festivities in Oxford (An Elementary Mistake) and fled the Royalist capital, murdering Seddon along the way. He allowed the fugitive to stay the night after Seddon's death (Christmas Day). His servant stabled Seddon's stolen horse. If the party think to quiz Gringe (plying him with drink will help), and they promise faithfully not to tell his master, he may reveal that a cloaked stranger stayed on Christmas Day (Influence at -40% if the Adventurer is Middle Class, Gentry or a Noble, no penalty if the Adventurer is a Townsman or Peasant).

"Sir Hastle woke up in a foul mood Christmas morning. He was accursing the Papists and their festivities for what seemed an age, muttering and profaning, I was scared he might keel over, such was his apoplexy. Then a stranger arrived, wouldn't speak to me, insisting that he would only speak to the master. Well, I fetched me Lord, and he sent me away with such a bellow. I stabled the stranger's

horse and the master didn't beckon me again. He came to get a cold plate and bread himself, which he never does. Still, the next day, when the stranger went, he seemed a bit more cheerful. Well, a bit less miserable, I suppose."

If the Adventurers think to ask for a description, Gringe will explain that the stranger was slim, of medium height, but wore a mask and was wrapped in such an array of hoods, scarves and cloaks as to be unrecognisable. When his master beckoned the stranger, that was the last Gringe saw of him.

If the Adventurers challenge Lord Hastle he will deny all knowledge and, swearing profusely, make it clear that he regrets not having beaten Gringe more as a lad. They will not under any circumstance get him to reveal the identity of the Parliamentarian Spy.

Out of Oxfordshire

Once the Adventurers have left Somerton Lodge it will take them another day to cross the Northamptonshire border. Aside from the description of the border crossing, there are no other notable events before the Adventurers reach the inn on the outskirts of Whittlewood Forest.

"You reach a small tributary of the River Cherwell which crosses your path to the north. It's not a very substantial brook, water trickling through channels in the ice. There is a sturdy stone bridge crossing the stream. There are sentries housed in temporary shacks on both sides of the crossing. It is clear that this is not only the border between Oxfordshire and Northamptonshire but, for now at least, the border between the Royalists and Parliamentarians. Neither side appears very interested in the other, and as you get nearer, you realise that the troops are somewhat intermingled. The Royalist picket on your side of the bridge are playing Hazard, a gambling game using dice, with some Parliamentarians. They do not look up or challenge you, more interested in who is winning or losing than examining passing travellers."

Unless anyone who might be offended by gambling succeeds in a Righteousness roll, the party can cross without incident. The party has left Oxfordshire and entered Northamptonshire.



Chapter II

In which our heroes arrive at Whittlewood Forest and discover the vexatiousness of old ladies



*“Your houses they pull down, stand up now, stand up now,
Your houses they pull down, stand up now.
Your houses they pull down, to fright your men in town
But the gentry must come down,
And the poor must wear the crown,
Stand up now, stand up now.”*

– from the Digger’s Song, 17th century

Northamptonshire

The party have reached Northamptonshire. Here they will continue their journey, likely visiting Althrop House in Whittlewood Forest, before heading north, toward Naseby. Rosalinde is probably still tracking the party, although she will be likely to make a brief appearance soon.

The countryside is much the same as the party will have experienced in Oxfordshire, although it will become hillier as they travel further north. Much of the land has become enclosed, sheep farming the predominant means of income, small farms, manor houses and hamlets scattered across the county. The weather will remain damp, icy cold and miserable. Snow and sleet still threaten intermittently.

The folk of Northamptonshire are suffering the usual tribulations of war. The Parliamentarians have been consolidating their presence in Northamptonshire, securing the borders and attempting to purge the land of Royalists, but there are still plenty of people about who support the Royalist cause and many others who have no time for either side. The Parliamentarians are spread pretty thinly and their

communications are poor. That said, Northampton itself lies not far to the east of the road the Adventurers will take to Naseby, and Northampton is staunchly Parliamentarian.

The following Wandering Encounters for Northamptonshire are provided to be used outside of the Tainted Lands which surround Naseby (see Chapter III for Tainted Lands Wandering Encounters).

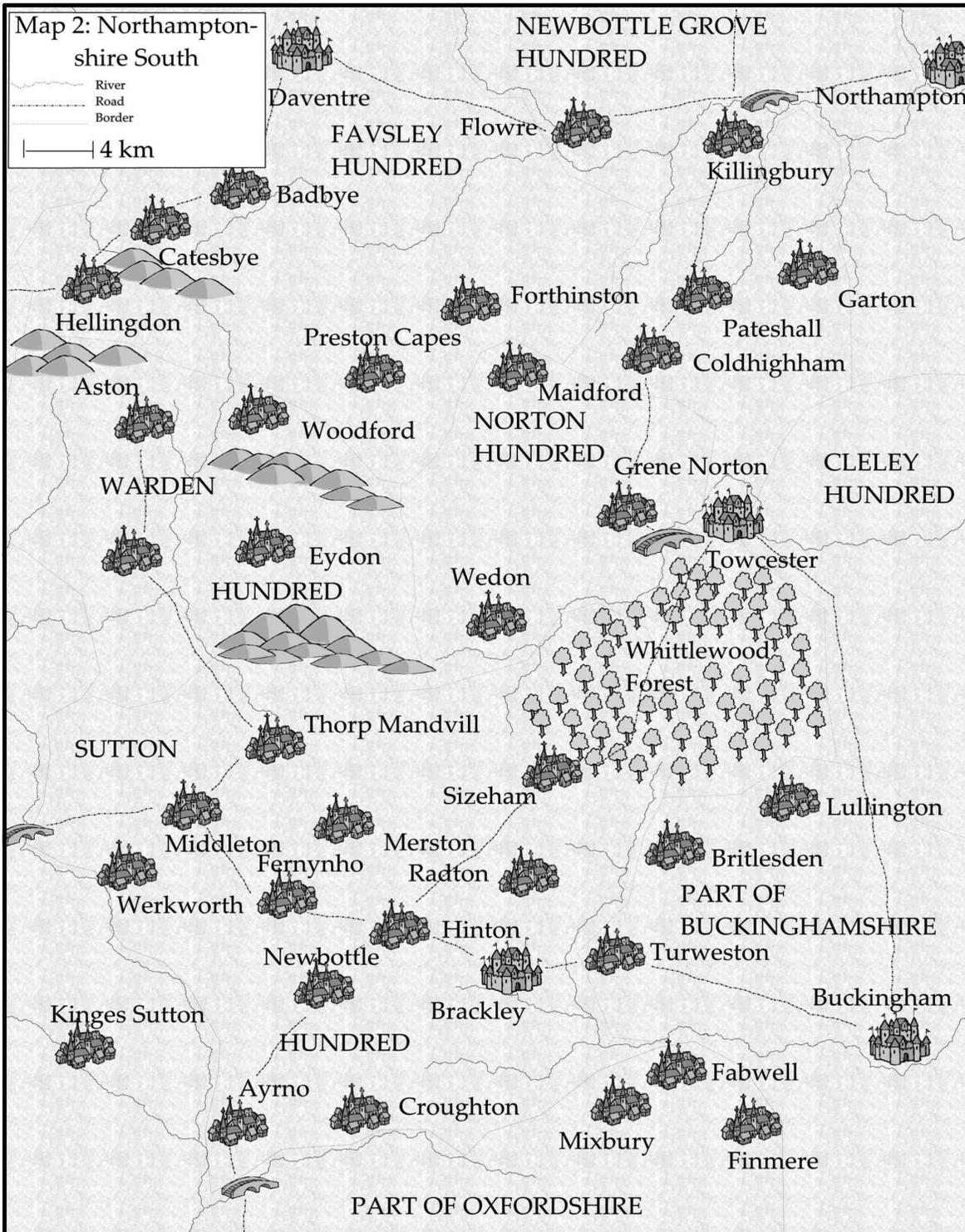
Northamptonshire County Wandering Encounters

As in Oxfordshire before, feel free to roll 1D10 or select a suitable encounter where required.

Characters on the roads of Northamptonshire

1. 2D3 Parliamentarian scouts. Running messages to and from Northampton, to local sympathisers or military units. They will challenge the party to see if they are friend or foe, but will not engage unless provoked.

Chapter II: Whittlewood Forest



2. 4D6 Parliamentary Harquebusiers (cavalry). They will challenge the party. If there are Royalist Adventurers they will make to attack, but if they are given Henry Ireton's name or an appropriate letter of passage, they will apologise profusely, offering directions or any aid that they can immediately give (they will not go with the party, however).
3. The party pass a Parliamentary baggage train.

Not a large group, they are provisioning a siege. They are bringing food, ammunition and a cannon. The cannon, although by no means as large as those defending the walls of Oxford, is still heavy enough to require the party to move off the road to allow it to pass. It will slip its limber, crushing one of the horses which is pulling it. If the party help calm the animals and willingly help haul the cannon back on to its

limber, the quartermaster, Luke Himple, will thank the party and reward them with a note of gratitude.

4. A group of deserters (2D6) block the road. The group were originally Royalist soldiers, but their Regiment was disbanded; they then joined the Parliamentarians, but were court-martialled after stealing from their comrades. They escaped and now live as Outlaws. They will only attack if they vastly outnumber the party (in which case the party may be aided after a round or two by 2D6 Parliamentarian Harquebusiers, tracking the gang). More likely, the deserters will claim to be a legitimate Parliamentarian roadblock and demand a toll of 5 shillings from everyone in the party.
5. The party will see a lone, mounted, and heavily armoured figure, waiting at the crossroads ahead. The knight, Sir Rupert Herring, will ask the party whether they are for Rupert or Parliament. If they declare for Parliament he will lower his lance and charge! Sir Rupert is extremely elderly and very eccentric. If he survives his first pass he will be hailed by a group of running people. The newcomers are Sir Rupert's youngest son and some of his servants. They will calm him down and persuade him to return home, apologising profusely to the party for any trouble caused.
6. A cart approaches, it's driver haphazardly navigating the icy road. If the party are driving carts themselves, have them make Drive rolls to avoid a minor collision. Either way the driver of the oncoming cart will come to an ungainly stop. The driver, Giles Horne, will apologise, explaining his mule is very temperamental. He will try to sell the Adventurers some of his wares, mainly foodstuffs and rough woven woollen garments. The food is all in reasonable condition, winter rations such as salted beef and dried grain, winter fodder for livestock etc. If the Adventurers want to trade, everything is at half listed price or lower – an absolute bargain, particularly in such a hard winter. Giles explains his farm is just “over the way” if asked. If the Adventurers want to know why he is selling everything so cheaply he will explain that he would rather sell to them than risk encountering troops who will requisition his wares. Once they have left Giles, they will encounter the corpse of the cart owner half a mile down the track. The once wealthy farmer now lies at the side of the road, head staved in. If the Adventurers back-track they will find the cart over-turned; Giles, some of the remaining provisions and the are mule long-gone.
7. A tearful family trudge along, clutching pitiful-

looking knapsacks. They have been evicted by their new Lord. One of them, the mother, stumbles to the ground as the party pass. The casualty, wheezing and feverish, seems to be suffering from small-pox! At least that is what the party may think if they see the rash covering her body. In fact, she is run-down, half-starved, and has an imbalance of the blood. If the Party has a competent Physician, and can spare some food, they may be able to stabilise the woman (although the family will be stumped as to what to do, as they have no means to move her).

8. A large, rather confused-looking man, is stooping over some split baggage. He is travelling north (pick a suitable location a day's travel away) and has been cast off the cart that was carrying him. He will offer the Adventurers a small number of coins if they can give him a lift, assuming the Adventurers have a cart. Immensely fat, slightly tearful and explaining he is a much maligned man of God, once aboard, he will give a long-winded account of his sacking from his parish. He will blame gossips and the wickedness of others for his situation. Neville Plant, a Laudian Rector, was not sacked due to his religious beliefs, but due to his lecherous and drunken ways. He will undoubtedly make advances toward any female Adventurers at the earliest opportunity.
9. A sound of thundering hooves from behind the Adventurers indicates approaching riders. Lord Percy “Dasher” Cansdale and his men are riding at speed along the road. They are heading north into Parliamentarian territory. They speed past, “Dasher” just taking time to doff his hat if any ladies are present as he gallops past. One of the riders, the one at the back, suddenly pulls up and tumbles from his horse. His horse is completely lame and he is injured (7 remaining Hit Points). He just has time to explain that “Dasher's” scouting party is being pursued by Parliamentarian Dragoons, when indeed a large force of riders appears on the road behind. He begs the party to hide him (although they will struggle to hide his horse) as a dozen Parliamentarians approach. Once the immediate danger is over, presuming he has not been captured, he will limp back towards Royalist Oxfordshire.
10. Hubert Johns, a tax assessor from London, is travelling from village to village, making notes (a chest of which are stashed on his cart). He has no actual money; his task is an administrative one, not the actual grubby job of making collections. He is accompanied by two long-suffering guards who he will order to clear the road before him as he “must not be held up

by riff-raff”.

Village and Manorial Life

Roll 1D6 or choose from the tables below.

Villages in Northamptonshire

1. The Adventurers arrive in a small, rather run-down looking village. There is a huddle of villagers, mainly women and children, watching a travelling bear-ward and his dancing bear. The performance is captivating the villagers, allowing the bear-ward's accomplices to burgle their houses in peace – a Perception roll allows the Adventurers to see a man and boy leaving one of the houses with a sack (full of low quality kitchenware). To make matters worse the swaying bear (*RuneQuest II*, p.163) suddenly lunges at the bear-ward and snaps the rusty chains tethering her to the spot. The bear-ward is knocked unconscious or killed by the first swipe – only the Adventurers can save the frightened children who have shuffled too close to the frightened animal. If successful, the villagers will be unable to financially reward the party but will be extremely grateful and declare them heroes. If there are any villager casualties, the villagers will still treat the party with respect if they helped – but will be too overcome with grief to pay them much attention.
2. The village is over-run by Parliamentary forces. There will be no billets available (not even in the barns), although the troops will take little interest in the Adventurers, unless they somehow provoke a confrontation. If there are any Middle Class, Gentry or Nobility in the party, and the Adventurers think to demand to see the commander of the troops, they will be taken to see Captain Obed Shaw. Obed will order one of the houses cleared of his men and put at the disposal of the influential characters, much to the disgruntlement of his soldiery. He will also invite the party to dinner, where he will be a charming host, whatever the Faction of his guests, believing that war is no excuse for poor manners or shoddy hospitality.
3. A humble little village, with no inn and no chapel. The villagers will offer to put up the Adventurers, but will charge twice the usual cost and the beds are even more soiled and lice-ridden than usual.
4. This large village is split in two. On one side of the track, the older, established houses, chapel and an inn; on the other, Cottagers' shacks and another, more run-down inn. When the Adventurers arrive, representatives from both sides of the village will try to get the party to

stay at their inn. After a tense stand-off things will settle, but after nightfall as the patrons of both inns get increasingly drunk, they bundle outside to have a vicious fight on the village green. The party may get embroiled, as the winning side will attack the interior of the inn of the losing side. If the Adventurers attempt to stay in the Rectory, the brave but disheartened holy man (Laudian) will applaud their wisdom and sadly explain that his village has been blighted by conflict since the Cottagers were dispossessed by their local lord and erected shacks on the common land opposite the “old village”. The Rector just wishes everyone would get along but the local lads seem to love the regular opportunity to have a fight.

5. The villagers are pleased to greet the party. For their entire stay the villagers will work to relieve the Party of any coin they might have, bar outright theft. They will produce various meagre wares, mouldy foodstuffs, the offer of “companionship” for the night etc. They have been visited by a tax assessor from Parliament and believe they face ruination if they can't make money somehow.
6. A happy enough little hamlet, with a truly miserable Rector. The Presbyterian priest will harangue the party to donate to various good causes; the church roof, the bible distribution fund and a hundred and one other religious benevolence funds. He will look pained, whether they donate or not, and will take every opportunity to remind them that they are lowly and damned. The inn serves simple fare and the inn-keeper is friendly enough. The place empties as soon as the preacher arrives, scowling at his departing parishioners. He drinks cordials by the bar, giving the party sour glances all the while. His body is found in the frozen lake the next morning. The villagers, although relieved, suspect he may have been pushed in by the strangers in town.

Manors in Northamptonshire

1. As the party approach the small manor they see the doors are open. A corpse lies on the floor and screams come from within the manor. The corpse is the steward of the estate and when (and if) the Adventurers investigate further they find the house has been invaded by 4-10 Clubmen. The male servants (and a couple of Clubmen) lie dead or wounded and now the Clubmen have turned their attentions to a small huddle of women, the servants and the Lady of the house, Lady Louisa Rundle. If the party save Lady Louisa, she and her husband (Lord Rundle) will be forever in the Adventurers' debt. Lord Rundle is currently in Cambridge



Chapter II: Whittlewood Forest

(brokering a deal, he is a wealthy arms trader) and may be a useful contact when the party arrive later in the adventure.

2. The steward of the manor explains that there is a family crisis and it is an inconvenient time. If any of the party are Physicians however, he will urgently usher them in. The two children have come down with a fever and their frantic parents are soothing their brows and whispering words of comfort. If the Adventurers successfully manage to heal the children, they will be treated as heaven-sent by the grateful parents, who will fall to the ground in joyful prayer. Not only will they order the best food from the larder and wine from the cellar, they will try to pay the Adventurers handsomely for their aid.
3. A large farmhouse, rather than a manor house; the concerned goodwife, Mabel Shears, will insist the party stay and warm themselves with some of her excellent home-made pottage. Mabel is an excellent host, but cannot help share her fears that something has befallen her husband. He left to take some provisions to sell, winter food and fodder, in order to buy some new farm tools, and he hasn't returned. She is worried that he has been attacked by robbers or soldiers, and she and her little ones will be left with nothing. (See Encounter 6, p.26).
4. Captain Joshua Shaw (brother of Obed, above), is besieging the manor. He has at his disposal a small garrison (no more than 30 men), but more than enough for the purpose, as there are but half-a-dozen soldiers defending the small manor. The party will be examined, "You're not spies are you?", by Joshua, and if satisfied that they are not immediately hostile he will allow them to stay with the small group of Camp Followers overnight. The Camp Followers, mainly wives of the soldiery, and a couple of artisans, will resentfully let the Adventurers share their billet in an abandoned outhouse. If the Adventurers have anything to add to the cooking pot or, better still, foodstuffs to sell, they will be given a much warmer welcome.
5. Parliamentarian dragoons ride swiftly past the party, away from the manor house. As the Adventurers approach the manor house they see smoke in the distance, and as they get within sight of the manor they see that flames are engulfing the building. The party might stay and help the steward and servants, who are busily trying to put out the fire. If so, the main building will be uninhabitable, although the servants will allow the party to stay with them in a cramped barn or outhouse. The steward explains that his master, mistress and their children are away in Oxford and that they will

be devastated at the atrocity that has been committed. He will ask the party if they will write a note to his master, Lord Felton, explaining that it wasn't the fault of the servants. He will also ask if they will write and sign a note condemning the Parliamentarian atrocity. If pressed, the Steward will admit that no-one witnessed the actual arson – in fact it could easily have been a stray faggot spitting from an untended fireplace that caused the fire, the servants distracted by the panic caused by the dragoons' visit. The dragoons had come to receive Lord Felton's official surrender and present a request for some monies.

6. The party are welcomed by the manor's owners, the Frenchman, Louis Gazelle and his English wife, Caroline. The couple are both extremely worried. The local farmers are convinced that they are Papist spies. In fact they aren't Catholics and have no interest in the war whatsoever. Louis is an artist who settled down with his sweetheart, the surviving heir to the manorial estate. Having no actual title, and little inclination to farm the land, the couple were resented from the start. The Civil War has led to the local Farmers feeling brave enough to mount an attack, the Gazelles' servants being long gone. 3D4 Farmers will assemble as darkness falls, but if met with stiff resistance from the party will quickly retreat, warning they "will be back".

Whittlewood Forest

It is probable that the Adventurers will remember (if not, remind them) to head for Althrop House, the home of the late Sir Richard Flamborough, now run by his aged mother, Lady Katherine, who also cares for her three young grandchildren. Sir Reginald tasked the party with delivering a letter, his regards, and whatever comfort they might offer Lady Katherine. Althrop House is in Whittlewood Forest.

The party should reach the edge of the forest by the end of the first day in Northamptonshire, finding themselves outside the Hangman's Paunch, a friendly enough looking hostelry, the rear in darkness, surrounded by trees, the frontage lit up by the warm fire from within. There are a few houses near the inn, but they seem run down and deserted (aside from the rats). They should be dissuaded from attempting the forest track at night-time, although if they are really determined to get lost in the woods, let them.

Situation

Sir Richard Flamborough, lord of the manor of

Chapter II: Whittlewood Forest

Althrop Hall, Royalist and keen amateur Alchemist, went away to war, taking most of the adult male population of the village with him. He won't be returning and neither will his regiment. The villages his tenants lived in are now mostly uninhabited, the remaining families forced out by Lady Katherine, unable to pay their rents.

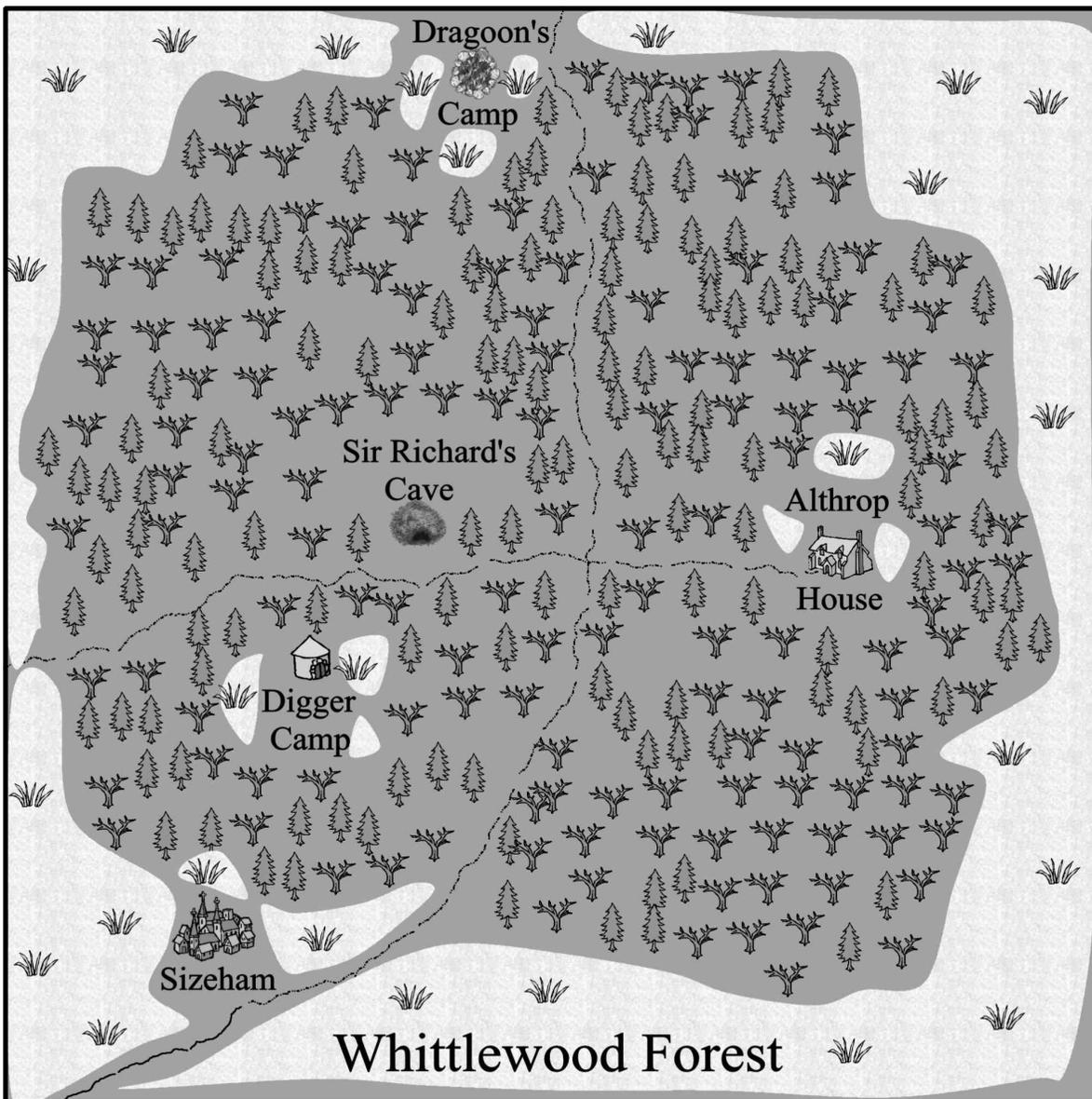
Althrop Hall is inhabited by Sir Richard's three children (aged 6, 8 and 10), his aging but feisty mother, Lady Katherine, and a couple of cowardly servants. His wife died a few years ago from wheezes, agues and a choleric fit.

The nearby Digger settlement has lots of able-bodied men, but they're all pacifists. The community has taken a pacifist stance, which suits the religious and political sensibilities of its members (many of whom are Anabaptists). Mind you, some of them are just pretending to be pacifists to avoid going to war.

Distant Backstory

One of the Diggers, an old man called Jed Frame, once had an affair with Lady Katherine, when she was young and pretty. She had a baby by him, and the affair was hushed up by her husband, with the news put about that she'd had a miscarriage – in fact the baby, Adam, was brought up by Jed in his forester's cottage.

But Jed's son grew up into a nasty piece of work, who was convinced that as Lady Katherine's eldest son, he should be the rightful heir to the manor. He ran away from home in his teens, making for London, and was never seen again. Jed, meanwhile, eventually saw the error of his sinful ways and became a devout Anabaptist and more recently an enthusiastic Digger, joining the newly formed community in Whittlewood Forest, a great asset to



them as he knows the land so well. Indeed his historic relationship with Lady Katherine and his status with the Diggers have helped prevent the eviction of the Diggers from what is, after all, Lady Katherine's estate (her's that is, until her eldest grandson reaches his majority).

Recent Backstory

Sir Richard took his Regiment to fight at Naseby. Sir Richard's troops were all killed and he (unbeknownst at the time) was mortally injured. He fled toward his home in the confused aftermath of the battle, carrying with him some plans for a new secret Clockwork weapon, which he had wrested from a dead New Model Army Clockwork Regiment (NMACR) dragoon captain's corpse. Sir Richard was uncertain as to both the outcome of the battle and to the loyalty of those he passed on his return home – his lands are near Parliamentary Northampton and many he passed appeared to be mauled Parliamentarians returning home.

He moved carefully, staying off the road, his painful wound worsening all the way. Despite his brave journey, Sir Richard finally realised the seriousness of his condition and the fact that he was not going to make it home. Disorientated and feverish, he did not want his children to see him in his troubled state. He crawled into the cave in Whittlewood Forest, with the secret papers, to die. His ghost now haunts the area.

Very Recent Backstory

A group of dragoons, riding Iron Horses, members of the NMACR, led by Jed's long-lost son Adam, have reached the outskirts of Whittlewood Forest. Adam is harbouring revenge. The consolidation of the Parliamentary position in Northamptonshire means that he has leave to take a small unit and raid Royalist properties in the area. Adam has not told his unit that he has an ulterior motive for raiding Althrop House. He hopes the children might be done away with, leaving him open to claim the lands, as the only surviving heir, at a later date.

Jed is in the woods first thing in the morning (the morning after the party arrive at the Hangman's Paunch), when he hears the sound of the Clockwork Iron Horses. Adam and his men have been scouting the area, making sure no Royalist forces are holed up in the Forest or at the Manor House. Jed hides, and when the soldiers stop in the forest, he overhears their conversation. Adam suggests to his men that Sir Richard probably returned to the manor house and is still alive and plotting for the Royalist cause. He says they'll never find him in there as it's probably full of popish priest-holes. His solution is that they should just burn the house down.

In other words, Adam hopes by this to kill off the children (rival claimants to "his" lands), and to kill off his mother who "abandoned him in the forest". He doesn't tell the other New Model Army soldiers this. One of the soldiers, a local, questions this, as he knows about the children. Adam replies that "when you're rooting out a nest of rats, you have to kill the young ones too." Jed doesn't know it's his son, because he's hiding and can only hear the conversation.

Having spent the night scouting, the dragoons plan to rest until the afternoon. They intend to mount an attack at dusk, their numbers swelled by some foot soldiers. The foot soldiers should arrive sometime during the day; they have been slowly marching behind the speedy dragoons and will be tired when they reach the NMACR camp.

The Parliamentarians are confident that there are no defenders to trouble them. Although they are a strong force in themselves, their lives would be forfeit if they lost their extremely valuable Iron Horses to superior numbers, hence their caution. Having ridden from Northampton and spent time scouting, their mounts have only enough charge left to get them to Althrop House once more, and then return them to the Northampton Winding Station (and that's an extremely close call – they are prepared to order the foot soldiers to push their Iron Horses along the final part of the trek back to Northampton, if they have to).

The Hangman's Paunch

When the Adventurers arrive at the "Hangman's Paunch" read the following:

"As dusk falls, you near the edge of Whittlewood Forest. The track you have been using leads off into the darkness of the trees. The last village before Althrop House, Sizeham, lies ahead of you. As you get closer, you realise the place is hardly a village, after all. The houses are little better than shacks, rundown and crumbling, and the place looks all but deserted. The only light is shining from a larger building, an inn. The inn has a swaying sign which reads "The Hangman's Paunch" – the picture below the letters depicts a noose, tied around the engorged belly of a hooded executioner. There doesn't seem to be much in the way of sound coming from within the hostel, but there is clearly a warm fire glowing and the smell of good home cooking wafts out as you arrive."

The Hangman's Paunch is owned by Edith Shroot.



Chapter II: Whittlewood Forest

Edith is extremely old, extremely sprightly and... extremely bad tempered.

“Behind the bar is a tiny old lady. She motions to two pot-girls, barking orders to them. She commands them to seat your party, to serve you with food and drink and to clear up the mud you have trudged in. As she gives her instructions she swishes a cane threateningly. You notice that the inn is warm and immaculately clean – much better than the usual state of affairs in such a backwater. The inn is also empty apart from yourselves, the old lady and her employees.”

Over the course of the evening the party will get short shrift from Edith. The only way to get her to be at all pleasant is to praise her food. Even then, an Adventurer will have to impress her with culinary knowledge before she will accept the compliment, reminding them *“you’re only as good as you are and no better; travelling at such an Ungodly hour, heavens above; trudging ice and mud into my clean premises, I’ve never heard the like...”* and a hundred and one other irritable observations.

The food is actually phenomenal. Simple enough fare, but seasoned and cooked to perfection. The Adventurers can also get rooms, which are clean; with sweet smelling linens and comfortable beds.

If the Adventurers make enquiries of Edith she will moan about the war, the difficulty in buying quality provisions and then turn the conversation around to criticising the Adventurers for some imagined transgression or another. On the off-chance one of the Adventurers does manage to charm Edith, and they ask the right questions, she can offer the following:

About Sizeham - *“The village is empty due to all the men-folk having been killed in the war. The sorry shower joined Sir Richard’s regiment and were all slaughtered at Naseby. So much for the Sizeham Foresters, what a let-down. Most of the remaining villagers left, the lucky ones to stay with relatives; the less lucky – and frankly more stupid – joined that Digger rabble in the forest.”*

About Lady Katherine - *“I haven’t seen anything of Lady Katherine, so I couldn’t tell you. I don’t leave the inn much and Lady Katherine doesn’t leave Althrop House. I imagine Lady Katherine is alright though. She is a most resourceful Lady, although no better than she might be.”*

About the Diggers in the forest - *“The dirty Diggers have taken to living in the forest since Sir Richard died. They are no better than squatters. If Sir Richard’s foresters hadn’t all died at Naseby they would have seen them off. The only forest*

warden left is that smelly traitor, Jed. And he joined the filthy rabble, rather than setting about them as he should.”

About Edith - *“Have a care. How rude you are. A woman alone does not dally and gossip about her business. Are you thieves, casing the premises? Or perhaps kidnappers and waylayers of gentle folk? Have a care and mind your manners. Return to your table before I have you thrown out. Scandal and outrage!”*

Edith can also give directions to Althrop House, but is vague about the location of the Digger camp. Her two serving girls (Martha and Esmett) rush about all night. Any time they are not attending to the Adventurers, Edith gives them a cleaning task, waving her birch at them as she does so. Martha and Esmett both lost their husbands in the war. They worked at the inn before their bereavements, and both could no longer afford their rents to Lady Katherine once their husbands were gone. Childless and without relatives, they work for Edith as virtual slaves, unpaid, but provided with a roof and food. They suspect Edith is secretly very wealthy, as she is managing to keep a well stocked larder despite the hard times (and complete lack of customers now the village is deserted).

If, as is likely, the Adventurers get nowhere with Edith (or decide not to bother), Martha and Esmett can tell the Adventurers that *“The villagers ‘ave all gorn since the menfolk died”*, shedding a tear as they mention it. But they won’t say much more; Edith scowls at them if they stop to talk.

At the end of the evening, or just before the party retires, Martha drops a tray of dishes. Edith flies into a temper.

