

BBC



DOCTOR WHO

ADVENTURES IN TIME AND SPACE



10TH DOCTOR
2005 - 2010

THE TENTH DOCTOR SOURCEBOOK

CREDITS

LINE DEVELOPER: Andrew Kenrick

WRITING: Alasdair Stuart, with Walt Ciechanowski and Andrew Kenrick.

ADDITIONAL WRITING: Will Brooks, David F. Chapman, Alex Guttridge, Jason "Jay" Libby, Andrew Peregrine and James Whittington.

EDITING: Andrew Kenrick

COVER: Paul Bourne

GRAPHIC DESIGN AND LAYOUT: Paul Bourne

CREATIVE DIRECTOR: Jon Hodgson

ART DIRECTOR: Jon Hodgson

PUBLISHER: Dominic McDowall

SPECIAL THANKS: Ross McGlinchey and the BBC team for all their help.

" My Tenth was Told Not to Blink."

The Tenth Doctor Sourcebook is published by Cubicle 7 Entertainment Ltd (UK reg. no.6036414).

Find out more about us and our games at www.cubicle7.co.uk

© Cubicle 7 Entertainment Ltd. 2015

BBC, DOCTOR WHO (word marks, logos and devices), TARDIS, DALEKS, CYBERMAN and K-9 (wordmarks and devices) are trademarks of the British Broadcasting Corporation and are used under licence. BBC logo © BBC 1996. Doctor Who logo © BBC 2009. TARDIS image © BBC 1963. Dalek image © BBC/Terry Nation 1963. Cyberman image © BBC/Kit Pedler/Gerry Davis 1966. K-9 image © BBC/Bob Baker/Dave Martin 1977.

Printed by: Standartų Spaustuvė
www.standart.lt, Vilnius, Lithuania.



CONTENTS

INTRODUCTION

How to Use this Book

4	The Master	46
4	The Time Lords	49

CHAPTER ONE:

THE CHILDREN OF TIME

Who is the Doctor?
 Playing the Tenth Doctor
 The Tenth Doctor
 The Tenth Doctor's Companions and Acquaintances
 Rose Tyler
 Mickey Smith
 Jackie Tyler
 Martha Jones
 Captain Jack Harkness
 Donna Noble
 Wilfred Mott
 Sarah Jane Smith
 Astrid Peth
 Sally Sparrow
 Jenny
 Lady Christina de Souza
 Jackson Lake
 Captain Adelaide Brooke
 The Tenth Doctor's TARDIS

5	CHAPTER FIVE:	51
	THE TENTH DOCTOR'S ADVENTURES	
6	The Christmas Invasion	52
6	New Earth	58
8	Tooth and Claw	65
	School Reunion	72
9	The Girl in the Fireplace	78
16	Rise of the Cybermen/The Age of Steel	83
16	The Idiot's Lantern	88
17	The Impossible Planet/The Satan Pit	93
17	Love & Monsters	99
18	Fear Her	103
18	Army of Ghosts/Doomsday	106
19	The Runaway Bride	111
19	Smith and Jones	116
20	The Shakespeare Code	121
20	Gridlock	126
21	Daleks in Manhattan/ Evolution of the Daleks	131
22	The Lazarus Experiment	136
22	42	140
23	Human Nature/The Family of Blood	146
	Blink	152
	Utopia	157

CHAPTER TWO:

PLAYING IN THE TENTH DOCTOR'S ERA

A Storm at the Heart of the Sun
 The Biggest Family on Earth
 The 21st Century is when
 Everything Changes
 A Shining New Future
 This Song is Ending, but the Story
 Never Ends
 New Alien Traits
 New Gadget Traits

24	The Sound of Drums/ Last of the Time Lords	161
25	Voyage of the Damned	168
26	Partners in Crime	172
27	The Fires of Pompeii	176
28	Planet of the Ood	182
	The Sontaran Stratagem/The Poison Sky	185
28	The Doctor's Daughter	191
29	The Unicorn and the Wasp	196
30	Silence in the Library/Forest of the Dead	202
	Midnight	209
	Turn Left	213
31	The Stolen Earth/Journey's End	217
32	The Next Doctor	227
33	Planet of the Dead	232
34	The Waters of Mars	239
36	The End of Time	246

CHAPTER THREE:

TORCHWOOD

History of the Torchwood Institute
 Relations with UNIT
 Putting the Team Together
 Gwen Cooper
 Ianto Jones

31	INDEX	254
-----------	--------------	------------

CHAPTER FOUR:

THE TENTH DOCTOR'S ENEMIES

Cybermen
 Daleks

37		
38		
41		



INTRODUCTION

*“New teeth... that’s weird.
Now! Where were we?
Oh yes! BARCELONA!”*

Just as his predecessor bowed out with a flourish, the Tenth Doctor appeared with a massive grin, boundless energy and a brief experiment with wearing a dressing gown outdoors. That dressing gown (and the satsuma in its pocket) got him through the first of many adventures featuring old foes, new enemies and a string of dedicated companions and friends.

The Tenth Doctor inadvertently caused the Torchwood Institute to be founded and was there when it fell in the Battle of Canary Wharf. He met the Beast at Krop Tor and survived being thrown back in time by the Weeping Angels. He discovered the last thing that he dared hope for – he was not alone – and then had to deal with a new incarnation of the Master. He almost died on Midnight and rescued the Stolen Earth. He brought the Number 200 bus back from San Helios, broke time in half at Bowie Base One and faced down the deranged remnants of the Time Lords returned from Gallifrey.

Allons-y!

HOW TO USE THIS BOOK

The **Tenth Doctor Sourcebook** is primarily a Gamemaster’s resource for running adventures with either the Tenth Doctor and his companions, or in the style of the Tenth Doctor’s adventures. While players will certainly benefit from the background information in this book, particularly regarding the Doctor and his companions (and other information the Gamemaster deems worthy to share!), all of the rules needed to portray the Tenth Doctor’s companions are found in the **Doctor Who Roleplaying Game Core Rulebook**.

This book is designed to be a guide to capturing the feel of the Tenth Doctor’s era and incorporating it into your adventures. Chapter One describes the Tenth Doctor, his companions and his TARDIS. Chapter Two offers advice on how to craft adventures in the style of the Tenth Doctor’s era. Chapter Three lifts the lid on an organisation that has by turns proved a boon and a bane to the Doctor in this era – Torchwood.

Chapter Four looks at some of the most dangerous opponents the Doctor faced, from Davros and the Daleks to the Master and Rassilon himself. After that, we delve into each of the Tenth Doctor’s actual adventures. Each adventure includes the following information (along with some fun extra bits in the sidebars!):

- **Synopsis:** Where did the TARDIS land this time? Who did the Doctor meet and what terrible challenges did he and his companions face? This section summarises the key events of the adventure as experienced by the Tenth Doctor and his companions.
- **Running the Adventure:** If your players are unfamiliar with the adventure then you may want to run it for them. This section gets into the nuts and bolts of bringing the adventure to life and the adaptations necessary when using other Doctors and companions or even running it Doctor-less. This section is also useful for when you just want to adapt bits or ‘re-skin’ it in order to enable players who do remember the original to enjoy playing through a fresh new take.
- **Characters, Monsters and Gadgets:** This section includes statistical and background information on the various non-player characters, monsters and gadgets that the Doctor and his companions encountered over the course of the adventure.
- **Further Adventures:** An adventure is more than the sum of its parts; it’s a convergence of separate elements that may be encountered again (or previously!). The Doctor and his companions have often come across something they’ve experienced before in a new way, whether it be the return of an adversary, the effects of their previous actions on a society or involving themselves again in the life of an old friend. This section includes adventure seeds that build off the elements in the current adventure. While we hope these seeds are playable on their own, they are also designed to spark your imagination when constructing new adventures. Was there an element of a previous adventure that your players really enjoyed or idly wondered what would happen next with it? That’s a great adventure seed for the future!



CHAPTER ONE
THE CHILDREN OF TIME





THE CHILDREN OF TIME



'You take ordinary people and you fashion them into weapons.'

WHO IS THE DOCTOR?

The tenth incarnation of the Doctor hit the ground running and never really slowed down. In his previous incarnation he was by turns grumpy, cheerful and, on occasion, desperately joyous. Most of all though, he was damaged, still carrying deep psychological wounds from the Time War. He viewed saving Rose, and the subsequent regeneration, as an escape and left the stage with a flourish and a final, beaming smile.

That smile was very nearly the only thing to carry over. The new arrival was young, dashing and completely different. It was all a stunned Rose Tyler could do to talk to him before he passed out, sending the TARDIS crashing to Earth in the present day. There, he slept through most of the Christmas Invasion and it fell to Rose, Jackie and Harriet Jones,

Prime Minister to do the best they could to see the invading Sycorax off. When the Doctor woke up, he more than made up for lost time and, despite losing a hand, defended the Earth and toppled Jones' government just in time for Christmas dinner.

That mercurial nature became his defining trait. Talking fast and thinking faster, the Tenth Doctor was often blunt, occasionally rude and always completely entranced by what he was experiencing. Decked out in a variety of excellent suits and trainers, he had horror at his back and love and infinite potential in his future. No wonder there was always so much running.

