

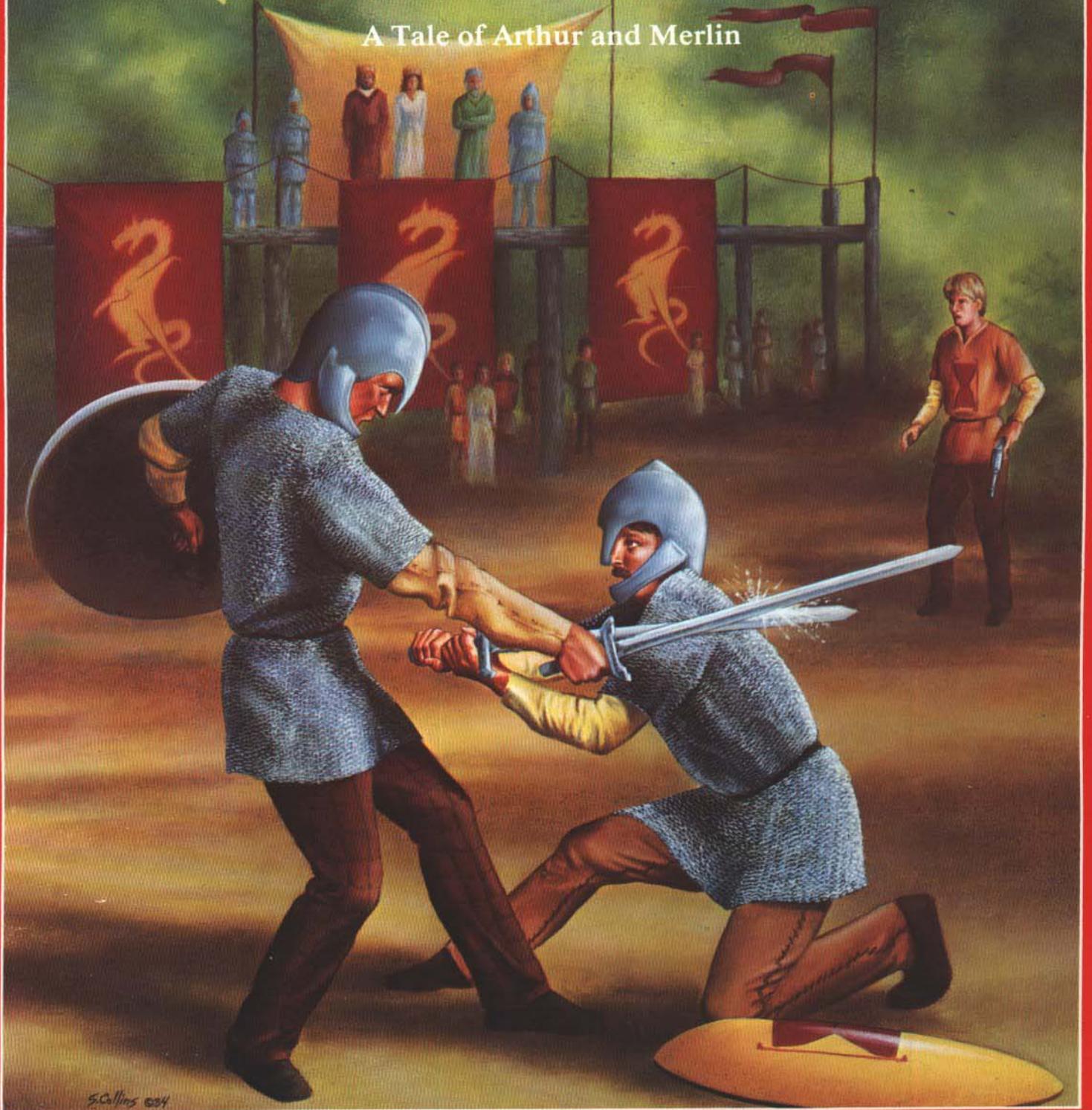
ANOTHER

ADVENTURE

TIMEMASTER

CLASH OF KINGS!