One of the serving women stumbles as she collects the empty pitchers. The pile of dishes clatter to the floor. The old woman who owns the place screams with rage and yells: “You incompetent harridan. You’ll feel my whippy stick now, Martha my girl”. She moves towards the sobbing servant who stands up at the last moment and screams at the old lady; “I won’t take no more beatings from you, Edith Shroot. You can stay on your own, you miserable old bag! I’m leaving to join the Diggers. Better I sleep in their freezing camp than put up with you, you old witch!” The other serving girl stands beside Martha, but Edith is not put off. The old woman gives them each in turn a sound crack on the legs, and they turn, hurriedly gathering small bundles from behind the bar and heading out into the night, the sound of the swishing “whippy stick” and accompanying howls



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getting quieter as you find yourselves alone in the inn. A few minutes later, Edith returns, fixes you with a glare and tells you it's time for you to retire."

If the party try to intervene at any point, the outcome will be much the same – the servants will leave to make a night walk to the Digger settlement (if any Adventurers try to follow they will should be dissuaded – strangers will not be welcome) and Edith will close the bar. Unless the Adventurers actually assault Edith (which would be pretty outrageous, despite her unpleasantness), they will be able to sleep and will be provided by Edith with an exquisite breakfast in the morning.

Edith Shroot (aka Marjorie Gleaves)



Self-interested Inkeeper

STR 12 CON 7 SIZ 8 INT 12
POW 14 DEX 11 CHA 6

SR 12 CA 2 DM -1D2

Skills: Cookery (Craft and Lore)
90%, Evade 50%, Persistence 62%,
Resilience 14%, Whippy Stick 80%
(1D2-1D2)

Faction: Self Interest (Pride) RP: 60

| D20 | Hit Location | AP/HP |
|-------|--------------|-------|
| 1-3 | Right Leg | 0/3 |
| 4-6 | Left Leg | 0/3 |
| 7-9 | Abdomen | 0/4 |
| 10-12 | Chest | 0/5 |
| 13-15 | Right Arm | 0/2 |
| 16-18 | Left Arm | 0/2 |
| 19-20 | Head | 0/3 |

Edith doesn't really like anyone, although she is extremely proud of her inn. She was once a famous cook in King James' Court, but left nearly

forty years ago, after falling out with one of King James' courtiers, who criticised her puddings. Before leaving Court, she stole a substantial amount of silverware. She fled the capital, changed her name to Edith and set up the "Hangman's Paunch" where she has lived ever since.

Whittlewood Forest

The following morning Jed will come to find the party. He will either burst in to the Hangman's Paunch or, if the party leave very early in the morning, he will find them as they move into the forest along the track.

As you gather your things to leave, you see an elderly man enter the inn. Edith is not around, busying herself in the kitchen. The man sees you and rushes up to greet you.

"Oh, thank the Lord. I've found you. There is terrible evil afoot. Roundheads are coming to burn down the manor and there are innocent children and an old lady in there. Something must be done! Please say you'll help."

The old man is Jed, the forest warden turned Digger (and as yet unbeknownst to the party, former lover of Lady Katherine and father of Adam, the Roundhead leader).

Jed will repeat what he heard the night before -

"I was out takin' a stroll in the forest when I 'eard this roarin' an' commotion. I went to check and I saw a group of men with some sort of strange beasts. I hid of course, an' I listened. Their leader was an evil sort. He said they would burn the manor this evening when their reinforcements arrive. He said not to worry about the in'abitants, they could burn like a nest o' rats."

Jed is unaware that the party have been tasked to help Lady Katherine. He is just concerned to get some aid to help protect the manor and it's occupants. He has attempted to rouse his fellow Diggers to take some action but has, as of yet, been unsuccessful. If asked more about the machines he will offer:

"I'm not rightly sure, I didn't get a proper look because I was behind a tree. But I heard a clankin' and a whirrin' and I tell you there was a roarin' before. Must o' been big brutes by the sounds of it. There were at least 'alf a dozen men about, and more on the way, I 'eard."

If asked why he has come to ask the Adventurers for

assistance he will say:

“Goodwives Martha and Esmett came to our camp in the middle of the night. They said you were here, and I’m that desperate.”

The Adventurers will have to decide what to do. They could go and defend the manor against the soldiers, but there are a lot of them. It would be better if they could get the children and old woman away. Jed suggests they take them to the Digger community where they will be safe. He thinks of himself as a sort of step-uncle to them, and wants to look after them to make up for his failure with Adam, but of course he will not reveal this to the Adventurers.

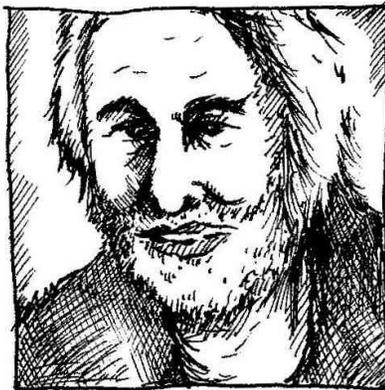
If the Adventurers try to go to the Digger settlement first, Jed will become agitated. He is worried that they won’t be able to secure any help and that Lady Katherine and her family will perish.

“We must get to Lady Katherine and warn her. We can get ‘er and ‘er family to the camp. They will be safe there. We can worry about fightin’ and all once they’re safe.”

Of course the Adventurers may still go to the Digger Camp first. They might be able to persuade the Diggers to help (see “Digger Camp” section below) in which case they will be able to get to the manor house just before the Roundheads arrive, with little time to prepare any defences (on the other hand, they will be in a manor house!). In this case they will encounter Sir Richard’s ghost as they head to the manor house from the encampment (See “Sir Richard’s Ghost” section below).

Once the Adventurers have made up their minds (or before if they are not quick about it) Edith will return to the bar. Spying Jed, she will go straight for her stick and lay about the unfortunate Digger, who will exit as soon as he has the party’s reassurance they will help. He will then lead the Adventurers to Althrop House, or more reluctantly, to the Digger camp. Of course, the party could at this point try a pre-emptive attack on the dragoons that Jed sighted. If so, let them, but Jed will warn them there is more strength in numbers, and urge them to get the children to the Digger camp instead. If the party do head north to attack first, feel free to allow the already powerful dragoons to be supplemented by their infantry reinforcements – it will take a powerful (or very resourceful) party to win the fight, but there is no reason they cannot try.

Jed Frame



Digger Woodsman

STR 11 CON 11 SIZ 11 INT 12
POW 10 DEX 12 CHA 12

SR 12 CA 2 DM 0

Skills: Club 65% (1D6), Dagger 55% (1D4+1), Evade 40%, Persistence 46%, Regional Lore (Whittlewood Forest) 90%, Resilience 52%, Unarmed 45% (1D3)

Faction: Digger RP: 60

| D20 | Hit Location | AP/HP |
|-------|--------------|-------|
| 1-3 | Right Leg | 0/5 |
| 4-6 | Left Leg | 0/5 |
| 7-9 | Abdomen | 0/6 |
| 10-12 | Chest | 0/7 |
| 13-15 | Right Arm | 0/4 |
| 16-18 | Left Arm | 0/4 |
| 19-20 | Head | 0/5 |

Elderly now, although handsome in his day, Jed has been a forester all his life, in the service of Althrop House. Since Sir Richard’s death and following the decline of the surrounding villages, Jed spent time with the Diggers, for want of any other company. Jed has become firm friends with Gruff and left his shack to move into the little community – he has been an invaluable asset, as he knows the forest so well. He has a guilty secret. When a youth he had an illegitimate child by Lady Katherine, a son called Adam whom he cared for until one day, years ago, when Adam left home in a fit of temper.



Althrop House

"You leave the wooded path and before you is a clearing, dominated by a fine Manor House. Not overly large, its many windows look out over a sloping, snow-covered lawn. A servant looks out from the door nervously, before heading out to greet you."

Jed will suggest that he does not accompany the Adventurers into Althrop House. He knows he is likely to get a frosty reception from his former lover, and will make excuses on the lines of *"she will be more likely to listen to respectable folks like you."* The servant will corroborate this, looking disdainfully at old Jed all the while.

When the Adventurers get into the manor house, the servants flee as soon as news of the imminent attack is heard (they will eavesdrop if they are not told directly). The party will first be led into:

"A large receiving room with drapes and finery all around. An older Lady, dressed in an unfashionable, but extremely expensive gown, sits working at a small drawing table. She does not stand when you enter but looks up from her sewing and demands you state your business with her."

Assuming the Adventurers relate Jed's tale, Lady Katherine will refuse to leave Althrop Manor. She explains she doesn't believe the soldiers would kill

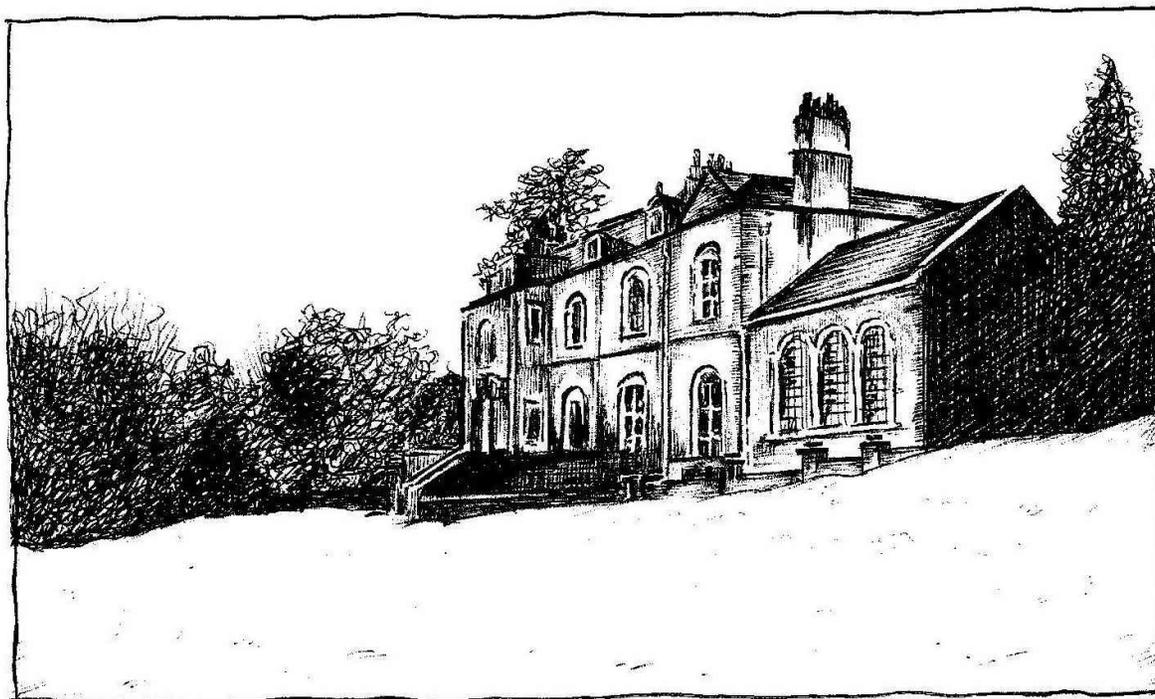
innocent people. She is devastated by her son Sir Richard's death and feels duty bound to protect the House, his remaining legacy to his own children.

The Adventurers will be left with a few choices. They can try to argue (against Lady Katherine's Faction – Self Interest (lands) 64%). Sir Reginald's letter will not aid the players in the battle of wills – Lady Katherine really doesn't think there will be a problem.

If the Adventurers try and drag her out, she drinks one of Sir Richard's potions and becomes a very strong unarmed fighter for a few minutes. Lady Katherine uses a Magnitude 10 Strength potion. This increases her STR by 20. She should be able to get one or two amusingly strong blows in, before being subdued. Her normal STR 6 and SIZ 8, adjusted to give her STR 26, gives her a Damage Bonus of +1D2 (on top of the usual unarmed damage of 1D3) and she can lift 78 kilos on a successful Brawn roll until the potion wears off (5 minutes).

The party will probably be able to subdue her eventually, but she'll likely give them a few nasty bruises. If the battle (of wills or physical prowess) goes on too long, Jed will burst into the room and demand:

"Katherine, you stubborn headed fool. We must away. They are coming to burn the place and the babies with it. I heard the fanatics, and it's true, I tell you. Would Richard want you to see his young ones slaughtered? Your cowardly servants have



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all fled and we must do the same.”

Lady Katherine gives the old Digger a look of utter contempt, but she does at last seem to have got the message. She will direct the party to the nursery where her three grandchildren – Henrietta (Age 10), Hector (Age 8) and Granville (Age 6) – are playing. The Flamborough children are all thoroughly spoilt, their doting Grandmother doing her best to compensate them for the loss of their parents.

Lady Katherine



Self-interested Lady

STR 6 [26] CON 5 SIZ 8 INT 12
POW 15 DEX 10 CHA 10

SR 11 CA 2 DM -1D4 [+1D4]

Skills: Brawn 34%, Unarmed 45%
1D3-1D4 [1D3+1D4]

Faction: Self Interest (lands)
RP: 60

| D20 | Hit Location | AP/HP |
|-------|--------------|-------|
| 1-3 | Right Leg | 0/5 |
| 4-6 | Left Leg | 0/5 |
| 7-9 | Abdomen | 0/6 |
| 10-12 | Chest | 0/7 |
| 13-15 | Right Arm | 0/4 |
| 16-18 | Left Arm | 0/4 |
| 19-20 | Head | 0/5 |

Lady Katherine will carry nothing but a small bag for herself, convinced that they will not be away long. She also asks the party to carry a trunk (full of children's toys and night garments) – her own mounts have all been stolen by the fleeing servants, who ignored the party's possessions for fear of reprisals.

If the party search Sir Richard's study in the north

wing (against Jed's urgings for them to hurry), they will find the following potions, all clearly marked, along with an abundance of components and a fully equipped laboratory.

Sir Richard's Potions: Bladesharp, Clear Path, 2 x Heal, Dispel Miasma, Elemental Downpour, Extinguish, Mend Body, Strength. (Roll 1D10 for the Magnitude of each where appropriate).

Through the Forest

The Adventurers will probably head for the Digger settlement with Lady Katherine and her grandchildren. If Jed is there, she will refuse to acknowledge his presence, indeed ignoring everyone. Unknown to the travellers, the soldiers have captured one of the fleeing servants, and discovered that the kids have got away. On Adam's orders, they begin combing the forest for them, not knowing where the Digger settlement is. Adam can't believe his luck – he can kill the brats without having to level Althrop House, it couldn't be better.

The Adventurers and their party heading for the Digger settlement will have to dodge NMA foot patrols close to the Manor. The party will struggle not to leave a trail; it's nigh on impossible to avoid leaving tracks in the icy mud. The NMACR dragoons can't use their Iron Horses too much, or they'll wind down before they get them home, also they can be heard miles away. There will probably be at least one fight between the Adventurers and 2-5 New Model Army foot soldiers.

Adam and the dragoons will not be present. The soldiers will fight until half their number have fallen. Any captured soldiers will only be able to relate that they have been ordered to track and kill the "traitors in the forest" (who match Lady Katherine and her grandchildren's descriptions). The party will probably be attacked between Althrop Manor and the main trackway through the forest (most suitably just before they cross the main forest trail). After they cross that track, Jed will lead them further into the western part of the forest, toward the Digger camp.

NMA Infantry

STR 11 CON 11 SIZ 11 INT 10
POW 10 DEX 11 CHA 10

SR 11 CA 2 DM 0

Hit Points 11

Evade 40%, Persistence 50%,
Resilience 55%, Sword 50% (1D8),
Unarmed 50% (1D3)

AP 1 all over



Sir Richard's Ghost

Once the party are in the western portion of the forest on the way to the Digger encampment, and assuming they have Jed and the children with them, read the following:

“As far as you can tell, you have slipped by any remaining sentries and Jed whispers to you that it will not be long before you reach the Digger camp. The forest is denser on this side of the track and it is still freezing cold. From the North there comes a wailing sound. You notice a disturbance on the forest path before you. Small sticks and stones whip around in a circle. The mini-whirlwind looks unnatural – the air is otherwise still. The pebbles and sticks suddenly fly through the air, striking Jed, who is leading the way. Blood drips from his forehead, although the scratches seem minor enough.

The ghost (see *Clockwork & Chivalry*, p.104) of Sir Richard Flamborough, unaware that Jed (of whom

he has always had his suspicions) and the party are trying to protect his children, is attempting to prevent his mother and children from being abducted.

Have the Adventurers make a Perception roll. Those who succeed feel a shiver down their spine, as though someone is watching them from behind. Read the following:

Turning, you see the ghostly translucent figure of a Royalist Cavalier. The figure is moving toward you, one hand outstretched. Lady Katherine cries out “Dickie?” and holds her grandchildren to her. The ghost is murmuring something, and as it gets nearer, you can hear it whispering, “Where are you taking my children? Where are you taking my children?”

Apart from his ability to move objects, Sir Richard can still cast spells in ghostly form. Sir Richard is very confused, not really aware that he is a ghost. He is preoccupied with protecting the children; sensing them led him to leave the little cave his corpse resides in for the first time since his death.

| Name | SR | CA | Round 1 | Round 2 | Round 3 | Round 4 | Round 5 | HP | Wounds | Notes |
|--------------------|----|----|---------|---------|---------|---------|---------|----|--------|---|
| NMA foot soldier 1 | 18 | 3 | | | | | | 13 | | Evade 40%, Sword 50% 1D8, Unarmed 50% 1D3, 1AP all over |
| NMA foot soldier 2 | 16 | 2 | | | | | | 13 | | Evade 40%, Sword 50% 1D8, Unarmed 50% 1D3, 1AP all over |
| NMA foot soldier 3 | 16 | 2 | | | | | | 12 | | Evade 40%, Sword 50% 1D8, Unarmed 50% 1D3, 1AP all over |
| NMA foot soldier 4 | 14 | 2 | | | | | | 11 | | Evade 40%, Sword 50% 1D8, Unarmed 50% 1D3, 1AP all over |
| NMA foot soldier 5 | 14 | 2 | | | | | | 11 | | Evade 40%, Sword 50% 1D8, Unarmed 50% 1D3, 1AP all over |
| | | | | | | | | | | |
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If the Adventurers can persuade Sir Richard that they mean Lady Katherine and the children no harm, and indeed are actually trying to protect them, he will thank them for their efforts. He will offer to lead them to his final resting place. Sir Richard is very keen that the party take up this offer, it is the key to him “moving on” from being a ghost. Jed, will point the way to the camp to the Adventurers and lead Lady Katherine and her grandchildren, who are traumatised by seeing the ghost of Sir Richard, to safety, urging the Adventurers to hurry up and follow as soon as they can.

Sir Richard will explain that the party can have both his personal weapons and the secret plans of an unknown Clockwork device that he found on the battlefield. He leads the party a little way through the forest and points out a cave entrance, obscured by thick foliage. In the little chamber is Sir Richard’s skeleton (which is dressed in rusting plate armour). Lying next to the corpse is a small bag with a few coins and the stolen papers. As the party takes the papers the ghost sighs, calls out “*save my children*” and departs, its final task completed. It doesn’t matter if the party aren’t Royalist, the ghost is confused and just wants somebody to take delivery of the papers. There is also a splendid Mortuary Sword on the floor.

The actual papers are plans for a rather unspectacular Device (although still worth money). Anyone successfully making their Art (Clockwork Design) or Craft (Clockwork) roll; or Craft (Engineering) or Craft (Mechanisms) at -40%, will realise the plans are for a kind of Clockwork Fencing Practice Device, hardly a revolutionary “secret weapon”.

Once the party leave the cave they should be able to quickly return to where they left the others and find their way to the Digger Camp, remembering Jed’s directions.

Ghost of Sir Richard

Ghostly Cavalier

STR - CON - SIZ - INT 10 POW 10
DEX - CHA 10

SR 20 CA 2 DM -1D2

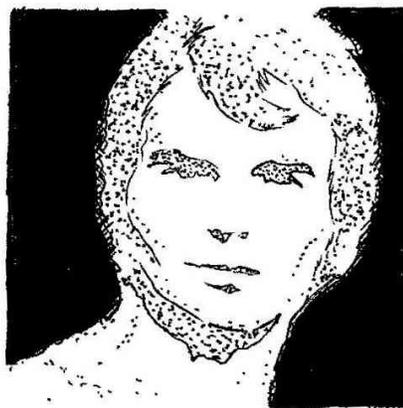
Skills: Elemental Casting (Earth)
41%, Elemental Casting (Water) 27%,
Persistence 60%, Throw 50% (1D6-
1D2)

Faction: Self-interest (things left
undone) RP: 90

Traits: Invisibility, Incorporeal

Spells: Bladesharp, Clear Path, Heal,

Dispel Miasma, Elemental Downpour,
Extinguish, Mend Body, Strength



The Digger Camp

The Adventurers and company get to the Digger settlement and have to try to persuade the Diggers to give up their pacifism and fight against the soldiers who are coming. Some may refuse, others may decide to fight.

“Before you lies the rundown Digger Settlement. Lady Katherine looks disapprovingly at the makeshift shacks that have sprung up in the little clearing, clearly recently assembled against the elements. A few children stop their rough and tumble playing and stare at the Flamborough children, awed by their fancy clothing and well-groomed locks. The adults look fearful, but out of the assembled group strides a distinctive, if poor-looking, fellow, who warmly embraces Jed.”

The Diggers are roughly divided into three groups:

- The first (the majority) are the women and children who fled to the forest once evicted from their homes in Sizeham. They are not particularly pacifist, but they have no desire to help Lady Katherine and will curse the danger she has brought upon them. No amount of urging will get anything other than complaints out of them.
- The second group are devout Anabaptists. They belong to the Anabaptist, rather than the Digger Faction. Comprising of two large extended families, they fled Oxford due to persecution from the local Laudian church hierarchy and to avoid the menfolk being forcibly recruited to the Royalist Army. They are not particularly partial to either side in the Civil War, but will be appalled by the threat to Lady Katherine’s life. Committed pacifists ideologically, nevertheless all but two of the menfolk (of



whom there are six) *might* help out defending the camp. The others will huddle with the women and children, leading a singing of psalms throughout the fight. This means that if the Adventurers win a Righteousness test against Abram, they will have four Anabaptists aiding them in the Camp's defence. The Anabaptists' leader, Abram Schloss (52 RPs), is the group's preacher and the oldest adult male in the Anabaptist group.

- The third group are companions of Gruff Davies. Gruff is a charismatic man, with striking silver hair. He is the man who strides out to embrace his friend Jed. Gruff himself is a Digger, as are most of his followers (Jerel Brown, see below, is the exception). They are also mainly practising Anabaptists, although their main Faction is Digger. Gruff will need persuading (Righteousness Tests) that defending Lady Katherine and her children is in the interests of the community as a whole. If Gruff is persuaded then all his group (10 able-bodied adults in all) will join the defence. If he is not persuaded he will refuse to help, although when the actual attack comes he will change his mind if any of his people are harmed. If Gruff will not help, only 1D3 of the Diggers will offer to assist the party. Gruff set up the camp hoping that, with the Royalist fortunes on the wane locally, and with no strong Lord to oppose them, he and his people might be able to set up a model community in the Forest. Lady Katherine will take some persuasion to accept such a notion.
- Throughout the negotiations, Jerel Brown (Self Interest (Cowardice) 61 RPs) will try to undermine the Adventurers, urging Gruff to throw them and Lady Katherine out. Superficially a Ranter, but really a self interested coward, Jerel is furious that his security is threatened. He will try to appeal to the community not to abandon their pacifism and declare Lady Katherine and her children the very enemy of the Camp (the Sizemham contingent will chime in their agreement on this point).

Gideon "Gruff" Davies

Digger Vagabond

STR 16 CON 15 SIZ 16 INT 14
POW 11 DEX 12 CHA 16

SR 13 CA 3 DM +1D4

Skills: Evade 65%, Persistence 60%,
Quarterstaff 80% (1D8 +1D4),

Resilience 80%, Unarmed 70%
(1D3+1D4)

Faction: Digger RP: 73

| D20 | Hit Location | AP/HP |
|-------|--------------|-------|
| 1-3 | Right Leg | 0/7 |
| 4-6 | Left Leg | 0/7 |
| 7-9 | Abdomen | 0/8 |
| 10-12 | Chest | 0/9 |
| 13-15 | Right Arm | 0/6 |
| 16-18 | Left Arm | 0/6 |
| 19-20 | Head | 0/7 |



A silver-haired "gentle giant" Gideon "Gruff" Davies is an intriguing person. Obviously once a Gentleman, Gruff left his family and has since turned his hand to many trades, some of them nefarious. Following the outbreak of Civil War, rather than fighting, Gruff joined a Digger commune on the outskirts of London. The community was smashed up by bailiffs. Some of the community looked to Gruff to help them rebuild. He became a reluctant leader and led the group to Whittlewood Forest, where they joined up with the destitute villagers and exiled Anabaptists. Big and strong, since becoming a Digger, Gruff would prefer to live out his life peacefully building a model community, rather than utilising his formidable brawn.

Persuading the Diggers

Using Righteous Will Tests is a good way of persuading the community that they should be helping if the Adventurers belong to one of the Factions (Diggers or Anabaptists) to which the

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Peasants belong. A speech to the gathered community or individual talks with the leaders will help. Encouraging the NPCs' Christian charity (for the Anabaptists) or their community spirit (for the Diggers) will also help, especially if Lady Katherine can be persuaded first to allow the Diggers to keep the land they're on. (Games Masters should give bonuses to such arguments, probably +25% or more).

The other tack to take is to persuade them "against their will", so to speak. A Royalist who argues that the community should support Lady Katherine because she is their rightful ruler can possibly win the argument on a good roll, but should certainly not get any bonuses, and they may lose RPs if the NPCs' counter-arguments against the concept of the aristocracy is better than their own.

If the Adventurers fail utterly to persuade the Digger community to help them, the Adventurers, Lady Katherine and the children will be asked to leave. Jed will reluctantly go with them, and they are likely to be overtaken by Adam and the NMA in the open woods, where things are likely to go badly for them. Rosalinde will be hanging about in the background again to shoot Adam at an opportune moment, and the NMA soldiers are unlikely to kill any children after that, though the Adventurers will be taken prisoner; any signs that they are enemies of Parliament (particularly any sign that anyone is an Alchemist, or the finding of the Clockwork plans from the cave) will result in the Adventurers being hauled off to Northampton for trial. This is beyond the scope of this adventure, but could lead to hairbreadth escapes, dramatic court scenes, jailbreaks, last minute reprieves on the gallows and the like.

Depending on their level of success, the party can build some scratch defences. They are unlikely to be able to slip out of the Forest; the NMA have a net of sentries around them by now, and if they should choose this option, feel free to bring the attack forward. If they have managed to recruit Gruff, his Diggers and the four Anabaptists, they might make a decent job of it. If they are short-handed, it will be less easy under the sullen glare of Gruff (who will not actually evict them in such a circumstance, arguing that they can have sanctuary, for to turn them away would be unchristian, but that they should expect no help with the quarrel). If Gruff has been recruited, Jerel will slip away and hide; he has no intention of getting caught up in any fighting.

Captain Adam Frame

Son of Lady Katherine and Jed Frame

STR 14 CON 16 SIZ 12 INT 12

POW 10 DEX 12 CHA 10

SR 12 CA 2 DM +1D2

Skills: Carbine 65% (2D6+1), Drive 80%, Evade 45%, Persistence 70%, Resilience 50%, Sword 70% (1D6+1+1D2), Unarmed 50% (1D3+1D2)

Faction: Self Interest (Jealousy)
RP: 90

| D20 | Hit Location | AP/HP |
|-------|--------------|-------|
| 1-3 | Right Leg | 0/6 |
| 4-6 | Left Leg | 0/6 |
| 7-9 | Abdomen | 0/7 |
| 10-12 | Chest | 0/8 |
| 13-15 | Right Arm | 0/5 |
| 16-18 | Left Arm | 0/5 |
| 19-20 | Head | 0/6 |

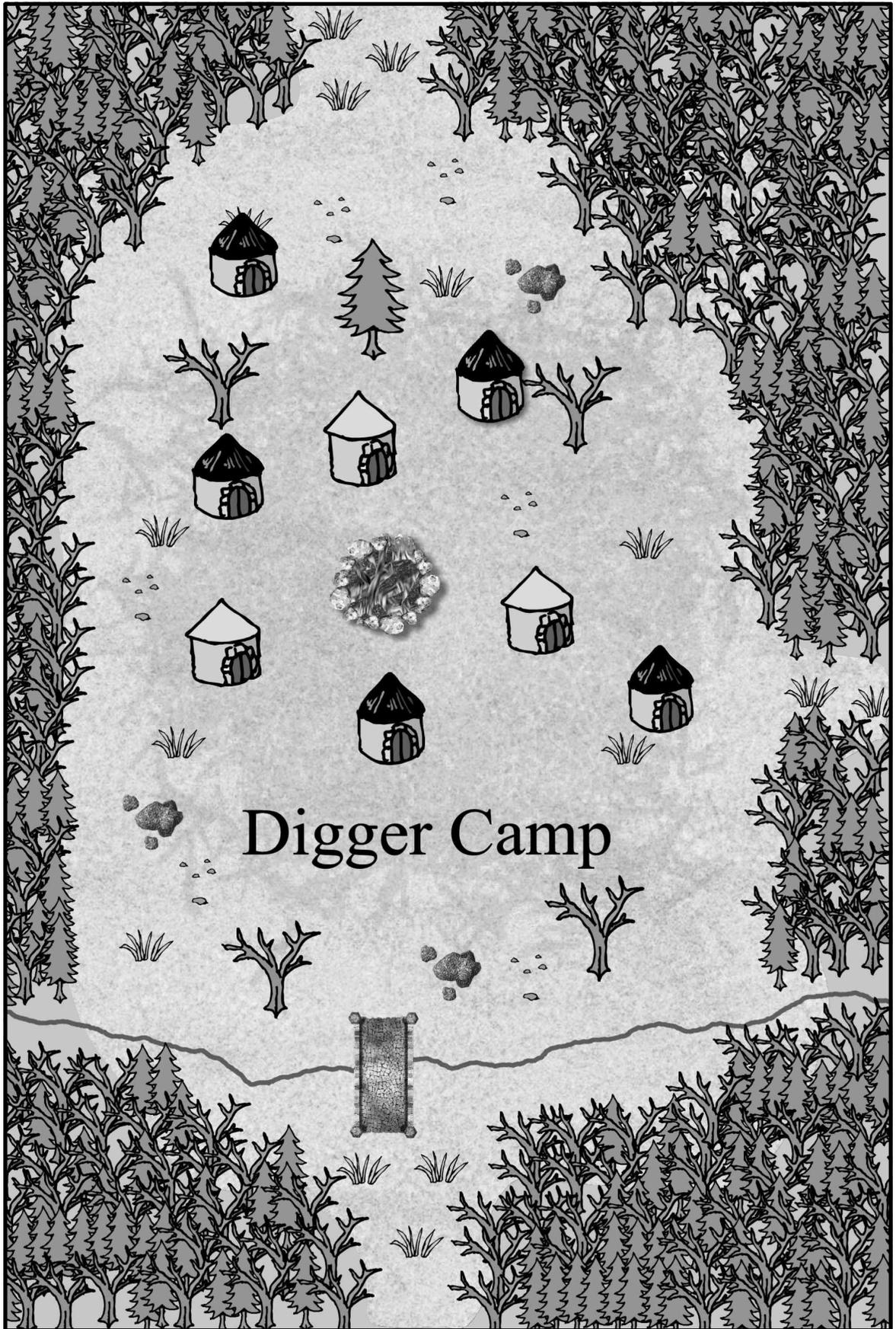


Adam is insanely jealous of the life of privilege that the Flamborough children have enjoyed, convinced that he should have been the rightful heir to Althrop House, not their dead father Richard (Adam's half-brother). His anger had been held in check while the War raged, although he fed it by participating in war atrocities whenever the opportunity arose. Now the war has become more static, his blood-lust has reached a crescendo and he is keen to use his remit to scour the Northamptonshire countryside to settle what he believes to be old scores.

The Attack

Unless the Adventurers have made plans to disrupt the attack (for instance by using ropes to unseat the drivers of the Iron Horses, a hard task to accomplish (Lore (Tactics) -40%); or by assaulting the concealed infantry, who have had to sneak an advance so as not to be left behind the dragoons),





Digger Camp

Running the Big Fight

While it is possible to run a big fight involving all the Adventurers plus all the NPCs (28 of them!) it would be a major undertaking for the Games Master and would probably take hours. Those who enjoy mass skirmish games can tackle it, but for most players it is probably best to use a form of “narrative combat”, where the Games Master focuses on the actions of the Adventurers and merely describes the fight going on around them.

The Games Master should make sure he knows where the major NPCs are, particularly where Lady Katherine and the children have been put – are they in plain sight or hidden? How easy is it for Adam and the NMA to find them? Where are the Adventurers in relation to these important characters?

Play out the fight between the Adventurers and a small group of NMA soldiers, while describing how the rest of the NMA are charging through the camp, fighting Diggers and Anabaptists, breaking into huts, destroying buildings with their Iron Horses. If the Adventurers are far from Lady Katherine, have the Diggers making a desperate losing stand around her hut so that the Adventurers have to try to break off their current fight and get to that part of the camp before it is too late.

Rosalinde is, of course, lurking in the trees, and can be used to dramatic effect, taking occasional pot-

shots at the Adventurers’ opponents when things are looking sticky.

