

# PLAY SHEETS

# BAD LUCK IN DEPTFORD

*In which our heroes investigate a mysterious cult south of the river...*

A man dressed in an arcane robe and draped in occult jewellery is found dead in the Thames. The Queen demands answers, worried that it may be Masons, Rosicrucians or Catholics. Walsingham orders his newly formed and argumentative group of operatives to investigate or face the monarch's wrath.

Tracking the Cult of the Elusive Eye to the warehouses of Deptford, our heroes discover far more than they bargained for as they uncover a sacrificial altar and its monstrous guardians. Dragged before these arcane creatures, can the Queen's Men survive their first mission together with sanity intact?

## FUN FACTS:

- ❖ The burning barge in the opening episode cost £200 and was the series' most expensive special effect.
- ❖ The pub in which the characters stay is the same one where Marlowe would meet his end a few years later.
- ❖ The guardian's unholy eyes were a new technique in special effects.
- ❖ The cultists' Egyptian-style raiments were copies of items held in the British Museum.

## DIRECTOR NOTES

**Villainous Agenda :** Remain secret and complete the ritual.

**Tilt:** The leader is somebody important at court.

### **Situations:**

- ❖ Deptford thugs wanting the group gone
- ❖ Hooded cultists of the Elusive Eye
- ❖ An underground tunnel with rising waters
- ❖ A diabolical altar and its high priest
- ❖ Monstrous guardians from the antediluvian depths,
- ❖ A burning barge blown towards the city.

## DIRECTOR BONUSES:

### TOTAL THREAT:

### CALAMITY:

# LORD DUDLEY'S MENAGERIE

*In which our heroes attempt to rescue a lost heiress from the abandoned chimerical menagerie of the Earl of Dudley.*

Lord Eltham receives a ransom note for his daughter's life. Dr Dee and Bacon put aside their differences long enough to discover the daughter's whereabouts, but extracting her proves rather more difficult given the kidnapper's unorthodox choice of hideout.

Our heroes attempt a daring raid on a ruined keep riddled with escaped creatures and hired cutthroats. But just who are the kidnappers working for and what connection do they have to the royal court?

## FUN FACTS

- ❖ This episode was inspired by Zorge's visit to Dudley Zoo.
- ❖ The scene with the griffon in the ruined keep was intentionally shot in shadow to lower visual effects costs.
- ❖ Emily Gordon, who played one of the naiads that attempt to seduce Marlowe and Frogmorton, was also a children's TV presenter.
- ❖ Gilroy had to be rushed to hospital after an incident with a boom mic. The unseen creatures throwing masonry were created to justify the bruises.

## DIRECTOR NOTES

**Villainous Agenda :** Get the ransom from Lord Eltham.

**Tilt:** The kidnapped daughter is actually the kidnapper and the whole scheme is a setup.

### **Situations:**

- ❖ Hired thugs who want out,
- ❖ A wounded griffon guarding its young
- ❖ A collapsed cellar
- ❖ Seduction by naiads in an abandoned garden
- ❖ Kidnappers holding a knife to their captive's throat
- ❖ Mysterious creatures throwing masonry
- ❖ A powerful member of court who can ruin the group's reputations

## DIRECTOR BONUSES:

TOTAL THREAT:

CALAMITY:

# THE SCOTTISH CONNECTION

*In which our heroes try to smuggle a magician friend of Dr Dee's across the border, become entangled in politics and fend off a werewolf.*

Dr Dee receives a message via raven from his colleague, Dr Mallory, currently in hiding from the Scottish authorities. Walsingham agrees to help, for ulterior motives, and warns the group not to cause any diplomatic incidents. Our heroes head north by coach and attempt to bring Mallory across the border in the wilds near Berwick.

Things take a turn for the worse as the group are pursued by a ferocious beast and must take refuge in a border Inn. Will the local border patrols help or hinder them? And just who is their charge, really, and what is he hiding?

## FUN FACTS

- ❖ The episode was filmed on location in Northumbria and on Hadrian's Wall.
- ❖ The antagonistic border patrol is led by David Craig, who later starred in Zorge's Sherlock Holmes adaptation.
- ❖ The explosion at the inn cost one special effects man a finger. Zorge used the shot anyway.
- ❖ Critics were not impressed with the werewolf makeup.