PLAYING THE TENTH DOCTOR

The Tenth Doctor is a man defined by two things: speed and an overriding sense of justice and pride. He's still filled with regret for his actions in the Last Great Time War and that provides a foundation for everything he does. This Doctor is a man who hasn't



just turned his back on war, but is actively opposed to it. He knows that it's almost impossible to stop conflict once it starts but he also knows what happens when he doesn't try. He's 'The Man Who Never Would' as much as 'The Man Who Regrets' and that all ties into the mystique of him as 'the Lonely God', the last Time Lord. He takes as much pride as he does grief from that title.

That pride is reflected in everything, from how he looks to how he acts. Where the War Doctor was a nomadic warrior and the Ninth Doctor a deliberately anonymous clean slate, the Tenth Doctor is every inch the dapper Time Lord. His suits are sharp, his hair immaculate and the colour of his clothes, and his trainers, a clear statement: he's different, he's here and he's in charge. Combined with his motor mouth and winning charm, as well as occasional bluntness, means there are very few situations he can't talk himself into or out of.

It also gives him a real air of romance. He and Rose fall in love during their time together, whilst Martha (and Jack) both suffer under unrequited crushes on him. It's the loss of Rose, and Martha's subsequent departure that makes him realise how damaging this part of his personality can be.

By the time he meets Donna (again), he's much more cautious. As a result, they are a pair of

fast-talking chancers bouncing their way around the universe like Morecambe and Wise with a time machine and an open ticket. This is where the Tenth Doctor is at his most exuberant and most relaxed.

The return of Davros, and the Doctor being forced to erase Donna's memories of him to save her life changes that. The wound left by Rose's departure is ripped open and his final days are spent cautiously circling his own mortality. His relief at meeting what he thinks is his successor in Victorian London is as genuine as the anger that fuels his actions on Mars.

This is a Doctor who has played by the rules, championed lost causes again and again, and whose only reward has been to endlessly find himself alone. That comes to a head with his attempt to save Adelaide Brooke.

The Tenth Doctor is finally confronted not only with his pride but with the consequences of it and does the one thing he knows how to do: run. The Man Who Never Would *did*, and in so doing found himself facing the only thing he truly feared: his past.

His final clash with the Time Lords was as much about tying off unfinished business as it was about saving the Earth. He may not want to go, but he has very little left unresolved when he does.



THE TENTH DOCTOR

STORY POINTS

8

ATTRIBUTES

- 4** AWARENESS ○ ○ ○ ○ ○
- 4** COORDINATION ○ ○ ○ ○ ○
- 9** INGENUITY ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
- 4** PRESENCE ○ ○ ○ ○ ○
- 5** RESOLVE ○ ○ ○ ○ ○ ○
- 3** STRENGTH ○ ○ ○ ○ ○

SKILLS

- 3** ATHLETICS **3** MEDICINE
- 4** CONVINCING **5** SCIENCE
- 2** CRAFT **3** SUBTERFUGE
- 2** FIGHTING **3** SURVIVAL
- 6** KNOWLEDGE **4** TECHNOLOGY
- 1** MARKSMAN **4** TRANSPORT

BIODATA

PERSONAL GOAL

The Doctor. Doctor. Fun. To see everything, do everything, help everyone and run far and fast enough to finally leave his past behind.

PERSONALITY

'Am I... ginger?' The Tenth Doctor is articulate, erratic, forgetful, frantically compassionate, charming and occasionally very rude. He thinks about nine things at once, talks about another five whilst he's doing it and always knows exactly what's going on. There's total focus hidden beneath the constant talking and his enemies never notice until it's far too late.

BACKGROUND

The Tenth Doctor and his companions travel the universe, learning and experiencing everything they can and, on occasion, fighting monsters.

TRAITS

- Alien
 - Boffin
 - Brave
 - Charming
 - Face in the Crowd
 - Feel the Turn of the Universe
 - Indomitable
 - Psychic
 - Resourceful Pockets
 - Run for your Life!
 - Technically Adept
 - Time Lord (Experienced x10)
 - Time Traveller (All)
 - Vortex
- Adversary (too many to list)*
Code of Conduct
Last of My Kind

STUFF

- 3D Glasses
- Sonic Screwdriver
- Psychic Paper
- TARDIS

Time Lord

10



THE TENTH DOCTOR'S COMPANIONS AND ACQUAINTANCES

This Doctor may feel like he's alone but, as Sarah Jane Smith says, in reality he has the biggest family of all. Some companions are only brief visitors, some leave an indelible mark but the Tenth Doctor is far more welcoming than his predecessors. His only problem is when a companion leaves; he knows they will, he expects them to but after the loss of Rose it's one of the very few things that will cause him to panic.

ROSE TYLER

Rose travelled with the Ninth Doctor, absorbed the Time Vortex and was there when the Doctor took it back. She saw his final moments, saw him change and was, for a while, unsure what to make of his replacement. However, the pair soon hit it off and Rose's adventures with the Tenth Doctor brought her closer and closer to him. They eventually fell in love, but were separated seemingly forever when Rose was trapped in a different universe. She returned years later to help rescue the Stolen Earth and was reunited with the Doctor's human clone.



As a companion, Rose is as good as they get. She's smart, pragmatic, compassionate and aware of her surroundings and the consequences of her actions. She and the Doctor have a shorthand way of talking that shows just how close they are. This is, for them, wonderful but can come across as smug or annoying to others. Mickey certainly takes a while to get used to it. Rose is very close to the Doctor, Mickey and Captain Jack. A seasoned time traveller, Rose has come a long way from the Powell Estate but the grounded, sensible approach to life she found there remains her defining trait.

MICKEY SMITH

'What's a horse doing on a spaceship?'

Mickey Smith's time on the TARDIS was short but memorable. He was overjoyed to get a spaceship 'first time' with the *Madame de Pompadour* and adapted well to the stresses and dangers of time travel. But it was the trip to the other Earth that changed Mickey's life forever. Years before, Mickey had been consumed with guilt for not being home to help his Gran the day she died and he leapt at the chance to change that. He also took the opportunity to leave Rose behind and make peace with their relationship. It was time for Mickey to have a life of his own. Not to mention someone needing to lead the fight against the Cybermen.



Mickey has a much better relationship with the Tenth Doctor than the previous incarnation. He's also close with Captain Jack and has moved from Rose's sort-of boyfriend to her trusted confidant. Mickey is older, wiser and calmer, a gifted, brave man with a life of his own to lead.

MARTHA JONES

Martha Jones is the bravest person the Tenth Doctor has ever met. The only adult in her dysfunctional family, Martha and the Doctor met when he had himself admitted to the hospital she was training to be a doctor at to check on something 'odd'. The something turned out to be a Plasmavore and before the day was over the pair were taken to the Moon, questioned by alien police and stopped an EMP bomb wiping out half the Earth. Martha acquitted herself nobly and together they travelled to see Shakespeare, the Moon Landings (3 times) and the far future.



But the rise of Harold Saxon, and the year Martha spent walking the Earth, helped make up her mind. She would never be Rose, the Doctor would never fully get over her and she was not prepared to walk in anyone's footsteps. With her family in need of her, Martha left the TARDIS to help care for them.



Later, working for UNIT, she returned to enlist the Doctor's help against the Sontarans, was snatched up in the events leading up to the birth of the Doctor's daughter and was put in charge of the Osterhagen Key during the Daleks' theft of Earth. She went on to work with Torchwood and ended up going into business with her new husband, Mickey Smith.

Calm and grounded as only a doctor can be, Martha gets on very well with the Doctor, Jack and Donna.

CAPTAIN JACK HARKNESS

'I've MISSED this!'

After taking the 'long way' home, Captain Jack had a rough few years. Struggling to come to terms with his own immortality, Jack fell into working for the Torchwood Institute in the Victorian era. Becoming one of their first, and longest serving, agents he helped police the Cardiff Rift and was a vital member of several Torchwood units. Not all his work was happy; Jack is still haunted by what they did to appease the 456 but he did what good he could and he got on with his life.

By the early 21st century, it was clear that wasn't enough. Jack had become a bitter, secretive man who rarely left the Hub, Torchwood Three's base beneath Cardiff. Increasingly alienated from his team, Jack seemingly gave his life in service. Staying dead for

longer than he ever had before, he woke up just in time to hear the TARDIS arrive to refuel. Jack leapt aboard and he and the Doctor were reunited at the end of the universe. There, they made their peace with one another and Jack became a vital part of the plan to stop Harold Saxon. Jack returned to Torchwood reinvigorated. The Face of Boe was back.



Jack is a veteran time traveller and his effortless charm means he gets on particularly well with Rose and Martha as they 'survived the end of the world together'. He and Mickey are also close whilst his relationship with the Doctor is one of relaxed caution. Jack is a Fixed Point, something Time Lords can't stand. But he's also a friend and utterly dependable in a crisis.

You can find out more about Torchwood – including Jack's team at Torchwood Three – in **Chapter Three: Torchwood.**

DONNA NOBLE

'I ain't matin' with you, sunshine!'

The first time she met the Doctor, Donna wanted nothing to do with him. As far as she was concerned he'd kidnapped her on the most important day of her life. That soon changed when she discovered the Racnoss' plan and the role her fiancé had played in it. She not only helped save the world, but saved the Doctor when she persuaded him to leave before he went too far. She turned down his initial offer of a place on the TARDIS and went back to her old life.

A year later she couldn't quite get over her adventure with the Doctor and was scouring the country looking for him. They were reunited at Adipose Industries and this time she couldn't wait to join him.