If the Adventurers have persuaded most of the Diggers and Anabaptists to join the fight, things shouldn’t get too difficult, but if not everyone is enthusiastically on their side, or is staying out of combat altogether, make sure the Adventurers are run ragged, rushing from one place to another to deal with the next crisis. Maybe the NMA start setting fire to shacks full of women using burning brands (it’s a bit of a Robin Hood cliché, but the players will know for sure who the bad guys are!) and there will be fires to extinguish and children to rescue on top of the fighting. Maybe one of the party will have to snatch a child from in front of a speeding Iron Horse.

Use the scenery to effect: there are trees to leap from; fragile wooden shacks which can easily be destroyed by an Iron Horse bursting through them; bags and barrels of grain, flour and other foodstuffs to roll, throw, burst; farm implements to use as improvised weapons. Pigs can run through the scene; chickens can flee squawking from broken hen-houses; children can be menaced; praying Anabaptists can get it the way.

Keep things lively and fast-moving in the manner of a big fight scene in a Hollywood movie, with the action focussed on the Adventurers, and when the players finally snatch victory from the jaws of defeat, they will feel like real heroes!

read the following:

“The sound of roaring can be heard in the distance. It isn’t long before the noise becomes much louder; whatever is making the din is moving fast. You realise the noise is now coming from more than one direction. From out of the tree-line surrounding the camp a large metal beast emerges. It looks like a mobile battering ram with a horse’s head, the shape of one, or possibly two riders almost completely concealed by its armour shell. The driver peers over the head of his strange metal beast, his helmet glinting as light catches it, his eyes narrowed and menacing. Selecting a target, he steers the clanking mount in an attempt to crush all before him. Almost simultaneously another of the Clockwork machines emerges from the trees opposite, and elsewhere lobster-pot helmeted infantry file into the glade, swords drawn, marching to battle.”

The assault on the camp will be carried out by four dragoons (including their Captain, Adam) on two

Iron Horses, supported by 5-8 foot soldiers. There is another Iron Horse, but that is back at the manor with another patrol of 4 foot soldiers (see below). The dragoons are armed with sabres and carbines, the foot with mortuary swords. Note, drivers of Iron Horses can only drive, not fight with sabre or carbine, unless completely stopped (which takes a Combat Action). They can, however, ram opponents on a successful Drive roll. See Iron Horse description in *Clockwork & Chivalry* for details of ramming damage, speed and armour. The rider can slash with his sabre or fire/load his carbine (-20%).

The Anabaptists (or some of them at least) will sit around singing hymns and getting in the way throughout the fighting. If Gruff has not joined in, he will if any of the camp are hurt, in which case he will also be aided by the remaining Diggers.

Adam has not been back to Whittlewood Forest for many years. Nevertheless, he will recognise Lady Katherine and Jed (they won’t recognise him while he is helmeted). It won’t stop him trying to kill them if they get in the way of his attempts to kill the children. He is insane with jealous rage and will fight to the death. The fight will continue until either



Chapter II: Whittlewood Forest

| Name | SR | CA | Round 1 | Round 2 | Round 3 | Round 4 | Round 5 | HP | Wounds | Notes |
|--------------------|----|----|---------|---------|---------|---------|---------|----|--------|---|
| Captain Frame | 18 | 3 | | | | | | | | Carbine 65% 2D6+1, Drive 80%, Evade 45%, Sabre 70% 1D6+1(+1D2), Unarmed 50% 1D3 (+1D2) Armour 2 points all over |
| NMACR dragoon 1 | 15 | 3 | | | | | | 13 | | Carbine 47% 2D6+1, Drive 60%, Evade 50%, Sabre 50% 1D6+1, Unarmed 50% 1D3, Armor 1 point all over |
| NMACR dragoon 2 | 15 | 2 | | | | | | 12 | | Carbine 47% 2D6+1, Drive 60%, Evade 50%, Sabre 50% 1D6+1, Unarmed 50% 1D3, Armor 1 point all over |
| NMACR dragoon 3 | 15 | 2 | | | | | | 12 | | Carbine 47% 2D6+1, Drive 60%, Evade 50%, Sabre 50% 1D6+1, Unarmed 50% 1D3, Armor 1 point all over |
| NMA foot soldier 1 | 18 | 3 | | | | | | 11 | | Evade 40%, Sword 50% 1D8, Unarmed 50% 1D3, 1AP all over |
| NMA foot soldier 2 | 16 | 2 | | | | | | 13 | | Evade 40%, Sword 50% 1D8, Unarmed 50% 1D3, 1AP all over |
| NMA foot soldier 3 | 16 | 2 | | | | | | 13 | | Evade 40%, Sword 50% 1D8, Unarmed 50% 1D3, 1AP all over |
| NMA foot soldier 4 | 14 | 2 | | | | | | 13 | | Evade 40%, Sword 50% 1D8, Unarmed 50% 1D3, 1AP all over |
| NMA foot soldier 5 | 14 | 2 | | | | | | 12 | | Evade 40%, Sword 50% 1D8, Unarmed 50% 1D3, 1AP all over |
| NMA foot soldier 6 | 14 | 3 | | | | | | 12 | | Evade 40%, Sword 50% 1D8, Unarmed 50% 1D3, 1AP all over |
| NMA foot soldier 7 | 12 | 2 | | | | | | 12 | | Evade 40%, Sword 50% 1D8, Unarmed 50% 1D3, 1AP all over |
| NMA foot soldier 8 | 12 | 2 | | | | | | 12 | | Evade 40%, Sword 50% 1D8, Unarmed 50% 1D3, 1AP all over |

the children are killed by Adam; or Adam is killed, in which case his men will give up the fight.

If it looks like the party is going to lose, or in any case, at a suitably dramatic moment, Rosalinde will come out of hiding and shoot at Captain Frame. If spotted and recognised by the party, she will nod to them in recognition before melting back into the forest.

When Adam falls, the Parliamentarian forces retreat in disarray. Jed will recognise Adam's corpse, as

will Lady Katherine – it's all very tragic.

Survivor

One of the soldiers fighting for Adam Frame is a local man, Jess Torrington, who is dubious of his captain's motives and methods. When he realises that he knows some of the people he is fighting against, he hides among the trees and, if found by the Adventurers' side, surrenders. If not discovered during the fight, he will come out at the end of the

Chapter II: Whittlewood Forest

| Name | SR | CA | Round 1 | Round 2 | Round 3 | Round 4 | Round 5 | HP | Wounds | Notes |
|--------------|----|----|---------|---------|---------|---------|---------|----|--------|--|
| Gruff | 16 | 3 | | | | | | | | Evade 65%, Quarterstaff 80% 1D8 (+1D4), Unarmed 70% 1D3 (+1D4) |
| Jed | 15 | 2 | | | | | | | | Club 65% 1D6, Dagger 55% 1D4+1, Evade 40%, Unarmed 45% 1D3 |
| Digger 1 | 15 | 3 | | | | | | 14 | | Club 60% 1D6, Evade 40%, Unarmed 50% 1D3 |
| Digger 2 | 15 | 2 | | | | | | 12 | | Dagger 50% 1D4+1, Evade 40%, Unarmed 45% 1D3 |
| Digger 3 | 15 | 2 | | | | | | 12 | | Club 60% 1D6, Evade 40%, Unarmed 50% 1D3 |
| Digger 4 | 12 | 2 | | | | | | 11 | | Dagger 50% 1D4+1, Evade 40%, Unarmed 45% 1D3 |
| Digger 5 | 12 | 2 | | | | | | 11 | | Club 40% 1D6, Evade 40%, Unarmed 50% 1D3 |
| Digger 6 | 12 | 2 | | | | | | 11 | | Dagger 50% 1D4+1, Evade 40%, Unarmed 45% 1D3 |
| Digger 7 | 12 | 2 | | | | | | 10 | | Club 40% 1D6, Evade 40%, Unarmed 50% 1D3 |
| Digger 8 | 12 | 2 | | | | | | 10 | | Dagger 40% 1D4+1, Evade 40%, Unarmed 30% 1D3 |
| Digger 9 | 10 | 2 | | | | | | 10 | | Club 40% 1D6, Evade 40%, Unarmed 50% 1D3 |
| Digger 10 | 10 | 2 | | | | | | 9 | | Club 40% 1D6, Evade 40%, Unarmed 30% 1D3 |
| Anabaptist 1 | 15 | 3 | | | | | | 12 | | Club 40% 1D6, Evade 40%, Unarmed 50% 1D3 |
| Anabaptist 2 | 15 | 2 | | | | | | 11 | | Club 40% 1D6, Evade 40%, Unarmed 40% 1D3 |
| Anabaptist 3 | 12 | 2 | | | | | | 11 | | Club 40% 1D6, Evade 40%, Unarmed 40% 1D3 |
| Anabaptist 4 | 12 | 2 | | | | | | 10 | | Club 40% 1D6, Evade 40%, Unarmed 40% 1D3 |
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combat and surrender. See Questions, below, for more information.

After the Attack

After the battle, assuming Jed survives, he will escort Lady Katherine back to the manor house. An intimate bond seems to have been formed (in fact



Chapter II: Whittlewood Forest

reawakened) between them. The Flamborough children will reluctantly leave their new friends, having enjoyed the outdoors (bar the blood and fighting!). Lady Katherine will probably look more kindly on the Diggers' camp, offering them assistance, and in some cases work – the Sizeham villagers will make ideal substitutes for her runaway servants.

Questions

The NMA soldier Jess Torrington, who hid and surrendered, can provide the following information to the adventurers:

About Adam: *"It were all the fault of that Captain Adam, damn 'is eyes. He were obsessed. He hated them kiddies, kept muttering about them an' clenching his fist and shouting at us all. I didn't like it, an' I told him. But he said I was a bloody Agitator an' I should do as I was told and follow orders. I'm not convinced that we were ordered to come here. But, what can you do? He was the captain, after all."*

About the Saboteur: *"There were another thing. We'd of been 'ere sooner if it 'adn't been for the stranger who we met the other day. Funny it were, the Captain was all set to burn the kiddies a couple o' days ago, when we ran into this hooded character. Didn't like the looks of 'im, meself. Smelt of spy if ever there was one. Anyways, we had to take 'im back to Northampton as a priority. We headed back to the crossroads, where you turn up toward the town, just past the crossing at Killingbury, there's an inn there. The "Strangled Kitten", I think it's called, not as bad as it sounds. Anyways, there was a group of travellers on the road, 'itchin up at the inn. One of 'em looked like a retreating Royal an' is brat. He had a cart, an it smelt all funny, like a furnace. Felt a bit sorry for 'em, but that's the war I guess. The look on the kiddy's face, stays with you even in these times. Worse for those that 'aven't ad it bad afore, I s'pose. Anyways, the stranger hopped off and said something to the Captain. I dunno, there was something about them two talking together. Couldn't hear what they were saying, but they both seemed like peas in a pod, hateful if you know what I mean. We 'ad to go back and recharge the 'orses, so I don't know what became of our passenger, but up to some mischief I don't doubt."*

Jess promises not to cause trouble if allowed to leave, and may even join the Diggers, but he can give little further assistance. He certainly did not get a glimpse of what the stranger looked like. Such questions will be greeted by the by-now familiar, *"hooded, and masked, I didn't really get a proper look, 'e only talked to the captain."*

Loose Ends

If Adam and his men are defeated, the remaining patrol at Althrop Manor will either be informed of the fact by survivors or will find out by scouting. In such a circumstance they will attempt to flee back to Northampton to inform their superiors. They will probably be successful, although if the party has not interviewed Jess after the main battle, you can have him turn up here.

Their Parliamentary superiors will be disinterested in Lady Katherine, but extremely determined to get any lost Iron Horses back. The Diggers don't want the machines. (One or two of them discuss whether they would be useful for pulling a plough, but if someone points out they have no way of winding them up, they'll quickly drop the plan!). The best solution would be to leave them with Lady Katherine at the manor (getting them there might be fun!). She will then negotiate their safe return in exchange for promises to be left alone. The force sent to secure them will no doubt be led by a much more polite Parliamentarian. Adam had deceived his men – he had been given the authority to make some requisitions, but not to start attacking gentlefolk with impunity, setting fire to manors or murdering children! Of course, the Adventurers may try to keep the Iron Horses, in which case they will be hunted every step of the way until forced to abandon them (Iron Horses are hard to hide).

The Adventurers, hopefully with the thanks of all and sundry, and a set of secret plans (which they may think are worth a fortune to the right people), will have some time to rest up and heal if they require it.

Now is an excellent time to give Improvement Points to the party, huzzah for everybody!

The Adventurers should now be able to make good progress all the way to the Tainted Lands, with only one further planned encounter along the way.

Chapter III

In which our heroes spend a somewhat eventful night at the Strangled Kitten Inn

“It is a poor family that has neither a whore nor a thief in it.”

– anon.

A couple of nights ago, Horace Plummerstone, Royalist, Alchemist and member of the Invisible College, was preparing to stop for the night at the Strangled Kitten coaching house when he was spotted by Lady Cecilia (the saboteur and assassin), as she headed to Northampton with Captain Adam Frame and his men. Horace was fleeing his home, accompanied by his young daughter, his cart loaded with Alchemical equipment, heading for Oxford. He knew that his mules needed some rest and so saw no alternative to stopping at the inn for the evening. Seeing the Royalist, and surmising from his singed sleeves and the acrid smell emanating from his cart that he was a hated Alchemist, Lady Cecilia changed her plans and got Captain Frame to drop her off a little down the road from the Strangled Kitten.

Once the dragoons had departed for the Northampton Winding Station, Lady Cecilia snuck around the back of the inn and checked Horace Plummerstone’s cart. Once satisfied that he was indeed an Alchemist, she resolved to murder him.

Cecilia checked into the inn, still wearing her male garb. Handing over a few coins she waved away the

attentions of the women and took a room near Horace (The accommodation is split into two on the first floor, two private rooms on one side of the landing, the recently converted brothel on the other. Theo has his quarters on the top floor, but rarely sleeps there, preferring to stay behind the bar for fear of robbery. See maps, pp.54-5).

Realising that Horace had also declined the pleasures of the brothel and appeared to have settled for the night, Cecilia tried to think of a way to kill the Alchemist without waking his daughter, who shared the room with him. Cecilia was less concerned with the child’s well-being than fearful that the girl would raise an alarm.

Cecilia scouted the opposite landing, saw that there was no one guarding the front desk to the brothel (the Madam had decided that it was probably too late for any fresh arrivals and, well on the way to drunken oblivion, decided to offer her services *gratis* to Theo’s newly hired help, Carlos); and saw that not all the rooms were occupied. Cecilia returned to her own room, changed into a dress, hid her knife under her petticoats and went into the



corridor, standing outside Plummerstone's room, quietly sobbing.

As she hoped, the Alchemist came out to see what the fuss was about. Cecilia might have murdered Horace there and then, but she decided to stick with her plan. Cecilia pretended to be a fellow Royalist, escaping the tightening grip of the Parliamentarians in Northamptonshire. She explained that she had been robbed on the road, was now destitute and alone in the world, and that Theo had offered her a room. Only now she had found out what was expected of her in return for her lodgings.

Horace nobly offered to have it out with Theo, but Cecilia begged him not to, for the shame of it. Finally she assented to allowing Horace to help her fetch her things, agreeing she would accompany him and his daughter on the journey to Oxford, where she had family. Horace assured her that if Theo was a problem in the morning, he could easily handle him and his paid help, and that Cecilia must spend the night in his room; she could share the bed with his daughter, while he slept on the floor to protect the lady's safety.

The pair stole across the landing and snuck into "Cecilia's" room. Cecilia began giggling, a long, loud and high pitched giggle. The confused Alchemist studied her nervously, but she explained she had merely felt scared and couldn't help herself. She giggled again, stopped and asked Horace to hold her, to steady her, which he did. Cecilia then murdered Horace, leaving a bloodied corset on the floor (one of her own). She listened, to ensure all was quiet, and then snuck back across the landing to her own room (the madam was still absent, which saved her life, as Cecilia would have happily removed a further witness). In the morning Cecilia departed first thing, once more dressed as a hooded man, slinking off down the road, content that there was now one less Royalist to prolong the war.

The first suspicion that anything was wrong came the next day, when Horace's daughter, Christobel Plummerstone, realised that her father was gone. At first Theo assumed that Horace had merely abandoned his daughter, but seeing the cart was still there, he gave up on that idea. Then he thought Horace had probably taken up with one of the prostitutes and had merely slept in. He wearily checked the rooms, occasionally disturbing a stirring customer, but still couldn't find Horace. Finally, he decided to check the empty room on the landing. That was when he found Horace's corpse. Theo assumed that one of his girls must have murdered the Royalist, and cursed their stupidity – the man was obviously wealthy and possibly of some influence.

He woke the Madam, who swore she had been at the

desk all night and had heard nothing unusual. Theo sent her to see to Christobel; then, once the customers had all left, locked the girls in their rooms and attempted to find out who had killed Horace. He found out nothing and has since been dwelling indecisively on what to do about Horace's body (which has been moved into an outhouse), Christobel, and the contents of the cart. Horace's mules have, however, been recycled – one sold to a passing merchant, the other (the more distinctively marked one) part of the current house broth. Theo sees this as part payment for putting Christobel up.

The Strangled Kitten Inn

The Strangled Kitten, inn and brothel, is at least a day's travel (by foot or cart) from Whittlewood Forest. Read the following to the players (adjust as necessary if they reach the inn at a different time of day).

Your rate of progress hasn't improved much; although it is a bright enough day, occasional snow showers hamper your visibility. Eventually, toward the end of the day, you reach a river, spanned by a bridge. The bridge seems to be unguarded, although over the course of the afternoon you have seen quite a bit of activity far away in the east, probably Parliamentary scouts out of Northampton. The village of Killingbury is also to the east, but nearer, only a short walk away. Over the bridge, you can see an inn, its sign swaying and creaking in the chill wind. The inn is placed on a crossroads, the road you have travelled snaking on northwards, towards Naseby and nearby Clypston, in the heart of the Tainted Lands; the intersecting road heads up to Northampton and the local Parliamentary garrison.

Assuming the players cross the bridge and head towards the inn, read the following:

The inn is actually a sizable coaching house. A sprawl of messy barns extend out behind the main building, the frontage of which is tidy enough. There is a sign over the door which sways in the winter breeze. It has a gaudily painted picture of a fist gripped around the throat of a dangling cat, the lettering declaring the place to be the Strangled Kitten.

If the Adventurers decide to stop, the inn itself is reasonable enough. The prices are fair, the food and accommodation average. The place is by no means clean, but certainly no more dirty and smelly than the average bar.



Chapter III: A Night at the Strangled Kitten

“You enter the spacious inn and see a large wooden bar at one side of the hall. A plump, balding fellow is working away behind the bar. He wipes his glistening forehead with a dirty bar cloth, then uses the same cloth to polish the inside of a tankard. He looks up nervously at you as you enter, then seems to relax a little, waving a greeting. There is a decent enough fire crackling, and in a nearby corner is a group of women, lounging around on couches and looking a little under-dressed, especially considering the bitter weather. They smile and sit up a little as you enter the room, obviously sizing up the men in the party.”

The innkeeper is called Theo Bobbs. Theo is quite nervous and it shows from his mannerisms. He constantly fiddles with his bar towel, wrings his hands and stammers a little as he speaks. The inn is quiet enough when the party arrive, but it has been busy of late. Indeed, Theo may complain that he has had a fair share of trouble due to the surge in numbers of Parliamentarian troops passing through the county.

Of course, one of the reasons for the increased traffic is that Theo is running a very successful brothel. Before the Civil War, Theo had one or two serving girls who were quite happy to make the occasional extra coin from the male customers, but since the war Theo has expanded this side of his trade considerably.

Theo is even more anxious than usual at the moment. A couple of days ago a wealthy Royalist stopped briefly at his inn. The man was murdered, Theo suspects by one of the prostitutes. Theo is worried that he is harbouring a murderer. To compound his panic, he has found items in the cart of the escaping Royalist that have aroused both avarice and superstition. Theo suspects, quite rightly, that the cart has some sort of magical items on board, and is terrified of such Satanic materials. On the other hand, he is quite sure, again correctly, that the goods are valuable. As such, Theo would love to find a way to make a profit from them; if only he had the courage or contacts, he is sure that he might make a fortune.

There are three guilty secrets that the Adventurers might find out about at the Strangled Kitten – the body of the murdered Royalist, Horace Plummerstone; the “kidnapping” of his daughter Christobel Plummerstone; and the stealing of Horace’s cart, which contains a fully equipped portable Alchemical laboratory. There are a lot of ways that the Strangled Kitten can play out – it is likely the party will have already worked out that the saboteur has been here, so may directly confront

Theo from the off; when they learn of Horace’s disappearance they may be able to work out/assume that the saboteur and Horace’s murderer are one and the same person (which means they may also work out that the saboteur is a woman); they may find the corpse, cart and mobile laboratory; they may think that Theo, Verity, Carlos or one of the prostitutes murdered Horace, or any combination of the above; they may buy the Alchemical equipment or destroy it; or they may cause Carlos to attack them. It is not essential for the Adventurers to find all the clues – when they are done at the Strangled Kitten they can resume their journey to the Tainted Lands.

Theo Bobbs



Self-interested Landlord

Age:35

STR 11 CON 10 SIZ 10 INT 11
POW 9 DEX 10 CHA 9

SR 11 CA 2 DM 0

Faction: Self Interest (Greed) RP: 45

| D20 | Hit Location | AP/HP |
|-------|--------------|-------|
| 1-3 | Right Leg | 0/4 |
| 4-6 | Left Leg | 0/4 |
| 7-9 | Abdomen | 0/5 |
| 10-12 | Chest | 0/6 |
| 13-15 | Right Arm | 0/3 |
| 16-18 | Left Arm | 0/3 |
| 19-20 | Head | 0/4 |

Skills: Commerce 28%, Evade 58%, Persistence 25%, Resilience 30%, Unarmed 26% (1D3)

Theo is a widower, who has managed the Strangled Kitten alone since his wife died of smallpox several years ago. The business slowly went into decline. Theo was too mean to



employ proper help and unable to manage the business alone. Further demoralised by having his inn wrecked by unruly soldiers, Theo was all for giving up, when he ran into Verity Smalk. Verity persuaded him he could reverse his fortunes by running the Strangled Kitten as a brothel. Since then, trade has certainly improved, and Theo is content to let Verity get on with it. Theo actually finds the whole business rather sordid, and truth be told is a little afraid of Verity and Carlos, but is content to take the money while it lasts. He figures that once the war is over he will shut the brothel and sell up. Theo is a coward, and will nervously hide at any sign of trouble. Theo has a bit of a nervous stammer, which worsens according to how stressed he becomes.

Theo can tell the party the following:

About The Strangled Kitten: *“W-welcome to the Strangled Kitten. You l-looks like you could do with some refreshments. Now, what can I getcha? I have some fine ales an’ pleasant rooms. An if yer lookin’ fer c-company, speak to Verity over there. She’ll sort you out with a soft shoulder to rest on, if yer get me d-drift.”*

About Carlos: *“H-He’s a good man. H-helps me keeps this place in order. S-solid sort, I think he used to be a s-soldier.”*

About Verity: *“She s-seems to do her job well enough, and th-that’s what matters. I don’t know much about her, b-but C-Carlos seems to like her.”* Theo is unaware that Verity is actually taking more than her fair cut of the profits. He has earned enough so far to not bother questioning her too closely about who pays how much and for what.

About the prostitutes: *“W-Well business, ain’t been easy, what with me losin’ me wife, the war and prices bein’ as they are. Can’t says I l-likes it, but we’s all got to make a living and get by. They are quiet enough, an’ don’t cause me trouble. I leaves it all to Verity to sort out, th-that side of the business, an’ I like to keeps it that w-way.”* Theo keeps the women fed, but otherwise studiously ignores them, a little embarrassed and unsettled by their trade.

About the cloaked stranger: *“C-can’t say as I can help you there. He came in, tossed a few coins on the bar an’ went to ‘is room. Left early in the morning. Didn’t have n-no breakfast. Wish all me guests were as w-well behaved.”*

About the night of the murder: Initially Theo will

admit nothing. But if pressed about the Alchemist and his daughter (due to the information they received from the NMA soldier in Whittlewood Forest) or if the party have found any evidence of foul-play from sneaking about, Theo will come clean. In any event Theo will talk after the “Christobel” Section (see below, p.52). *“I-It w-were n-none of it m-my f-fault. I f-found him d-dead in one of the rooms. Th-throat cut, on the floor. What w-with the w-war, there’s n-no-one to tell, so I p-put him out b-back. It must of b-been one of the g-girls.”* Theo will tell the party what he knows, which isn’t much. If they seem sympathetic, he will show them the room he found the body in and the allow them to look around the guest quarters, which haven’t been changed or slept in since the murder. He will possibly push his luck and try to sell them the cart and portable lab as well! A successful Culture (Own) roll will be enough for the Adventurers to realise that, despite the war, the local authorities should have been informed. If pressed, Theo will ask the Adventurers to investigate and arrest the culprit. The other residents at the Strangled Kitten will only talk about the murder once Theo has admitted finding the body. If asked why he hasn’t already investigated, or even talked properly to the staff about the murder, he will explain that he wouldn’t know where to start. If asked about Christobel, he will moan that he has had to put her up and feed her, that Verity is currently “looking after her” and that he doesn’t know what to do about her.

Verity Smalk



Self-interested Madam

Age:40

STR 10 CON 11 SIZ 11 INT 10

POW 10 DEX 9 CHA 11

SR 10 CA 2 DM 0

Faction: Self Interest (Greed) RP: 58

Chapter III: A Night at the Strangled Kitten

Skills: Consume Gin 68%, Dagger 49% (1D4+1), Evade 42%, Persistence 40%, Resilience 48%, Unarmed 35% (1D3)

| D20 | Hit Location | AP/HP |
|-------|--------------|-------|
| 1-3 | Right Leg | 0/5 |
| 4-6 | Left Leg | 0/5 |
| 7-9 | Abdomen | 0/6 |
| 10-12 | Chest | 0/7 |
| 13-15 | Right Arm | 0/4 |
| 16-18 | Left Arm | 0/4 |
| 19-20 | Head | 0/5 |

Verity Smalk is the Madam of the expanded brothel at the Strangled Kitten. Verity was originally a working girl in nearby Northampton, but over the last few years her trade had steadily declined. Turning to drink, she barely survived. That was until she overheard Theo Bobbs discussing his business with a fellow innkeeper in a Northampton tavern. Theo was moaning about the number of times troops stopped at his inn, and how they were often more trouble than they were worth. Verity took a gamble – she sold her few pitiable possessions and bought a new outfit. She cleaned herself up as best she could, and approached Theo as he made to leave town. She convinced Theo he could make plenty of money if he converted his inn into a brothel. Theo's greed got the better of him, and he installed Verity as the Madam. She recruited some of the Northampton prostitutes, decamped to Theo's inn, and has been pocketing a share of the profits since. Verity is easily distracted from her duties, however, by the amorous attentions of Carlos, the hired muscle, and the temptations of Theo's rapidly diminishing Juniper Gin stock.

Verity can tell the party the following -

About Theo: *"Oh, I suppose he's alright, luvvie. Gawd, but he's a shrew though. Not like Carlos. That's a proper man. But he's done right by me, and he stocks a lovely sup of juniper juice, and no mistake. Leaves the business side of things to me, think he's a bit frightened of the girls, silly flop."*

About Carlos: *"Ooh, 'e's a proper gentleman. Foreign you know, an exotic beast, better manners*

than the local boys. Best thing that's happened to this place, a proper man to keep things in order."

About Verity: *"Can't say its been an easy life, but I got the cream now, I 'ave. Be a shame if it ever ends, best time ever I'm 'avin here, and no mistake."*

About the prostitutes: *Well, they're lovely, my girls. Why don't I hook you up with one? They're all clean and offer very reasonable rates. Just come up to the landin' an we'll get you sorted out."* If pushed, she will admit: *"Well you know how it is. Girls likes that. Gawd, but you can't trust 'em and no mistake."*

About the night of the murder: *"It's strange, but I didn't see nothing. Just got on with me work, mindin' me own business. Don't know how that Horace, or whatever 'e's called, got past me. Still, he had some queer stuff on that cart of his, so Theo told me. Gawd, but he must 'ave used his devilish magicks to fly in through a window to see one of me girls. Perhaps that's why they killed him. Sends a shiver up me, an no mistakes."*

If pushed for more information: *"Well, it was a quiet night. Only a few blokes about. So I slipped off a bit early, you know, to catch up on me beauty sleep. Not a crime, is it? The girls were safe enough, it were late and cold, so I can't help yer further."*

If pushed as to why Carlos wasn't on duty: *"We..ell, it were a cold night, so I offered to keep the lunk warm. What of it? Gawd, but a lady likes a bit of company, and 'e's a real man."*

If asked who she thinks committed the murder: *"Well, I don't like to say it. But, it must of been Florrie. All the other girls 'ad customers, 'an they all paid to stay late, what with the weather, so it must of been 'er. Gawd, but yer can't trust these slatterns, an no mistake."*

The other customers were three Parliamentarian troopers. No-one can say any more than that – Glenys, Freda and Lucy entertained them, they all stayed for the whole night. If pushed, Lucy will admit that her soldier stayed on later in the morning than the others. When the drama accompanying the search for Horace started and the subsequent finding of the body, she told him about it all before he left to rejoin his squadron.

Carlos "the Giant" Guanago

Catholic Soldier

Age:22

STR 14 CON 15 SIZ 18 INT 7
POW 7 DEX 9 CHA 11

SR 8 CA 2 DM +1D4



Chapter III: A Night at the Strangled Kitten

Faction: Catholic RP: 38

Skills: Evade 30%, Great Club 69% (2D6+1D4), Persistence 54%, Resilience 90%, Unarmed 75% (1D3+1D4)

| D20 | Hit Location | AP/HP |
|-------|--------------|-------|
| 1-3 | Right Leg | 0/7 |
| 4-6 | Left Leg | 0/7 |
| 7-9 | Abdomen | 0/8 |
| 10-12 | Chest | 0/9 |
| 13-15 | Right Arm | 0/6 |
| 16-18 | Left Arm | 0/6 |
| 19-20 | Head | 2/7 |



Carlos is a huge warrior. Once employed as a bodyguard to a Spanish mercenary fighting for Rupert, when his master died of disease after Naseby, Carlos found himself without a job. Carlos worked for a while as a professional wrestler, entertaining the Northampton crowds, but was turfed out by the Puritan town council when the local Fayre was shut. On his way to find work in Oxford he stopped at the Strangled Kitten. At first his huge bulk and the air of casual violence surrounding him scared Theo, but when some Parliamentarian soldiery tried to avail themselves of the brothel for free, Carlos stepped in, firmly evicting the culprits. Since then Carlos has been working as hired muscle for Theo. His English is still poor and he is not very bright, but Carlos is honest enough, in his way. The Madam of the brothel, Verity Smalk, has a soft spot for Carlos, and to her surprise he is enamoured with her, despite her being twenty years Carlos' senior;

Carlos has a thing about older women generally, and will stare smoulderingly at any in the party. Carlos was ensconced with Verity when Horace was killed. Aside from his helmet, club, a cloak (which he is not wearing) and the clothes he stands up in, Carlos has no possessions.

Carlos prefers not to talk, and will generally shrug, but if pressed can tell the party the following in extremely broken English:

About Theo: "Ee is, ow you say, good man."

About Carlos: "I Av No Master; I leeve here now." If pushed - "I, 'ow you say, soldier."

About Verity: "She is, 'ow you say, Bonita woman." When describing Verity, Carlos is about as animated as he gets.

Questions about the prostitutes or the night of the murder yield nothing but shrugs and shakes of the head. If anyone can actually speak Spanish, Carlos will happily and truthfully tell all he knows, which is nothing - he is fairly dim-witted and can't really remember much about anything, although he will recall, if prompted, retiring early with Verity.

Florrie, Freda, Glenys and Lucy



STR 10 CON 10 SIZ 10 INT 10
POW 10 DEX 11 CHA 11

SR 11 CA 2 DM -1D2

Hit Points 10

Skills: Dagger 35% (1D4+1), Evade 50%, Persistence 50%, Resilience 45%, Seduction 45%, Unarmed 35% (1D3)

Florrie, Freda, Glenys and Lucy are all prostitutes working at the Strangled Kitten. All are grateful to be installed in the inn, rather than working the streets of Northampton.

Chapter III: A Night at the Strangled Kitten

They have all thieved a small amount of money and a few personal effects from their customers since working at the Strangled Kitten (1D20 shillings + 1D3 trinkets worth 1D20 shillings each, hidden in their rooms). They will try to seduce any male (or so inclined female) Adventurers, lolling about the party, flirting, exposing much flesh and encouraging horseplay, unless firmly told that their services are not required – in which case they will sulkily return to their sofas and await further customers.