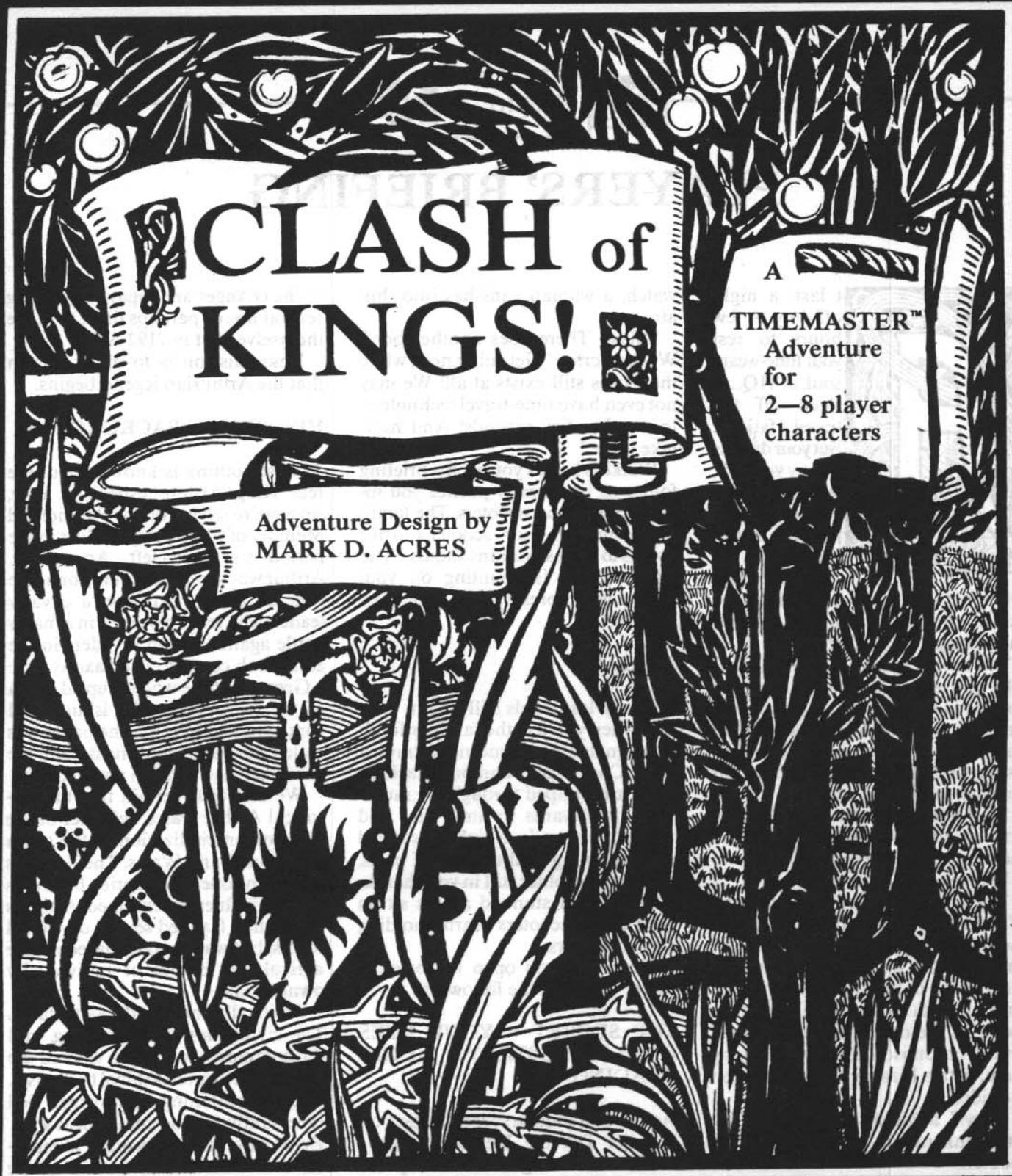
A Tale of Arthur and Merlin



S. Collins 034

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Pacesetter



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PLAYERS' BRIEFING



t last: a night off duty. A few hours to rest your time-weary soul at HQ...to sleep off the travel fatigue. But your dreams betray you. Oh, sure. *First* it's a vacation on the paradise planet. But then it's a 1940s blaze, and you're battling your way through the flames, choking, coughing . . . someone yelling, "Fire! Fire!"

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

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

"Move it! Hurry it up!"

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

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

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

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

watch, a woman vanishes into thin air.