The pair adventured across time and space before Donna's heroism facing down Davros meant the Doctor had to erase all of her memories. She went on to live a happy, unremarkable life with no memory of where she'd been or what she'd done.



Donna is loud, brash and confrontational. Beneath all that though is a perceptive, brave woman who is arguably the most sensible person ever to set foot in the TARDIS. She has an excellent, if slightly bickering, relationship with the Doctor and gets on extremely well with Martha.

SARAH JANE SMITH

Sarah Jane Smith is one of the Doctor's oldest companions, having had adventures with the Third and Fourth Doctors when she was much younger. She was abandoned by the Doctor in Aberdeen, however, and took a long time to come to terms with this sense of abandonment. She continued to have adventures of her own, however, with the help of her robot dog, K-9.



When the Tenth Doctor runs into her while investigating the Krillitane invasion in Deffry Vale, she is still up to her old tricks – investigating strange goings on, righting wrongs and so on. Together they defeated the Krillitane and she renewed her friendship with the Doctor, and went on to have several more adventures with him – or perhaps he had several more adventures with her?

By this time she has a family of her own, along with an alien supercomputer in her attic, and more than a few tricks left up her sleeve... which all combined to help the Doctor defeat Davros and the Daleks, just like old times.

WILFRED MOTT

'It's gone dark... it's them aliens again, I'll bet my pension. What do you want this time, you green swine? You get back inside, Sylvia, they always want the women!'

Old soldiers recognise their own. Wilfred Mott first met the Doctor the night the *Titanic* almost fell on London and ran into him again when Donna reunited with him. Wilfred was delighted that his granddaughter was happy and helped her and the Doctor deal with the ATMOS attack and the Medusa Cascade War.



As they spent more time together, Wilfred began to realise just how important Donna was to the Doctor, and how important the Doctor was to the universe. When Donna needed to be mindwiped, Wilfred was crushed with grief not only for his granddaughter, but for the Doctor. Wilfred could tell how much he hated to be alone.

When the Master Race rose, it was Wilfred who found the Doctor and Wilfred who accompanied him every step of the way. It was also Wilfred who was,



in a sense, responsible for the Doctor's death. The Doctor chose to save him and sacrifice himself, in doing so completing the prophecy Carmen had first told him on the Number 200 bus. "He will knock four times." Wilfred is a charming, genial older gentleman. Donna loves him purely and completely and Wilfred and the Doctor are also very close, the pair sharing the perspective, and pain, that age can bring. Wilfred is charming, gentle and slightly mischievous. But he'll fight to the death to protect his family.

ASTRID PETH

Astrid Peth has wanted to see the stars for as long as she could remember. Starting out as a waitress at a spaceport diner, Astrid got a job with Capricorn Cruises working on the *Titanic*. It wasn't much better but it was at least off world.



She met the Doctor when Max Capricorn attempted to sabotage the ship to regain control of the company. The two were deeply attracted to one another and bonded quickly. They agreed that Astrid would travel with the Doctor but she was forced to sacrifice her life to stop Max before that could happen. The Doctor saved her, partially, using a teleport pattern and now Astrid flies amongst the stars forever.

SALLY SPARROW

'I love old things. They make me feel sad.'

Sally Sparrow was clever, insightful, eccentric and bored. Until she found a message under the wallpaper in a house she'd only just stepped into. Anyone else would have turned and run, especially when their best friend disappeared. But Sally Sparrow wasn't anyone else. Tenaciously chasing the truth, and aided by the very sweet and enthusiastic Larry, she found that she was the recipient of a message from a man she'd never met: the Doctor.



Trapped in the past, the Doctor guided Sally and Larry via the Easter eggs on a set of DVDs to discover the truth: the Weeping Angels had thrown the Doctor and Martha into the past and wanted the TARDIS. Battling the quantum-locked killers with nothing more than their wits, Sally saved the Doctor, closed the causal loop and found out there really was life after DVD Easter eggs.

JENNY

The Doctor met Jenny on the day she was 'born', the inherent paradox of her existence yanking the TARDIS off Earth and into the middle of a war between humans and a fish-like alien race called the Hath. The war, it seemed, had gone on for generations and humans had resorted to using cloning technology to bolster their forces. When the Doctor arrived a genetic sample was immediately taken and Jenny was born moments later.



Of course, things were much more complicated than that. The war, it turned out, was far younger than anyone realised and the humans and Hath had far more in common than they thought. The Doctor and

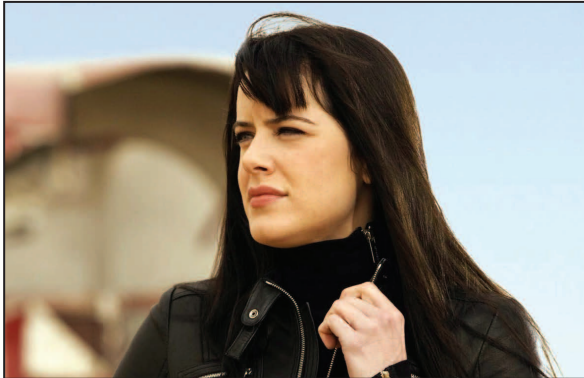


Jenny bonded, the Doctor slowly warming to his odd, cheerfully violent but fundamentally kind-hearted daughter. That made her death all the harder, as she sacrificed her life to save others. The Doctor reunited the humans and Hath and left them to bury Jenny. What he didn't realise was she wasn't quite done yet. After all, she is her father's daughter...

LADY CHRISTINA DE SOUZA

Lady Christina de Souza met the Tenth Doctor when she was on the run. An art thief with a great eye for a piece and bad luck with timing, she hid out on the Number 200 bus. Unfortunately she hopped aboard just before it was transported to an alien world.

There, she and the Doctor soon found they worked very well together. She was intuitive and smart and far more prepared to try something dangerous than he was. She was instrumental in retrieving the equipment they needed to return home, but, when the Doctor realised she was a thief, he refused to let her travel in the TARDIS. He did make sure she got her hands on the newly airborne bus though...



Cristina is a witty, playful foil for the Doctor. She's physical where he's mental, impulsive where he's cautious. She may not have travelled on the TARDIS, but she's definitely a kindred spirit.

JACKSON LAKE

Jackson Lake was a Mathematics teacher who moved to London with his family. The house they chose happened to be directly above a Cyberman enclave trapped under the city. The Cybermen rose, killed Jackson's wife and stole his son. Jackson, desperate for a weapon, grabbed a Cyberman Infostamp. His enemies were destroyed and he was... altered. The Infostamp contained information about the Doctor and Jackson's traumatised mind latched onto the sudden burst of data and claimed it as his new identity.

He was the Doctor. And in short order he had a companion (Rosita), a screwdriver and a TARDIS (well, hot air balloon) to prove it.



When the Doctor helped him come to terms with the truth, Jackson found the courage to face his past and, in doing so, save his future. Reunited with his son, the kindly teacher saw through the Doctor's bravado as to just how lonely and tired he was. He invited the Doctor to Christmas dinner and the Time Lord relented. After all, it was Christmas...

CAPTAIN ADELAIDE BROOKE

'But you said we die. For the future. For the human race.'

One of the greatest astronauts in human history, Adelaide Brooke's journey to the stars started when the Earth was stolen by the Daleks when she was 10. She saw a Dalek at her window and was so fascinated by it she forgot to be frightened. She had proof something was out there. She needed to see it for herself.



Brooke excelled in the astronaut corps and was chosen as commander of Bowie Base One, the first permanent base on Mars. She was a relentlessly



tough, disciplinarian Captain but pushed her people solely to make sure they performed well enough to survive. When she met the Doctor she was instantly mistrustful, and scoffed at the notion that she and her staff were going to die and, in doing so, motivate mankind to push out into the stars.

When the Doctor, against every rule there was, altered time to save her and her fellow survivors, she knew he had to be stopped. Adelaide walked into her house, closed the door and killed herself to save history. Adelaide is driven, belligerent and impatient. She's also gifted, compassionate and still deeply in love with what she does.

THE OOD

Throughout his adventures, one of the Tenth Doctor's recurring companions were the peaceful alien race called the Ood. When others had left him, the Ood were there, singing to him as his life ended.

Not every creature in the universe is out to destroy and take control. On some worlds, the inhabitants are peaceful, leading a simple life. The Ood Sphere, in Galactic Sector 242.16, is one such place - a barren, frozen planet that some would describe as beautiful. Vast ice vistas stretch across the surface, reaching out to the horizon and beyond. Huge mountains rear up toward the sky, littered with caves featuring unknown contents and adventure.

The planet's dominant life form is the Ood. They are kind, caring creatures, though some would call their appearance 'frightening'. They have bald heads with slightly grey, wrinkled, skin. Coleoid tentacles grow from the bottom of their face. The Ood are unusual in that they have three brains. They have the brain in their body, which controls their basic thoughts and actions. Growing out from the tentacles is the 'Hind Brain', which contains their individual personalities.

The third is a giant 15-metre brain, which resides on the Ood-Sphere. The third brain connects all the Ood together as one, a giant sentient being. Through this brain they sing to the mountains and the skies of their world, celebrating their life and their freedom.

But, of course, in a universe like this, where there is a kind, peaceful race, looking only to help and be happy, there is always another willing to exploit their kindness. And sometimes, Humans can be the cruellest of species. By the 40th century, 'Ood Operations' had set up on the Ood-Sphere. They claimed that they had found the Ood desperate and

defenceless, that they were born to serve others and if they were not given orders then they would pine away and die. To this end, they saw themselves as the saviours of the Ood - and from 3914, began to sell them all across the galaxy. No home would be complete without an Ood to serve it.