They all know the following -

About Theo: *“He’s not so bad, keeps ‘is hands to hisself, and cooks up good enough grub. Nervous little runt though, can’t say as I’m not pleased that he doesn’t show an interest, if you know what I mean.”* If pushed: *“I reckon Verity runs rings round ‘im. Ha, serves him right for bein’ a cull.”*

About Carlos: *“Handsome sort, in’t ‘e? Looks all man, if you get me drift. Used to be a wrestler, I heard. Wouldn’t mind a grapple with ‘im meself, foreigner or not.”* If pushed: *“The big old sod has it sweet fer old Madam Verity. Can you believe it, beauties like us and he goes for a shrivelled old hag like her. Must be blind, barmy or both.”*

About Verity: *“She knows her job and treats us right. Picked us off the streets o’ Northampton she did. Heart of gold that one, mind you, don’t tell ‘er I told you that.”* If pushed: *“No better ‘an us, she isn’t. She were washed up and ‘opeless till she managed to get Theo to take her on. I reckon she’s coinin’ it in and Theo don’t know ‘alf of it. Stinks of gin she does. Reckon she’s drinkin’ poor Theo out o’ business.”*

About themselves: *“Why come, me handsome. You looks so weary. Why not come with me and we can have a nice rest together. Have a word with Verity. she will sort it all out and you can spend the night in heaven, me dearie”, etc.*

About the night of the murder - Lucy: *“We went to our rooms with our beaus. T’were a quiet night, cold and dark out, so weren’t that busy, just a few dragoons. You know, easier for them to get out ‘ere in the cold, ‘cos they got ‘orses.”* **Freda:** *“You know, I thought I ‘eard a giggling from thataways. Thought Florrie had found a customer. Didn’t think much on it at the time.”* **Glenys:** *“Didn’t hear a thing. Sorry, I can’t help you. Makes you think though, that poor child left alone. Don’t leave her with Verity. Wouldn’t want her to end up like us.”* **Florrie -** *“I ‘eard em sirs, I swears it. Didn’t know it at the time, but they were just in the next room. Can’t says I know which girl did it, but I ‘eard her with him, laughing an’ carryin’ on. I was on me own, and wondered why they were usin’ the empty room, rather than their own. I swears that’s all I know an’ all I heard, and I swears I didn’t do it.”* At which point Florrie will break down in tears and all other residents present (aside from the oblivious Carlos) will clamour that she seems remorseful, and therefore probably guilty.

If pushed: All the girls can provide alibis apart from Florrie (although finding their actual night-time companions in Northampton would be a task and a half). As soon as they realise this, they will all accuse the protesting Florrie, saying they never trusted her and she must be the murderess. This is more out of fear of the noose than spite. They all figure someone will probably hang for the murder and it may as well be Florrie, rather than them.

They all suspect that Verity left her post early, probably either to go off with Carlos, or possibly because she was blind drunk (both accurate guesses).

If the bloodied corset, that was left in the empty room that Horace was murdered in, is produced, Florrie (and all the other girls) will deny owning it. If pressed (probably not literally, unless one of the Adventurers has the legal jurisdiction), they will all admit that they don’t recognise it as any of theirs (although it would near enough fit them all).

Events at The Strangled Kitten

Over the course of the party’s stay at the Strangled Kitten, the following events will occur, whatever the outcome of their investigation (always assuming they even bother to conduct one).

New Recruits

Not long after the party arrive at the Strangled Kitten, a group of half a dozen Parliamentarian soldiers turn up. They are all rather young and



Chapter III: A Night at the Strangled Kitten

nervous. They eye up the girls, and unless the Adventurers have availed themselves of their services, soon negotiate with Verity and head upstairs with the prostitutes. Verity takes her position on the landing, taking their shillings and Carlos hangs around at the bottom of the stairs, in shouting range. The recruits are all well behaved enough, and want no trouble – excited, terrified and embarrassed by the venture. After a while, a red-faced Captain comes in, asks where his men are, then gathers them up, shouting Godly admonishments at them as they stumble out of the pub.

Christobel



The Adventurers might discover Christobel in Verity's room (they might have persuaded Theo to let them look round, or heard her sobbing while they stowed their gear). Otherwise she will appear on the stairway in the main bar at some point in the evening (wherever they see her, she will impart the same information before falling to the floor in a state of catatonic shock). If Verity is at her post she will chase her down the stairwell (as Christobel has managed to break out of the room Verity locked her in), but will not be able to prevent her talking to the party. Read the following if Christobel has escaped Verity's room:

You see a beautiful young girl, no more than twelve years of age. Her eyes are hollows, fear and sadness having deadened any spark they might once of contained. The girl is in a rough smock, obviously not her own. It is clear she has never laboured in her life, although her hands are badly cut and blood is pouring from her fingernails onto the stairs. The girl looks at your party and begs. "Please help me," she cries, "They've killed my father, I'm sure of it. They locked me up." She points at the Madam. "She stole all my things. Please help me find my daddy." At this point her head falls and she stumbles to the bottom of the stairs.

Christobel can offer the following information -

On arriving at The Strangled Kitten: *"We had to run away. The soldiers were coming. Daddy said they would arrest him if we didn't leave <sob>. They wanted our house, he said, but we would go back there one day. Poor daddy. We came here on our way to Oxford <wail>."*

On the night of the murder: *"I heard daddy talking to someone. There was somebody at the door, <sob>, at least I think there was. It might have been a dream. It was a lady, she whispered to daddy, and he never came back <wail>."*

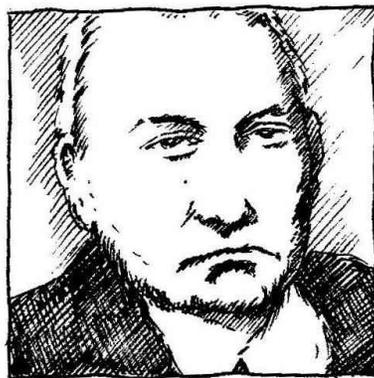
On Verity: *"She threw me in some stale bread and dirty water. She stripped me of all my clothes and told me I would learn to rough it like the others"* then, shuddering, *"I am sure she is up to no good. I'm so frightened, <sob>, please help me?"*

Once she has imparted all she can (or just before) Christobel shudders, sobs uncontrollably once more, then her expression glazes over. It's all been too much for her. She is in catatonic shock and will not recover for 2D6 days, and then only with good care and attention.

Theo will explain, if asked, that he is worried about the girl and didn't know what to do with her. He gave her to Verity to care for, as she seemed the best choice. He will go along with any plan to get her out of his establishment.

Verity will be upset at any aspersions made about her intentions. She actually intended to get Christobel working as a prostitute, in the empty room her father was murdered in, and sell all her fancy possessions, but, of course, will admit none of it.

Justice Cameron



Hanging Judge

Age:62

STR 11 CON 9 SIZ 10 INT 13

POW 13 DEX 9 CHA 6

SR 11 CA 2 DM 0

Faction: Self Interest (Hang ‘em!)
RP: 82

Skills: Evade 30%, Lore (Law) 72%,
Persistence 90%, Resilience 54%,
Unarmed 26% (1D3)

| D20 | Hit Location | AP/HP |
|-------|--------------|-------|
| 1-3 | Right Leg | 0/4 |
| 4-6 | Left Leg | 0/4 |
| 7-9 | Abdomen | 0/5 |
| 10-12 | Chest | 0/6 |
| 13-15 | Right Arm | 0/3 |
| 16-18 | Left Arm | 0/3 |
| 19-20 | Head | 2/4 |

Justice Cameron will arrive first thing in the morning, before the party leave to resume their journey. He is a fat fellow, who slavers while he talks, and he seems obsessed with punishing felons. His hair is unkempt and his clothes, although clearly legal garb, look neglected and ill-fitting. Cameron is a travelling Justice of the Peace. He has come to the Strangled Kitten because he has heard there has been a murder (one of the prostitutes gossiped to one of her young customers, who mentioned it at a bar in Northampton). He intends to investigate and have somebody arraigned to Northampton castle, quickly tried and then hanged. There is nothing Cameron likes better than a good hanging.

A member of the Gentry, rather than a true aristocrat, Cameron is nevertheless fond of explaining how he is related to the monarchy (in some distant, tenuous and made-up manner). He is only deferential to those who have a higher status than himself – and then he grovels and fawns in a most sickening manner. He is happy enough to support Parliament while they are in power locally, as long as he can continue scouring the countryside looking for criminals to hang.

Cameron is escorted by a scribe who takes notes for him (handy, as he can’t read himself); the young scribe is much neater than his shabby master. He also has a bodyguard (use Infantry NPC statistics from Appendix). He arrives upon a horse, although his companions ride on mules. He will order Theo to pay a fine for not reporting the murder (after first threatening to have him strung up) and attempt to haul someone off to gaol (probably Florrie), unless the party intervene. He will listen attentively if the party explain Christobel’s plight, and licking his lips he will offer to take her to Northampton, treating her as if she were his ward until a relative can be found.

In fact, the offer is sincere. Cameron is not interested in young girls, he only gets excited over hangings!

Locations at the Strangled Kitten

Attic Level

a) **Verity’s attic room.** Possibly locked, or possibly the lock has been hacked open (see Christobel section above, in Events at the Strangled Kitten). There is a small chest with 112 shillings (which, if found, will start Theo wondering), a dozen empty gin flasks (which will give Theo further cause to frown) and Carlos’ discarded cloak. If Christobel hasn’t made her entrance downstairs she will be in here, sobbing on Verity’s bed. She will tell the Adventurers the same tale as above, before slipping into a catatonic state of shock. Christobel’s possessions are in a bag, some fancy things – fine clothes, hairbrush, jewellery etc. Verity has stripped Christobel of her own clothes, giving her a rough smock instead. Verity intends to sell the bag of fine goods at the first opportunity.

b) **Carlos’ attic room.** Empty, apart from a rough pallet on the floor.

c) **Theo’s bedroom.** Theo rarely sleeps here, he prefers to sleep behind the bar on an uncomfortable mat, rather than wandering through the brothel to his bedroom.

d) **Stairs to first floor.**

First Floor

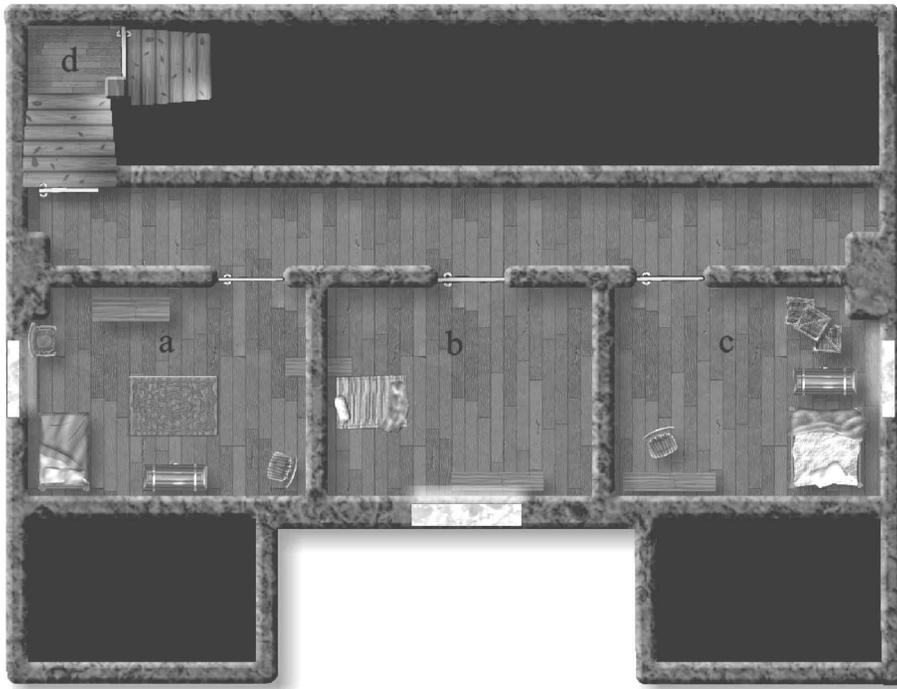
e) **Stairs to attic.**

f) **Stairs to ground floor.**

g) **Guest room.** This is the guest room where Horace and Christobel slept. It has a sizable bed (suitable to sleep 6 people) and a further bed pallet on the floor. Closer inspection will reveal a box, stashed in the communal chest at the base of the bed. It is a jack box containing three potions (Fire Arrow, Fireblade, Understanding) which belonged to Horace.

h) **Guest room.** This was the room that the hooded stranger, Lady Cecilia, the saboteur, stayed in. On a successful Perception roll Adventurers will find blood-spots. On a Healing roll at -20% they can establish the blood is recent enough to have been shed around the time of Horace’s murder. On a further Perception roll at -20% they find a bloody footprint – a female shoe has left a bloody mark near the bed; on closer inspection there are a couple of

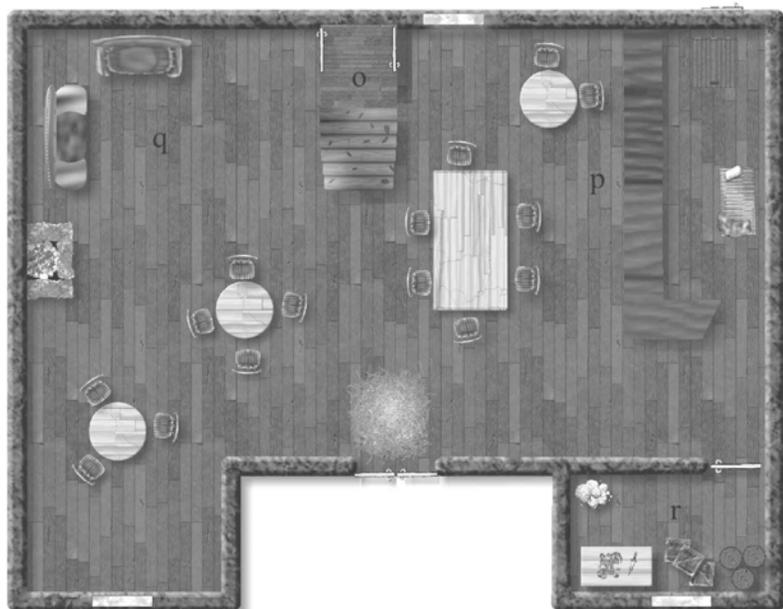




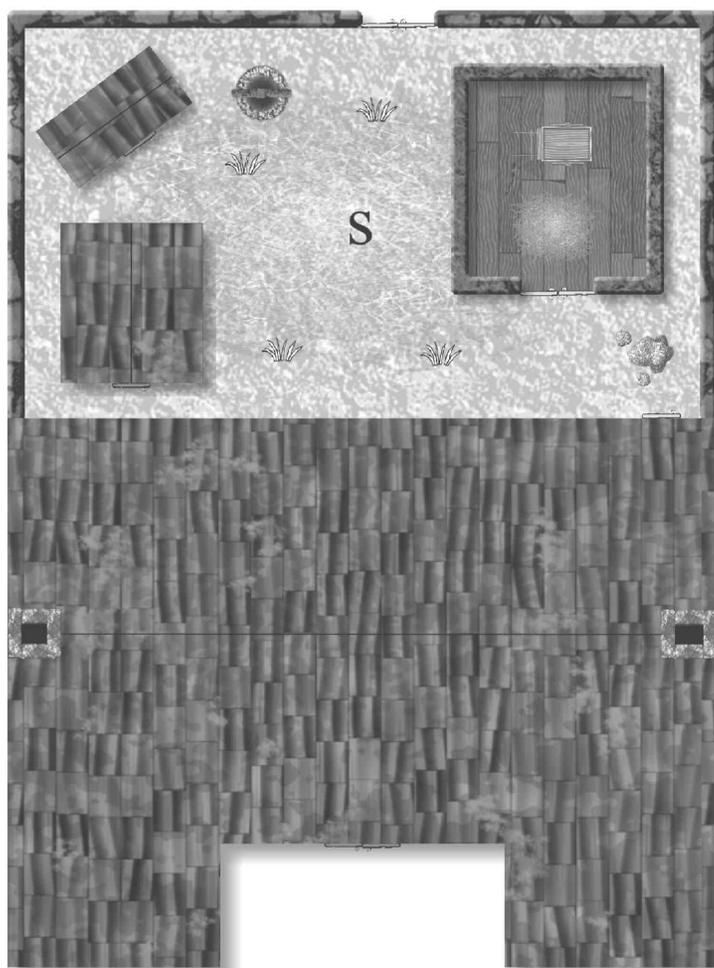
Strangled Kitten
Attic



Strangled Kitten
First Floor



Strangled Kitten
Ground Floor



Strangled Kitten
Exterior

similar marks on the stairway leading from the empty room to this one (Perception -40% as they are *very* faint). The Adventurers may muse about the hooded stranger. Theo or Verity may remark that Florrie might have come to the stranger in the night, after murdering Horace (if her shoes are inspected however, they are obviously found to be clean).

i) **Verity's desk.** A small wooden desk. It contains a ledger. Anyone with Commerce skill who inspects it, and who has either talked to the prostitutes or enquired about the prices of their services, will instantly spy that Verity is only giving Theo a cut of the profits. Theo never really asks about such things, but it is not what they had agreed, so he will be agitated if he finds out. Verity will try to prevent anyone inspecting the ledger.

j) **Empty room.** The door is locked. Still not properly cleaned up, this is the room where Horace was murdered by Lady Cecilia. Bloodstains cover the bed (a pallet) and floor. Aside from a bloody footprint there are no further clues (Perception roll determines that it is a woman's style of shoe).

k) **Florrie's room.** Rough and ready, but with traces of effort to make it more accommodating, Florrie's room is typical of the prostitutes' rooms. A blanket/throw has been placed over the soiled bed to make it more enticing, and hidden under the pallet base is a small hoard of cash and trinkets which Florrie has managed to accumulate (see Florrie, Freda, Glenys and Lucy above).

l) **Freda's room.** See Florrie's room, description above.

m) **Glenys's room.** See Florrie's room, description above.

n) **Lucy's room.** See Florrie's room, description above.

Ground floor

o) **Stairs to first floor.**

p) **Main bar.** Behind which Theo usually sleeps on a straw-covered wooden pallet.

q) **"Lounging" sofas.** Where the girls recline waiting for customers.

r) **Kitchen.** This dirty kitchen is where Theo prepares rough broths which he then cooks over the fireplace.

Exterior

s) **Outhouses** - Horace's cart (and indeed corpse) is still in one of the outhouses at the back of the inn. If the Adventurers investigate, or are taken by Theo (probably hoping to sell them the cart), they will see some rundown stables and a pair of small barns. One of the barns has a lock on the door. The wood is so poor that the lock can be ripped off by hand (Brawn roll, +40% bonus if using a tool). Have the Adventurers make a perception roll at -20%. If any succeed, they find a clue. For once, Lady Cecilia has been careless. There is a twisted brooch on the floor, with the initials "C.P." engraved upon it. Cecilia used the brooch as a lock-pick, and didn't pocket it properly, so it fell onto the frosty, grimy floor. Of course, "C.P." are Christobel Plummerstone's initials, so the Party may/will probably assume that it belonged to the frightened girl.

Inside the barn there is Horace's portable Alchemical laboratory (worth 500 shillings, although Theo doesn't know it and will accept a fraction of its worth just to get it off his hands and out of his barn) still installed on the cart. In the corner, covered by icy sacking, there is Horace's body (which is still well preserved due to the frost). Horace was stabbed in the chest, a blow aimed for his heart, and his throat was also cut (to silence his death throes). On a perception roll of -20% (no penalty if the Adventurer is specifically looking) there are traces of black thread under Horace's fingernails - from the cloak of the hooded stranger (incidentally, Florrie owns no black clothes). There is nothing else of note on the body.

Moving on

Once the party leave the Strangled Kitten they should be able to reach the border of the Tainted Lands relatively unhindered, unless the Games Master wants to inflict some more wandering encounters on them from Chapter II.





Chapter IV

In which our heroes discover the horrors of the Tainted Lands, and find as many questions as answers

"...like the blast of pestilential winds, taints the sweet bloom of nature's fairest forms."

– John Milton

The Tainted Lands

The Tainted Lands are so called because of the unnatural aura, the noxious miasmas and the changed beasts that dwell therein. It is as if the earth itself has become tainted and any who resides there cannot avoid the effects of the taint for long. Only those with the strongest of wills, or who are truly desperate, reside in the area for any real length of time.

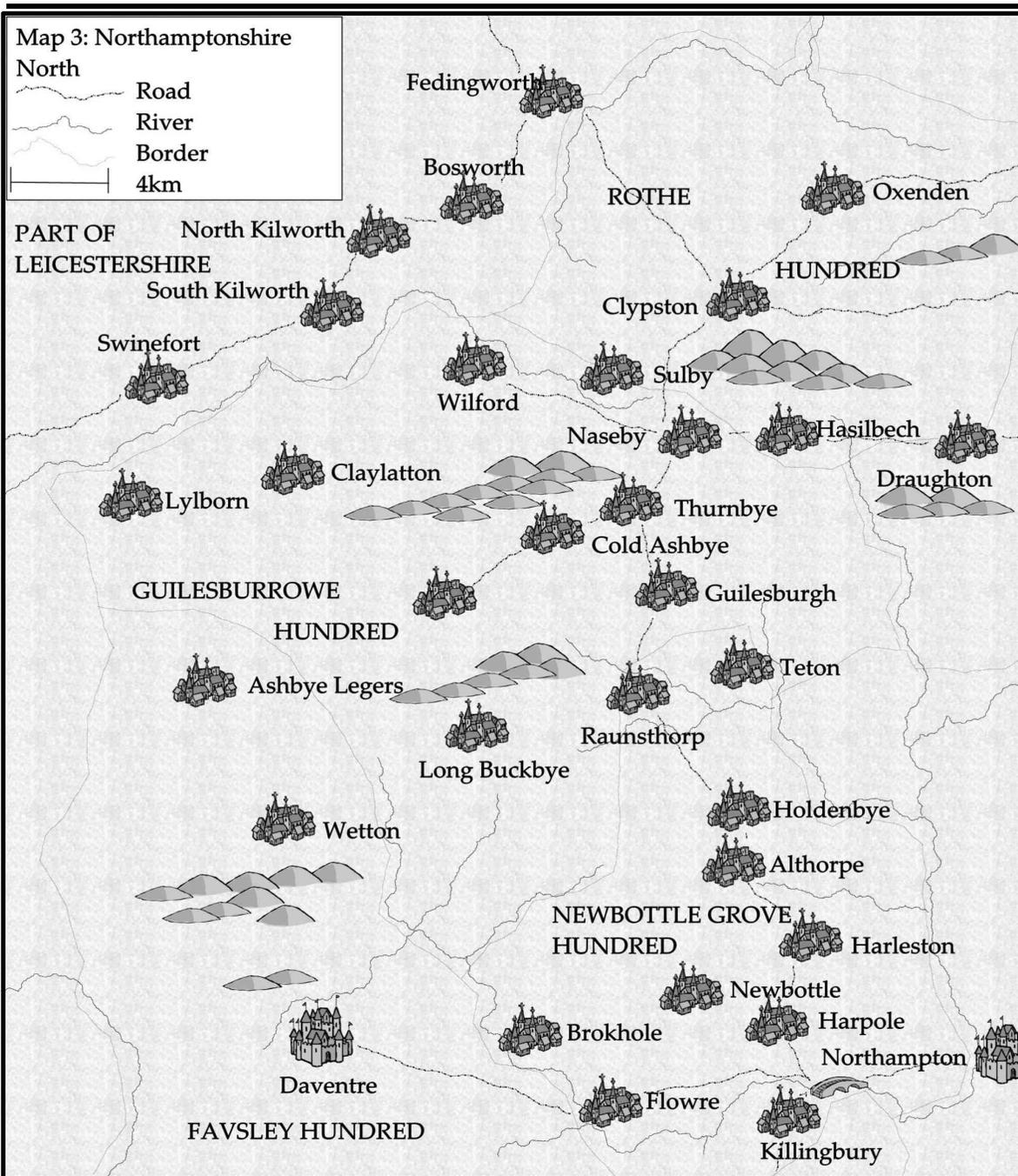
Originally it was thought that the taint was a direct result of the battle at Naseby, caused by potions lingering on in pools where they fell or perhaps due to the poisoning of the streams; it was a cause for much panic and concern, as these waters feed into the much larger River Avon. Latterly, it has become clear that, although drinking the local waters presents a multitude of hazards, the explanation is inadequate for the scale of effects on the local countryside. Crops refuse to grow and the few scrubby plants that survive are inedible and no longer recognisable as native to England. It has been speculated, probably accurately, that the effect of so much magick power and so many potions being expended in such a short burst of time, was enough

to create a critical mix of arcane energy; an Alchemical cocktail that has somehow begun to sustain itself. Some theorise that the very elements of Earth, Air, Fire and Water have somehow become intermixed; this is borne out by the fact that Elementals summoned in the Tainted Lands often bear features of other Elementals – fiery Undines and watery Gnomes are not unknown.

When Game Mastering the Adventurers' progress through the Tainted Lands, use every opportunity to draw attention to the weirdness of the environment. Although at times subtle, the whole climate is at variance with the rest of England – instead of snow, strange "fizzing" rain occasionally spatters the ground, pooling in toxic puddles. The oddness of the habitat, the noxious mud, twisted trees and peculiar inhabitants should leave the Adventurers in no doubt that they are experiencing a magickally changed land.

Merely travelling through the area is dangerous for a host of reasons, but as long as the party do not linger for more than a few days, they should be safe from becoming changed. The Scavengers who sustain themselves by salvaging scrap from the battlefield are aware that simply by removing themselves from

Chapter IV: The Tainted Lands



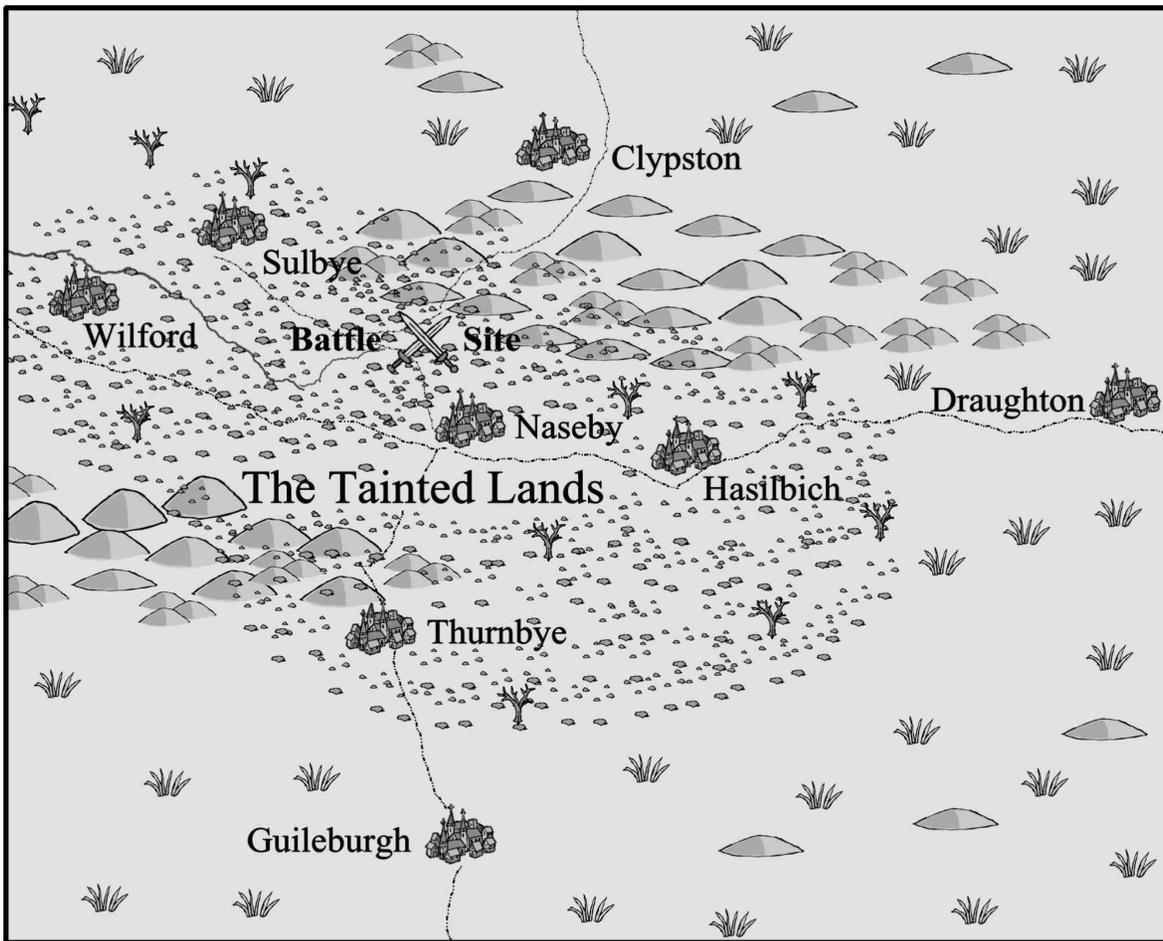
the area for a few days they prolong their immunity to the “taint”. Others who have already succumbed are more rash, most living permanently within the Tainted Lands and accumulating multiple afflictions.

It can't be imagined that many Adventurers will want to play “accumulate the afflictions”, but for those who do (or, more realistically, for Games Master-created NPCs) the following table can be used to allocate effects of being tainted. Please note, both illnesses and magickal effects are permanent. See the *Clockwork & Chivalry Core Worldbook* and *Runequest II Core Rulebook* for descriptions of disease and spell effects. It should be pointed out

that anyone “lucky” enough to gain an apparent superpower, rather than a disease, will be hunted down by Witch Finders as heretics, or by Alchemists for study, if their ability is revealed (and most results will render the Adventurer unplayable anyway)! Games Masters are also encouraged to create their own afflictions, in addition to those offered below (go on, it's fun).

Tainted Lands Residents' Affliction Table

A character can survive unscathed in the Tainted Lands for a number of days equal to their POW.



After that, a successful Resilience roll is needed every day; on a failure, the character must roll on the table on the following page. Unless stated, all effects are permanent and are incurable by natural or magical means.

Don't Drink the Water!

If Adventurers drink water in the Tainted Lands, whether from streams or puddles, they will suffer effects as above. However, the effects will not be permanent (of course, they should not know that) and are rarely fatal. Roll 1D4 to determine length of time in hours that the condition lasts. (For example, an Adventurer afflicted with Venomous will suffer 1D4 hours of agony, but recover afterwards with no ill effects. A result of Elementary will result in a temporary transformation, etc. Even Withering Decrepitude will wear off, the years seemingly slipping back off the Adventurer after 1D4 hours and their stats returning to normal (unless you want to be really mean!).

Lady Cecilia

Lady Cecilia has left two sets of "tracks" through the Tainted Lands. Firstly, there are clues to her

departure from the battlefield in the summer months (from the Reverend at Naseby, from Ashston and Hilary Hewitt at Clypston and from the Ghosts of her sons at the battle site). She has also visited more recently. While in Northampton she received fresh orders from her mentor, Lady Blackwood, along with a chest of gold coins, instructing her to trade with the Scavenger, Elizabeth Hitch. This meeting ended badly, as the Adventurers may find out.

Remember – it is extremely unlikely that the party have any idea that Lady Cecilia and the Saboteur are one and the same person at this stage (indeed it is probable that such a revelation will not occur until they reach Cambridge, or even Lady Arabella Blackwood's base in the Gogmagog Hills outside Cambridge, where they may still suspect Lady Cecilia is being held against her will).

Also, bear in mind Rosalinde is (probably) still tracking the party, at a distance. As ever, she may jump to the Adventurers' rescue at a critical time (perhaps a shot ringing out from the darkness, felling the wolf about to tear out an Adventurer's throat), then try to slip away once more unnoticed. If the Adventurers double back at any point they may discover that she has been asking questions (still in her male garb, accompanied by a Scavenger guide,

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| 1D20 | Result | Effect |
|------|------------------------|---|
| 1 | Fluke | The lucky person has managed to avoid any ill effects and does not have to roll for another amount of days equal to their level of POW. |
| 2 | Morbid | The afflicted is permanently melancholic. |
| 3 | Incurable Flux | As it sounds. The afflicted lives forever with the Flux – no Resilience or duration rolls required, there is no recovery – permanent fever, nausea and diarrhoea, oh joy! |
| 4 | Withering Decrepitude | The afflicted seems to age 10 years overnight. If this puts them over 40, make appropriate aging rolls. |
| 5 | Blindness | Afflicted becomes blind. |
| 6 | Hidebound | Rather literally, a thickening of the skin. This adds 1D6 armour points to all locations, but renders the afflicted ugly – CHA drops by 1D4. |
| 7 | Jonah | The afflicted is permanently lucky. Any (and every) failed roll can be re-rolled once. However, all others associating with the afflicted must do the opposite, re-rolling once any (and every) successful roll. |
| 8 | Weakness | The afflicted is drained of 1D6 STR points. |
| 9 | Poorly | The afflicted is drained of 1D6 CON points. |
| 10 | Befouled | A 10 metre diameter Miasma (select from <i>Clockwork & Chivalry Core Worldbook</i>) follows the afflicted. The afflicted is immune but carries the disease everywhere, putting everyone else at risk. |
| 11 | Bestial | The afflicted becomes bestial. The change is as per the Common Magic spell Bestial Enhancement (<i>RuneQuest II</i> , p.109), and is of 1D6 magnitude (giving +5% natural weapons per point and an extra point of damage). The afflicted also takes on some of the features of the creature (Games Master to decide on animal type, loss of CHA, etc). |
| 12 | Craven | The afflicted avoids all contact with others due to intense fear. |
| 13 | Gusher | The afflicted person spews forth a torrent of water when opening their mouth. As the response is involuntary, and happens every time the mouth is opened, the afflicted can no longer speak or eat. The water issuing from the human “hose-pipe” is not poisonous, but smells faintly of egg. |
| 14 | Gibbering Wreck | The afflicted speaks only gibberish. Actual INT is not reduced, but all verbal communication is lost. |
| 15 | Venomous | The afflicted suffers a slow Agonising death (see Conditions Table, p.56, <i>RuneQuest II</i>) and can only crawl and scream. |
| 16 | Hardy Ethereal Trooper | The afflicted is never fatigued. However, they lose one point of POW per week. When POW reaches zero, the afflicted becomes a ghost, joining the ranks of the ghostly armies at the Naseby battlefield. |
| 17 | Zealot | The afflicted becomes completely fanatical. Righteousness Points rise to 99 and can never fall lower. Enemies of the character’s Faction are attacked on sight. |
| 18 | Elementary | Over 1D4 hours, the afflicted turns into an Elemental (1D6 - 1=Fire, 2=Earth, 3=Air, 4-6=Water). This is irreversible (however the Elemental can be dismissed by an Alchemist with the correct spell). |
| 19 | Fire breather | The afflicted person can cast Dragon Breath. Unfortunately they can no longer speak or eat, the effect being an involuntary response to any opening of the mouth! |
| 20 | Tainted | Roll twice on this table, ignoring any roll of 20. |

as she is not completely reckless) about what they have been up to and where they are headed.