# The Queen's Men

## DIRECTOR NOTES

**Villainous Agenda :** Hunt down the man who stole from your pack.

**Tilt:** Dr Mallory's true intentions are...

### **Situations:**

- ❖ Antagonistic border patrol (Scottish)
- ❖ Chased by a werewolf across Hadrian's wall
- ❖ Antagonistic border patrol (English)
- ❖ A burning inn
- ❖ Convincing locals to assist.

## DIRECTOR BONUSES:

### TOTAL THREAT:

### CALAMITY:

# THE PHANTASMAGORICAL SWORD

*In which fencing master George Silver seeks the group's help with a curse...*

The head of the Order of Maisters, England's finest fencing school, contacts Dr Dee, believing one of his students is cursed. Things become problematic when it is revealed the student in question has connections to the Spanish royal family.

Events are further complicated when an attempt to solve the situation goes awry and the student's sword proves to have a will of its own. Locked in the fencing school with a gaggle of possessed noble brats, the group must face the power within the sword and deal with the temptations of its bound spirits.

## FUN FACTS

- ❖ Filmed on set, this is widely regarded as one of the better episodes as it relies heavily on the character's personalities and the interaction between them. It was also the cheapest.
- ❖ The rooms of the various possessed nobles were each colour coded for the spirit's theme.
- ❖ The fight with the possessed children led to great criticism in the press.
- ❖ Silver reappeared as a guest star in several later episodes, and will appear in the series two episode, Grendel.

## DIRECTOR NOTES

**Villainous Agenda :** Submit the school to your will and build an army.

**Tilt:** The spirit in the sword is somebody who was important to the group in life.

### **Situations:**

- ❖ Teenage swordsmen possessed by wronged spirits of former owners of the sword
- ❖ Tracking an escaped possessed child
- ❖ Mobbed by the remaining possessed children
- ❖ An exorcism
- ❖ Finding the diplomat who planted the sword

## DIRECTOR BONUSES:

TOTAL THREAT:

CALAMITY:

# CASTLE DOOM

*Tricked by the nefarious Lord Erstwhile, our heroes must escape the traps of Castle Doom.*

While stopping at a roadside inn, the affable Lord Erstwhile invites the group to dinner, a seeming act of charity that has unforeseen consequences our heroes. A feast turns sour when he reveals the Queen has disavowed the group and placed a bounty on their heads, a bounty he means to collect, but not without a bit of fun...

Drugged and trapped in Lord Erstwhile's labyrinthine "Castle Doom", the group seek to evade his clutches by any means necessary. But can our heroes escape? Will they be forced to make a deal with other, less savoury, prisoners. What sinister force lies buried in the very depths of the donjon? And what if Lord Erstwhile really is only doing the Queen's bidding?

## FUN FACTS

- ❖ The hall of mirrors and knives scene took the longest to film as cameras proved difficult to position. You can still see at least one cameraman in shot.
- ❖ Mistress Irana was played by the popular glamour model Syria Price.
- ❖ The waterlogged sewer scenes were filmed at Pinewood studios. The crocodiles were entirely rubber and operated by a crew of three.
- ❖ Spanish swordsman Iago will be a recurring character and foil for the heroes in series 2!

## DIRECTOR NOTES

**Villainous Agenda :** Kill the group in the most entertaining way possible and collect the reward.

**Tilt:** Lord Erstwhile has been employed as a member of the court.

### **Situations:**

- ❖ Prison guardsmen
- ❖ Recalcitrant spaniard who knows a way out
- ❖ Crocodiles in the sewers
- ❖ A gallery of deadly traps
- ❖ A hall of mirrors
- ❖ Lord Erstwhile's estranged mistress
- ❖ The toad beast bound beneath the castle

## DIRECTOR BONUSES:

TOTAL THREAT:

CALAMITY:

# PAYING DUES

*In which an old associate attempts to extract a debt from Marlowe.*

Sir Leonardis Riechert, a German mercenary, attempts to cash in a debt owed by Marlowe, bringing the whole group into conflict with the mysterious Knights of the Golden Dawn. The teutonic mercenary group have set up camp in an abandoned monastery in East Anglia, seeking Marlowe's assistance solving the mysteries of a puzzling map.