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

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

ARRIVAL

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

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

TOP SECRET—YOUR EYES ONLY: DESTROY AFTER READING

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

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

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

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

HISTORICAL BACKGROUND

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

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

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

OUTFITTING

You have each been issued the following:

1. Language implants for all lang-



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

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

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

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

5. One standard Time Corps communicator.

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

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

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

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

EXEMPTION FROM REGULATIONS

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

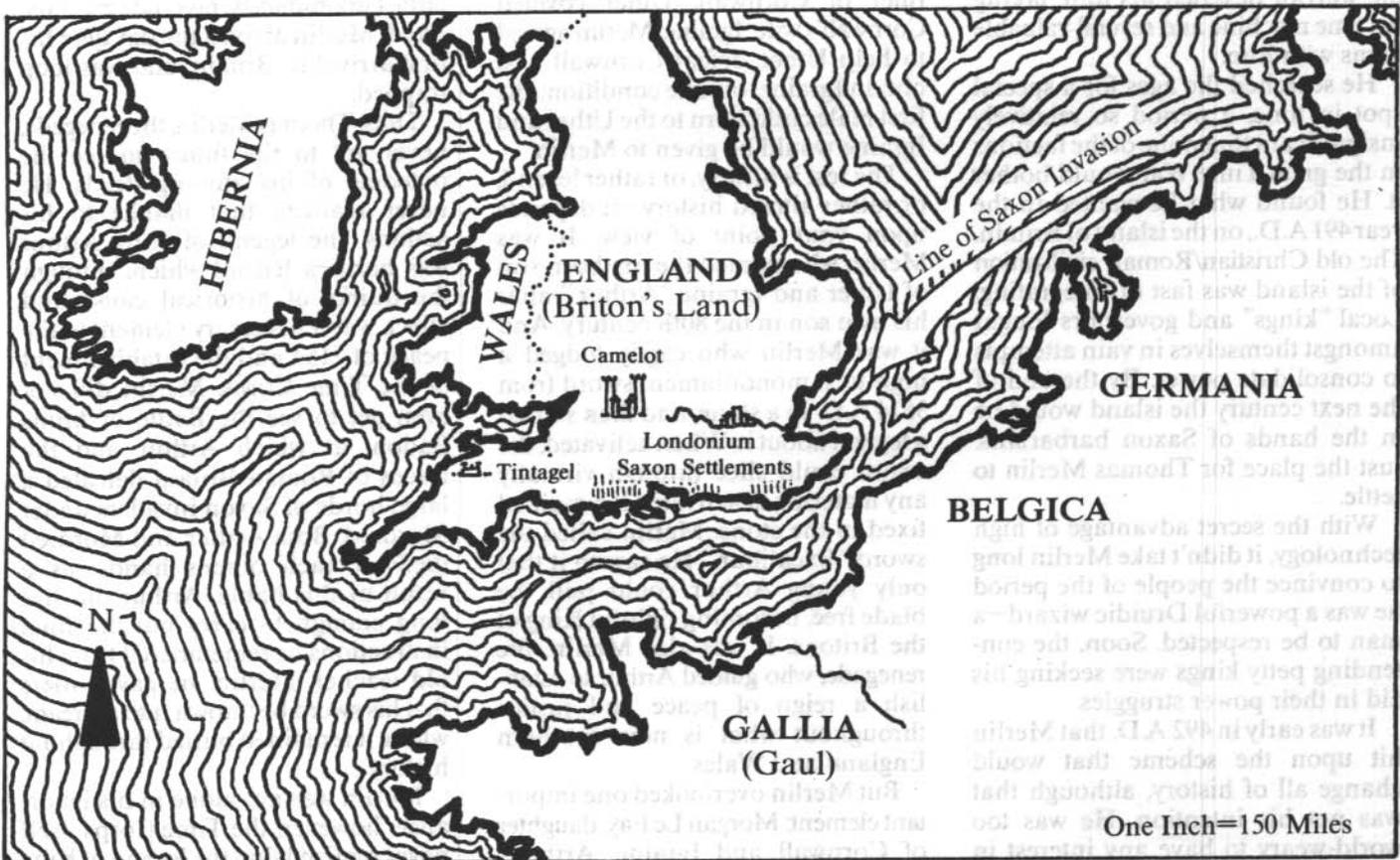
MISSION START

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

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

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

Good luck! We're counting on you.



CM'S BRIEFING



THE TALE OF THOMAS MERLIN

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

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

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

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

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

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

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

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

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

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

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

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

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



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

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

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

This adventure has three other unusual features:

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

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

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

start of this mission.