The Edge of Madness

After journeying through the frozen, but relatively pleasant, Northamptonshire countryside, the party will eventually reach the village of Guileburgh. Guileburgh was a relatively prosperous village before the battle of Naseby, though it has suffered since, with fewer people travelling through. Nevertheless, it is the last opportunity for the party to replenish supplies before heading through the

Tainted Lands. There is a reasonable inn (the Wandering Furrow), and the villagers even have some winter fodder and some very passable cheeses for sale (at extortionate prices).

As darkness falls, the villagers secure their windows with heavy shutters and fasten their doors with sturdy bolts, with a zealous attention to detail. If questioned they will only mutter that, being so close to the Tainted Lands, evil is always afoot. Overnight the Adventurers will have their sleep disturbed by the howling of dogs or wolves, strange snuffling and scampering noises, and eerie moans and groans. If

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they go to investigate, against the urgings of the landlord, they will only find scuffed tracks, some human, some those of beasts, heading into the Tainted Lands, and nothing more. If they can't help but go and investigate, choose an appropriate encounter from the Tainted Lands Wandering Encounter table, below.

The next morning, as the party are heading out, one of the villagers, the local Cunning Man (respected by all for his sage advice) steps out in front of the Adventurers:



You see before you a fellow with wild eyes, and even wilder greasy, grey hair. He is dressed in rags and has no shoes upon his feet, despite the freezing weather. He points behind him as he rants at you, spittle flying from his mouth. "Heed my warning! If thou art determined to venture into yonder lands, beware! They are cursed, I tell thee. But, if ye must go, for pity's sake, do not dally. For if thou should stay in that place for more than a week, then ye shall be damned along with it!"

He won't add much more (apart from similar exhortations to "turn back, I tell thee!"). Like the other locals, he knows the physical location of the nearby villages, but doesn't really know much about what is going on, aside from the fact that:

"Wretched salvagers have been through here before. Some of them stay in Draughton, and they are dreadful enough, but those who live within the taint are truly loathsome. Some say that they are little more than ghouls, others that they have become man-wolves!"

Despite his peculiar dress and odd appearance, Sidney Hailcoate is revered by the other villagers for his sage advice. They happily put up with his eccentric manner and pungent aroma. Indeed, they vie for his favour, believing he is privy to a special wisdom which is of use to the whole community (such as what the weather will be like, what the gender of an unborn child will be, etc.). Successful

Culture (Own) rolls confirm that Sidney is not untypical – many communities harbour a popular Cunning Man or Wise Woman.

First Impressions

It is likely that, despite its sinister reputation, the Adventurers will want to investigate the Tainted Lands. Alchemists and Mechanical Preachers will be aware that there are opportunities to purchase salvaged relics; the saboteur's trail meanders through the area; there may be an opportunity to gather information about Lady Cecilia at Naseby village or thereabouts; it is the most direct route to Clypston (where Lady Cecilia was last seen); and who would want to pass up an opportunity to see the battlefield on which the most terrible fight in English history took place? That said, if the party do decide to take the long way round, you can let them if you want to. Alternatively you could always have them chased by enemies who won't venture into the Tainted Lands; it depends on your group's style of play.

Assuming they do enter the Tainted Lands, make sure you emphasise the strange changes that occur in a very short space of time. The snow melts uniformly on the edge of the area, replaced by a toxic looking mud and dry stony areas where the foul earth has leached away from the higher ground. The mud bubbles in places and is tinged with a strange oily residue. The ground smells faintly sulphuric, and although still freezing, can occasionally be seen to steam in the distance. Plants are stunted, discoloured and have an altogether unhealthy look to them. Trees seem twisted, and their bark is stained with dark streaks of sticky sap oozing from cracks. Natural wildlife seems absent, the usual small mammal and songbird tracks are gone, and instead just the very occasional, solitary, unfamiliarly-large carrion bird soars in the distance.

Tainted Lands Wandering Encounters

The Tainted Lands, although desolate, are not empty. If you feel a wandering encounter would improve the pace of the adventure, roll 1D6 and consult the following tables. If you roll an encounter you have already used, ignore it and roll again. Alternatively just pick whichever encounters you would like to use and run them in your own chosen order.

At dusk and during the night, Adventurers may encounter things they would not during the day, especially if they are forced to camp in the Tainted Lands due to the complete lack of inns. The winter cold is less intense in this area than where the weather is normal, so the Adventurers may spend a



chilly night outdoors, but at least they won't freeze to death.

Daytime Encounters

1. The unsettling howling of wolves seems to follow the party, only subsiding if they reach an inhabited encampment. The wolves stay so close that at times (on a successful Perception roll, -10%) the Adventurers will actually catch a glimpse of the beasts, moving behind hedgerows and through woods. They will not actually attack in the daytime.
2. The party come upon a group of 3D6 Scavengers (for statistics, see Appendix, p.95). The Scavengers will not attack, in fact they are friendly enough. Their appearance is quite shocking however: *"You see a group of figures ahead of you. As they come nearer, you notice that some of their number are muttering incomprehensibly to themselves. The group are all dirty, they wear tattered clothes and, despite the winter weather, flies buzz around their heads. On closer inspection, their skin appears to be moving, maggots crawl and lice swarm upon them, vying for flesh to consume. The leader of the group smiles a wan smile, waves a greeting and asks you if you wish to trade."* The unlucky scavengers have failed to take adequate precautions and have become afflicted. They are not actually infectious, but they are slowly rotting to death. Still, they are putting a brave face on it and will attempt to trade with the party. They have 10D100 shillings' worth of Clockwork components which they will sell extremely cheaply (half price) if offered food in exchange (their appearance is such that they no longer leave the Tainted Lands to trade).
3. There is a heap on the ground to the side of the track. If the Adventurers investigate further they will find a stack of gnawed bones. Anyone with Healing, or a successful easy (+40%) First Aid or Lore (Regional) roll, will identify the bones as human. On a hard (-40%) Culture (own) roll, Ghouls will be suspected.
4. The party see a Parliamentary patrol in the distance. The patrol have been sent from Cambridge to report to the Eastern Association on the state of affairs in the Tainted Lands. The troop (consisting of 2D6 Parliamentary Dragoons, see Appendix, p.95 for statistics) will try to identify the party and ascertain their business. They will seem distracted and hurried, their horses jittery and unsettled as well. Once satisfied (and it won't take much, as they don't really want any trouble or to be held up), they bid the Adventurers farewell and leave.
5. A group of 2D6 Scavengers hail the party.

These Scavengers are poor looking, but not tainted. They patrol the area, salvaging battlefield scrap and stripping the empty villages of raw materials. They are not particularly interested in trading – they sell all their Clockwork components to Quartermaster Hewitt at Clypston and live in shacks at Draughton. It would take a generous (+150%) offer to get them to part with their 1D100 shillings worth of Clockwork components.

6. The party are overcome by an unsettling wave of tiredness and nausea – they have entered an unhealthy and tainted Lethargy Miasma. They will need to make Resilience tests. Any who fail will become Exhausted (see *RuneQuest II Core Rulebook* p.62). If riding a cart, the mules are likewise afflicted! The Miasma may cause a long delay, during which time those afflicted can do nothing but have a nice lie down .

Dusk/Night-time Encounters

1. The howling of wolves follows the party for a while, then subsides. Suddenly out of the darkness the wolves attack, running in low, then leaping up at the Adventurers and (if they have any) their mules. They surprise the Adventurers, unless they successfully make a Perception roll (at -20%). The 2-4 wolves (use average statistics from p.181, *Runequest II Core Rulebook*) are led by another, black furred, specimen, much larger than the others (STR, SIZ and CON maximum). As they attack they open their mouths, spewing forth flames! Their breath has the same effect as the Dragonbreath spell (p.111, *Runequest II Core Rulebook*) and can be used once per Combat Round (taking one CA).
2. Driven by hunger and desperation 1D4 Ghouls (pp.105-6, *Clockwork & Chivalry Core Worldbook*) will attack the Adventurers. Usually craven creatures, these Ghouls will fight to the death, the taint having caused them to become fanatical in their quest to feast on human flesh.
3. The party hear a groaning coming from the side of the road. If they call out in the direction of the noise, they will get no reply, aside from hearing further murmuring noises. If they investigate they will find a Scavenger, battered and near to death, lying face down in a shallow ditch. A successful First Aid roll will stabilise the Scavenger, who will explain her name is Clare Beadle, and that she was separated from her companions when they were attacked at dusk. She does not know what has become of her friends, nor who attacked them – she was knocked over from behind at the start of the



fight, and when she did return to consciousness she remembers crawling into the ditch, where she must have passed out once more. Claire will be unable to assist the party much due to her injuries, and can offer them no payment, although she will be very grateful if they can drop her anywhere just outside the Tainted Lands. She will be able to offer some information regarding the local villages within the Tainted Lands.

4. A family of Badgers is snuffling along a trail in front of the party. If they notice the Adventurers, one of the animals will break off from his family group and snuffle towards them. The badger will get as near as he can, and then explode! For these are Exploding Badgers! (see Appendix, p.95).
5. The mules (assuming the party are riding carts) become restless, then after a while the Adventurers may (Perception roll) hear a strange noise. The noise gets louder; it is the scampering of many tiny feet. A swarm of rats blankets the ground, pouring past the Adventurers, moving as if to flee pursuit. As the rats pass, the Adventurers must make a Persistence roll or succumb to the feeling that they are one of the pack and also need to flee. The sensation will pass in a few seconds, leaving afflicted Adventurers confused as to why they temporarily became possessed and felt they were at one with the vermin.
6. The Adventurers come upon an elderly woman wandering apparently aimlessly through the darkness. She is called Old Nan Hanshawe, originally a villager from Naseby, who has become afflicted (although, for some reason, she has only gained one affliction despite never having left the area since the taint descended). She begs for some food, but urges the party to throw any donations a little distance away from their cart. She will not reveal her affliction, for fear that the party will kill her, suspecting her of Witchcraft – but if she touches anyone (or is touched) she automatically casts Hand of Death, which may cause a Major Wound or even kill the person touching her (see *Runequest II Core Rulebook*, p.112, for spell details).

Thurnbye

Thurnbye seems deserted in daylight hours. At night however it is infested by Ghouls, who gather to pillage the graveyard of its rotting corpses, or if they have been especially lucky, and perhaps caught an unwary scavenger or a lost shepherd boy wandering near the border of the Tainted Lands, consume the flesh of fresher victims. If the party reach Thurnbye

in the daytime, read the following:

The village seems deserted and thoroughly looted. The little cottages have been ransacked, even the doors are missing from their hinges, probably stripped by Scavengers wanting firewood. There is an unwholesomeness about the place as well. In the corners of the abandoned houses are piles of excrement, bundles of rags and what appears to be small heaps of cracked bones. There is a graveyard beyond the vandalised church, the gravestones pitched over on their sides and large holes dug into the hallowed soil.

If the Adventurers investigate further, they will find that a nest of 3-9 Ghouls (see *Clockwork & Chivalry Core Worldbook*, pp.105-106) are asleep in the cellar of the village inn. The Ghouls will be sluggish if attacked in the daytime (-10% on all rolls) and, unless the Adventurers fumble their Stealth rolls, ill-prepared. If they are forced into the daylight, they will be even more impaired (-25% to all rolls).

If the party arrive at night there is a 25% chance the Ghouls will be totally absent, out hunting for fresher meat. Otherwise read the following:

The desolate village seems empty and inhospitable, the houses abandoned and ransacked. Behind the vandalised church lies a graveyard. In the graveyard a group of wretches are shuffling about, some apparently digging into the soil, half concealed by the pits they have dug, others dragging what can only be long-dead corpses from their graves.”

The Ghouls fight with no penalties at night-time and will be keen to protect their corpsey meals. They will, however, retreat if things start to go against them, hoping to live to cannibalise another day.

The Ghouls have little of value on them, some dressed in tattered dirty rags, others hardly dressed at all. In the cellar of the inn there is a substantial pile of valuables, mostly rings and other personal effects, stripped from the cannibalised corpses and discarded by the Ghouls as useless. There are 2D20 such items in the heap that hold some value. Each item is worth 1-39 (2D20-1) shillings apiece, although they will all need a good clean before a reputable dealer will consider even looking at them.

Naseby

The village of Naseby seems deserted and there is absolute silence. There are only a few abandoned cottages, and a tiny chapel. The cottages are pretty enough, their doors swung open to reveal bare little rooms. The peace is shattered by the peeling of



church bells. If the Adventurers investigate, an elderly preacher will rush from the little bell tower, his age belied by the sprightly manner in which he vaults down the steps to warmly greet the Adventurers.

"Greetings, greetings! I am so pleased to see you. It has been so quiet of late that I feared you weren't coming. Now please be seated and I will begin. I have been up all night preparing my sermon and I think you will like it."

If the Adventurers let him, the Preacher will bluff his way through a service, preaching about forgiveness and mercy, being generally as uncontroversial as possible and at the end,

The little old man adjusts his collar and takes his place behind a lectern, gently reciting the Lord's Prayer. Every so often he looks up, his eyes twinkling with delight. He then leaps down, running to the backdoor, saying "Farewell, farewell, please come again next week."

If the Adventurers play along with the Reverend's scrambled sermon, they may be able to ask him a few questions, which he will do his best to answer calmly. If they don't allow him to conduct his service first, he will become most upset and start crying and wailing with distress. He may still be able to answer some questions, but will be much less conversational and much slower to offer anything useful. In particular the Reverend will get upset by any reference to the Battle of Naseby, which will make asking him about Cecilia somewhat tricky. Despite being somewhat deranged, the Reverend can supply the following information:

About Lady Cecilia: *"Oh, my. I haven't heard that name for a while. Or have I? I really can't remember. But I do remember Lady Cecilia, of course I do. A wonderful Lady and no mistake. I recall her and her husband came to see me before...Now when did they come...oh, I can't remember."*

Every time the Reverend's thoughts wander to the battle, he drifts off somewhat. The terrible sight of the battle itself, which he observed from a rise behind the Royalist lines, the condition of the returning casualties and finally the "tainting" of the population and subsequent evacuation of the area have all taken their toll on the holy-man's sanity. The Adventurers will have to take care to steer the Reverend back to talking about the matters they are interested in.

"My apologies. She was a lovely Lady, and of course Sir Reginald is a proper Gentleman, very generous in his donations, I recall. I remember that

she thought him lost and left the camp. I begged her not to go, but she wouldn't listen to me. A messenger arrived, said she must away to see something for herself, now what was it? Oh, I remember, they went...Ah, I am so sorry it's gone."

"The messenger was most queer and mysterious. I suggested that Lady Cecilia stay with me. We had been watching the..." A tear forms in the Minister's eye. "We had been walking together, I think I had been leading a prayer, and the sky was darkening, although it had been a beautiful summer day. Sorry, where were we? Oh, yes, the messenger came and said Lady Cecilia must see to her sons. I suppose the scamps must have wandered off. Boys will be boys. I remember thinking the messenger was most striking; hooded and wearing a silver mask I think. Oh well, it takes all sorts!"

The Adventurers may puzzle at this – after all, they have likely been pursuing a hooded saboteur (Lady Cecilia) and may be aware that they are in turn being pursued by the hooded Rosalinde. In fact, the messenger was Lady Arabella Blackwood, recruiting Lady Cecilia to her cause, ostensibly as a Parliamentary spy (although Lady Arabella's goals are far more personal).

About Reverend Possitt - *"There's just me now, and I couldn't leave my little church, someone has to look after the place. Things have been so hard since...Still I'm sure everything will improve. Can I expect you back next Sunday? I do hope so, it's so heart-warming seeing new faces in my little chapel."*

About Naseby - *"It's so sad that so many have left. There's just me now. The...creatures seem to stay away, I am sure it is this holy little place that keeps them at bay."*

About the taint - *"I fear for the souls of the damned. Satan has his grip on this land and it is no wonder. All the fighting..."* At this point the Reverend will become quite distressed, crying uncontrollably and needing time to gather himself.

Reverend John Possitt

Self-interested Preacher

STR 8 CON 9 SIZ 10 INT 11
POW 10 DEX 10 CHA 11

SR 11 CA 2 DM -1D2

Faction: Self Interest (Love of Chapel) RP: 83

Skills: Evade 35%, Lore (Theology) 55%, Persistence 61%, Resilience 40%, Unarmed 24% (1D3-1D2)



| D20 | Hit Location | AP/HP |
|-------|--------------|-------|
| 1-3 | Right Leg | 0/4 |
| 4-6 | Left Leg | 0/4 |
| 7-9 | Abdomen | 0/5 |
| 10-12 | Chest | 0/6 |
| 13-15 | Right Arm | 0/3 |
| 16-18 | Left Arm | 0/3 |
| 19-20 | Head | 0/4 |



Reverend John Possitt, has gone quite mad. He is not suffering from the taint, but he is convinced if he leaves his little chapel he will do – and who knows, maybe he’s immune anyway, maybe it is his faith in his little chapel that *is* protecting him. He is half starved, although every so often he is delivered some scraps of food by Scavengers, commanded to do so by Quartermaster Ashton Hewitt who has heard of the Reverend’s plight.

The Battle Site

The battle site still shows the scars of conflict from the summer before. Indeed, due to the Alchemical residue which leached into the site, little has grown, so the very furrows made by the Clockwork Leviathans remain etched into the northern rise, much as they were when they were first made. Most of the bodies were removed to be buried away from the site, although some still remain, half buried skeleton husks, abandoned in the mud.

If the party arrive in the daytime describe the scenery:

“The village of Naseby lies behind you to the south-east, ahead of you is the ridge along which the Parliamentarian Army are said to have feigned disorder, to lure the Royalists on toward ambush at the hands of their fearsome Clockwork Regiment. The ground is still churned up and twisted roots, or perhaps they are skeletal hands,

stretch up out of the strangely discoloured mud. A rain shower does nothing to cleanse the area. The rain seems to hiss as it nears the ground, where it coagulates into small sulphuric pools. Roaming across the vast rise, eyes cast downward as if looking for lost coins, are small groups of people – no doubt ragged beggars scavenging for valuable cast-off cogs or springs. They ignore you, enthralled by their work and concentrating on dodging the toxic puddles.”

It is unlikely that the Adventurers will want to waste much time scavenging for items themselves, but if they were to attempt to trawl the battlefield for items then they can find 1D6 shillings worth of Clockwork components per day, +2, on a successful perception roll. On a critical success they find a bonus item – the choice of such an item is at the Games Master’s discretion, perhaps a dropped potion, or a weapon (likely damaged by the elements) of some sort. The Scavengers will be friendly enough, although if the party start scavenging they will appear a little resentful of the competition.

The Ghosts of Naseby

It is not only the debris of battle that has remained at the site. Many of those slain still roam the area in ghostly form. Many are completely unaware that they are ghosts and replay the terrible battle, over and over again. Such paranormal displays are usually larger and more vivid at night, but some sightings are possible even in the daytime.

If the party are there during the day they will likely witness some apparition, perhaps a regiment marching in the distance to a haunting drumbeat; or they might catch, out of the corner of an eye, a small drummer boy falling face down into the mud. If they near the apparition, it will fade to nothing, although the scene may replay itself again after a time.

At night, however, the party may be treated to a ghostly re-fight of the battle of Naseby – glowing regiments of Royalists lining up and striding up the rise; ghostly Parliamentarians milling about on the ridge, and then a glowing ethereal Leviathan, its ticking echoing across the battlefield, as it ploughs into its spectral foes. Then ghostly Alchemists will pour in from the sides and all the while regiment after regiment of foot soldiers will groan as they fall into the mud and vanish, while squadrons of ghostly dragoons will crash into each other, likewise disappearing as their formations clash!

None of the ghosts are very self-aware, doomed to roam the battlefield as long as the taint remains. They mostly do not know how to employ any powers, so unless the Adventurers try to interfere or



attack (a foolish venture as there are thousands of them) they will ignore the party. If the party do intervene some of the ghosts might confusedly try to assault them (see *Ghost, Clockwork & Chivalry*, p.104).

Before the Adventurers leave, one of them will be approached by two men on horseback, wearing the colours and uniforms of Parliamentary dragoon captains. The men seem corporeal but are in fact the Ghosts of Sir Reginald and Lady Cecilia's children, Henry and William. They will only approach a solitary Adventurer, and will not appear if they do not have this opportunity. If they manage to speak with a lone party member, others watching will think the Adventurer is speaking to themselves. The Adventurer concerned will witness the following :

"Two horsemen come into view. You are not quite sure how you missed them, but they trot up to you as if from nowhere. They are ruddy-cheeked youngsters, both evidently successful at their occupations. They seem to be dragoon captains, by their orange sashes, Parliamentarians. One of them hails you: "Hello my good fellow. What brings you out on this fine day?"

The encounter should be brought to a close fairly swiftly, although with careful questioning the Adventurer should be able to learn a few things.

Henry and William: *"We are Henry and William Perkinson, dragoons in the service of Parliament."*

"We are here to find our mother, she was here not long ago, but we can't find her now."

"Our poor mother left on an Iron Horse. Not a patch on the real thing." (William pats his steed as he speaks).

"She left with one of Cromwell's favourites I think. Nasty business, spying."

As long as the Adventurer holds her/his nerve, a further question about the spy might hit the jackpot:

"I am not sure of her name, a beauty to behold though, and an important Lady I believe. She wore a silver mask and her hair was dark as night. She took my mother and showed her something, then they left together. I remember fearing that my mother was leaving with a Spy, yet feeling gladdened that they were bound for Clypston. It broke my heart to think she might be caught with father and Prince Rupert at the end. I do wonder when she might return though, I do miss her so."

If/when the Adventurer works out who the horsemen are and says something about hearing that they were dead, they will look most angry, then turn and trot away again, seeming to vanish within seconds of their departure. As soon as another party member

approaches, they will likewise turn tail and disappear (although only the Adventurer they spoke to will notice anything unusual).

Hasilbich

Hasilbich was the name of a small village consisting of a tiny four-hundred-year-old church, a reasonable sized farmhouse and a few little cottages. There is not much of the village remaining now. Scavengers have made off with most of the building materials, improving their shacks at Draughton with the robbed masonry and timbers. Now all that remains are broken-down old walls and rubble.

Sulbye

Sulbye is a small village, its original inhabitants long gone. It is now inhabited by Scavengers, too weary to move back and forth out of the Tainted Lands, these damned souls merely dump their finds outside Clypston, where they are exchanged for food provided by Quartermaster Ashton Hewitt. Practically all of the Scavengers have some sign of the taint upon them. Most of them appear merely exhausted, a few have more extreme symptoms. Their leader has the oddest look, his face elongated and "vole-ish". He even has peculiar whiskers which protrude from his drawn-back cheeks. Despite their odd appearance, the Scavengers are friendly enough and will offer the party a bed and simple meal (although they should be careful, the water is tainted).

Wilford

More of an estate than a village, the manor house was abandoned by the owner soon after the taint. The party will see smoke coming from the building and as they get nearer will realise the whole place has been gutted by fire. Inside are the charred bodies of several Scavengers, locked in, condemned to a fiery death. They are victims of Witch Hunters who decided (illegally as it happens) to cleanse the Tainted Lands by removing some of the abominations that live there

On Leaving the Tainted Lands

Assuming the party travelled through the Tainted Lands, as they leave, towards Clypston to trace the whereabouts of Lady Cecilia or towards the east and Cambridge, emphasise the changed landscape around them. The plant life (such as it is in the winter) returns to normal, and regular animals are once more visible (robins pecking at the ground, hares scampering across snowy fields, foxes darting into hedgerows, etc.). But more intangible, the atmosphere itself lifts. The oppressive and



foreboding sense created by the pent up arcane energy dissipates, and the Adventurers should be aware that they have no desire ever to return to the ruined land.

Clypston

Clypston is a tiny village to the north of the Tainted Lands. Had it not been for the battle of Naseby the village would have been of little consequence, remaining unknown to most. However, after the battle of Naseby, the New Model Army Clockwork Regiment (NMACR) regrouped at Clypston. The NMACR camped in the village for many days, some units for weeks.

Remnants of various squadrons arrived, wounded and dazed; to be counted in and removed from the lists of missing men; to be attended to by surgeons; and, if lucky, to convalesce. The officers awaited fresh troopers, drivers and Mechanical Preachers, all needed in order to repair and run the damaged machines. For a long time burial parties continued to return with the fallen, to lay them to rest in the overflowing village cemetery, and when that was crammed, full to bursting, in the outlying areas.

Finally, the machines were removed, Cromwell concerned that Rupert might strike at them before the onset of winter. Some were rewound, and jaggedly limped under their own volition. Others had to be dragged; sometimes hitched to carts, or dismantled for later reassembly. One way or another, they all rendezvoused at the Cambridge workshops. Thus the main body of the NMACR retired, safely ensconced once more in the Parliamentary east.

However, even with the NMACR long gone, a presence still remains in Clypston. Quartermaster Ashton Hewitt and his wife, Hilary, maintain an office in the village. Ashton was given the responsibility of counting and provisioning the NMACR's retirement to Clypston, at the time helped by a squad of fellow officials. As time went on he was increasingly charged with checking in Clockwork items salvaged from the battlefield. Initially a flood, now a trickle, machine parts being worth what they are, Ashton has been ordered to maintain his offices. He mainly receives goods from the unofficial salvagers, who drift in and out of the Tainted Lands in order to avoid the long term effects of residing there. He occasionally has to threaten them, telling them he will fetch soldiery to clear them, (he wouldn't), when he suspects goods are being held back from the Parliamentary cause to be sold to independent Clockwork engineers.

Ashton and Hilary are both kindly folks who will happily feed and house the Adventurers overnight, as long as they don't seem threatening and aren't all

Peasants. They are not even bothered if the party includes Royalists, as long as they are not too outspoken, regretting the breakdown in good manners that the war has caused, although they will be a little more guarded in the information they will share with an all-Royalist party (happy to help people looking for a lost relative, less happy to discuss the business side of their operations).

While the village is obviously still busy, villagers are reluctant to talk to strangers such as the Adventurers, and will direct them to the Quartermaster's house, assuming they are probably Scavengers and therefore not to be trusted.

Ashton and Hilary Hewitt

Ashton is a short, balding man, with a friendly smile beneath his (unfashionably) bewhiskered features. He will be most helpful, especially considering he is a bureaucrat. Hilary has taken an active interest in managing the little Quartermaster offices, and sits next to her husband at the desk. She is just as helpful, and will insist that the party have a rest and some victuals. They can offer the following information:

About Ashton: (Ashton) *"I s'ppose it is an honour, sirs, to be given this little billet. It can be taxing, mind; the poor wretches that live in the Tainted Lands and the books to keep an' all. Not that I'm complainin', there's many who have it worse. And at least I have my Hilary. She fair keeps me going, sirs. No, things ain't so bad, I s'ppose."*

About Hilary: (Hilary) *"Oh I don't mind, sirs. I'm happy to help my Ashton. When we have finished our little talk, per'aps I can fetch you all some vittles. It's always a pleasure to entertain, and it makes a nice change to have visitors. Beggin' yer pardon, but we don't like to have the Scavengers fer tea. Just in case...and it wouldn't do to be over familiar with those Ashton has to pay."*

About Clypston: (Ashton) *"It's a pleasant enough little village. We came before the battle, and were here afterward when the Clockwork boys straggled in, and will no doubt be here at least a little while longer. Scavengers ain't allowed to stay here mind, they all doss in Draughton."*

(Hilary) *"It's quiet, mind. We used to live in Cambridge and it seems fearful quiet after that. Shops are very limited too, in that there aren't none, not really. And we hardly get any visitors. Just the Scavengers and a few soldier boys checkin' up, now and again; it's very quiet. That's why it is lovely you are stopping by. P'raps I can get you a nice small beer, the local brewer brews a lovely tipple."*

About Lady Cecilia: (Ashton) *"Mmm, I don't remember that name. Let me just check me records,*



be back with you in a bit.”

(Hilary) “I know who you mean. She was with some fancy Lady, I think. She looked terrible unhappy an’ I went to comfort her. I mean, it were a terrible night, all the wounded, an’ the dead an’ all, but still, there was somethin’ about ‘er, like she were dead inside ‘erself. She told me ‘er name, an’ ‘er friend – oh her name will come to me – anyways, her friend said “you must forget that name, you aren’t Cecilia anymore.” Then she looked at me – wearin’ a silver mask that covered ‘er face, she was, fair shocked me it did – and told me to forget what I ‘eard. She fixed me with such a stare that I nearly did forget. But I ain’t easily scared, an’ it came back to me as odd, later that same night. Wasn’t sure if I dreamt it or it ‘appened, but it must ‘ave ‘appened because you’re asking about it.”

(Ashton) “If she was a prisoner, she will have been taken to Cambridge. And if her companion was who I think it might ‘ave been, she will ‘ave gone there too. Here, take this letter.” (Ashton scribbles a note). “Present it to the Senior Clerk, Thomas Cranshawe, at the Eastern Association offices in Cambridge and he should be able to help you.” The note is a recommendation that Lady Cecilia’s whereabouts should be revealed to the party in order to put her in touch with her family and so that worries about her safety can be alleviated.

About Arabella Blackwood - (Hilary) “The lady she was with, the one in the mask, I seen ‘er afore, I’m sure of it. My Ashton is trusted in the Eastern Association, an’ I seen ‘er at a dinner, at the top table with the Protector an’ all the nobbs. Wore a mask of silver, a real beauty it was, but made ‘er look like a royal brat, not one of us. Still, I swear it were her.”

(Ashton) “There’s few that know it. Everyone calls her Lady Silver, but I swear I ‘eard she’s really Lady Blackwood, famous ‘cos some says she works fer Rupert – but she was ‘anging on to Oliver that night. Careful how you tread with that one, and fer all our sakes don’t say I told you anything.” Ashton has no reason to fear Arabella – other than that he knows she must be a very powerful Lady to have such powerful friends.

About the taint and the Scavengers: (Hilary) “It’s such a shame fer ‘em. Really. But you know, an’ I feel terrible for it – I can’t ‘elp thinkin’ they ain’t right, an’ they ain’t proper folk. I wouldn’t like to live like it, I can tell you. Still, Ashton’s very kind and always fair to ‘em. It’s only right I s’ppose.”

(Ashton) “I guess it can’t go on fer much longer. The scavings are dryin’ up. It were a fearsome fight, but most of what’s out there to be found, ‘as been. Can’t see it bein’ a very long time afore we’re called back to Cambridge.” Hilary smiles at this.

“But ‘eaven ‘elp the Scavengers when they stop bein’ useful. They’ll send in the Witch ‘Unters sure as eggs is eggs. Weren’t the Scavengers that caused the taint, but there’ no doubt some of ‘em ‘ave been touched by ‘ol Nick and they’ll be hung or put to the fire, no mistake. Best thing I s’ppose if it saves their poor souls, but it’s a shame ne’ertheless, they don’t all seem such bad sorts.”

Both Hewitts look a little glum at the prospect of mass Scavenger slaughter, but their mood lifts quickly, such is their cheery nature, and they offer the party some homemade broth, bread and a fresh drink.

In the back room of the little downstairs office (the party will be offered billets upstairs in the little sequestered cottage) there is a locked chest containing 2D100 shillings’ worth of Clockwork components (Ashton regularly sends a cart to Cambridge with the salvaged materials on, so there is never any more available) and 87 shillings 12 pence, out of which he pays the Salvagers. There are also scrupulously kept books which honestly record all his transactions.

