

THE QUEEN'S MEN

Sample Scenario

For use with The Agency - by Matt Machell

THE QUEEN'S MEN

In 1975 auteur director Luis Zorge, in tax exile from France, agreed with London Weekend Television to produce a late evening action series. Running for 8 episodes, The Queen's Men threw historical accuracy to the wind and mixed action, adventure, espionage and horror into something quite unique.

The show followed the adventures, in a technicolour 1585, of The Queen's Men; A diverse group assembled by Francis Walsingham to secretly defend England from the forces of evil, be they papists, creatures of the night or other unsavoury influences. Filmed expensively at Pinewood studios, the mix of sumptuous period costumes, special effects and some classic actors given the chance to chew the scenery became a sleeper hit.

Sadly, the series was cancelled due to a very public argument, between Zorge and The National Viewers & Listeners Association, over some of the shows more risque content and occult themes.

Starring John Gilroyd as Christopher Marlowe and Edwardo Lee as John Dee, the show only managed one series before events overtook it.

This is the roleplaying game, of the making of, the series that never was.

EPISODE 2 : 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 gryphon scene was intentionally shot in shadow to keep visual effects costs low.
- ❖ Emily Gordon, who played one of the naiads who attempt to seduce Marlowe, 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.

MOTIFS

As with The Agency, pick motifs that you expend to heal status or gift karma, examples:

- ❖ Badly re-applied makeup
- ❖ Drunk on set
- ❖ Filmed from odd camera angles
- ❖ Boom mic in shot

COMPLICATIONS

Suggest potential complications to pick up for Karma, examples:

- ❖ Actually a Spanish spy
- ❖ Secretly in league with the villain
- ❖ Loss of an eye
- ❖ Betrayal by a lover

THE QUEEN'S MEN

Name

Sir Francis Drake

Concept

Swashbuckler

Look

KARMA

4

3

2

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ACTION SKILLS:

- | | | |
|---------------------------------------|--------------------------------------|--------------------------------------|
| <input type="checkbox"/> 4 Fight | <input type="checkbox"/> 3 Shoot | <input type="checkbox"/> 3 Track |
| <input type="checkbox"/> 3 Intimidate | <input type="checkbox"/> 5 Transport | <input type="checkbox"/> 3 Athletics |

INGENUITY SKILLS:

- | | | |
|-----------------------------------|-------------------------------------|------------------------------------|
| <input type="checkbox"/> 3 Evade | <input type="checkbox"/> 3 Persuade | <input type="checkbox"/> 3 Larceny |
| <input type="checkbox"/> 3 Occult | <input type="checkbox"/> 3 Alchemy | <input type="checkbox"/> 3 Wits |



STATUS

- Dazed
- Disadvantaged in Action / Ingenuity
- Down

BONUSES

Tough - invoke to ignore status modifiers this threat or win a roll by being tough.

FLAWS

Pride

MOTIFS

COMPLICATIONS

THE QUEEN'S MEN

Name

Christopher Marlowe

Concept

Gentleman Spy

Look

KARMA

4

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ACTION SKILLS:

- | | | |
|---------------------------------------|--------------------------------------|--------------------------------------|
| <input type="checkbox"/> 3 Fight | <input type="checkbox"/> 3 Shoot | <input type="checkbox"/> 3 Track |
| <input type="checkbox"/> 3 Intimidate | <input type="checkbox"/> 3 Transport | <input type="checkbox"/> 3 Athletics |

INGENUITY SKILLS:

- | | | |
|-----------------------------------|-------------------------------------|------------------------------------|
| <input type="checkbox"/> 4 Evade | <input type="checkbox"/> 3 Persuade | <input type="checkbox"/> 5 Larceny |
| <input type="checkbox"/> 3 Occult | <input type="checkbox"/> 3 Alchemy | <input type="checkbox"/> 3 Wits |



STATUS

- Dazed
- Disadvantaged in Action / Ingenuity
- Down

BONUSES

Contacts - Invoke to win a roll or reroll a failed social roll.

FLAWS

Reckless

MOTIFS

COMPLICATIONS

THE QUEEN'S MEN

Name

Dr John Dee

Concept

Vampire hunter

Look

KARMA

4

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ACTION SKILLS:

- | | | |
|-------------------------------------|------------------------------------|------------------------------------|
| <input type="checkbox"/> Fight | <input type="checkbox"/> Shoot | <input type="checkbox"/> Track |
| <input type="checkbox"/> Intimidate | <input type="checkbox"/> Transport | <input type="checkbox"/> Athletics |

INGENUITY SKILLS:

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



STATUS

- Dazed
- Disadvantaged in Action / Ingenuity
- Down

BONUSES

Mysticism - invoke to win a roll or reduce supernatural threat dice by one this turn

FLAWS

Obsessive

MOTIFS

COMPLICATIONS

THE QUEEN'S MEN

Name

Captain "Frogmorton"

Concept

Cross-dressing Queen's spy

Look

KARMA

4

3

2

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ACTION SKILLS:

- | | | |
|---------------------------------------|--------------------------------------|--------------------------------------|
| <input type="checkbox"/> 4 Fight | <input type="checkbox"/> 3 Shoot | <input type="checkbox"/> 3 Track |
| <input type="checkbox"/> 3 Intimidate | <input type="checkbox"/> 3 Transport | <input type="checkbox"/> 3 Athletics |

INGENUITY SKILLS:

- | | | |
|-----------------------------------|-------------------------------------|------------------------------------|
| <input type="checkbox"/> 3 Evade | <input type="checkbox"/> 3 Persuade | <input type="checkbox"/> 3 Larceny |
| <input type="checkbox"/> 3 Occult | <input type="checkbox"/> 3 Alchemy | <input type="checkbox"/> 5 Wits |



STATUS

- Dazed
- Disadvantaged in Action / Ingenuity
- Down

BONUSES

Advanced planning - invoke to turn another player's hazard to a normal roll or win a roll

FLAWS

Selfish

MOTIFS

COMPLICATIONS

POSSIBLE THREATS

The Ruined gates - collapsed Cellar and hidden gaurdians - alchemy, larceny, athletics

The Naiads pool - seduction in a mysterious pool - evade, persuade, intimidate

The gryphon in the tower -wounded and protecting young - fight, shoot, evade

The kidnappers - holding the heiress at knife point- fight, shoot, evade

The Heiress - not all she seems - fight, shoot, evade

The Employer - fight, track, transport

VILLAIN BONUSES

Stuntmen's Strike - All action skills are reduced by one for this threat. Players should provide meta-chatter commentary on the lack of available stunt people.

Deadly — Increase the threat dice by one in a combat-related threat.

Horde — During this threat, if a status box is ticked, gain a free hazard roll.