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

MAJOR NPCS

Thomas Merlin, Renegade

Significance Rating: 400

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

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

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

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

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

Arthur, King of the Britons

Significance Rating: 400

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

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

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

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





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

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

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

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

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

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

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

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

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

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

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

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

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

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

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



THE SWORD IN THE STONE



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

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

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

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

1. ARRIVAL

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

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

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

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

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

2. THE VILLAGE OF CAMLOT

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

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

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

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

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

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

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

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

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

+++++

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

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

BASIC ABILITIES

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

SKILLS

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



LEOPOLDO RAVELLI

BASIC ABILITIES

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

SKILLS

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



THEOPHILUS

BASIC ABILITIES

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

SKILLS

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



MELISSA

BASIC ABILITIES

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

SKILLS

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



JEAN LOUIS BAPTISTE

THEOPHILUS

PARANORMAL TALENTS

Name: _____ Score: _____
Paranormal Memory: 35
Ignore Pain: 35

PERSONAL DATA

Birthdate: '650 A.D.
Birthplace: Constantinople
Age: 30'
Ht. 5'8"
Wt. 165
Hair: Brown
Eyes: Green
Current Stamina: _____
Stamina Regeneration: 5/rd.
Current Willpower: _____
Wounds: ○○○○○○○○○○
Rank: Trainee/8
Nationality: Byzantine

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

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

JEAN LOUIS BAPTISTE

PARANORMAL TALENTS

Name: _____ Score: _____
Paranormal Memory: 34
Adaptation: 38

PERSONAL DATA

Birthdate: Jan. 22, 1795
Birthplace: Reims, France
Age: 24
Ht. 5'8"
Wt. 150
Hair: Black
Eyes: Brown
Current Stamina: _____
Stamina Regeneration: 5/rd.
Current Willpower: _____
Wounds: ○○○○○○○○○○
Rank: Trainee/7
Nationality: French

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

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

LEOPOLDO RAVELLI

PARANORMAL TALENTS

Name: _____ Score: _____
Paranormal Memory: 34
Ignore Pain: 33

PERSONAL DATA

Birthdate: Aug. 14, 1502 A.D.
Birthplace: Milano, Italy
Age: 25
Ht. 5'6"
Wt. 150
Hair: Black
Eyes: Brown
Current Stamina: _____
Stamina Regeneration: 4/rd.
Current Willpower: _____
Wounds: ○○○○○○○○○○
Rank: Trainee/7
Nationality: Italian

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

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

MELISSA

PARANORMAL TALENTS

Name: _____ Score: _____
Paranormal Memory: 42
Memory Restoration: 42

PERSONAL DATA

Birthdate: 443 B.C.
Birthplace: Athens, Greece
Age: 35
Ht. 5'4"
Wt. 120
Hair: Black
Eyes: Blue
Current Stamina: _____
Stamina Regeneration: 4/rd.
Current Willpower: _____
Wounds: ○○○○○○○○○○
Rank: Trainee/7
Nationality: Greek

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

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

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

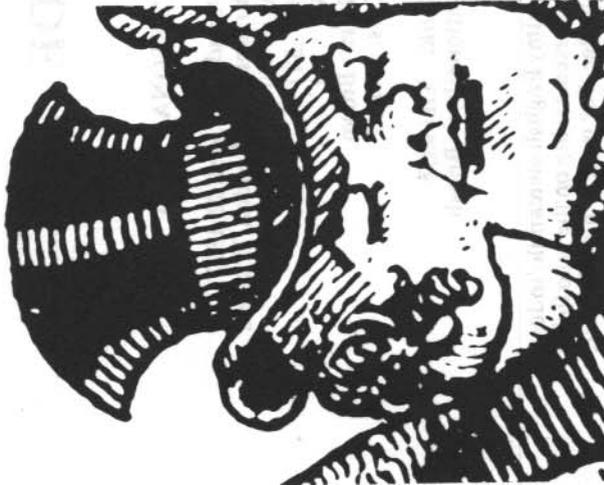
SKILLS
Name Rank Score
 Time Corps Stunner SP 63
 Historical Specialty EX 92
 (England and Ireland, 1702-1852)
 Lance, Horseman's SP 78
 Equestrian MS 114
 Mounted Melee EX 90
 Medicine SP 76
 Tracking