To strip an Ood of its personality and make it completely subservient, they severed its hind brain, replacing it with a 'Translator Ball' to allow the Ood to telepathically communicate with its owner. When kept in large numbers, such as aboard a Sanctuary Base, the telepathic field of the Ood work force is monitored for their own 'safety'. The Ood are constantly communicating telepathically with each other, talking and searching for their song. The standard telepathic level is around 'Basic 5', however sometimes this figure can rise, indicating that the Ood are shouting at each other.

Being a slave race, the Ood are susceptible to control. When the Doctor and Rose Tyler first encountered them, at Sanctuary Base Six, on the planet Krop Tor orbiting a black hole, they were taken over by a dark force. Rose was accused of being a 'Friend of the Ood', a group fighting against the slavery of the Ood, arguing that no creature can be born to serve. They were right. Controlled by the beast trapped in the bowels of the planet, the Ood were used to telepathically deliver his message and to kill off the crew.

The Doctor later encountered the Ood on their home world, while travelling with Donna Noble. This time he saw first hand why the Ood were so happy to serve - they had no choice. Together, he and Donna found great warehouses filled with Ood, packed into containers, ready to ship. By this time, sales in Ood were dropping - everyone who wanted one, had one - and so prices were slashed in an 'Ood sale'. New versions with different voices and comedy catchphrases were introduced. But the Ood were infected. 'Red Eye', which causes the eyes to literally turn red, was spreading through the 'livestock'.

The Friends of the Ood had spent years infiltrating the company, slowly freeing the giant brain, which had been contained by Ood Operations centuries before. During this time, the brain had slowly begun to break through, affecting Ood in different ways. Some became vengeful, while others became rabid, or infected with 'Red Eye'. But it gave one Ood, designated Ood Sigma, patience. It guided him as he slowly drugged the head of the company, turning him into an Ood himself. Eventually the brain was freed and the Ood joined together once more in song.



It is said that the song could be heard all across the Human Empire and people became aware of the Ood's treatment, sending them back to their home world to be free together in their song. Over the next 100 years the factories of Ood Operations were destroyed and the Shadow Proclamation ruled that the Ood were to be protected and that the Ood Sphere was to be quarantined, allowing the Ood to get back on the correct evolutionary path. Together, they built majestic Ice Cities, with wonderful crystal spires that stretched to the skies above. The Ood's song reverberated along the halls of ice, giving them hope and reminding them of their freedom.

However, the mind of the Ood was troubled. In the vast caverns below the city, the Elders were gathered in thought. Every night, bad dreams troubled the Ood, dreams of the planet Earth and a man they did not know. The impending return of Gallifrey was ripping holes in the Vortex and time was bleeding out. Their psychic abilities accelerating beyond the normal pace, the Ood picked up on this raw time energy and could see through time itself, foreseeing the end of the universe. They used their new-found power to summon the Doctor, sending a mental projection of Ood Sigma back to the 21st century, beckoning him to the Ood Sphere. Upon his arrival, the Doctor was shown images of the Master, of Joshua Naismith, and of the end of time itself.

As Gallifrey was returned to the Time War, the Ood gathered together. Sending an image of Ood Sigma back in time once more, they joined together in a

different song – a song of mourning for the Tenth Doctor's passing, to sing him to sleep as he began his regeneration.

OOD

AWARENESS	4	PRESENCE	2
COORDINATION	2	RESOLVE	1
INGENUITY	2	STRENGTH	4

SKILLS

Athletics 1, Craft (Singing 5) 3, Fighting 1, Medicine 2, Survival (Arctic 5) 3, Technology 1, Transport 1.

TRAITS

Alien

Alien Appearance

Enslaved: The Ood have long been servile. Even when free they are driven to serve.

Gadget – Translator Orb: Ood that have been enslaved by Ood Operations have a Translator Orb instead of their hind brain. This instantly translates all alien languages.

Natural Weapon – Translator Orb:

Although not designed as a weapon, the Translator Orb can deliver a deadly shock. As a close combat weapon, the Orb delivers Strength +2 damage every Round that the Orb is in contact with the target. The shock also stuns the victim, making them unable to react or act without spending a Story Point

Psychic

Telepathy

Weakness (Major): The Ood are very susceptible to mental control. Though they are psychic and telepathic, they have little resistance to possession or control. Any rolls to resist suffer a -4 penalty. This Weakness is lost if the Ood is in contact with their third brain.

TECH LEVEL: 6 **STORY POINTS: 1-4**

OOD SIGMA

AWARENESS	4	PRESENCE	3
COORDINATION	2	RESOLVE	3
INGENUITY	4	STRENGTH	4

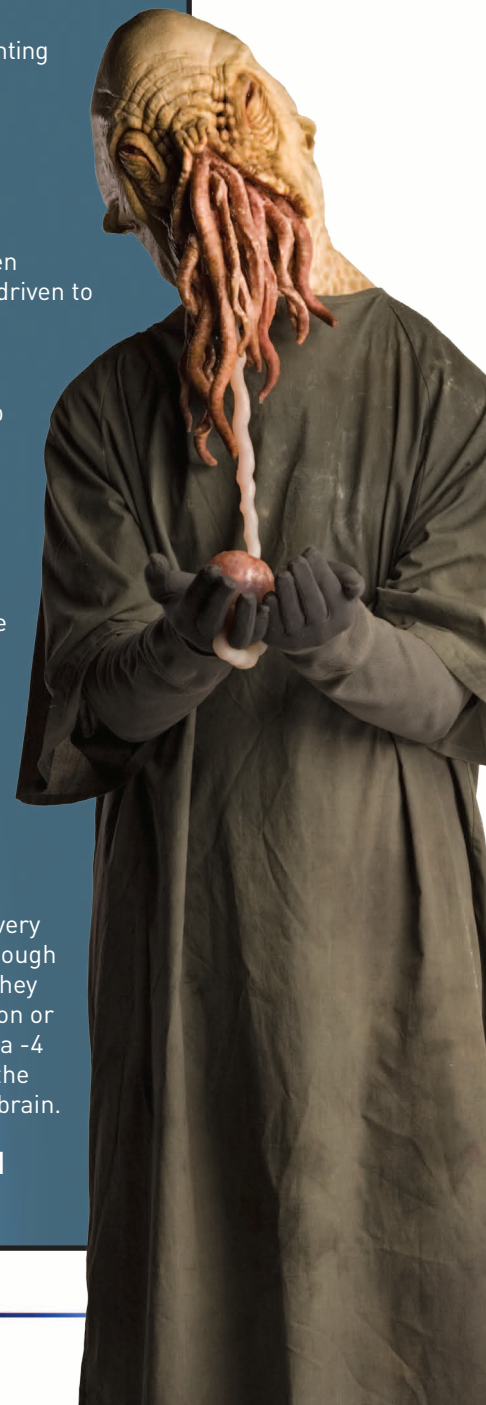
SKILLS

Athletics 1, Craft (Singing 5) 3, Fighting 2, Medicine 2, Survival (Arctic 5) 3, Technology 2, Transport 2.

TRAITS

As per the Ood, opposite.

TECH LEVEL: 6 **STORY POINTS: 6**



ATTRIBUTES

- 3 AWARENESS ○○○
- 4 COORDINATION ○○○○
- 2 INGENUITY ○○
- 3 PRESENCE ○○○
- 4 RESOLVE ○○○○
- 2 STRENGTH ○○

SKILLS

- 3 ATHLETICS
- 2 CONVINCING
- 0 CRAFT
- 2 FIGHTING
- 2 KNOWLEDGE
- 2 MARKSMAN
- 1 MEDICINE
- 2 SCIENCE
- 4 SUBTERFUGE
- 2 SURVIVAL
- 2 TECHNOLOGY
- 2 TRANSPORT

BIODATA

PERSONAL GOAL
To be with the Doctor.

PERSONALITY
'Do you want chips? I want chips.' Fundamentally cheerful but with a wry streak, Rose is a compassionate, pragmatic young woman who loves her new life completely.

BACKGROUND
Rose met the Ninth Doctor at the start of what would be one helluva year. She fought by his side, consumed the Vortex, destroyed the Daleks and watched him die. Then... she saw him get back up. It's taken a while to get used to the new guy but now she has, she's enjoying her life even more.

TRAITS

- Attractive
- Brave
- Charming
- Face in the Crowd
- Run for your Life!
- Inexperienced*

STUFF

Superphone

5



ATTRIBUTES

- 3 AWARENESS ○○○
- 4 COORDINATION ○○○○
- 2 INGENUITY ○○
- 3 PRESENCE ○○○
- 4 RESOLVE ○○○○
- 4 STRENGTH ○○○○

SKILLS

- 3 ATHLETICS
- 2 CONVINCING
- 0 CRAFT
- 3 FIGHTING
- 2 KNOWLEDGE
- 0 MARKSMAN
- 1 MEDICINE
- 2 SCIENCE
- 3 SUBTERFUGE
- 3 SURVIVAL
- 2 TECHNOLOGY
- 2 TRANSPORT

BIODATA

PERSONAL GOAL
To become his own man.