Ashton Hewitt

Parliamentarian Quartermaster

STR 11 CON 11 SIZ 10 INT 13
POW 10 DEX 10 CHA 12

SR 12 CA 2 DM 0

Faction: Parliamentarian RP: 33

Skills: Commerce 45%, Influence 60%, Insight 40%, Lore (Parliamentarian Bureaucracy) 75%, Perception 50%, Pistol 45% (1D6+2) Resilience 40%, Unarmed 35% (1D3)

| D20 | Hit Location | AP/HP |
|-------|--------------|-------|
| 1-3 | Right Leg | 0/4 |
| 4-6 | Left Leg | 0/4 |
| 7-9 | Abdomen | 0/5 |
| 10-12 | Chest | 0/6 |
| 13-15 | Right Arm | 0/3 |
| 16-18 | Left Arm | 0/3 |
| 19-20 | Head | 0/4 |

A kindly man, Ashton has become the local authority representing the Parliamentarian cause in the area, somewhat at odds with his lowly rank. He does his best in this regard, trying to deal fairly with the Scavengers, make sure the vicar at Naseby isn’t allowed to starve and offering



hospitality to strangers to the area as best he can.



Hilary Hewitt

Parliamentarian Goodwife

STR 9 CON 11 SIZ 8 INT 13
POW 10 DEX 11 CHA 12

SR 12 CA 2 DM -1D2

Faction: Parliamentarian RP: 21

Skills: Commerce 35%, Insight 60%,
Perception 60%, Resilience 40%,
Unarmed 35% (1D3-1D2)

| D20 | Hit Location | AP/HP |
|-------|--------------|-------|
| 1-3 | Right Leg | 0/4 |
| 4-6 | Left Leg | 0/4 |
| 7-9 | Abdomen | 0/5 |
| 10-12 | Chest | 0/6 |
| 13-15 | Right Arm | 0/3 |
| 16-18 | Left Arm | 0/3 |
| 19-20 | Head | 0/4 |



Draughton

Draughton is a small village, which has doubled in size due to the influx of Scavengers. Only Scavengers who are not tainted are welcome, and the original villagers have mixed feelings about the

influx of new arrivals – uncertain about their shabby appearance and transient trade, yet welcoming the coin that they are happy to spend on produce and at the inn.

Any Mechanical Preachers in the party, or other Adventurers with Clockwork (Craft) skill will be aware that there may be an opportunity to purchase some components locally. Although any official approach will be met with denial, anyone who makes subtle enough enquiries; or has connections with the Smuggling (and related) trades, or who offers 150% of the asking price, will be offered Clockwork components to the value of 3D100 shillings. If any enquiries are made about more “exclusive” goods and the previous conditions are met, they will be directed to Elizabeth if they have not already encountered her.

Outskirts of Draughton

On the outskirts of Draughton the party will encounter Elizabeth Hitch, a Scavenger. Elizabeth is a little more successful than most Scavengers, having profitably peddled her way around the country for an indeterminate amount of time with her faithful companion, Katy Frenche. Elizabeth appears younger than she is, and has a calm wisdom about her that usually keeps her safe. She has recently met her match, though – her friend Katy was duped by Lady Cecilia. Lady Cecilia pretended to be the wife of a wealthy Merchant, wishing to continue her husband’s trade while he was away, indisposed by the war, and in this guise tried to persuade Katy to show her Elizabeth’s wares. Katy showed Lady Cecilia what she could, but explained that the finer merchandise was unavailable, locked away somewhere that only Elizabeth knew the location of (which was the truth). Frustrated, and by now almost completely out of control, Lady Cecilia murdered poor Katy (stabbing her and then slashing her throat, as is her style) and awaited the return of Elizabeth. (Arabella had sent Cecilia merely to purchase a collection of Clockwork and Alchemical artifacts, not to do any harm to Elizabeth or Katy, but by now Lady Cecilia is little short of psychopathic.)

Some sixth sense alerted Elizabeth to the danger as she neared the door of her shack. She immediately backed away, then, seeing she was being pursued, shouted an alarm. Lady Cecilia, angry that she had mismanaged the situation, and fearful she might be captured, quickly chased Elizabeth, hoping she might catch her and kill her too. She struck her in the face with her dagger pommel, but realised that a group of Scavengers were closing in, so clambered onto her horse and fled before she could finish the job.



Elizabet Hitch



Self-interested Scavenger

STR 11 CON 13 SIZ 11 INT 16
POW 16 DEX 13 CHA 15

SR 15 CA 3 DM 0

Faction: Self Interest (Survival)
RP: 83

Skills: Commerce 80%, Evade 65%,
Insight 70%, Perception 70%,
Persistence 61%, Pistol 60%
(1D6+2), Resilience 50%, Unarmed
68% (1D3)

| D20 | Hit Location | AP/HP |
|-------|--------------|-------|
| 1-3 | Right Leg | 0/5 |
| 4-6 | Left Leg | 0/5 |
| 7-9 | Abdomen | 1/6 |
| 10-12 | Chest | 1/7 |
| 13-15 | Right Arm | 0/4 |
| 16-18 | Left Arm | 0/4 |
| 19-20 | Head | 0/5 |

Elizabet has always got by on her quick wits and astute dealings. She has been shaken by the loss of her friend Katy, and now keeps her loaded pistol within reach. She has not lost her sound judgement though, and will happily assist the party with as much information as she can (and even some favourable trades) if she thinks there is a chance they will hunt down her friend's murderer. Elizabet has a calming, almost mesmeric way about her, and the party will wonder how anyone could have wanted to hurt her. Elizabet moved to Draughton recently, and she is in the process of emptying her shack and taking to the road again

wanting to put the sorry episode behind her. She has her own mule and small cart.

About Elizabet: *"I have travelled since I can remember. My parents were traders, but they both died of the plague when I was young. Trading must be strong in my blood as I have carried on; unusual for a woman you, might think? Don't doubt me, I have been rather successful, up to now."*

About Katy: *"She was a good helper and a bright girl. She might have been my business partner when her training was complete. I...will miss her...very much."*

About the Murderess: *"It was a woman, I know that much. I smelt her perfume and felt her form behind me as she struck me. That bitch. Catch her for me and I will reward you, say 300 shillings. And I will give you a discount if you need a fresh pistol or some powder to finish her with. I would go myself, but I am no fighter, and she clearly is. I asked about in Draughton and the local shepherd lads say they saw her striking out east, toward the Cambridge road, riding, head down, cloak pulled tight around her."*

About Arabella Blackwood/Lady Silver: *"I have heard that name. When you trade in...rare items...you tend to hear things. She has tried to keep her name out of it, but she has been buying all that she can lay her hands on. Clockwork and Alchemical wares. Funny, she must be trying to go into business, no-one buys both to use, normally people just want one or the other if they are studying or practising. Last I heard, she was having goods shipped to Cambridge, metals pilfered from the London docks I heard, and my contacts are nothing but good."*

Elizabet will sell items from her secret stash (located in a cellar in Draughton) to the party (at a massive 50% discount if they promise to kill the murderess). She has 500 shillings worth of Clockwork components, a Clockwork stretcher, 4 pistols, a decent supply of black powder and bullets, 6 potions (one Dragon Breath potion; two, Magnitude 4, Strength potions; and three, Magnitude 3, Cauterise salves) and a small store of Alchemical equipment and materials. Elizabet also has other relics which are reputedly lucky, and magickal charms, but she will not mention them to the party.

The Journey Continues

Once the Adventurers are satisfied that they have done all they can (or want to) in the vicinity of the Tainted Lands, it is likely they will head to Cambridge, on the trail of Lady Cecilia and the mysterious masked stranger.

Chapter V

In which the journey continues with little incident

"If the road you travel has no obstacles, it leads nowhere."

– anon.

Huntingdonshire and Cambridgeshire

The final leg of the Adventurers' journey to Cambridge, to find out what has become of Lady Cecilia, takes them once more through the snowy countryside. There are no more compulsory encounters on the journey east to Cambridge, although this section gives details of possible meetings and stop-overs on the way and you may wish to run further Northamptonshire encounters before the party reach the Huntingdonshire border.

Once the party leave Northamptonshire, they must head east, crossing into Huntingdonshire, travelling through that small county, and then into Cambridgeshire, dropping south-easterly to their destination, the university town of Cambridge.

Huntingdonshire and Cambridgeshire are known as true Cromwellian territories, indeed many of the Lord Protector's relatives are scattered through the region, influential landowners bearing the same surname as the great man. The Lord Protector started his political career as a Member of Parliament for Huntingdon, having been born in the town, then later he represented Cambridge (despite the misgivings of some of the Royalist sympathisers

at the university). Aside from the general popularity that Cromwell enjoys, there are also many garrisons full of Parliamentary soldiers in the area, loyally enforcing Parliamentary rule.

The Adventurers will pass through the southern hills and valleys in the tiny county of Huntingdonshire, rather than the water-logged fens to the north and east. Likewise, the area of Cambridgeshire the party travels through, south of the Fens (where hardy fisher-folk and reed gatherers scorn their softer, southern fellows and the Fens Tiger is rumoured to lurk), is a mixture of low-lying flatlands and large flat-topped hills. Much of the land has been given over to arable farming, to supply the thriving (until recently) market towns and the centre of learning in Cambridge itself. Icy winds lash the Adventurers as they progress through Cambridgeshire, toward the climax of their investigations.

Towns

There are three towns along the Adventurers' route to Cambridge, where they can stock up on needed equipment – prices will be at least one-and-a-half times those quoted in *RuneQuest II* due to war shortages. These are large places compared to most of the villages the Adventurers have passed through, having a population of over a thousand! The towns



are described briefly below.

Kettering

Kettering, in Northamptonshire, is a major town for the woollen cloth industry, and on market day is likely to be full of sheep being driven in from the surrounding countryside to market. There is a strong Leveller presence in the area, and much animosity between peasants and the upper classes. There was a Leveller-led rebellion (the Midland Revolt) against the enclosure of common land here as long ago as 1607, in which more than fifty people were killed and the Leveller ringleaders hung. Though it took place forty years ago, older people remember it vividly and tensions still rankle.

Huntingdon

Huntingdon is the town where Oliver Cromwell grew up. It is an important strategic crossing of the River Ouse, and is therefore strongly garrisoned by Parliamentary troops. The bridge is said to be haunted by the ghostly figure of a nun. Despite being a small town, there are no less than sixteen churches in Huntingdon.

St. Ives

St. Ives in Huntingdonshire is currently difficult to get to from the south, since the bridge was destroyed by Undines at the command of Oliver Cromwell, to prevent a Royalist army crossing it. The sight of elementals rising out of the water and tearing down the stones has given many locals a superstitious dread of the river, though this does not extend to the boatmen, who are currently doing a roaring trade ferrying travellers across the Great Ouse River. St. Ives is a busy market town, and holds a Great Fair twice a year, in May and August. Consequently, the town boasts more than thirty alehouses.

A Happy Encounter

If there is an Alchemist among the Adventurers who has a portable laboratory, they may be rather wary of taking it into Cambridge. If so, while visiting one of the villages en route, have the Alchemist bump into **Charles Hennesy**. He is an Alchemist who knows the Adventurer from when they studied together. He will greet his old friend warmly and invite the Adventurers to stay with him. He owns a small manor house a couple of miles out of the village where he can conduct his researches away from prying eyes. He warns his friend against taking a portable laboratory into Cambridge and suggests it can be left at his manor until they return. As well as fine hospitality, he can offer use of his laboratory for Alchemists wishing to make Philosopher's Stones or

Potions before going on to Cambridge. (Hennesy was at university with one of the Adventurers, so adjust his age accordingly).

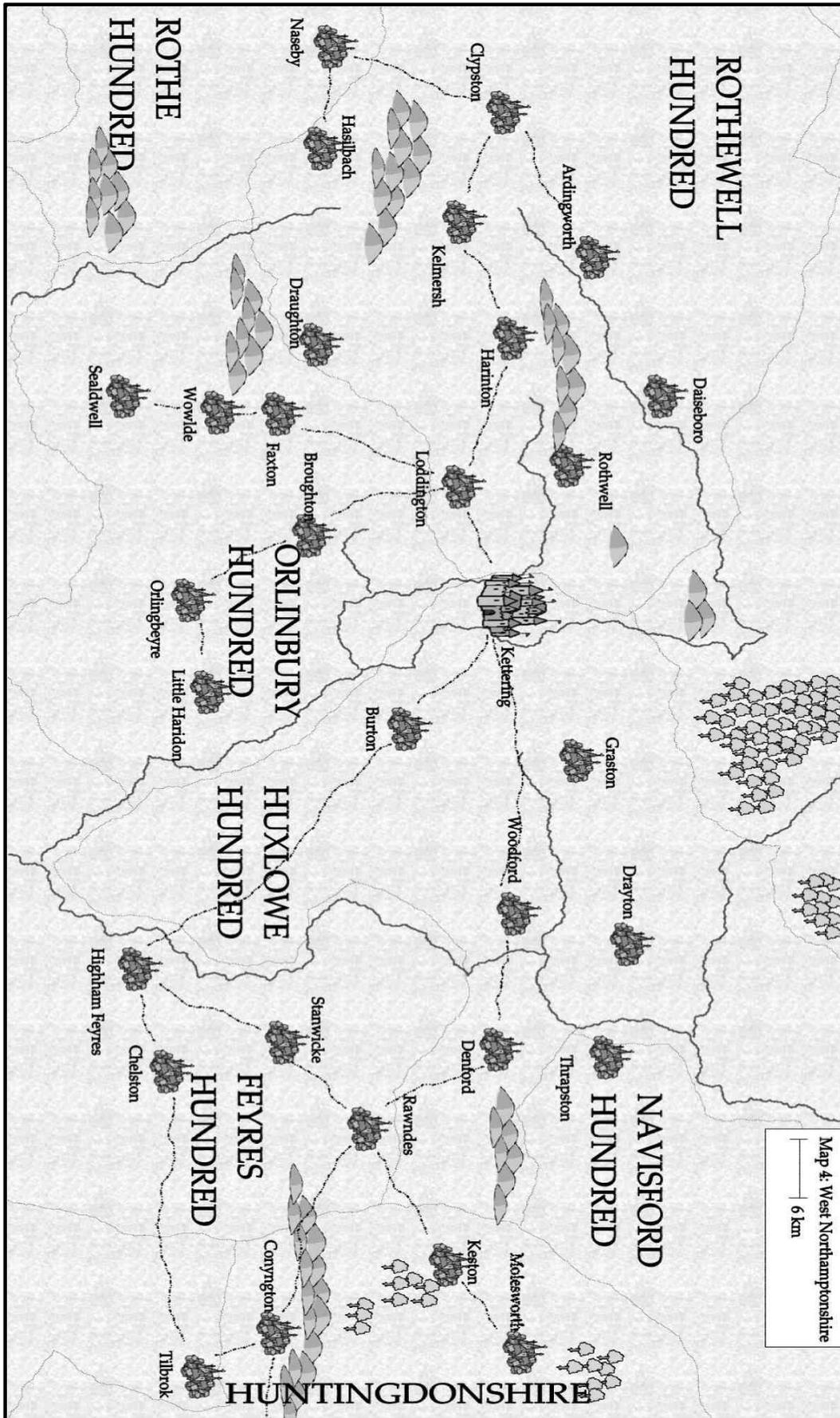
Huntingdonshire and Cambridgeshire County Wandering Encounters

For ease, and as both counties are solidly Parliamentary (well, as much as anywhere is "solidly" anything, in fact there is plenty of discord and difference under the surface), Wandering Encounters for Huntingdonshire and Cambridgeshire have been grouped together (as have Villages and Manors below). There are slight differences of mood between the two counties however – Cambridgeshire folk feel more secure in their rebellious ways, there has been no real fighting in that county throughout the war. In Huntingdonshire there have been forays by Royalists and the populace are a little more wary. Both places maintain a vigilance against Spies, in particular foreign or papist agents. As ever, feel free to select Encounters randomly or just choose the ones you want to run.

Characters on the roads of Huntingdonshire and Cambridgeshire

1. A young Parliamentary officer will ride up to the Adventurers and ask them to move to the side of the road. A Regiment of Parliamentary Soldiers are ambling along the road behind him, pikes and muskets shouldered. They are travelling from one billet to another and seem in high spirits, straggling off the road, stopping to light their clay pipes and pass the time of day. Their officers, sergeants and Agitators try to keep the men moving, but they don't seem to be having much success. Despite not being at full campaigning strength, there are hundreds of men and they will take a while to pass the party. The soldiers only take a casual interest in the party, although any particularly wealthy or female Adventurers might be exposed to a sly hostile or lewd comment. Any soldiers making such comments will be moved on by their officers, although it may cause a certain amount of scrutiny to fall upon the party. That said, unless anyone blurts out that they are an Alchemist, Catholic or Laudian priest, everyone should be allowed to continue on their way safely enough.
2. 2D4 Parliamentary Dragoons ask the party to halt. They will demand to know who they are, where they are going and what their business is. If they are not absolutely satisfied (they won't be too bothersome if the party seem either influential or of higher rank in the Parliamentary army than them), they will







attempt to search the Adventurers' belongings. What they really want is a bribe, and if offered one will happily leave the party alone. Of course if they aren't paid off and find something illegal they will want a much higher bribe.

3. 3D4 Parliamentarian infantry Soldiers are wandering along the road ahead of the Adventurers. They will demand some food and a small amount of coin, which their leader will offer the party a chit for. In fact they are stragglers, not quite deserters, but drifting so slowly toward the rest of their unit that they might as well be. If the party are influential enough, of high enough rank or menacing enough, they will back off, otherwise they will draw their weapons if the party refuse (they do not really want to fight though, so will probably back down if their bluff is called).
4. Four fellows are meandering along the road. They seem a little worse for wear as they wave and smile blearily at the Adventurers. The men are wearing extremely flamboyant clothes and fancy feathered hats. They are French Spies, but are truly appalling at keeping the fact a secret. It seems unbelievable that they haven't been apprehended by the Parliamentarian authorities, but perhaps the Parliamentarians they have met so far have, rightly, decided that holding them would be more trouble than it's worth. They will invite the party to share a wineskin with them, although they will be a little disappointed if they have to provide it, and flirt outrageously with any female party members.
5. The party are approached by a plainly dressed woman, Goodwife Kittlecot. She shakes a bucket at the party. She is collecting funds to send to London to pay for the production and distribution of "Soldier's Bibles". If the party don't donate (she will be content with no less than 5 pence from each of them) she will stay with them, lambasting their selfishness, until some other person hoves into view that she can harass.
6. The party overtake a rather peculiar group of Puritans. The group are being shown around by a local guide. If the party investigate, it will become apparent that the group are enthusiastic supporters of Oliver Cromwell. The group comprise of both men and women, mostly from Amsterdam, Protestant Dutch folk on a fact-finding expedition. The guide is painstakingly pointing out things and commenting thus: "*This is probably the road Oliver Cromwell rode on, taking him from Huntingdon to Cambridge*"; "*Imagine, Oliver Cromwell may have glanced at that fence-post*", etc. The enthralled visitors will latch on to any Adventurer they think might

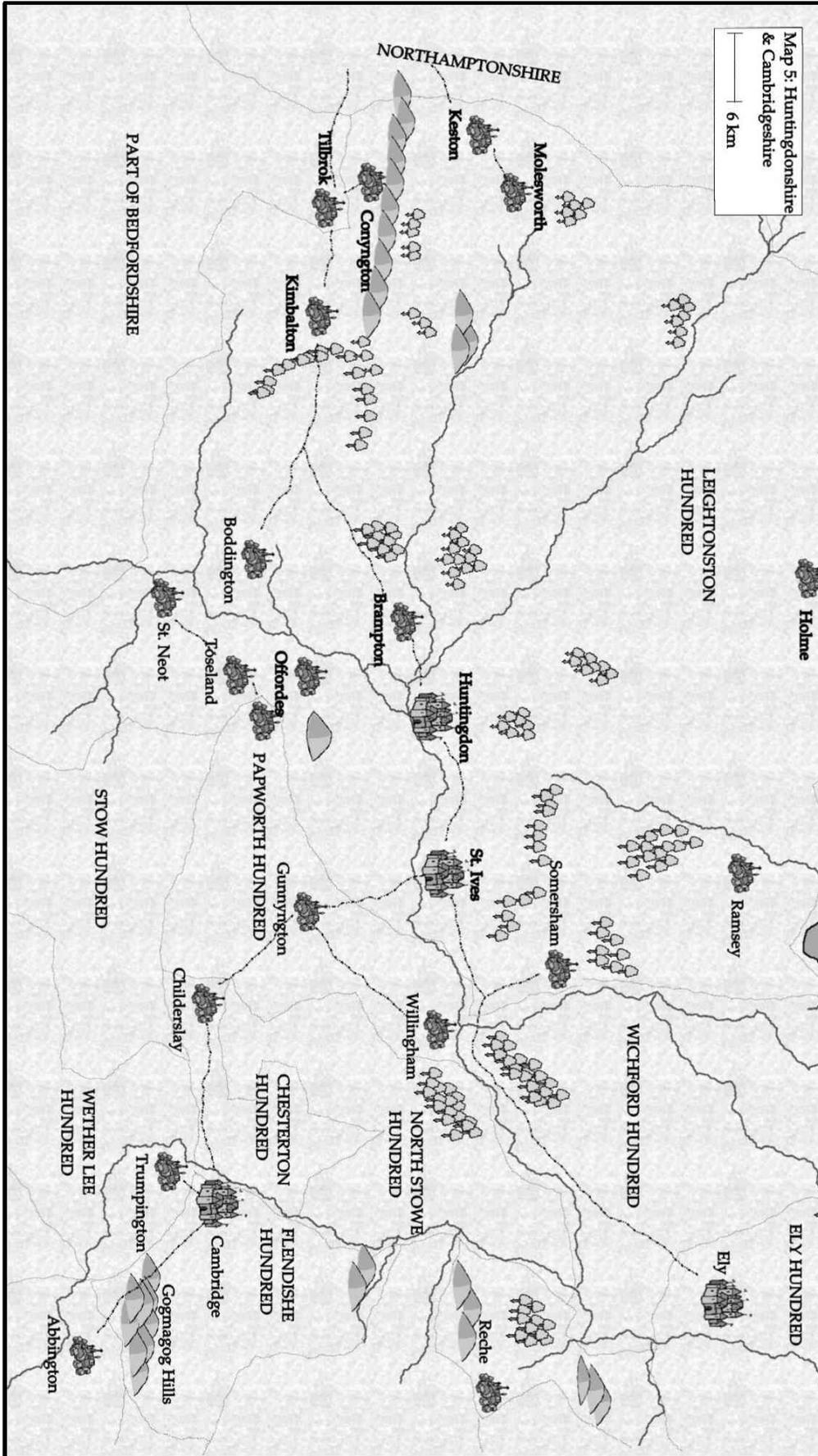
have the most tenuous link to the Lord Protector.

Village and Manorial Life

Roll 1D4 or choose from the tables below.

Villages in Huntingdonshire and Cambridgeshire

1. The village is short of billets – there is a party of Witch Finders, Watchers and Searchers occupying the best rooms, leaving a cramped communal room for the Adventurers and other guests. If the party investigate, they can find out that the group are on the way to meeting John Stearne, who has decided the time has come to cleanse the Tainted Lands of the undoubtedly satanic population who reside there.
2. The village is enjoying the yearly "sponsored preach". Once a year, to mark the execution of a notorious Witch, the village is overrun by Preachers who are paid a modest sum by the parish to preach sermons warning of the evil of magickal and satanic rites. If any Adventurer is enterprising enough and succeeds in a suitable roll they might join in the sermonising and make a few shillings. Often the event ends acrimoniously due to religious differences.
3. The village seems pleasant enough and the inn offers a cheap, but highly savoury stew. Next morning anyone that ate the stew will need to make a Resilience roll, or suffer from chronic diarrhoea for the rest of the day, due to the rancid horse-meat which was used in the stew. If feeling more vindictive, you could test for full blown dysentery, but it might be messy.
4. A man sits by the side of the road on the way into the village. His face is bruised, teeth cracked and he looks exhausted and hungry. His bare feet are chained together. He wears a sign proclaiming him to be an "unworthy sinner". If the party speak to him he will flinch and merely repeat that he is an unworthy sinner and good for nothing. If anyone persists and makes a successful Influence roll (-20%, no penalty if the person is a Laudian or sympathetic to Laudianism) the prisoner will explain that he used to be the local Preacher, but was hauled off as a Laud supporter at the outset of the war and imprisoned. He was eventually released, but on return to his parish the local villagers immediately chained him up. They take him to the same spot every day, then pick him up in the evening and dump him in a barn. He could escape but doesn't know what to do. If the Adventurers are caught intervening it will cause a scene, although most of the villagers are becoming bored of their casual cruelty.



Manors in Huntingdonshire and Cambridgeshire

1. The owners of the Hall are away, visiting relatives in the capital. The steward happily allows the party to stay. All seems fine, but in the middle of the night have everyone make Perception tests (-20%). Anyone succeeding will realise that that the servants are up and partying – and are they partying! Aside from the staff, there are a variety of Cottagers, all happily indulging in the extensive wine cellars. The Adventurers can either join in, return quietly to their beds, fight (16 drunk peasants and 4 drunk servants) or prepare to be evicted.
2. The owner, Sir Sebastian Lovell, will try to turn the party away. He is a Royalist and a Catholic, and is clinging to his properties, despite threats, legal actions and vandalism. He will pour out his troubles if he is satisfied the Adventurers are allies, but he will take some convincing that they are not Parliamentary Spies first. Sir Sebastian is resigned to having to flee to Oxford soon, but as a recently-elevated peer it will break his heart to lose his new estates so soon.
3. The party are met at the door by the household cook (the only servant), who wearily shows them in. They are then welcomed by Lady Jane and Sir Hugh Spencer. Both are of advanced years, but are in very good health. The Spencers are devout Presbyterians, and extremely interested in any news of the war. They were keen supporters of Parliament early in the war, selling most of their plate in order to contribute supplies to the military; however, they are very concerned about the rise of Cromwell and are

considering shifting their fund-raising activities to support Rupert. They are not the most inspiring pair, and completely oblivious to the fact that they are putting themselves at risk discussing their political intentions so freely. At some stage the house will be raided by 2D10 Parliamentary Soldiers, sent to arrest the couple. The party will be ordered to stand down and won't be suspected or harmed if they explain they are merely house guests.

4. The manor was originally owned by a Royalist sympathiser who was hounded out by the local villagers. It has since been purchased at auction by the successful Puritan Merchant, Flay-them-with-thy-might Heath. Flay is pleasant enough, and will do his best to make the party feel at home. He even confesses to a secret vice – singing (including forbidden secular works). Indeed, he will be happy to give the Adventurers a recital; sadly, he has a awful voice. On a brighter note, he will handsomely reward any Adventurer who can sing well and is willing to perform (he is very rich).

The End of the Road?

Finally the party reach the outskirts of Cambridge Town. They should be given another round of Improvement and Hero points, having traversed such difficult terrain and making such an eventful journey. In the final chapters they will hopefully find the trail to Lady Cecilia, the Saboteur and Lady Arabella Blackwood – all leading them to the same destination – Lady Arabella's secret base in the Gogmagog Hills.



Chapter VI

In which our heroes experience some of the tensions of a university town

“Blood alone moves the wheels of history”

– Martin Luther, 1483-1546

Cambridge Town

An expanding university and market town, built on the river Cam (formerly the river Grant), Cambridge’s already substantial (a few thousand) population has been boosted further recently by a large military presence and an influx of skilled engineers and metal workers. Cambridge is about 80 kilometres north-east of London; broadly speaking the ground is low-lying and flat, although the Gogmagog Hills lie a few kilometres to the south-east.

First Impressions

When the Adventurers reach Cambridge, probably travelling in from the west, toward the eastern approach to the town, read them the following:

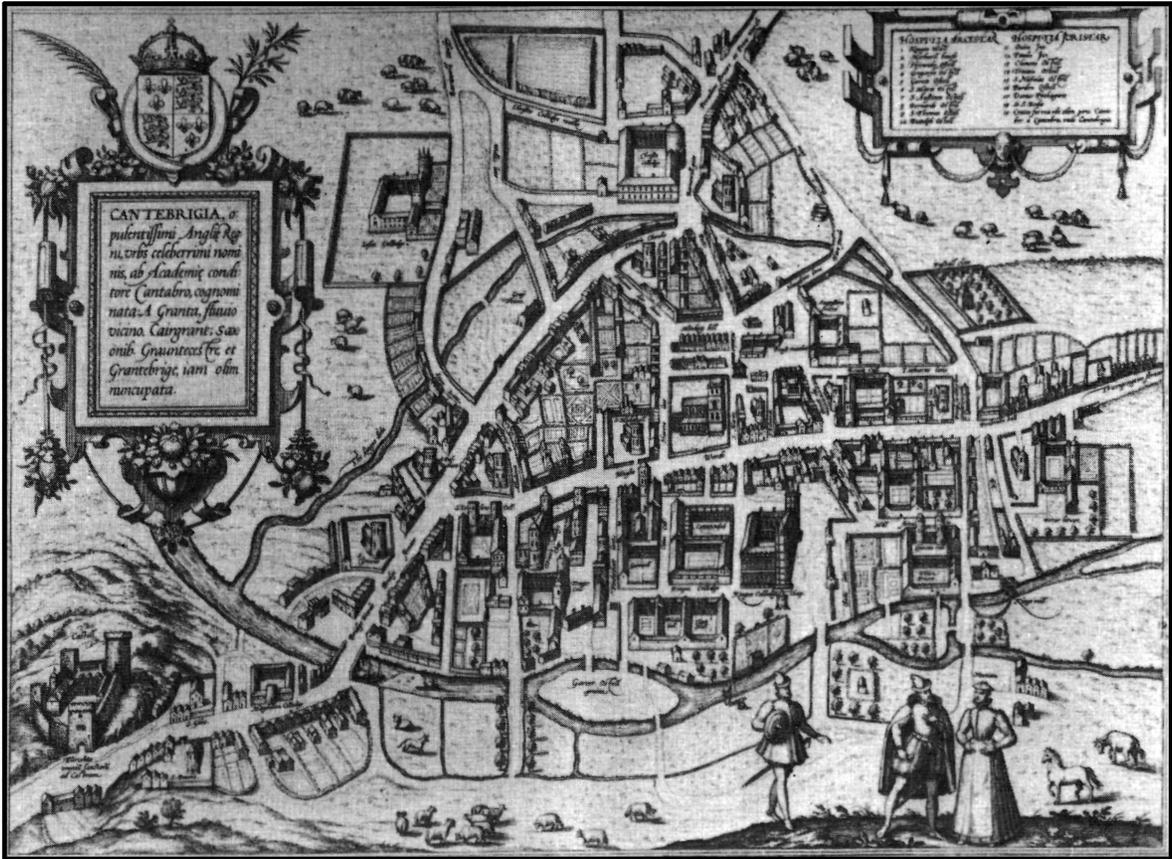
Having completed a long and probably arduous journey, you have at last reached Cambridge. The town, surrounded by recently constructed earthworks, boasts many modern buildings and a thriving population, as the University has rapidly expanded over the centuries and is now joined by the large industrial workshops that fuel the Parliamentary war effort.

Yet Cambridge is also an ancient place, the occasional uncovering of the remains of long dead peoples a reminder of the thousands of years of settlement in the area. The old Norman castle on Castle Hill overlooks the river Cam, which flows through the town from the north. The castle was built to ward the river from invaders, but the guards at the town gates look generally much more relaxed than the sentinels outside Oxford. Rather than worried about imminent attack, they seem more interested in examining in-comers as potential Spies, thus a queue has formed as they methodically check papers, examine wagons and generally quiz visitors.

With the important military resources that Cambridge provides for Parliament, the town is carefully guarded. Although the boundaries are not as well defended with walls as those around Oxford, the roads and bridges are all well-manned, there have been some defensive earthworks positioned, and it would be a foolhardy group that tried to sneak in (hefty minuses on Stealth rolls and an efficient guard should deter all but the most masterful scout).

The guards won’t accept bribes to sneak in people or goods that are clearly intended to serve the Royalist war effort, and they are closely watched by





Sergeants, so even commonplace non-military smuggled goods will be tricky to get into the town. The soldiers will examine carts carefully, possibly even asking for the lids of crates and barrels to be removed. Anyone foolish enough to try to smuggle a portable Alchemical laboratory into the town will be arrested and carted away to the recently constructed gaol at St John's College (where they will possibly be liberated later by a Royalist sympathiser, of whom there are still a few in the college).

Settling In

The Adventurers will likely take a little while to settle in once they arrive at Cambridge. If they wish to follow up their lead with the senior clerk at the Eastern Association offices, then they will be given an appointment for the afternoon of the next day (always supposing they haven't arrived on a Sunday, in which case they will need to wait until Monday morning before they can book their appointment). No amount of arguing will get them an earlier appointment, and the guards at the Eastern Association are not to be trifled with; as an important political body, security is tight.

Adventurers should be allowed to find themselves a reasonable inn – space is not at such a premium as in Oxford and there are several up-market establishments, providing accommodation for

wealthy parents visiting their Academic offspring. Of course the party may prefer more down-market (and cheaper) accommodation, in which case their sleep will no doubt be disturbed by the rowdy antics of other customers – either students or apprentices indulging in revelries until the early hours.

The Mood on the Streets

Although prey to the usual hazards of the age (Cambridge has been badly damaged by fire several times and the last major outbreak of plague was only fifteen years ago), Cambridge has its own special atmosphere due to the presence of the university and the Clockwork Workshops. As the party arrive at Cambridge they will note that, despite the similarities with Oxford (in particular the bustling military presence and university colleges), where they started the adventure, there is a different feel to the place. Cambridge has not been directly threatened by the Civil War and the largely Godly townsfolk are not at such odds over religion with the colleges.