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

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

JONATHAN WILDE



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

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



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

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

MARYA

JENNY ADAMS

BELLE WILLIAMS

PARANORMAL TALENTS

Name
Paranormal Memory 46
Telepathic Sending 52

PERSONAL DATA

Birthdate: Aug 27, 1878
Birthplace: Swansea, Wales
Age: 25
Ht. 5'7"
Wt. 125
Hair: Brown
Eyes: Blue
Rank: Trainee/7
Nationality: British (Welsh)

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

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

JENNY ADAMS

PARANORMAL TALENTS

Name
Paranormal Memory 41
Significance Sensing 42
Memory Restoration 42

PERSONAL DATA

Score
Birthdate: June 10, 3180
Birthplace: Bostonmass, Earth
Age: 25
Ht. 5'11"
Wt. 140
Hair: Blond
Eyes: Blue
Rank: Probationer/1
Nationality: Earther

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

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

JONATHAN WILDE

PARANORMAL TALENTS

Name
Paranormal Memory 42
Telepathic Probe 45
Time Shift 42

PERSONAL DATA

Birthdate: April 22, 1802
Birthplace: London, England
Age: 50
Ht. 5'11"
Wt. 178
Hair: Brown
Eyes: Hazel
Rank: Trainee/8
Nationality: British

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

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

MARYA

PARANORMAL TALENTS

Name
Paranormal Memory 44
Significance Sensing 46

PERSONAL DATA

Score
Birthdate: April 14, 1221
Birthplace: Krakow, Poland
Age: 40
Ht. 5'5"
Wt. 140
Hair: Light Brown
Eyes: Green
Rank: Trainee/7
Nationality: Polish

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

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



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

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

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

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

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

Encounter Background

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

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

NPC Statistics

Merlin, Renegade Time Warrior

Significance Rating: 400

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

Current Sta:

Wounds: ○○○○○○○○○○○○○○

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

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

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

Arthur, King of the Britons

Significance Rating: 400

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

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

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

Other NPCs

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

THE GREAT TOURNAMENT

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

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

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

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

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

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

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

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



Morgan Le Fay

Significance Rating: 200

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

Current Sta:

Wounds: ○○○○○○○○○○○○○○○

E/W/A: dagger

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

DEMOREANS IN CAMELOT

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

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

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

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

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

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

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

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

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

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

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

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

Significance Rating: 0.

NPC Statistics

Camelot Guards

Significance Ratings: 1d10

Camelot Guards use the statistics of standard Briton infantrymen.

Twelve Demoreans

Significance Ratings: 0

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

Current Sta

Wounds

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

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

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

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



THE LEGEND OF KING ARTHUR

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

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

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

LEGEND SUMMARY

The Birth of Arthur

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

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

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

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

The Raising of Arthur

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

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

The Sword in the Stone

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

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

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

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

The Knights of the Round Table

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

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

Lancelot and Guinevere

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

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

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

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

The Decline of Camelot

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

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

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

The Holy Grail

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

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Continued from inside front cover.

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

The Final Battle

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

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

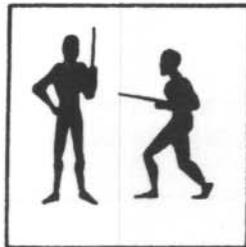
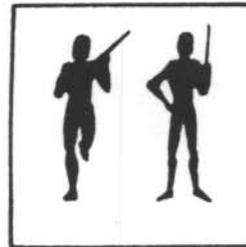
Arthur led his forces forth to battle Mordred. A great fog covered the field that day, making Mordred's superior numbers of less use to him. At a crucial juncture in the battle, Lancelot, drawn by some noble instinct, reappeared to fight again at the side of his king. It was a long and terrible battle;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

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

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

The Once and Future King

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



STANDARD BRITON CAVALRYMAN

Significance Rating: 1d10

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

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

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

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

STANDARD BRITON INFANTRYMAN

Significance Rating: 1d10

Basic Ability scores match those of standard cavalymen above.

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

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

STANDARD SAXON WARRIOR

Significance Rating: 1d10

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

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

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

CLASH OF KINGS!

By Mark Acres



MORE THAN A LEGEND! THE TRUE TALE OF THE MAKING OF A KING! Relive the magnificent saga of a bastard lad named Arthur.... Hear the crowd gasp as he draws Excalibur from the stone. Witness the boy's phenomenal rise to power, and discover the startling secret of Merlin's magic.

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