PERSONALITY
'It's like Stephen Hawking meets the speaking clock.' Smarter, braver and calmer than anyone gives him credit for, including himself, Mickey Smith is starting to come into his own. He's a gifted hacker, a dab hand with a set of tools and, most importantly, has his feet on the ground.

BACKGROUND
Initially bitter and jealous, Mickey has blossomed and gets on with the Tenth Doctor far better than his predecessor. He's ready for a few adventures in the TARDIS, even if the other crewmembers aren't quite as ready as they like to think they are. Reliable, dependable, sensible and brave, Mickey's growing up and growing into his own man.

TRAITS

- Brave
- Face in the Crowd
- Friends (Preachers)
- Lucky
- Quick Reflexes
- Technically Adept
- Tough

STUFF

None

5



JACKIE TYLER

ATTRIBUTES

3	AWARENESS	○○○
3	COORDINATION	○○○
4	INGENUITY	○○○○
4	PRESENCE	○○○○
3	RESOLVE	○○○
3	STRENGTH	○○○

SKILLS

3	ATHLETICS	1	MEDICINE
3	CONVINCE	2	SCIENCE
2	CRAFT	3	SUBTERFUGE
1	FIGHTING	2	SURVIVAL
3	KNOWLEDGE	1	TECHNOLOGY
1	MARKSMAN	2	TRANSPORT

BIODATA

PERSONAL GOAL

Making sure Rose is safe and can support herself.

PERSONALITY

Jackie Tyler complains endlessly. She loves complaining only slightly less than she loves her daughter. In the year between Rose first leaving with the Doctor and returning Jackie blamed Mickey for her disappearance, but she has since reconciled with him.

BACKGROUND

Jackie's life is as turned upside down as her daughter's due to Rose leaving with the Doctor. After assurances from Rose that she was fine, Jackie heard not a word for a year and blamed Mickey on having something to do with her 'abduction.' Since Rose returned with the Doctor and they both saved the world Jackie begrudgingly allowed her to continue to travel with him, but she still hopes that her daughter returns home for good.

TRAITS

Face in the Crowd
Lucky
Owed Favour
Screamer!

Argumentative
By the Book

STUFF

None.

5



MARTHA JONES

ATTRIBUTES

3	AWARENESS	○○○
3	COORDINATION	○○○
4	INGENUITY	○○○○
3	PRESENCE	○○○
4	RESOLVE	○○○○
2	STRENGTH	○○

SKILLS

3	ATHLETICS	4	MEDICINE
2	CONVINCE	3	SCIENCE
0	CRAFT	3	SUBTERFUGE
2	FIGHTING	3	SURVIVAL
3	KNOWLEDGE	4	TECHNOLOGY
2	MARKSMAN	2	TRANSPORT

BIODATA

PERSONAL GOAL

To save lives.

PERSONALITY

Martha is tough, compassionate, driven and has absolutely no tolerance for other people's lives impinging on hers. Fiercely independent and brave, she wants to live her life on her own terms.

BACKGROUND

Martha set aside her medical training to travel with the Doctor, getting rather more than she bargained for. Anything was better than being the one grown up in her family.

TRAITS

Attractive
Brave
Friends (UNIT - only gained after she leaves the TARDIS)
Tough
Time Traveller

Code of Conduct

STUFF

None.

5



CAPTAIN JACK HARKNESS

ATTRIBUTES

- 4 AWARENESS ○○○○
- 4 COORDINATION ○○○○
- 4 INGENUITY ○○○○
- 5 PRESENCE ○○○○○
- 4 RESOLVE ○○○○
- 4 STRENGTH ○○○○

SKILLS

- 3 ATHLETICS
- 5 CONVINCING
- 1 CRAFT
- 4 FIGHTING
- 3 KNOWLEDGE
- 4 MARKSMAN
- 2 MEDICINE
- 4 SCIENCE
- 3 SUBTERFUGE
- 3 SURVIVAL
- 3 TECHNOLOGY
- 4 TRANSPORT

BIODATA

PERSONAL GOAL

To make a difference.

PERSONALITY

Incorrigible, roguish and desperately grateful to be alive, Jack Harkness had a rough few years. Now immortal, and the head of the last Torchwood team left standing, he's got a lot he feels like he has to make up for. But the boy from Boeshane has all of eternity to do it.

BACKGROUND

Left behind after being brought back to life after , Jack soon realised he was both immortal and trapped in the future. Making his way painfully down the time line, he lived centuries on Earth waiting for the Doctor.

Sometimes enraged, sometimes frantic to see him, Jack finally wound up working for Torchwood. Now, he heads Torchwood Three, the Cardiff unit who are the only major Torchwood team left. He's abandoned the organisation's imperialist approach and remade it in the Doctor's honour.



TRAITS

- Attractive
- Brave
- Charming
- Fast Healing (Special)
- Friends (Torchwood)
- Immortal (Special)
- Technically Adept
- Time Agent
- Time Traveller
- Tough
- Voice of Authority
- Vortex

Amnesia

STUFF

Psychic Paper
Squareness Gun
Vortex Manipulator
(disabled by the Doctor)

5

DONNA NOBLE

ATTRIBUTES

- 2 AWARENESS ○○
- 3 COORDINATION ○○○
- 2 INGENUITY ○○
- 4 PRESENCE ○○○○
- 3 RESOLVE ○○○
- 2 STRENGTH ○○

SKILLS

- 1 ATHLETICS
- 3 CONVINCING
- 0 CRAFT
- 2 FIGHTING
- 2 KNOWLEDGE
- 1 MARKSMAN
- 1 MEDICINE
- 2 SCIENCE
- 3 SUBTERFUGE
- 3 SURVIVAL
- 2 TECHNOLOGY
- 3 TRANSPORT

BIODATA

PERSONAL GOAL

To make something of her life.

PERSONALITY

'You can't solve every problem by shouting at it.' 'I CAN TRY!' Loud, brash and completely genuine, Donna Noble has no filter and no time to be messed around. If you're an enemy then you will feel the full force of her sarcasm. If you're a friend... you'll feel the full force of her sarcasm. Just in a nice way.

BACKGROUND

After her first encounter with the Doctor, Donna couldn't settle. She finally decided to do something big with her life and began investigating Adipose Industries. To her amazement, and relief, she found the Doctor doing the same thing. Now they travel together as best mates.



TRAITS

- Brave
- Empathic
- Indomitable
- Lucky
- Argumentative
- Inexperienced

STUFF

None.

5

ATTRIBUTES

- 3 AWARENESS ○○○
- 3 COORDINATION ○○○
- 4 INGENUITY ○○○○
- 4 PRESENCE ○○○○
- 4 RESOLVE ○○○○
- 3 STRENGTH ○○○

SKILLS

- 2 ATHLETICS
- 3 CONVINCING
- 2 CRAFT
- 2 FIGHTING
- 4 KNOWLEDGE (Astronomy)
- 2 MARKSMAN
- 3 MEDICINE
- 3 SCIENCE
- 3 SUBTERFUGE
- 4 SURVIVAL
- 3 TECHNOLOGY
- 2 TRANSPORT

BIODATA

PERSONAL GOAL

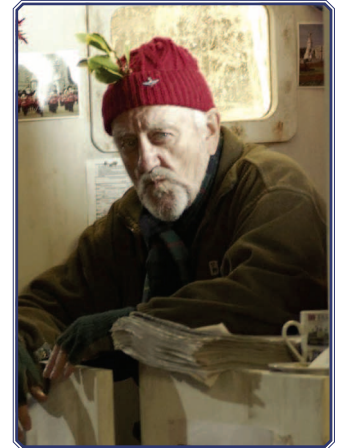
To look after his daughter and granddaughter.

PERSONALITY

Wilfred Mott is an old soldier with a heart of gold. Gently accepting of his daughter's bossiness he's a mischievous, free-spirited influence. He enormously enjoys his quiet, silver-haired disreputability and has a huge network of friends. But it's his family, including the Doctor, who mean the world to him.

BACKGROUND

Wilfred first met the Doctor the Christmas that the Titanic almost crashed into Buckingham Palace. Neither man had any idea he'd met Donna before and Wilfred didn't meet the Doctor in person until much later. When he did, the two men quickly became close friends. This was partially due to their shared affection for Donna and partially due to something else. Something that keeps making sure the two men run into one another...



TRAITS

Brave
Charming
Code of Conduct
Friends (the Silver Cloak)

STUFF

None.

5

ATTRIBUTES

- 4 AWARENESS ○○○○
- 4 COORDINATION ○○○○
- 3 INGENUITY ○○○
- 3 PRESENCE ○○○
- 4 RESOLVE ○○○○
- 2 STRENGTH ○○

SKILLS

- 2 ATHLETICS
- 3 CONVINCING
- 1 CRAFT
- 2 FIGHTING
- 4 KNOWLEDGE
- 1 MARKSMAN
- 2 MEDICINE
- 3 SCIENCE
- 4 SUBTERFUGE
- 3 SURVIVAL
- 4 TECHNOLOGY
- 2 TRANSPORT

BIODATA

PERSONAL GOAL

To defend the Earth.

PERSONALITY

Intrepid, brave and resourceful, Sarah Jane is dedicated to protecting the Earth from intergalactic threats.

BACKGROUND

Left by the Doctor in Aberdeen, Sarah Jane struggled to come to terms with her sense of abandonment. Sarah Jane has been inspired by her recent reunion with the Doctor to work to defend the Earth from alien threats with new friends and allies.