Oliver Cromwell himself rose to influence in Cambridge, as an MP before the war, and has been responsible for the town's administration since early on in the conflict. Back then the king had attempted to have the university silver sent to him, causing Cromwell (who at the time held far humbler rank,

Chapter VI: Cambridge

though still locally important) to take military action against the local Royalists. Cromwell's rise in status means the burden of his duties now fall on the Mayor and three senior Aldermen.

Although the great innovations in Clockwork engineering have been made at Cambridge, the colleges have also provided some causes for concern in the Parliamentary camp. When Cromwell uncovered the attempt to move the silverware from some of the colleges to the Royalists, he ordered the ringleaders arrested. However, suspicion regarding some of the colleges and academics still abounds. Most of the original Masters of the colleges have been replaced and one or two colleges have found their entire staff ejected. Although some of the colleges are seen as quite Puritan in outlook, as places of learning for the wealthy and landed, none of them are divided so simply. Some colleges were (until purged) decidedly Royalist – thus a cloud of fear permeates the university. Most of the Scholars who do have reservations about the Protectorate keep quiet, in the hope that they may continue in their posts unimpeded.

William Dowsing has also contributed to this climate of fear. While the Earl of Manchester continued Cromwell's work in purging the colleges of Royalists (although ironically, it is likely there will be a fresh purge of the Presbyterians the Earl installed, now that Cromwell is Protector), the great Iconoclast, William Dowsing, purged the Cambridge chapels. Most colleges maintain their own chapels, and depending on the character of the college and its Master many of the chapels were found to be unsatisfactory by Dowsing and have had their interiors damaged or destroyed.

The town abounds with rumours about the London and Oxford political scenes, news about witchery, fighting between the opposing armies and the usual gossip that can be heard in any English town. There is a further tension on the streets of Cambridge – the apprentices and students, traditional rivals, have come close to serious disorder of late and most don't think it will be long before their conflict takes a murderous turn.

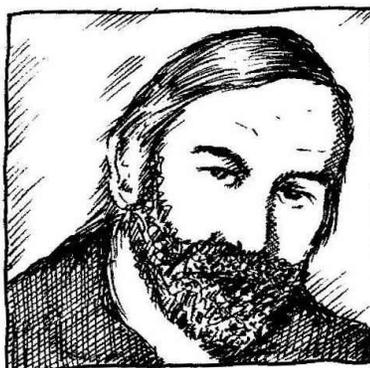
Educate Us!

The tension at the moment is over the issue of college staff educating the apprentices. This has come about due to the well-intentioned, but badly handled, invitation extended to Clockwork Engineering apprentices (many of whom are strongly influenced by the radical teachings of the Mechanical Preachers) to attend lectures, by Richard Minshull, the new Master at Sidney Sussex College. Minshull thought he would narrow the rift between apprentices and students, but in fact has helped

widen it. He has since retracted the offer, following protest by the students; then reversed his decision again, after an apprentice strike. Currently he is prevaricating, and no-one can remember exactly what he has decided – the students maintain that only members of the faculty are permitted to attend lectures (or indeed enter the college buildings at all); the apprentices maintain that they should be allowed to attend lectures by Minshull in order to better further the war effort.

Richard Minshull will be of interest to the Adventurers later, due to his dealings with Arabella Blackwood (see "What's Going On", p.81). The party may well see Minshull, before the "Sidney Sussex Workshops" section below, as he is being hounded by Scholars and engineers alike. He has refused the protection of the soldiery, keen for the situation not to turn into a full-scale riot with a bloody ending, and both sides, although keen to harangue him, do not really wish him personal harm (merely to persuade him to their point of view).

Richard Minshull



Master of Sidney Sussex College, Cambridge

Faction: Puritan

RP: 86

Richard is a staunch Puritan and very learned in the theoretical and practical subject of Clockwork engineering. Recently installed as Master of Sidney Sussex College, his promotion is seen, quite rightly, as a purely political appointment – Richard was a contemporary of Cromwell at Cambridge and shares his religious outlook. Richard is not as competent a politician as Cromwell, and has become quickly embroiled in controversy – his offer to lecture to engineering apprentices outraging his students, who wish to maintain their monopoly where such knowledge is concerned (after all, why should



apprentices have it for nothing, when *their* families have to pay dearly?). Richard is trying to avoid making things worse and ignoring the problem in the hope that it will go away. He is attempting to distract himself by working on improving a prototype set of armoured Clockwork Striding Boots, with extra spring functions, which will allow the wearer to jump hazards whilst “striding”. If approached, he will be mumbling to himself, attempting to work out the mathematical formula required for safe leaping.

Over the years there have always been tensions between “town and gown” – the non-academic inhabitants resentful of the university privileges, privileges which for centuries leading town officials have had to swear they will uphold (a task which rankles many to this day). Combined with this long history of animosity, many of the Godly locals have watched the uncovering of Royalist (and potentially Papist) leanings at the University with horror (exaggerated by a lack of facts – in fact the students that remain are now nearly all Godly, although the same cannot be said of all the Fellows). The hostility has spilled over into riots, vandalism and ended up with mass hangings in the past, and many fear that the same could happen again.

If the party includes Scholars, then they may be harassed somewhat by townsfolk (and if young students, they may also be harassed by fellow Scholars or university staff for not being at their college studying!). Likewise if any of the party are obviously Mechanical Preachers, perhaps glad to be able to engage in discussions with their fellows now they are in solid Parliamentary territory, they risk being mocked as a lowly peasant by high-spirited students. Such comments will not go beyond banter, but there is a real edge to the conflict, apprentices’ jealousy and student protectionism fuelling the hostility.

Students vs Apprentices – Round One

The apprentices and students don’t need much organising or prompting to fight each other, but both sides do have a self-appointed leader, egging on his fellows to take ever more extreme actions in “defence” of their profession.

Andrew Kentish

Apprentice Engineer

Faction: Gang (Apprentices) RP: 85



Andrew is popular among his fellows. His assertions that apprentices are hard done by compared to students, meeting their approval. After all, don’t they learn and labour, while the students lead an easy life of comfort due to their privileges of birth? Andrew’s manner is not one likely to endear him to the Scholars; he is extremely arrogant and likes to rant loudly and at length about how much better he would be than them, if allowed their luxurious lifestyle.

Hans Grotte



Student Leader

Faction: Gang (Students) RP: 85

Hans fled mainland Europe as a youngster, with his wealthy, but non-conformist parents, fleeing the horrors of the Thirty Years War. Hans is a keen student, attending Sidney Sussex College, but has been appalled to learn that the new Puritan Master, of whom he otherwise approves, is willing to let apprentices into lectures. Hans cannot comprehend what the Master can be thinking of. Surely it will make the college a laughing stock. Apprentices

aren't fit to walk on the college lawns, let alone attend lectures. If the doors are flung open to commoners, who will be next? Women? Or perhaps livestock? No, it must be stopped, and if the Master won't listen, the students will have to barricade the college doors.

Early on, when the party first arrive in Cambridge, they see a harried academic, being pursued by some students and apprentices. They will not be able to make out exactly what is going on, but will hear shouting and see both groups are trying to displace each other in their eagerness to get the learned man's attention

The University and Workshops

The University has been steadily expanding since the first colleges opened (by fleeing academics from Oxford, hounded out of that town by the resentful townsfolk) in the Middle Ages. There are currently sixteen halls and colleges throughout the town. The University also boasts an extensive library. The creation of the Cambridge Clockwork Engineering Workshops and Cromwell's attachment to the New Model Army Clockwork Regiment (NMACR) that has its administrative headquarters in Cambridge, along with the offices of the influential Eastern Association, has further elevated the town to its pre-eminent position in the Parliamentary war effort.

The building of the Workshops has also been greeted with a mixed response by the Scholars. Many are thrilled to see the innovations which are being created within these complexes, and indeed devote their studies to designing new Clockwork wonders. But others are appalled that the extensive college gardens have often been dug up in order to provide building space, and by the influx of Apprentices, Mechanical Preachers and other "lowlife" that work in them. The two original Workshops were smaller than those that have been built during the war, one attached to Emmanuel College, the other to Sidney Sussex. Although these Workshops employed non-academic staff, the focus was primarily on teaching, manufacturing prototypes and experimentation. The newer Workshops which have sprung up by the river, on the "Backs" of the colleges, are much bigger, designed to produce Clockwork machinery to be used by the NMACR. The Masters of Emmanuel and Sidney Sussex also have small private workshops, attached to their lodgings, symbolic of their status as heads of their profession and useful for the conducting of their personal research projects.

What's Going On

Richard Minshull, the controversial Master of Sidney Sussex College, has been working on designing Clockwork Devices with Lady Arabella Blackwood. Richard collaborated with Lady Arabella at Cromwell's personal request. Initial doubts about working with a woman on such an ill-befitting task were quickly quashed as he realised she was intellectually his equal (Richard is a little too proud to admit that Arabella probably has a superior grasp of scientific principles). Lately, his doubts have resurfaced, he has become concerned that her inquiries have taken an unorthodox, unsavoury, and most recently, downright occult turn.

Meanwhile, Sir Reginald Perkinson, the likely patron of some, or all, of the Adventurers, is making his way to Cambridge, to meet with his good friend Henry Ireton. Sir Reginald has two motives in travelling to Cambridge – firstly he has been trying to find his daughter Rosalinde. His Spies have struggled to give him a clear idea of where she has gone, and he has been frantic with worry. Finally, he has surmised, quite rightly, that her disappearance must be linked to the departure of the party and that as they are likely headed to Cambridge, that is the best place to continue to look for her. Secondly, Sir Reginald is tracking documents stolen from Oxford University on Christmas Eve. The documents were stolen by the same spy and saboteur (unbeknownst to him, his wife) who attempted to set fire to Oxford during the firework display. The papers are extremely valuable, containing extremely powerful Alchemical formulae which mustn't fall into the wrong hands.

Henry Ireton, meanwhile, is beginning to suspect Lady Arabella, known to most locally as Lady Silver. Henry is one of the few people who know her true identity. He rightly suspects that she is not loyal to Cromwell or Parliament and is working to her own agenda. His Spies have bought him troubling news of work that she is conducting in the Gogmagog Hills and of havoc that her agents have been causing in the country. Henry Ireton and Sir Reginald will not appear in person, however, until the next chapter.

Lady Arabella is about to dispatch Lady Cecilia on her final mission, to acquire some papers and books from Richard Minshull. Once she has these she can leave her base for good, having all the knowledge regarding Clockwork she requires. She is in the process of packing up and has dismissed the Engineers and most of her guards, leaving only a skeleton crew at her base. If she is aware that the Adventurers or "Dasher" Cansdale were on Cecilia's trail (perhaps due to a missive sent from Lord Hastle, earlier in the adventure) she will be even



more keen to make a swift get-away.

Lady Cecilia, while in the process of stealing the books and papers, will discover and read Minshull's diary, and, as is her wont, murder him. She will then head back to meet Lady Arabella and confront her, armed with Minshull's suspicions regarding Lady Arabella's Alchemical and occult research. Arabella will meanwhile have had further reports from her Spies regarding the savagery and incompetence of Lady Cecilia. This final confrontation is also handled in the next chapter.

Currants, Sir?

One good source (and gatherer) of gossip is the "Currant Dealer", Arthur Clamp. Arthur is, in fact, a Spy, gathering information for Henry Ireton (and others, at a price). His cover is that of an illegal seller of currants. The delicious commodity has been banned in Parliamentary areas, as the amount spent on importing them is so excessive. Parliament have decided that they cannot allow such a great deal of currency to leave the country. Read the following to the players:

A furtive looking man sidles up to you, and appears to be attempting to get you to peek into his long coat. If you look, you see what appear to be an assortment of paper bags, hanging down, assuspended by string. "Psst, psst...come an' 'ave a look at these my lovelies. Shh...not too loud, or everyone'll want some. I got buns, muffins, slices an scones. Shh...now, look 'ere. I got some pure if you 'ave the coin. Can do you 'alf an' 'andful if you've the mind. Luscious n' lovely they are, as fruity as they come."

If the party want some of his wares, he will be extremely pleased (he keeps the profits, although he is not troubled by the Watch as they know full well he is one of Ireton's men). He will attempt to find out what the party are up to, who they work for, etc., using flattery and the promises of future discounts to loosen their tongues. He will also be extremely helpful, helping the party find a suitable inn, offering directions or providing them with tidbits of gossip (for instance about the troubles between the students and apprentices). If the party are struggling to find or follow leads, Arthur can help, for a price.

Arthur Clamp

Currant Dealer and Spy

STR 11 CON 12 SIZ 11 INT 16
POW 10 DEX 14 CHA 12

SR 15 CA 3 DM 0

Faction: Parliamentary RP:60

Skills: Evade 60%, Lore (Regional) 100%, Persistence 55%, Resilience 55%, Unarmed 70% (1D3)

| D20 | Hit Location | AP/HP |
|-------|--------------|-------|
| 1-3 | Right Leg | 0/5 |
| 4-6 | Left Leg | 0/5 |
| 7-9 | Abdomen | 0/6 |
| 10-12 | Chest | 0/7 |
| 13-15 | Right Arm | 0/4 |
| 16-18 | Left Arm | 0/4 |
| 19-20 | Head | 0/5 |



Students vs Apprentices - Round Two

Later, perhaps as the party head to the Eastern Association offices, the Adventurers will witness a brawl in the distance. It does not seem a particularly convincing affair, some students and apprentices are shoving each other and shouting, but as of yet no fists are being swung. After a short while, some officials, college staff and senior engineers, wander over and separate the combatants, sending them on their respective ways.

The Administration Offices of the Eastern Association

The Eastern Association is a bit of an anomaly – the Association has in effect been disbanded and replaced by the New Model Army. Originally comprised of Parliamentary military units throughout seven eastern counties, the troops have since been re-organised. The Eastern Association offices still have archive records stretching back to the start of the war, and still have some residual civil power throughout the counties (including Cambridgeshire).

If the party decide to follow up the lead given them by Ashton Hewitt, they will no doubt decide to visit



these offices (which are attached to the administrative offices of the New Model Army). Likewise, if they make inquiries as to where is the best place to track down Lady Cecilia, they will be directed to the same place – the Clerks at the Eastern Association keep extensive records of all Parliamentary affairs in the region, including reports from the various commanders of the NMACR. The party will be led into the office of Thomas Cranshawe (the Senior Clerk, cited by Ashton Hewitt from Clypston, as his contact in Cambridge).

You see a large office, two clerks seated toward the front, shelves stacked with bundles of archived documents stretching off behind them. One of the clerks looks young, although not particularly keen. The other, if the size and quality of his desk are anything to go by, is the more senior of the two. The older man looks up and asks you to state your business.

Thomas Cranshawe



Senior Clerk

STR 9 CON 10 SIZ 11 INT 13
POW 10 DEX 10 CHA 10

SR 12 CA 2 DM -1D2

Faction: Parliamentarian RP: 75

Skills: Evade 30%, Lore (Bureaucracy) 90%, Persistence 60%, Resilience 40%, Unarmed 26%

| D20 | Hit Location | AP/HP |
|-------|--------------|-------|
| 1-3 | Right Leg | 0/4 |
| 4-6 | Left Leg | 0/4 |
| 7-9 | Abdomen | 0/5 |
| 10-12 | Chest | 0/6 |
| 13-15 | Right Arm | 0/3 |
| 16-18 | Left Arm | 0/3 |
| 19-20 | Head | 0/4 |

Thomas, although initially friendly, will become alarmed if the party ask about Lady Cecilia or Lady Silver. On a successful Insight roll they will realise he is looking furtive. He questioned the whereabouts of Cecilia himself, at a senior level, after receiving various requests for information from Sir Reginald. He was visited by soldiers from Lady Silver, instructing him that any more inquiries would result in him having a very nasty accident. At this stage he won't reveal any information.

"I do apologise, but I really have no information to offer you. I am sorry that I cannot be of any more help, but I have urgent requests from the Committee for the Demolition of Monuments of Superstition and Idolatry to attend to, and I must ask you to leave immediately."

If needed, Thomas can call on some burly NMA guards to have the Adventurers escorted from his offices. The junior clerk will be studying the party intently (Insight roll), but will not speak to them, looking back down at his work if he realises he is being watched.

Harry Spikes



Junior Clerk

Faction: Self Interest (Family)

RP: 50

After their unsuccessful visit, the party will be sent a message, either at their lodgings or by a small urchin, who has been handed the message and a penny and told to deliver it to the party. The urchin will be able to describe the sender (Harry Spikes, the Junior Clerk) but knows no more. The note isn't signed, but promises the party the information they are looking for, for a price. It requests the party meet later in the day (at a time of your choosing), in the gardens, at the back of Clare Hall (one of the colleges), near the old bridge.



Chapter VI: Cambridge



Harry has indeed got information for the Adventurers; he overheard his Master's queries in the past and witnessed the threatening visit from Lady Silver's soldiers. He did a little private research through the archives, and found that Lady Cecilia had accompanied Lady Silver into Parliamentary territory after Naseby. Knowing that Lady Silver lives in or near Cambridge, he surmises that Lady Cecilia might too. Unfortunately, Lady Arabella has her Spies in the NMA, and one of them witnessed Harry dispatch the urchin with the message. Intrigued, the Spy observed the urchin talking to the party, and demanded the urchin (who unfortunately for Harry could, and did, read the note) tell him what the note said. Harry turned up early for the meeting, unfortunately for him. He has been stabbed; a guard, similarly dressed to the other Parliamentary soldiers on the opposite side of the bridge, walked up to him casually and stabbed him in the guts, letting him slip down the river bank.

When the party go to the meeting place, they will see a group of soldiers gathered around the Clerk's body. The party won't be suspected, the soldiers looking quite bored (although news of the Clerk's death will soon filter through to all of the important Faction leaders in town, some of whom will ask questions as to why no proper investigation took place). The Clerk has no papers on him, and to all intents and purposes the trail will have gone cold.

What Now?

With the bearer of their promised lead dead, the Adventurers may be unsure which way to turn. They have two real hopes of getting back on track. One is to return to the Eastern Association Offices and speak to Thomas Cranshawe again, the other is to speak with the surviving relative of Harry Spikes, Mother Spikes (Harry doesn't have any other surviving relatives and no real friends to speak of). If the party fail to come up with either plan (and you don't feel like generously prompting them), the only other opportunity they will have of finding further clues will be if they head for the centre of the scene of disturbance when the tension between the students and apprentices finally spills into full-blown riot.

Mother Spikes, the mother of Harry Spikes, is a sickly woman who lives in the poorer part of town. She is devastated by her son's death, and in no small way concerned about the consequences for herself. His wage kept the roof over her head and with him dead she has no-one, and can't see how she will live in these inflationary times on the meagre income she makes from laundering soldiers' clothes. She can tell the party the following:

"<sob> I can't speak. Not now my 'arry as

gorn. God's socks, what am I to do, <sob> alone and destitute, 'ow shall I manage? <sob> An' him telling me we was going to come into some coin, <sob> oh, the things he promised, poor lamb. And now e's gorn like 'is father, <sob>."

If offered a bribe - *"But it's 'ardly enough. I have rent to pay and an empty larder. How am I to manage all alone? <sob>."*

If offered a bigger bribe - *"I only know 'e said 'is Master were visited by Lady Silver's men and 'e were threatened. Said as is Master knew more 'n he let on and if Thomas didn't want to make a coin, Harry didn't see why 'e shouldn't. Poor 'arry <sob>. You can go now."* Mother Spikes can add no more and the party will probably want to go back to see Thomas Cranshawe.

If they return to the Eastern Association offices, an ashen-faced Thomas Cranshawe will agree to see the Adventurers. He has heard of the death of his junior, and blames himself for not reporting Lady Silver straight away (although her soldiers had mentioned Cromwell himself when making their threats). He is determined to go and tell Henry Ireton, but will also tell the Adventurers all he knows before he does so. He can tell them: i) Lady Cecilia is working for Lady Silver, a fact covered up since she left Naseby; ii) he was ordered to deny all knowledge of Lady Cecilia's existence; iii) Lady Silver is working with the Master of Sidney Sussex, Richard Minshull, and is as likely to be with him at his lodgings as anywhere, as they have been working on a secret Clockwork Device for Cromwell himself.

Sidney Sussex College

The party may make their way to Sidney Sussex College to find Richard Minshull and investigate his connection with Lady Cecilia or Lady Arabella. Read the following:

The grand college buildings are ahead of you. The gardens are crowded by two large crowds facing off at each other. Beside the grander main entrance lies the Master's Lodge, the main door to the lodge flanked by a smaller side door. To reach the Lodge you will have to make your way through the baying crowds or walk through the central space dividing them.

Students vs Apprentices - Round Three

The students and apprentices are gathered up in the courtyard, intent on hearing Master Richard Minshull speak. They are ganged up in two rival

crowds, at present a space maintained between them. Porters and college staff watch nervously, none so suicidal as to intervene. So far, there are no Soldiers present. If the party ask members of the crowd, or inquire at the main college buildings, they will be informed that Richard Minshull is in his rooms at the Master's Lodge (and most are hoping he will make an appearance and say something which will placate rather than inflame the gathered crowds).

Whether directed to speak with Richard Minshull at his Lodge by Thomas Cranshawe, Arthur Clamp or merely by an interest in the disturbance that is brewing in the vicinity, as the party approach the Master's Lodge they will have to force their way through a tense crowd (either of students or apprentices) or walk through the gauntlet between them. The gangs are contenting themselves with taunting each other at present, but as the party arrive at the doors of the Master's Lodge a few missiles (broken up furniture and stones) fly between the opposing gangs. They will reach a main door, flanked by a smaller side door. Read the following:

Suddenly a whirring and clanking are audible within the Lodge. Then, the smaller door to the Lodge splinters. It seems pressure is building up on the inside of the door. There is an almighty crack and a ghastly sight meets your eyes. A man, attached to a metal frame, legs propelled by metal boots, a clockwork motor powering them, smashes through the door. A voice cries, "My God, it's Minshull!" He is quite dead, his guts slashed and blood and intestines pouring forth. In his hand is clutched a book. The dead academic lurches forward, the book fluttering out of his hand as he clatters into the crowd, who are too densely packed to move out of the way. The aberration careers madly, then skitters onto its side, legs still moving. Finally someone has the sense to pull a lever and he comes to a rest.

Lady Cecilia broke into Minshull's rooms and stole the books and papers for Arabella. In the process of the theft she happened upon Minshull's diary. She sat in his study reading the tome, and realised Arabella had been dabbling in occult and Alchemical research; she has been so focused on working for Arabella and murdering her way through Royalist sympathisers she had not previously pried into her own mistress' doings. Minshull returned to his rooms, ordered his servants to their quarters and began pacing in his hallway, pondering an answer to the disturbances outside. Not finding any immediate solutions, he decided to absorb himself in his work and ignore the mob (as he has done every night for the past week). He

decided to go to his private workshop and tinker with the design of his Striding Boots. It was when he was wearing the suit, adjusting the strappings and fittings, that Cecilia broke in on him. She challenged what he had written, he snatched the book from her, and she lunged at him, slashing at him wildly with her knife. In the act of murdering him, the lever on the Boots was pulled, and cursing, for she wanted the diary, Cecilia made off for another room, where she snuck out of the window and has begun her journey back to Arabella.

The students and the apprentices, already close to violence, now both assume that the other side has murdered Richard Minshull. They launch themselves at each other in a bloody skirmish, involving hundreds of people. The Adventurers will be able to take Minshull's diary, but may find it easier to dart into the Master's Lodge to actually read it, as otherwise they will be trying to read in the midst of a tumultuous riot.

The Adventurers can gather the following information from the diary of Richard Minshull: i) Lady Siver is in fact Lady Arabella Blackwood; ii) Richard and Arabella had been working on a Clockwork Moledrill; iii) Arabella had been asking a lot of questions about other Clockwork devices of a secret and military nature; iv) Richard had become increasingly concerned by Arabella's inquiries, she seemed to be suggesting an unearthly merging of Clockwork with Alchemical, or perhaps even occultish magicks; v) Richard suspected that Arabella was not genuinely loyal to Parliament or Cromwell; vi) that he suspected Arabella is packing up and preparing to leave her secret base, at Wandlebury Ring, in the Gogmagog Hills, very soon. This last entry is very recent, it seems that he met with Arabella earlier in the day and she let slip she would be leaving before the evening was out.

Off to the "Gogs"

Armed with the information that Lady Cecilia and Lady Arabella are probably both at Arabella's base in the Gogmagog Hills, and that they are probably not going to be there for much longer, the party will probably head out of Cambridge in pursuit. They will be unable to recruit any military assistance as the military are dealing with a full blown riot that is spreading across the town, but they will be followed by Rosalinde (if she hasn't already joined them), who will quickly piece together the party's intentions in their wake. The Adventurers will find it easy to leave the town without arousing suspicion, the guards are pre-occupied with peering into the distance, trying to see what is causing the disturbance in the town. It will not take the party long to reach the hills, they are only a few kilometres away, to the south-east.



Chapter VII

In which our heroes venture into the Gogmagog Hills, and a conclusion is reached

*“Old Gogmagog, a Hill of long and great renowne,
Which neer to Cambridge fet, o’rmlookes that learned Towne...”*

– Michael Drayton, (1563-1631), *Poly-olbion*, “one-and-twentieth song”.

The Adventurers have followed the clues out of Cambridge in a south-easterly direction, toward the Gogmagog Hills. This range of chalk uplands is not high (the highest point being 75m above sea-level), but in the mostly flat landscape of Cambridgeshire, it is striking. The whole area of the Gogmagogs is littered with ancient forts and burial sites, and many claim that it is haunted – indeed, students from Cambridge are forbidden from visiting the “Gogs”, as they are often known locally, on pain of a fine.

High in the Gogmagog Hills, five kilometres out of Cambridge along the main south-easterly road, hidden among thick woods to the left of the route, lies the remains of the ancient Celtic hill fort of Wandlebury Ring. It would normally be easy to miss the fort, but the Adventurers will spot that trees have been cut down and the ground churned up in a wide swathe leading to the high bank and ditch which surrounds the circular area of the fort.

Wandlebury Ring

The hill fort is round and about 120m across, surrounded by a ditch, a high bank and another ditch, with only one road leading in. The wooden palisade which would have topped the fort in centuries past, and the buildings within that palisade,

disappeared two thousand years ago. The Parliamentarians intended at one time to re-fortify it as a defence for Cambridge if the Royalists ever got that far, but the chance discovery of a network of unique underground passages and chambers beneath the fort led to it being adopted by Lady Arabella Blackwood as her research headquarters. Her experiments here have done nothing but enhance the haunted reputation of the Gogmagog Hills and few people would dare tread the road out of Cambridge at night – which has suited her plans enormously. It has given her the opportunity to bring in heavy Clockwork equipment, Alchemical apparatus and other, more sinister items, without being seen.

Arabella’s Research

Parliament, on the orders of Cromwell, have been funding her researches, little knowing that these researches go far beyond the Clockwork devices for which they are paying. For Arabella, as well as developing Clockwork mechanisms for the Parliamentarians, is a member of the Invisible College, doing Alchemical research for the Royalists. As if that were not enough, she is also dabbling in Witchcraft, a subject that will, soon enough, take her to Cornwall to learn from the Witch Queen herself. (There will be more on



Witchcraft and Arabella's machinations in Cornwall in the forthcoming supplement *Thou Shalt Not Suffer*). Untrammelled by the moral and theological qualms of her numerous "allies" (Cromwell and Rupert are both currently convinced of her ultimate loyalty to their own respective causes), she is doing her best to amalgamate these separate disciplines – quite what her real motives are remains to be seen.

Above Ground

There is only one structure visible above ground at Wandlebury Ring – a rather hastily-constructed wooden building which looks like a warehouse, attached to a tall windmill. It looks like a typical Winding Station, but it is much more than that. The windmill serves to power not only the numerous Clockwork devices being researched below ground, but also provides energy to work the huge Clockwork elevator which can lower large items of equipment from the surface to the subterranean chambers beneath.

You come out of the trees into a round area of snow-covered grass about 120 metres across. In the centre of the grass is what appears to be a Clockwork Winding Station – a tall wooden windmill with a long, low wooden building attached. The structure appears to have been thrown up relatively recently, and a wide swathe of churned up, muddy ground stretches across the grass to the wide double doors in the low structure. There is also a small, person-sized door in the tower of the windmill. The windmill's sails are turning steadily in an icy breeze. The building has no windows.

Guards

There are two guards on duty in the ring, patrolling the perimeter. There would normally be a third guard on the path where it left the road, but he escorted Lady Cecilia into the building, worried by her somewhat excited state. (Use dragoon statistics from the Appendix). It takes each guard twenty minutes to patrol the perimeter, and they are evenly spaced (more or less), so there will be 6+1D6 minutes between each guard passing the Adventurers. If a guard sees the Adventurers, he will first challenge them as to their business, and if they cannot give a reasonable explanation, will sound the alarm by blowing a whistle (if he gets the chance). If the whistle is blown, Cecilia and Arabella will be "Prepared"; if not, they will be "Unprepared" (see below). Obviously the guards stand a much better chance of spotting the Adventurers by daylight than they do at night.

Through the Big Doors

If the Adventurers try the large double doors on the building, they will find the left one unlocked (the right one can be unfastened by a simple bolt which goes into the ground at floor level). There are no windows in the building, so if it is night-time, the Adventurers will need some form of light source if they are to see what is within.

The big door swings open with a slight creaking of its hinges. Inside is a large featureless room, about 20 metres by 10. There is nothing at all inside, despite the heavy tracks leading to the doors. The only feature of the room is a large lever on the wall to the left of the door.

This is actually an elevator to take heavy machinery down to the underground chambers whose floors lie about fifteen metres below ground. The whole floor is a wooden platform set on massive Clockwork-powered pistons, which can sink into the ground, ending up flush with the floor of the Main Chamber (see below).

If one of the Adventurers pulls the lever, read the following:

There is a massive whirring noise, as of a vast clock about to strike. The floor beneath you shudders, there is an almighty thump, and the floor starts sinking into the ground, making it seem as though the roof and walls are rising into the air. The floor moves judderingly downwards through packed earth. This slow process takes a couple of minutes before the walls fall away and the platform is moving down through a large underground space. The place is unlit, apart from a slight glow coming from an opening to the west.

If the Adventurers have some form of light, they will be able to make out the brick column surrounding the machinery from the windmill, directly to the east, while the rest of the space is filled with strange looming mechanical shapes stretching into the gloom. They will also, on a Hard (-40%) Perception roll, be able to see shadowy figures creeping through the darkness toward them – these are Arabella's undead Sidhe Warriors (see below).

Through the Small Door

If the Adventurers decide to try the small door, they will hear, on an Easy (+20%) Perception roll, the clattering and whirring of machinery from within the tall wooden structure. The door is unlocked.

The door opens outwards, and as you open



it, the sound of machinery hits you. The whole tower is full of complex mechanisms, whirring and whirling, stretching up to the top of the tower above you, and down into darkness below. Cogs turn, metal balls swing to and fro on vertical spindles, flywheels spin – all is organised confusion.

The first person through the door must make an Evade roll to avoid being hit on the head by a heavy ball (one of a pair which whirl round attached to a vertical rod, part of a “flyball governor” which helps regulate the speed on the winding machinery below). A failed roll means that the character takes 1D4 points of damage to the head. Further people passing through the door need not make the roll if they have been warned by the first person.

The stairs are wooden and go up and down in short sections, with a right angle every six steps, like a sort of square spiral staircase.

Going Up: The stairs leading upward are merely there to allow maintenance and inspection of the machinery; they lead to a small room under the tower roof, where the spindle of the mill-sails enters, and are connected to the machinery below. A ladder and trapdoor in the ceiling leads to a small open platform with spectacular views over the countryside all around, particularly the towers and spires of Cambridge away in the distance to the north-west. If it is day, they will also be able to see a group of ten people on horseback heading along the road from Cambridge – assuming they are pursuing the Adventurers, and not just out for a constitutional, they will reach Wandlebury Ring in about ten minutes.

Going Down: The stairs down lead through more machinery which is set in a brick-lined square pit about ten metres square. The stairs drop through a number of turns until the Adventurers have gone down about 15 metres, whereupon they come to another door, which opens out into the Main Chamber (see below).

What’s All This Machinery and Can We Stop It?

Adventurers are going to wonder what this machinery does. Anyone with Craft (Clockwork) or Art (Clockwork Design), will know immediately, and anyone with Lore (Mechanical Philosophy) or Mechanisms can figure it out on a successful roll. This is obviously a Winding Station, except that the machinery is set up to transfer the power of the breeze to winding spindles under the ground. Anyone who has figured this out can easily find the lever (“hidden” among the machinery at ground level) which disconnects the windmill from the

machinery, thus turning off the winding mechanisms below. The machinery will fall silent save for the whirring of the windmill blades. This will have no effect on those below (nothing important is currently being wound), save to warn them that something is not right – this will turn Arabella from “Unprepared” to “Prepared” if she is not already.

Some Adventurers (particularly Royalists) may wish to sabotage the machinery. This could probably best be done by setting fire to the place, but there is unlikely to be time for this. A successful roll of any Clockwork or Mechanical-related skill will allow important pieces to be removed or destroyed, otherwise it’s just a case of “dropping a spanner in the works”; sticking a sword in the mechanisms at any point is more likely to break the sword than the mechanism, but a crowbar in the works would do the job. Again, this will alert Arabella, as above.