With Marlowe held at the knights' mercy, can the rest of the group negotiate his release, or will they be forced to confront the knights head on? Are the bones of the knights' patron saint buried beneath the old monastery's catacombs? What traps and secrets lie down in the darkness? What ancient curse must the heroes unravel?

## FUN FACTS

- ❖ Exactly how Marlowe came to know the wise woman was never revealed.
- ❖ The revelation that Riechert was working with Lord Erstwhile hints at further encounters in series 2.
- ❖ The fortress sections were filmed on location at Manorbier castle in Wales.
- ❖ Drake's rain-drenched battlement duel with Riechert required some complex camera work.

# The Queen's Men

## DIRECTOR NOTES

**Villainous Agenda :** Uncover the saint buried beneath the castle.

**Tilt:** The saint is actually a pagan god creature.

### **Situations:**

- ❖ Teutonic Knights who won't give Marlowe up
- ❖ Breaking into/out of the castle
- ❖ Possessed knights in drunken revelry
- ❖ The old god's protectors
- ❖ A pagan creature out of myth

## DIRECTOR BONUSES:

### TOTAL THREAT:

### CALAMITY:

# ALL THE QUEEN'S SHIPS

*On the eve of war with Spain, a mysterious malady stalks the ships moored in Plymouth.*

Something sinister is prowling the ships off Plymouth docks. Lord Howard of Effingham is worried how this will impact the brewing conflict with Spain. Men's bodies are found slumped at their posts, drained of blood or with their innards spread about them.

As panic and further attacks spread through the ships and local garrison, Drake is distracted trying to keep the Queen's navy from blaming his privateer allies. Faced with mounting evidence, Dr Dee fears the Spanish have somehow managed to resurrect one of his most fiendish and ancient foes...

## FUN FACTS

- ❖ This was considered the goriest episode of the series.
- ❖ The makeup of the vampiric horror took four hours to put on and caused an allergic reaction for the stuntman.
- ❖ The drowned men who attempt to drag the characters overboard were a last-minute addition to pad the script.
- ❖ This episode was written by Lawrence Liddington, who would later write scripts for the *The Agency (Reactivated)*.

# The Queen's Men

## DIRECTOR NOTES

**Villainous Agenda:** Disrupt the fleet ahead of the invasion.

**Tilt:** The vampires seek Dee's assistance in gaining freedom from their Spanish masters.

### **Situations:**

- ❖ Drowned seamen
- ❖ Climbing aboard the ship
- ❖ Stopping a fight between the navy and privateers
- ❖ The vampires in the water
- ❖ Spanish saboteurs and sympathisers

## DIRECTOR BONUSES:

### TOTAL THREAT:

### CALAMITY:

# THE WITCH ON THE BORDER

*In which allegations of witchcraft bring out real witches.*

The group are called to Northumbria to investigate Earl Henry Percy under suspicion of Witchcraft and, if necessary, bring him to London: a difficult political proposition that requires some careful diplomacy.

As Drake brings his trademark tact to the situation and Marlowe and Dee attempt more pragmatic solutions, a local coven has other ideas and intervene. Caught between a powerful local Lord and an uncertain supernatural force, our heroes must think quickly to save themselves.

And then there is the matter of the restless dead from the Rising of the North to contend with...

## FUN FACTS

- ❖ The youngest of the three witches can be seen in a background shot in episode 3.
- ❖ The external shots of the local fête were filmed at Alnwick Castle.
- ❖ The eerie quiet in some scenes is the result of a strike from members of the sound effect recording artists guild.
- ❖ The ghostly makeup of the risen was made more eerie by luminous paint and creative lighting.

# The Queen's Men

## DIRECTOR NOTES

**Villainous Agenda:** Free Lord Percy and make him a symbol of pagan power in the north.

**Tilt:** One of the witches seeks sanctuary and alliance.

### **Situations:**

- ❖ Convincing Percy to come to London
- ❖ Angry household followers
- ❖ A witch with a deal
- ❖ A witch with a threat
- ❖ The dead men of the rising
- ❖ Percy possessed by the leader of the rising (his father)

## DIRECTOR BONUSES:

### TOTAL THREAT:

### CALAMITY:

# THE QUEEN'S MEN

EPISODE TITLE:

SUMMARY:

FUN FACTS



## DIRECTOR NOTES:

VILLAINOUS AGENDA:

TILT:

SITUATIONS:

DIRECTOR BONUSES:

TOTAL THREAT:

CALAMITY:

# THE QUEEN'S MEN

KARMA

-1

0

1

2

3

Name: Sir Francis Drake

Concept: Daring explorer

Look:

Actor Traits: Opinionated, does own stunts

Bonus: Tough

Flaw: Proud

Motifs:

Complications:

## ACTION SKILLS

5 Fight

3 Shoot

3 Track

3 Intimidate

4 Travel

3 Athletics

## INGENUITY SKILLS

3 Evade

3 Persuade

3 Wits

3 Larceny

3 Occult

3 Alchemy

## STATUS

Dazed

Disadvantaged in Action / Ingenuity

Down

# THE QUEEN'S MEN

KARMA

-1

0

1

2

3

Name: Dr John Dee

Concept: Master of the occult, vampire slayer

Look:

3

Fight

3

Shoot

3

Track

3

Intimidate

3

Travel

3

Athletics

Actor Traits: Skittish, classically trained

Bonus: Mysticism

INGENUITY SKILLS

4

Evade

3

Persuade

3

Wits

3

Larceny

5

Occult

3

Alchemy

Motifs:

STATUS



Dazed



Disadvantaged in Action / Ingenuity



Down

Complications:

# THE QUEEN'S MEN

KARMA

-1

0

1

2

3

Name: Francis Bacon

Concept: renaissance man

Look:

Actor Traits: Occasionally slips into cockney accent

## ACTION SKILLS

3

Fight

3

Shoot

3

Track

4

Intimidate

3

Travel

3

Athletics

Bonus: Gadgets

Flaw: Obsessive

Motifs:

## INGENUITY SKILLS

3

Evade

3

Persuade

3

Wits

3

Larceny

3

Occult

5

Alchemy

STATUS



Dazed



Disadvantaged in Action / Ingenuity



Down

# THE QUEEN'S MEN

KARMA

-1

0

1

2

3

Name: Kit Marlowe

Concept: Spy

Look:

## ACTION SKILLS

3

Fight

3

Shoot

3

Track

3

Intimidate

3

Travel

3

Athletics

Actor Traits: Young, drunk and improvising.

Bonus: Signature weapon (Stiletto)

Flaw: Reckless

## INGENUITY SKILLS

3

Evade

4

Persuade

5

Wits

3

Larceny

3

Occult

3

Alchemy

Motifs:

STATUS



Dazed



Disadvantaged in Action / Ingenuity



Down

# THE QUEEN'S MEN

KARMA

-1

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1

2

3

Name: "Captain Frogmorton"

Concept: Mistress of disguise

Look:

Actor Traits: Practical joker, acting royalty

## ACTION SKILLS

3

Fight

4

Shoot

3

Track

3

Intimidate

3

Travel

3

Athletics

Bonus: Advanced planning

Flaw: Naive

Motifs:

## INGENUITY SKILLS

3

Evade

3

Persuade

3

Wits

5

Larceny

3

Occult

3

Alchemy

STATUS



Dazed



Disadvantaged in Action / Ingenuity



Down

# THE QUEEN'S MEN

KARMA

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I

2

3

Name:

Concept:

Look:

Actor Traits:

## ACTION SKILLS

<input type="checkbox"/>	Fight	<input type="checkbox"/>	Shoot	<input type="checkbox"/>	Track
<input type="checkbox"/>	Intimidate	<input type="checkbox"/>	Travel	<input type="checkbox"/>	Athletics

Bonus:

Flaw:

Motifs:

## INGENUITY SKILLS

<input type="checkbox"/>	Evade	<input type="checkbox"/>	Persuade	<input type="checkbox"/>	Wits
<input type="checkbox"/>	Larceny	<input type="checkbox"/>	Occult	<input type="checkbox"/>	Alchemy

STATUS

Dazed

Disadvantaged in Action / Ingenuity

Down

Complications:

# The Twilight Lord's Army Needs YOU!

Are you small, green and obnoxious?  
Are you talented with a hand gunne?  
Are you reliable, yet expendable?

Good pay, iron rations and the prospect  
of not being sent to the salt mines await!

**[realms.co.uk/the-filthy-dozen](http://realms.co.uk/the-filthy-dozen)**