TRAITS

Boffin
Brave
Face in the Crowd
Friends (UNIT, the Doctor)
Technically Adept

Insatiable Curiosity

STUFF

Sonic Lipstick
Wrist Scanner

5

ASTRID PETH

STORY POINTS



ATTRIBUTES

- 3 AWARENESS ○○○
- 4 COORDINATION ○○○○
- 3 INGENUITY ○○○
- 3 PRESENCE ○○○
- 5 RESOLVE ○○○○○
- 3 STRENGTH ○○○

SKILLS

- 3 ATHLETICS
- 0 CONVINCE
- 0 CRAFT
- 1 FIGHTING
- 3 KNOWLEDGE
- 0 MARKSMAN
- 0 MEDICINE
- 3 SCIENCE
- 0 SUBTERFUGE
- 0 SURVIVAL
- 3 TECHNOLOGY
- 0 TRANSPORT

BIODATA

PERSONAL GOAL

To see the stars.

PERSONALITY

Astrid's a dreamer. She wants to see the stars, to find out just how big the universe is. She's also extremely kind and brave and can't resist hard luck cases or the promise of adventure.

BACKGROUND

Astrid met the Doctor on the day the *Titanic* almost crashed. She helped him and a group of survivors get to safety and sacrificed herself to stop Max Capricorn from crashing the ship. She lives on as an energy ghost created from her teleport pattern.

TRAITS

Attractive
Brave
Empathic
Inexperienced
Quick Reflexes

Unlucky

STUFF

None.



SALLY SPARROW

STORY POINTS



ATTRIBUTES

- 4 AWARENESS ○○○○
- 3 COORDINATION ○○○
- 4 INGENUITY ○○○○
- 3 PRESENCE ○○○
- 5 RESOLVE ○○○○○
- 3 STRENGTH ○○○

SKILLS

- 3 ATHLETICS
- 3 CONVINCE
- 0 CRAFT
- 0 FIGHTING
- 2 KNOWLEDGE
- 0 MARKSMAN
- 0 MEDICINE
- 0 SCIENCE
- 2 SUBTERFUGE
- 2 SURVIVAL
- 1 TECHNOLOGY
- 0 TRANSPORT

BIODATA

PERSONAL GOAL

To find out the truth.

PERSONALITY

'What's a police box?' Sally is clever, funny, kind, brave and... unsettled. There's something else out there, something she knows she wants to see. Everything up to that is just fun.

BACKGROUND

Sally Sparrow 'met' the Doctor when he left a message for her under the wallpaper at an abandoned house. As Sally dug deeper into the mystery, she helped rescue the Doctor and Martha from the past and discovered the horrifying truth behind the statues at Wester Drumlins. Sally is a slightly introspective, quiet young woman. She's kind and clever and funny but a little bit of an outcast. Getting the answers she seeks doesn't quite give her peace but it does give her a huge amount of satisfaction and closure.



TRAITS

Attractive
Brave
Charming
Friends (Minor)
Indomitable
Run For Your Life!

Insatiable Curiosity
Impulsive

STUFF

None.



ATTRIBUTES

- 5 AWARENESS ○ ○ ○ ○ ○
- 4 COORDINATION ○ ○ ○ ○ ○
- 3 INGENUITY ○ ○ ○ ○ ○
- 4 PRESENCE ○ ○ ○ ○ ○
- 4 RESOLVE ○ ○ ○ ○ ○
- 5 STRENGTH ○ ○ ○ ○ ○

SKILLS

- 5 ATHLETICS
- 2 MEDICINE
- 2 CONVINCE
- 0 SCIENCE
- 0 CRAFT
- 2 SUBTERFUGE
- 5 FIGHTING
- 2 SURVIVAL
- 0 KNOWLEDGE
- 2 TECHNOLOGY
- 5 MARKSMAN
- 4 TRANSPORT

BIODATA

PERSONAL GOAL

To do the right thing.

PERSONALITY

'Hello Dad!' Jenny is exuberant, flamboyant, cheerful and naive. She's an effortless capable athlete, a highly trained soldier and not quite a week old. As a result, she has an unusual combination of vivacious, innocent flamboyance and world-weary competence. Chip off the old block, really.

BACKGROUND

A flash clone grown from the Doctor's DNA Jenny was instrumental in ending a war her people believed had waged for centuries. She apparently died in doing so, and a grief stricken Doctor left his daughter behind. But, it turns out, she had a little more of Dad's DNA than he thought. Jenny regenerated, stole a shuttle and set off to see the universe...



TRAITS

Attractive
Brave
Quick Reflexes
Run for your Life!
Time Lord

Impulsive

STUFF

Laser rifle (4/L/L)

7

ATTRIBUTES

- 4 AWARENESS ○ ○ ○ ○ ○
- 5 COORDINATION ○ ○ ○ ○ ○
- 6 INGENUITY ○ ○ ○ ○ ○ ○
- 4 PRESENCE ○ ○ ○ ○ ○
- 6 RESOLVE ○ ○ ○ ○ ○ ○
- 4 STRENGTH ○ ○ ○ ○ ○

SKILLS

- 6 ATHLETICS
- 3 MEDICINE
- 5 CONVINCE
- 3 SCIENCE
- 0 CRAFT
- 5 SUBTERFUGE
- 5 FIGHTING
- 5 SURVIVAL
- 3 KNOWLEDGE
- 3 TECHNOLOGY
- 4 MARKSMAN
- 3 TRANSPORT

BIODATA

PERSONAL GOAL

To get away with it all.

PERSONALITY

'We could have been so good together!' Precise, mischievous and just a little gleeful, Christina de Souza is an old-school thrillseeker. She loves to play games, loves to taunt death and loves getting away with it.

BACKGROUND

Christina met the Doctor when she was on the run. Together the pair were transported to a distant world on the Number 200 bus. Christina proved herself a valuable member of the team, her quick thinking and resourcefulness instrumental in getting them home.

TRAITS

Brave
Charming
Keen Senses (Major)
Lucky
Quick Reflexes
Resourceful Pockets
Sense of Direction
Technically Adept
Voice of Authority

Dark Secret (Fugitive)
Impulsive

STUFF

None.

5



ATTRIBUTES

3	AWARENESS	○○○
3	COORDINATION	○○○
5	INGENUITY	○○○○○
4	PRESENCE	○○○○
4	RESOLVE	○○○○
3	STRENGTH	○○○

SKILLS

3	ATHLETICS	0	MEDICINE
3	CONVINCE	5	SCIENCE
4	CRAFT	0	SUBTERFUGE
2	FIGHTING	0	SURVIVAL
5	KNOWLEDGE	0	TECHNOLOGY
0	MARKSMAN	3	TRANSPORT

BIODATA

PERSONAL GOAL

To run from his past and embrace the future he believes is his.

PERSONALITY

There are two men in Jackson Lake's mind. The first is the Doctor; an endlessly confident, flamboyant scientist-adventurer who battles evil. Then there's the grieving, traumatised widower, unable to face what happened to his wife and his son. He throws himself headlong into his belief that he is the Doctor; desperate, ebullient and terrified. The (real) Doctor helps him become himself again: a brave, kind father who will do anything to save his son.

BACKGROUND

Jackson met the Doctor shortly after Jackson's wife had been killed by Cybermen. Using an Infostamp containing information on the Doctor to defend himself, Jackson absorbed its memories and believed he was the Doctor. With the Doctor's help, Jackson realised the truth and saved his son. With Jackson's help, the Doctor saved London from Miss Hartigan and the Cybermen.



TRAITS

Boffin
Brave
Code of Conduct
Indomitable
Resourceful Pockets
Technically Adept

Adversary (Cybermen)
Amnesia (Major)
Dark Secret (Blames himself for the loss of his wife and son.)
Impulsive

STUFF

None.

4

ATTRIBUTES

4	AWARENESS	○○○○
4	COORDINATION	○○○○
4	INGENUITY	○○○○
5	PRESENCE	○○○○○
6	RESOLVE	○○○○○○
4	STRENGTH	○○○○

SKILLS

4	ATHLETICS	3	MEDICINE
0	CONVINCE	4	SCIENCE
4	CRAFT	0	SUBTERFUGE
4	FIGHTING	5	SURVIVAL
5	KNOWLEDGE	3	TECHNOLOGY
4	MARKSMAN	3	TRANSPORT

BIODATA

PERSONAL GOAL

To find humanity's future amongst the stars.

PERSONALITY

'State your name, rank and intention.' Combative, strict and authoritarian, Adelaide Brooke has no time for people who slow her or her staff down.

BACKGROUND

The Commander of Bowie Base One, Adelaide met the Doctor on what should have been the last day of her life. Despite his best efforts, she made sure it was.

TRAITS

Brave
Indomitable
Keen Senses (All)
Sense of Direction
Technically Adept
Tough
Voice of Authority

Argumentative
By the Book

STUFF

None.

6



THE TENTH DOCTOR'S TARDIS

The Tenth Doctor's TARDIS is superficially very similar to the Ninth Doctor's. It's an experienced, sturdy vessel that has an agenda all its own and a pilot who has no problem getting into trouble. The major difference is how much closer they are.

This Doctor is, like his immediate predecessors, far more in control of his TARDIS than earlier incarnations. He can steer and land with real accuracy and is even capable of piloting the TARDIS in a car chase. His TARDIS is much more well behaved too, and the occasions where it malfunctions are much fewer and further between.