Under Wandlebury Ring

Wandlebury Ring is the remains of an ancient Iron Age hill fort, inhabited 2100 years before by the Celtic Icini tribe. When building the foundations of the Winding Station on the site, engineers broke through into a unique series of burial chambers in which many warriors had been interred. The central chamber was enlarged and handed over (at Cromwell’s request) to Lady Arabella Blackwood for her Clockwork research. Unknown to the Parliamentary authorities, she has also been dabbling in Witchcraft (see the supplement *Thou Shalt Not Suffer* for more information), and this has enabled her to awaken some of the dead Celtic warriors to help her guard the place. This is one of the reasons for the recent tales of hauntings being spread about the Gogmagog Hills. Being a well-educated woman, Arabella knows that the ancient Celts used to believe in god-like faerie creatures called Sidhe (pronounced “shee”), who lived beneath “hollow hills”, and she calls these undead creatures her “Sidhe Warriors”, though they bear little resemblance to anything in Celtic folklore.

Lady Arabella Blackwood is in the underground research centre, together with Lady Cecilia Perkinson and three Parliamentary soldiers. There are also, potentially, thirty Sidhe Warriors, though most are dormant and need to be woken by Arabella before they are available. She also has a giant Clockwork Mole Drill in which to make her escape.

Arabella’s Departure

Arabella feels that she has learned as much as she needs about Clockwork, and is preparing to make her escape with the designs that Cecilia stole from Richard Minshull. She has dismissed her laboratory

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workers and has only her three loyal Parliamentary soldiers remaining to help her pack up her equipment. One of the projects she was working on with Minshull was a Clockwork Mole Drill – a vehicle which can travel beneath the surface of the earth without being seen. The Parliamentarians designed it to be used for siege-breaking, but for Arabella it is the perfect means of escape; although it only has a range of 20 kilometres on one winding, it is undetectable from above ground, so any pursuit will have no idea in which direction she has gone.

Prepared or Unprepared



What the Adventurers find when they first enter the Main Chamber will depend on whether Arabella has advance warning of their presence. If one of the guards has blown his alarm whistle, or the Adventurers came down in the elevator, or they switched off or sabotaged the winding mechanism, Arabella will be **Prepared**; otherwise she will be **Unprepared**.

Unprepared

If the Adventurers manage to get into the Main Chamber without alerting Arabella, have them make a Perception roll. On a success, they will be able to hear two women arguing in the distance – the sound seems to be coming from the western tunnel (the one leading to the Witching Chamber). The conversation goes like this (A is Arabella and C is Cecilia, though the Adventurers won't know this except by inference):

A: (a calm, icy, woman's voice)...I don't care what your personal feelings about Alchemists are. You were sent out to do a series of simple spying jobs, and instead you seem to have gone around cutting the throat of every other person you met.

C: (an angry, hate-filled woman's voice) I was told that working for you would give me revenge on the sorcerers who killed my sons. Now I find I'm that working for one of

them. I've a good mind to slit your throat too.

A: Don't even try it – you wouldn't believe the forces I could call up against you. Guards, take Lady Cecilia back to Cambridge and lock her up. Her career as a Parliamentary agent is over.

C: Keep your hands off me! Ow!

There is the sound of a scuffle. The Adventurers may want to charge down the tunnel to see what is going on, in which case go to Finale (below), or may elect to wait, in which case they will see two dragoons come out of the tunnel with Lady Cecilia, still dressed as a man, but with her hood removed and her hair falling free about her shoulders, pinioned between them.

Prepared

If Arabella has had advanced warning of the Adventurers' approach, she will have ordered the soldiers to tie up and gag Cecilia and leave her in a corner of the Main Chamber, and will have gone round the burial chambers raising 1D6+6 Sidhe Warriors. She will be in the Witching Chamber, packing her last belongings aboard the Mole Drill when the Adventurers get to her.

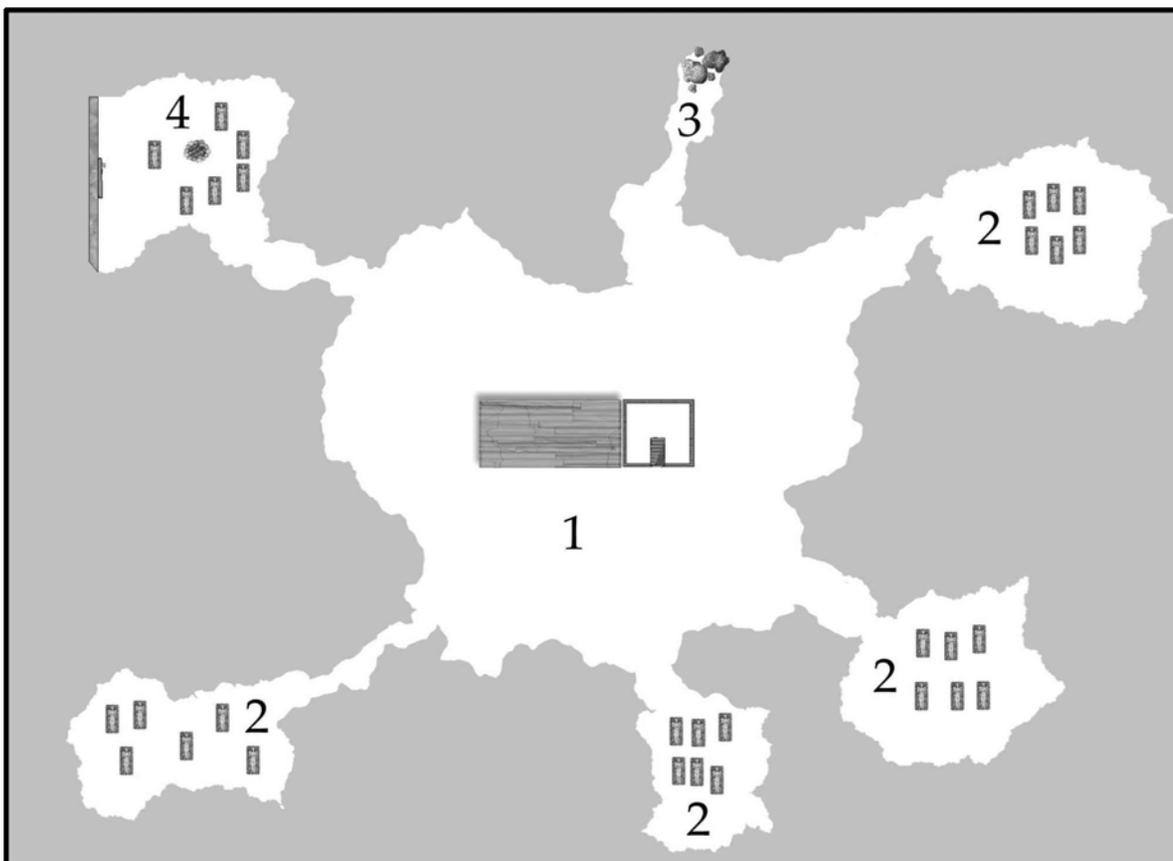
Rosalinde's Entrance

Assuming Rosalinde has not already joined the Adventurers earlier in the story, she will catch up with them here, bursting into the Main Chamber soon after they arrive, and if necessary joining them in their fight against the Sidhe Warriors. At some point she will confront her mother – see below.

Atmosphere of the tunnels

The tunnels under Wandlebury Ring, with the exception of the Witching Chamber, are dark when the Adventurers arrive. If they have not thought to bring light with them, they will find an oil lantern on one of the work benches in the Main Chamber, though they might have to try and light it while fighting off Sidhe Warriors! With the exception of the Main Chamber, which has a ceiling 4 metres high, the tunnels have low ceilings, only a few centimetres above the tallest Adventurer's head, and the walls and ceilings are of packed earth, with roots hanging down and occasionally brushing the Adventurers' faces. The whole place smells of damp earth, mixed with the scent of the pungent herbs Arabella has been using in her Witchcraft.





1. The Main Chamber

The centre of this wide cavern is dominated by the Clockwork elevator, and the square brick column which carries the winding machinery down from the windmill. This brick column has numerous winding spindles sticking out of it, and a couple of Iron Horses are currently attached, being wound (unless the Adventurers have shut down the winding gear). The rest of the chamber is filled with numerous pieces of Clockwork equipment in various stages of construction and repair. There is a partially assembled Iron Horse, huge pieces of armour plating stacked against walls, cogs on spindles sorted into different sizes, a half-built Clockwork horseless carriage with a metal automaton driver. There are also lots of tools, lying about on workbenches. All the paperwork for these designs has already been packed away by Arabella on the Mole Drill. As well as all the Clockwork gear, there is an Alchemist's furnace and various equipment for the making of potions, though the potions themselves have been removed. On one workbench there is a beautifully crafted Clockwork greyhound, made of semi-precious metals and finely engraved with Celtic-style knotwork. Its metal skull is hinged open, and beside it on the workbench is a dog's brain in a jar of preservative – evidence of the sort of experiments Arabella was involved in. There are low tunnels

going off in six directions, from the western-most of which comes a dim glow of light.

If Arabella is **Prepared**, there will be 1D6+6 Sidhe Warriors entering this chamber from the Burial Chamber tunnels when the Adventurers arrive, and Cecilia is tied up, gagged and hidden behind a stack of timber planks near the north wall of the cave.

If Arabella is **Unprepared**, all is quiet here, but for the sound of distant argument (see "Unprepared", above).

2. The Burial Chambers

These low chambers each contain six grave mounds where the soil is loose. If Arabella is **Prepared**, some of these graves will be gaping open and empty, as this is where the Sidhe Warriors have come from.

3. The Cave-in

This tunnel originally led to another Burial Chamber, but the roof collapsed some centuries ago.

4. The Witching Chamber

This was originally another burial chamber, but has become Arabella's "Witching Chamber", where she dabbles in Witchcraft. There is a black iron cauldron hanging from a metal tripod in the middle of the

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room, over a low brazier of hot coals. The cauldron is giving off pungent herbal fumes and bubbling. The back wall of the chamber appears to be made of metal with a door in it – in fact, this is the side of the Mole Drill, which Arabella originally brought here from Cambridge and has “parked” at the edge of the chamber.

As the Adventurers enter this chamber, they will be just in time to see a tall woman, dressed all in black, disappearing through the door. She turns and looks back at the Adventurers and they just have time to see that she is wearing a beautifully-crafted silver mask before she slams the door. Six Sidhe Warriors burst out of the ground just in front of the Adventurers and move to attack. There is a mighty Clockwork whining noise, an immense grinding, the metal “wall” appears to move from left to right as the Mole Drill sets off, and a portion of the ceiling at the back of the room collapses, blocking off the Adventurers from following the Mole Drill into the earth.

If the Adventurers get in a lucky shot on Arabella, she will stagger back and the door will slam behind her. Things will then continue as in the previous paragraph. It is important that Arabella escapes if you intend to run the next part of the Kingdom & Commonwealth campaign, *Thou Shalt Not Suffer*.

Lady Cecilia Perkinson



Self-interested Psychopath

STR 12 CON 11 SIZ 10 INT 13
POW 10 DEX 17 CHA 13

SR 15 CA 3 DM 0

Skills: Dagger 76% (1D3), Disguise 75%, Evade 68%, Persistence 76%, Pistol 67% (2D4+1), Resilience 49%, Stealth 58%, Sword (rapier) 67% (1D8), Unarmed 65% (1D3)

Faction: Self-interest (Revenge)
RP: 97

| D20 | Hit Location | AP/HP |
|-------|--------------|-------|
| 1-3 | Right Leg | 0/5 |
| 4-6 | Left Leg | 0/5 |
| 7-9 | Abdomen | 0/6 |
| 10-12 | Chest | 0/7 |
| 13-15 | Right Arm | 0/4 |
| 16-18 | Left Arm | 0/4 |
| 19-20 | Head | 0/5 |

Sidhe Warriors

Zombie Celts

STR 23 CON 4 SIZ 13 INT 2
POW 2 DEX 17 CHA –

SR 10 CA 3 DM +1D4

Move: 8m

Skills: Evade 58%, Persistence 76%, Resilience 49%, Sword (Warsword) 55% (1D8+1D4), Unarmed 35% (1D3+1D4)

Armour: None

Traits: Dark Sight, Night Sight

| D20 | Hit Location | AP/HP |
|-------|--------------|-------|
| 1-3 | Right Leg | 0/4 |
| 4-6 | Left Leg | 0/4 |
| 7-9 | Abdomen | 0/5 |
| 10-12 | Chest | 0/6 |
| 13-15 | Right Arm | 0/3 |
| 16-18 | Left Arm | 0/3 |
| 19-20 | Head | 0/4 |

These are the ancient Celtic Warriors which Arabella has woken from the dead. They appear as black, “peat-bog” type mummies, their flesh preserved but darkened by the ages. Rags of tattered clothing and bits of ragged leather armour (not enough to provide protection) cling to them, and they carry rusting Warswords, which have a 25% chance of breaking with every blow. (If the sword breaks, the target takes only half the normal damage). If their swords break, they will attack with fists and feet. They exist only to kill the Adventurers, and cannot be reasoned with.

Unlike the Zombies described in *RuneQuest II*, these are as fast as a



normal human being and very much stronger. Thankfully, their CON is fairly low, so they have low Hit Points, but do not have to make Resilience tests on receiving a Major Wound to an Arm or Leg (see *RuneQuest II* p.95) – the limb is severed, but they just keep coming, hopping at half their normal move rate if necessary! It takes a Major Wound to the Abdomen, Chest or Head (and failed Resilience roll) to kill one of these creatures.

Running the Grand Finale

There are a number of ways the grand finale may play itself out, depending on whether Arabella is Prepared or Unprepared. There are three Parliamentary Soldiers in the underground chambers. If Arabella is **Unprepared**, one will be prepping the Mole Drill for departure while the other two escort Cecilia; if **Prepared**, all three will be in the Mole Drill.

Unprepared

If Arabella is unprepared, the Adventurers will first come across Cecilia as she is being marched out into the Main Chamber by two Parliamentary Soldiers. When she sees the Adventurers, she will shout “Help, they’re kidnapping me!” The guards will shout “Intruders!” (thus warning Arabella), release Cecilia and draw their swords to attack the Adventurers. They are fanatically loyal to Lady Arabella, and will fight to the death. Cecilia will fight on the Adventurers’ side, as will Rosalinde. Once the guards have been finished off, Cecilia will shout, “That witch Arabella is getting away! We must stop her!” And go charging off down the tunnel to the Witching Chamber. It is assumed the Adventurers will follow her; if they don’t, she will be overwhelmed and killed by the Sidhe Warriors – rather an embarrassing end to their quest!

Prepared

If Arabella is prepared, the Adventurers will have to fight off hordes of Sidhe Warriors, and may not find Cecilia, tied up behind a pile of timber, until after that fight. If they find her before going to the Witching Chamber (a successful Hard (-20%) Perception check once out of combat rounds to hear her muffled cries), once her gag is removed, she will again start with “That witch Arabella is getting away!” If she is untied, she will help, if not, she will rant at the Adventurers to kill the witch.

It is possible that the Adventurers will not find

Cecilia until after Arabella has escaped, in which case she will rant at them as “incompetents and fools”.

Rosalinde and Cecilia

It should be obvious to all that Lady Cecilia is not entirely sane. She is wild-eyed and paranoid, and will draw her dagger and go for the throat of anyone who is at all critical of her. If the Adventurers attempt to capture her, she will fight them every step of the way, cursing them as “heretics and blasphemers.” If they do not subdue her, she will attempt to leave. Rosalinde will try to calm her mother down, shocked at her behaviour, but this will just rile Cecilia more; she will call her daughter “ill-bred” and “not a proper woman” and “Devil’s spawn” – the two may even come to blows and need to be separated by the Adventurers.

Unless the Adventurers are prepared to let Cecilia go after coming all this way to find her, they will need to use physical force to subdue her, and nothing less than tying her up or knocking her unconscious will stop her escaping from them.

Late Arrival of the Cavalry

Once the Adventurers have either subdued Cecilia or allowed her to escape, they will at some point return to the surface (though they may want a good look round the underground chambers first). On arriving back in the Ring (whether via the elevator or the staircase) they will find themselves surrounded by ten Parliamentary troopers on horseback. If they did let Cecilia escape, two of these Soldiers will be off their horses holding her struggling figure. The Soldiers will point their muskets at the Adventurers, until a commanding voice says “Stand down, these are friends.”

The soldiers are accompanied by both Sir Henry Ireton and Sir Reginald Perkinson (who they thought they had left in Oxford!). Perkinson is wearing the uniform of a Parliamentary trooper, but he will take off his helmet so that the Adventurers can recognise him.

If there are any Sidhe Warriors left “alive”, Ireton will send troops to deal with them. Sir Reginald will be horrified by his wife’s condition, particularly since she will scream and attempt to kill him if he goes anywhere near her. He will also hug his daughter, relieved to see her but angry that she has caused him so much trouble. She will be contrite – fighting the undead was more than she bargained for, and she will happily agree to return with him to Oxford, though her adventuring days are likely far from over!



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| Name | SR | CA | Round 1 | Round 2 | Round 3 | Round 4 | Round 5 | HP | Wounds | Notes |
|----------|----|----|---------|---------|---------|---------|---------|----|--------|---|
| Sidhe 1 | 20 | 3 | | | | | | - | | Evade 58%, Persistence 76%, Resilience 49%, Sword (Warsword) 55% (1D8+1D4), Unarmed 35% (1D3+1D4) |
| Sidhe 2 | 20 | 3 | | | | | | - | | Evade 58%, Persistence 76%, Resilience 49%, Sword (Warsword) 55% (1D8+1D4), Unarmed 35% (1D3+1D4) |
| Sidhe 3 | 20 | 3 | | | | | | - | | Evade 58%, Persistence 76%, Resilience 49%, Sword (Warsword) 55% (1D8+1D4), Unarmed 35% (1D3+1D4) |
| Sidhe 4 | 20 | 3 | | | | | | - | | Evade 58%, Persistence 76%, Resilience 49%, Sword (Warsword) 55% (1D8+1D4), Unarmed 35% (1D3+1D4) |
| Sidhe 5 | 20 | 3 | | | | | | - | | Evade 58%, Persistence 76%, Resilience 49%, Sword (Warsword) 55% (1D8+1D4), Unarmed 35% (1D3+1D4) |
| Sidhe 6 | 20 | 3 | | | | | | - | | Evade 58%, Persistence 76%, Resilience 49%, Sword (Warsword) 55% (1D8+1D4), Unarmed 35% (1D3+1D4) |
| Sidhe 7 | 20 | 3 | | | | | | - | | Evade 58%, Persistence 76%, Resilience 49%, Sword (Warsword) 55% (1D8+1D4), Unarmed 35% (1D3+1D4) |
| Sidhe 8 | 20 | 3 | | | | | | - | | Evade 58%, Persistence 76%, Resilience 49%, Sword (Warsword) 55% (1D8+1D4), Unarmed 35% (1D3+1D4) |
| Sidhe 9 | 20 | 3 | | | | | | - | | Evade 58%, Persistence 76%, Resilience 49%, Sword (Warsword) 55% (1D8+1D4), Unarmed 35% (1D3+1D4) |
| Sidhe 10 | 20 | 3 | | | | | | - | | Evade 58%, Persistence 76%, Resilience 49%, Sword (Warsword) 55% (1D8+1D4), Unarmed 35% (1D3+1D4) |
| Sidhe 11 | 20 | 3 | | | | | | - | | Evade 58%, Persistence 76%, Resilience 49%, Sword (Warsword) 55% (1D8+1D4), Unarmed 35% (1D3+1D4) |
| Sidhe 12 | 20 | 3 | | | | | | - | | Evade 58%, Persistence 76%, Resilience 49%, Sword (Warsword) 55% (1D8+1D4), Unarmed 35% (1D3+1D4) |



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| Name | SR | CA | Round 1 | Round 2 | Round 3 | Round 4 | Round 5 | HP | Wounds | Notes |
|-----------|----|----|---------|---------|---------|---------|---------|----|--------|--|
| Cecilia | 19 | 3 | | | | | | - | | Skills: Dagger 76% (1D3), Disguise 75%, Evade 68%, Persistence 76%, Pistol 67% (2D4+1), Resilience 49%, Stealth 58%, Sword (rapier) 67% 1D8, Unarmed 65% 1D3 |
| Rosalinde | 20 | 3 | | | | | | - | | Skills: Disguise 70%, Evade 68%, Persistence 56%, Pistol 67% (2D4+1), Resilience 49%, Stealth 89%, Sword (rapier) 67% 1D8, Unarmed 25% 1D3 |
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Conclusion and Rewards

After listening to the Adventurers' explanation of what has happened here, Perkinson and Ireton will ride with them back to Cambridge, where they will be put up at Ireton's town house. There, they will be given any money they have been promised, on top of which they will each be offered £10 (200 shillings) as "expenses" for their troubles, and free healing from a top-class Paracelsan Physician.

The people of Cambridge are busy clearing up in the aftermath of the riot. A curfew has been imposed on the students and apprentices, and Soldiers patrol the streets on the look out for more trouble.

Lady Cecilia will, sadly, probably never recover from her madness, and will likely spend the rest of

her days locked up comfortably at Sir Reginald's house in Oxford, where she will write many letters to influential Royalists on the need for all Alchemists to be burnt alive – none of which will ever be delivered.

After discussing Lady Arabella Blackwood, the two anti-war conspirators will agree that she needs careful watching, and suggest that they may have more work for the Adventurers sometime soon.

But that's another story...

Experience

For surviving *The Alchemist's Wife*, Adventurers should be given 5 Improvement Rolls and 3 Hero Points.



Appendix

Badger (Exploding)

Short-legged omnivorous mammals the size of a medium dog, badgers have distinctive black and white snouts and are good at burrowing. They are rarely hostile unless cornered. These attributes apply to normal badgers as well as the exploding variety. Alchemists may find a normal badger useful as a familiar, though they are not easy to train.

An exploding badger will usually only explode to protect its family, or if cornered.

An exploding badger causes damage to anyone within 3m, causing 1D3 damage to *all* hit locations (roll once). Victims will also be covered in bits of dead badger. No skill roll is required to explode.

| | Dice | Av. |
|-----|-------|-----|
| STR | 1D6+1 | 4 |
| CON | 3D6 | 11 |
| SIZ | 1D6 | 3 |
| INT | 5 | 5 |
| POW | 1D6+6 | 9 |
| DEX | 2D6+6 | 13 |
| CHA | 5 | 5 |

SR 9 CA 3 DM -1D6 Move 12

| D20 | Hit Location | AP/HP |
|-------|----------------|-------|
| 1-3 | Right Hind Leg | 0/3 |
| 4-6 | Left Hind Leg | 0/3 |
| 7-9 | Hindquarters | 0/4 |
| 10-12 | Forequarters | 0/5 |
| 13-15 | R. Front Leg | 0/2 |
| 16-18 | L. Front Leg | 0/2 |
| 19-20 | Head | 0/3 |

Traits: Night Sight

Skills: Claws 40% (1D6-1D6), Craft (Digging) 60%, Evade 30%, Resilience 60%, Perception 55%, Stealth 45%, Survival 40%, Track 45%

Cavalry

This profile covers **Parliamentarian Dragons, Royalist Scouts**; and **Heavy Cavalry, Cuirassiers** and **Harquebusiers** for either side.

STR 11 CON 11 SIZ 11 INT 10
POW 10 DEX 11 CHA 10

SR 11 CA 2 DM 0

Hit Points 11

Skills for all: Evade 40%, Mortuary Sword 40% (1D8), Persistence 50%, Resilience 55%, Ride 60%, Unarmed 50% (1D3)

Skills for Dragoons and Scouts: Carbine 50% (2D6+1)

Skills for Heavy Cavalry and Harquebusiers: Sword and Pistol 55% (1D8/1D6+2)

Armour for Dragoons: Breastplate and Lobsterpot Helmet. 6AP to Head and Chest, -3 to SR

Armour for Scouts: Breastplate. 6AP to Chest, -2 to SR

Armour for Heavy Cavalry and Harquebusiers: Breastplate, Lobsterpot Helmet and Leather Coat; 6 AP to Head and Chest; 1 AP to Arms and Abdomen, -3 to SR

Armour for Cuirassiers: Full Plate. 6AP all locations, -9 to SR

| D20 | Hit Location | HP |
|-------|--------------|----|
| 1-3 | Right Leg | 5 |
| 4-6 | Left Leg | 5 |
| 7-9 | Abdomen | 6 |
| 10-12 | Chest | 7 |
| 13-15 | Right Arm | 4 |
| 16-18 | Left Arm | 4 |
| 19-20 | Head | 3 |

Infantry

STR 10 CON 11 SIZ 11 INT 9
POW 11 DEX 12 CHA 11

SR 11 CA 2 DM 0

Skills: Evade 45%, Flintlock Musket 50% (1D8+1), Persistence 44%, Pike* 50% (1D8+1+1D2) Resilience 55%, Sword (Short Sword) 50% (1D6+1D2), , Ride 64%

* Note that pikes will only be carried by troops in battle, not for everyday patrol!

Armour was very variable, as there were no official uniforms and soldiers used what they could get their hands on. For instance, all wore hats or caps, but not all were armoured. For ease, here are three different selections.

Armour Set 1: Leather coat; 1 AP to Abdomen, Chest, Arms: -1 to SR

Armour Set 2: Leather Coat, Leather Trousers, Lobsterpot Helm; 1 AP to Legs, Abdomen, Chest, Arms; 6 AP to head: -3 to

SR

Armour Set 3: Leather Coat, Breast- and Back Plates, Lobsterpot Helm; 1 AP to Arms, Abdomen; 6 AP to Chest, Head: -3 SR

| D20 | Hit Location | HP |
|-------|--------------|----|
| 1-3 | Right Leg | 5 |
| 4-6 | Left Leg | 5 |
| 7-9 | Abdomen | 6 |
| 10-12 | Chest | 7 |
| 13-15 | Right Arm | 4 |
| 16-18 | Left Arm | 4 |
| 19-20 | Head | 5 |

Lower Orders

This covers Peasant Farmers, Cottagers, Vagabonds and Scavengers.

STR 9 CON 7 SIZ 10 INT 9
POW 9 DEX 10 CHA 6

SR 10 CA 2 DM -1D2

Dagger 30% (1D4-1D2), Evade 36%, Perception 55%, Persistence 38%, Resilience 29%, Survival 56%, Unarmed 25% (1D3-1D2)

Farmers are likely to have Pitchfork 35% (1D8-1D2) – use Trident statistics.

Cottagers and **Vagabonds** may have Club 35% (1D6-1D2)

Scavengers may have a hand weapon such as Mortuary Sword 35% (1D8-1D2)

Scavengers who live permanently in the Tainted Lands will have 1D6 random Taints (see table, p. 60).

| D20 | Hit Location | AP/HP |
|-------|--------------|-------|
| 1-3 | Right Leg | 0/4 |
| 4-6 | Left Leg | 0/4 |
| 7-9 | Abdomen | 0/5 |
| 10-12 | Chest | 0/6 |
| 13-15 | Right Arm | 0/3 |
| 16-18 | Left Arm | 0/3 |
| 19-20 | Head | 0/4 |

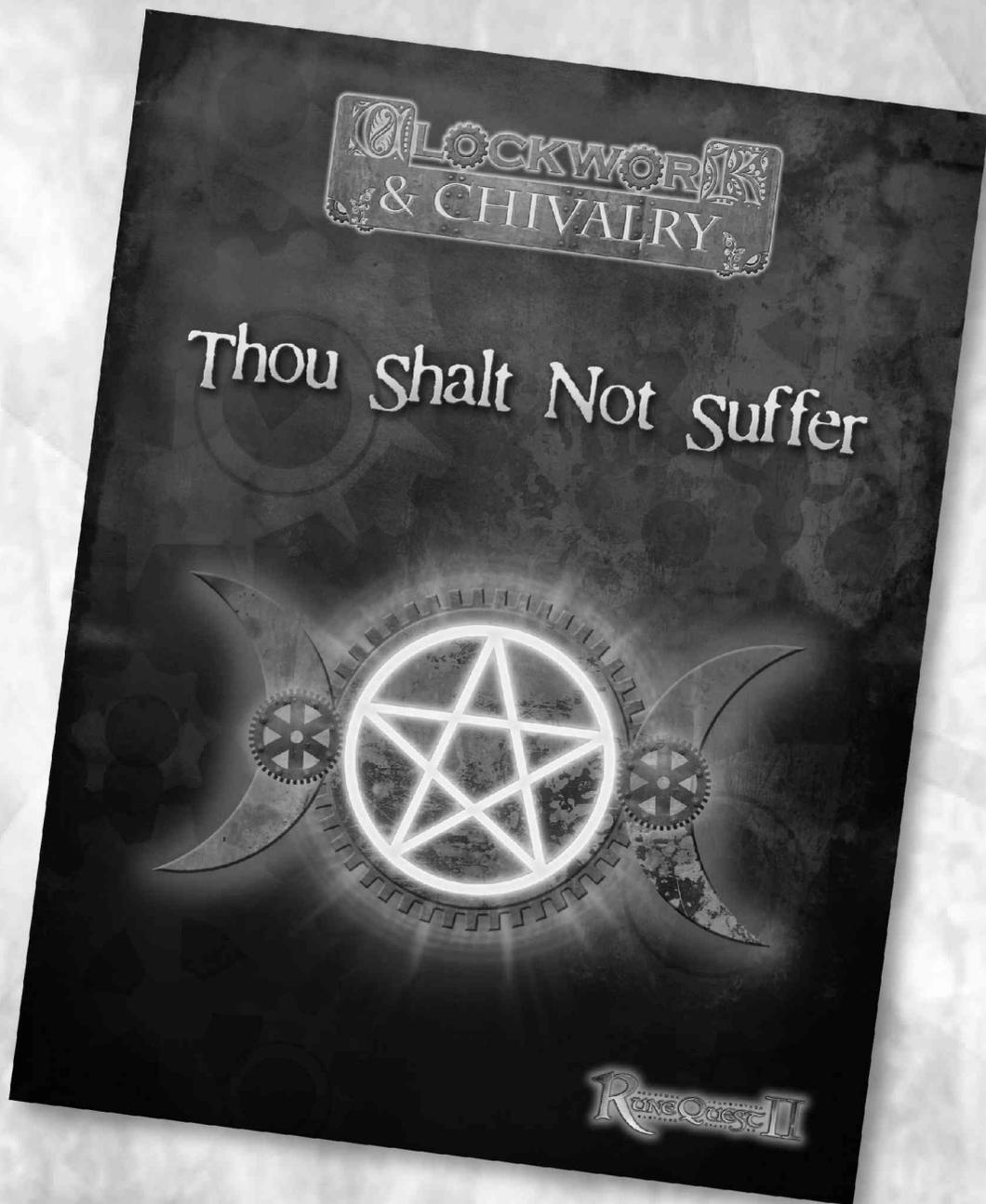
***Volume II of the epic
Kingdom & Commonwealth
Campaign***

There are those who claim that witches don't exist! They also claim that tales of curses and crop blights, of midnight sabbats and dark conspiracies, are the fevered imaginings of fanatical Witch Finders. Those people have never been to Cornwall.

In that wild and sea-girt land, the Witch Queen rules through sorcery and fear, and the Royalist majority seem to be in thrall to her evil will.

The Adventurers are sent on a mission to this bleak, remote and sinister place, where they must struggle through a maze of witches, wreckers and pirates, miners, fanatics and superstitious peasants, to find the truth behind a growing evil which could swallow up the whole of England.

Thou Shalt Not Suffer can be played as a stand-alone adventure, but also forms the second episode of the epic Kingdom & Commonwealth Campaign for *Clockwork & Chivalry*. Alongside a complete adventure are new rules for Witchcraft and information on those who practice it.



Requires the *Clockwork & Chivalry Worldbook* and the *RuneQuest II Core Rulebook*, available from Mongoose Publishing.

Thou Shalt Not Suffer – alternate history for RuneQuest II

Coming October 2010 from

Cubicle 7 and Cakebread & Walton: Purveyors of Fine Imaginings.

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Volume I of the epic Kingdom & Commonwealth Campaign

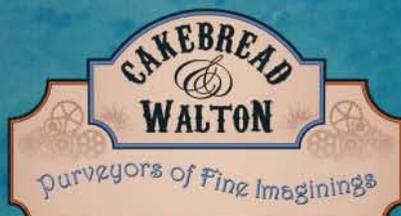
January 1646 – the land is in the grip of an icy winter. From Prince Rupert's capital of Oxford, the Adventurers set out on a quest to find the missing wife of a high-ranking Alchemist. Ahead of them, a ruthless Parliamentarian agent leaves a trail of destruction. Behind them, a mysterious figure dogs their footsteps. They are bound for the tainted lands around Naseby, where the magickal aftermath of alchemical warfare blights the countryside. Beyond lie the Clockwork weapon-shops of Cambridge and a deadly climax which could re-ignite the smouldering embers of Civil War.

An adventure campaign for Clockwork & Chivalry, taking the Adventurers through a landscape of divided Factions, of powerful magicks, clockwork machines and ghostly hauntings. Will they survive long enough to learn the truth about the Alchemist's Wife?

Clockwork & Chivalry – alternate history for RuneQuest II

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