And, for the first time, the TARDIS actually has a full complement of crew – at least for one adventure!



THE TENTH DOCTOR'S TARDIS

AWARENESS	4	PRESENCE	3
COORDINATION	3	RESOLVE	4
INGENUITY	4	STRENGTH	3

SKILLS
 Knowledge 8, Medicine 3, Science (Temporal +2) 6, Survival 3, Technology 4, Transport 3.

TRAITS
 Fast Healing
 Face in the Crowd
 Feel the Turn of the Universe
 Forcefield (Major)
 Lucky
 Psychic
 Resourceful Pockets
 Scan (x4)
 Sense of Direction
 Telepathy
 Tough
 Transmit
 Vortex
Argumentative
Impulse
Restriction (Tricky Controls, 6 Pilots)
Restriction (can only be refuelled at a time rift)

ARMOUR: 30
SPEED: 12 (MATERIALIZED)
STORY POINTS: 20
SPECIAL: The Doctor's TARDIS has a damaged Chameleon Circuit and always appears in the form of a Police Call Box from the 1950s.

CHAPTER TWO

PLAYING IN THE TENTH DOCTOR'S ERA





'Think you've seen it all? Think again. Outside those doors, we might see anything. We could find new worlds, terrifying monsters, impossible things. And if you come with me... nothing will ever be the same again!'

There is one secret to running a Tenth Doctor adventure: pace. Not just the frantic, Converse-wearing, trenchcoat-flapping sprint of the plots but the constant pace shifts from epic action to moments of heart-warming (or heart-breaking) character drama. The Tenth Doctor felt everything incredibly deeply, whether joy, rage or grief and often all three at once.

His predecessor had, against all his expectations, survived the Time War and the crippling guilt that followed. He had nothing but darkness behind him, both in a life he had chosen to forget and an incarnation filled with rage, darkness and, ultimately, redemption. For the first time in a long while, the Tenth Doctor felt like he was allowed to have fun and decided to have all of it, all at once, as fast as possible.

Yet the Tenth Doctor was just as wounded by his actions as his predecessors; he just had a better suit to cover the scars with. The War Doctor later described him perfectly as "the man who regrets". The Tenth Doctor wanted to see everything, do everything and the only thing that crushed him more

than the knowledge he couldn't, was the knowledge that everything, and everyone, he loved would die before he did.

No wonder he ran so fast and talked so quickly.

A STORM AT THE HEART OF THE SUN

When confronted with danger or mystery, the Tenth Doctor typically responds in two ways, often both at the same time. The first is to take control of a situation, and manoeuvre everyone into place in a manner so naturalistic no one seems concerned he's doing it. This is both because he's insatiably curious and because he fundamentally believes that he's always the smartest person in the room. He's usually, but not always, right. Look at *Midnight* (see pg. 209), where the very traits that normally win the Doctor friends almost cause his death. Give the Doctor more than enough chances to be smart, but time the moments when he's proved wrong carefully, and you'll run adventures your players will remember for years.

The second reaction he has is abject joy and wonder, usually at whatever's trying very hard to kill him. Look at how he reacts to the Werewolf (see *Tooth and Claw* on pg. 65) or his reaction to the Vespiform (see *The Unicorn and the Wasp* on pg. 196). The Tenth Doctor loves the diversity and beauty of the universe and he struggles to protect it even when



he's locked in battle with it. It's a brave, difficult stance to take and he pays for it again and again, but he never stops trying to reason with people. Again, the moments where he doesn't have the option can be real campaign highlights. Look at the Meta-Crisis Doctor's destruction of the Daleks (see *Journey's End* on pg.217).

The Tenth Doctor isn't just enraged and disgusted because of what his clone has done, he's furious at what it prevents him from doing: trying, yet again, to reason with a madman. Likewise, his frantic attempts to negotiate with the Master, even after how the Master has treated him (see *Last of the Time Lords* on pg.161) show just how pathologically compassionate he is.

That boundless compassion is both admirable and increasingly dangerous. He's so desperate to save everyone that when he can't he's either riddled with guilt ("I'm sorry. I'm so so sorry") or enraged that the universe isn't doing what he wants. That arrogance is what ultimately leads to his disastrous actions at Bowie Base One and the end of his life. The rage that accompanies it is what leads to the vengeance he takes on the Family of Blood and so many other villains. The Tenth Doctor's compassion may be boundless but mess with the people he loves and no power in the universe will save you.

And, make no mistake, the Doctor loves his friends. In most cases, it's platonic, like his good-natured banter with Mickey. Donna and Wilfred are like a family to him, with Wilfred a stand-in father and Donna a stand-in sister. When the Doctor is forced to mindwipe Donna, it affects him just as much as the loss of Rose and colours every adventure that follows.

Then there's Rose. The romance between the pair of them takes a while to develop; in fact it takes him until her loss in the Battle of Canary Wharf to realise what he's lost and he carries that wound with him for a very long time. It's also revealing that, while Rose tells him she loves him, he never quite gets round to saying the same back. It's not that he doesn't – the pair are clearly deeply in love – but it's the one type of honesty that the Tenth Doctor can't quite manage. Joy and fascination and rage are easy, but love? Those are difficult, potentially deadly emotions for him but he feels them anyway. The Tenth Doctor is never quiet, never especially tactful and always completely honest. Those few times he's not are when he's deeply emotionally uncomfortable and, once again, that can bring real weight and dramatic emphasis to some adventures.

Later in his life, the Tenth Doctor is unfettered to the point of mania. His refusal to let Adelaide Brooke die is grounded in the pain from his losses. The Time Lord Victorious is only victorious because he's the last man standing, and when he realises that he becomes as dangerous as the Master; an untethered intellect, one without the grounding effect a companion has to keep him safe. The Doctor at the end of his life is a desperately sad, lonely man. He's still in love with knowledge and travel and the universe but he's seen what happens when he goes too far and can't see past it. The flamboyant, talkative, brainy-specced clown of his first adventures is replaced by a character tempered by failure, with a tremendous air of sadness to him. He knows what's coming and he knows he can't stop it. He also knows he's going to try.



Give the Doctor opportunities to shine – give him fantastic creatures and wondrous locations to marvel at. Give him people to manipulate, relationships to be caught up in, and new friends to make – and lose.

THE BIGGEST FAMILY ON EARTH

A Time Lord, the Fifth Doctor once said, is the sum of his memories. The Tenth Doctor is the sum of his companions too, his life defined by both their presence and their absence.

Playing Rose at the start of her time with the Tenth Doctor is a different proposition to playing her when she returns from Pete's World. The early Rose loves what she does and embraces the universe with the same open-hearted enthusiasm and mild arrogance that the Doctor does; after all, she killed the Daleks, what else is there to be afraid of?

Rose at the end of the Tenth Doctor's life is far calmer, far more focused and far more dangerous. She's got a sense of the strategies needed to survive in his world



and has no problem both giving orders and withholding answers. She's become exactly what the Doctor is: a player of games, a woman thinking four steps ahead who may not like sacrificing people for a greater good but will do it if she has to. Of course, Rose would not be the last companion to become more like the Doctor – look at Clara and the Twelfth Doctor, for example.

That change is reflected in her family too; Pete and Jackie Tyler both rise to the occasion with aplomb. Pete Tyler becomes the leader of his world and Jackie evolves from a woman resentful of being left behind by her daughter to someone who crosses universes to save her friends. The Tyler family start small, and in Jackie's case very cautious, but they're different people at the end of the Tenth Doctor's life; brave, assertive and completely in charge of their own lives.



Mickey Smith is much the same. The slightly bitter, resentful young man the Ninth Doctor knew is replaced by someone who is shown the life he could have, and the life he wants and realises they're two different things. Like Pete and Jackie, Mickey flourishes in the alternate universe, becoming an essential part of Torchwood and accepting his role as a leader. His early concern at being edged out of Rose's life is replaced by a mature acceptance that he has to take control of his own. By the last time the Doctor meets him, Mickey is his own man, as independent and focused as his partner, Martha Jones. So too should the characters in your game change. Those who travel with the Doctor – no matter how briefly, as did Astrid Peth – rise to the occasion, reaching their full potential. Give your characters the chance to grow, to become better than they thought possible.

THE 21ST CENTURY IS WHEN EVERYTHING CHANGES

The Tenth Doctor spends a lot of time both on Earth in general, and in the 21st century in particular. As Captain Jack explains, "The 21st century is when everything changes. And you've got to be ready."

The Tenth Doctor's 21st century is a world of vast, expansive and fundamentally positive change. That's best embodied by the massive events the planet endures during the Tenth Doctor's era. Multiple invasions, some played out in public, and the Earth being moved out of the Solar System all mean that this is the time when humanity is faced, head on, with the reality that they are not alone in the universe. As the Tenth Doctor's life comes to a close, humanity is far more aware of its place in the universe.

Earth's governments in the 21st century have, for the most part, the best interests of their populations at heart. Harriet Jones may murder the Sycorax but she does so to send a warning to any other alien races looking to invade the Earth. Torchwood may inadvertently cause the Battle of Canary Wharf but they do so from a desire to find a new energy source. This is a world defined by the best of intentions, even if those intentions often lead to the worst of places.

But for every moment of altruism there's one of cruelty or malice. Torchwood's imperialistic arrogance and casual disregard for alien life is a good example of this, while the reign of Harold Saxon is its epitome. The Master exploited humanity's terror at the growing number of alien events to take over the world, and was only stopped by the bravery of Martha Jones.

He's not alone either. Professor Lazarus' machine (see pg. 136) proves to be a curse rather than a blessing and Adipose Inc exploits people's lack of body confidence for their own ends. This is a time of absolute opportunity, certainly, but it's a time of cruelty and impatience too. Organisations may have the best interests of the people at heart but they sometimes use them as a justification rather than an ideal.

KILL ADVENTURE, KILL THE MOON

Captain Lundvik makes the bitter comment that blowing aliens up is "what we do" (see *Kill the Moon* in *The Twelfth Doctor Sourcebook*), which suggests that something bad happens between 2014 and 2050 to turn humanity away from the stars. It's entirely possible that any of the potential apocalypses we see in the Tenth Doctor's era have that effect.

There's certainly huge potential for your own adventures to bridge the gap between this period of optimism and the pessimism of Lundvik's time.

A SHINING NEW FUTURE

The most important thing about the Tenth Doctor's 21st century is the sense of opportunity and – in many ways – optimism. Humanity is striving to understand its place in the universe and take its first faltering steps out amongst the stars. Whether it's the Sanctuary Base on Krop Tor, the Library or Bowie Base One, humanity is desperate to learn and that need for knowledge, to go somewhere they've never previously been, starts here.

When the Doctor does journey to the future, his adventures are defined by this. The Doctor meets people that display real bravery and altruism; Thomas Kincade Brannigan and his family, the Face of Boe, the Torchwood Archive team on Krop Tor and Adelaide Brooke. Actual, real evil is surprisingly rare in the Tenth Doctor's eras, with the notable exceptions of the Daleks, the Cybermen and the Beast, and the Doctor still gives them all a chance. Give your own antagonists real motivations, real reasons for acting how they do; allow the players to sympathise with them on some level at least.

THIS SONG IS ENDING, BUT THE STORY NEVER ENDS

Although we might have seen large-scale story arcs before (see *The Key to Time* in *The Fourth Doctor Sourcebook* or *Bad Wolf* in *The Ninth Doctor Sourcebook*), it was the Tenth Doctor's era that came to be defined by them.

There's plenty of advice on running a story arc in your campaign in the *Doctor Who Roleplaying Game Core Rulebook*, but here are three more things to consider when plotting it out:

1. Designate Arc Adventures

Let's look at the Tenth Doctor's first story arc, the Torchwood Institute, as an example. Torchwood is referenced in most of the adventures but there are

four adventures where it's specifically brought to the fore. *The Christmas Invasion* establishes that Torchwood is a government organisation with alien technology. *Tooth and Claw* shows us its origins and *The Impossible Planet / The Satan Pit* shows us its future. Finally, *Army of Ghosts / Doomsday* shows us the organisation in the present day and how its follies lead to its downfall.



It's no accident that these episodes are laid out at the start, middle and end of the season. They give the overall arc structure, setting it up, exploring it and then paying it off. Make sure you do this, and the story arc will be strong enough to hang lots of unrelated adventures off it too.

2. Pacing

Keep the plot sprinting, but keep the reveals jogging. You might be tempted to answer all of the players' questions about the story arc right away, or litter your adventures with clues and hints. Don't. It will bore them and you'll get to the climax of the arc much sooner than you had planned to. Instead make yourself, and your players, wait by running unconnected adventures between the arc adventures.

Let's take a look at the Year That Never Was. Mr Saxon is first mentioned in *The Runaway Bride*, there's a 'VOTE SAXON' poster spotted in *Smith and Jones* and then there's no mention of him again until *The Lazarus*

CHANGING THE DESKTOP THEME

If your players are fans of *Doctor Who* then it's likely that they are familiar with many of his most recent adventures (although this is not a given; it's been almost 10 years since the Tenth Doctor set off on his adventures). Thus, many of the adventures may not be useful to you to run as-is unless you don't mind a healthy heaping of déjà vu and logical leaps on the part of your players. If you find yourself in this situation then you'll find an entry as part of many of the adventures called 'Changing the Desktop Theme.' This section takes the meat of the adventure and helps you re-skin it in a way that seems fresh and new to your players. With a proper new coat of paint they'll never realise that they are boldly going where the Doctor had already trod before.



Experiment. In between are *The Shakespeare Code*, *Gridlock* and *Daleks in Manhattan/Evolution of the Daleks*; all standalone, rock-solid adventures that don't need the story arc to work. When we get the reveal in *The Lazarus Experiment*, it feels fresh and new and a little urgent. If the reveal had been delivered in, say, *The Shakespeare Code*, it would have felt premature; the arc would not have had time to build. So, learn to love your stand-alone adventures. They'll give you a breather, you can swap them around fairly easily and if you want to you can always drop the odd reference to the arc plot into the background...

3. Pay Everything Off

The Tenth Doctor's story arcs constantly build in pace and scope until the massive, cosmos-shattering finale that neatly ties up as many questions as possible. Unanswered questions, or questions answered by implication, are fine in small quantities, but are far more a hallmark of the Eleventh Doctor's adventures.

Look at *The Stolen Earth* arc. *Partners in Crime* reintroduces Donna, teases us about Rose's return

and makes the first reference to the bees going missing and the loss of the Adipose's Nursery Planets. *The Fires of Pompeii* establishes there's something odd about Donna whilst *Planet of the Ood* doesn't just set up the DoctorDonna but lays the groundwork for *The End of Time* and *Turn Left* underlines just how important Donna is. Throughout, mention is made of the Shadow Proclamation. The arc wraps up with *Journey's End*, not only answering all these questions but reintroduces the Judoon, explains who the Shadow Proclamation are and brings the Tenth Doctor's companions together for an epic scale curtain call. There are dangling plot threads, certainly – the Doctor's song ending and River Song for two – but the whole thing pays off and is tied up in a neat bow. Not a bow tie though. That's more the next chap's style.

NEW ALIEN TRAITS

Invisible (Special Alien Good Trait)

The ability to be unseen is possibly one of the best weapons and defence on the battlefield. It is an

SIZE

Aliens come in all shapes and sizes. Luckily for the Doctor, many of his adversaries are of a relatively similar size to humans but when facing gigantic creatures such as the Beast or the Dalek Emperor, or tiny foes such as the Graske or Cassandra's spider drones, the Gamemaster may wish to include some additional rules to take their size into account. If the creature is larger, they should purchase the Huge Good Alien Trait and if tiny it should take the Small Bad Alien Trait. There are advantages and disadvantages to both but in a combat situation, the benefits of being huge usually outweigh those of being tiny. Taking either of these Traits will mean the alien automatically has to take the Alien Appearance trait.

HUGE (Minor/Major Good Alien Trait)

This Trait means that the alien is larger than human sized. As a Minor Trait, the alien is certainly larger than human, larger than a Judoon. The alien is around the size of a van or an elephant. As a Major Trait, they are even bigger than this - we're getting to the size of a T-Rex or even bigger. Depending upon the level of this Trait, the alien will receive a bonus to their Strength and Speed, and modifiers for enemies who try to shoot at it

(see the table). It is not recommended to allow this Trait in player characters.

TINY (Minor/Major Bad Alien Trait)

This Trait means that the alien is a lot smaller than human sized. As a Minor Trait, the alien is around the size of a Graske, or a very large dog. As a Major Trait, the alien is even smaller, possibly as small as a rat or even smaller! Depending upon the level of the Trait, their effective Strength will be reduced but there will be heavy modifiers for anyone trying to attack them, or to even see them (see the table).

SIZE

	MODIFIER TO EFFECTIVE		MODIFIER	
	STRENGTH	SPEED	TO BE HIT	TO BE SEEN
Tiny (Major)	-4	-2	-4	-8
Tiny (Minor)	-2	-1	-2	-4
Human	0	0	0	0
Huge (Minor)	+2	+1	+2	+4
Huge (Major)	+4	+2	+4	+8

As always, if the Gamemaster thinks this rule slows the game down or makes things too complicated, it can be ignored.



ability seldom seen (pardon the pun) naturally occurring in aliens but a mild version of this Trait can be accomplished with shifting pigments in the skin, allowing chameleon-like blending into their surroundings. Full invisibility is more commonly found in advanced technology, such as the optical camouflage developed by the Sontarans, or in ghostly, intangible creatures that barely exist in this reality.

Effect: Invisibility is a Special Trait that comes in various levels. If the ability is natural, and the alien can blend into the background to be unseen, then this is a Major Good Trait that costs 2 points. If the alien remains immobile, any attempt to spot it suffers a -4 penalty. Full optic camouflage is usually a Trait that would be part of a Gadget and costs 4 points. This provides the same -4 penalty to be spotted but the alien can move around without losing this advantage. While it is usually a Gadget Trait, it can be a natural ability if the Gamemaster can rationalise it. If this invisibility cannot be turned on or off, as in the case of the alien being ethereal or immaterial, the same -4 penalty is actually a Bad Trait, providing 2 points.

All of these levels of invisibility can be purchased or taken multiple times to provide better invisibility with the penalty being cumulative. For example, if the alien has almost perfect invisibility through optic camouflage, they could take the Trait twice, providing a -8 penalty to anyone trying to spot them.

NEW GADGET TRAITS

Bulky (Minor or Major Bad Trait)

This gadget is bigger and heavier than it should be. The Minor version of this Trait means that the gadget can be carried by a single person, but it's the size of a heavy rucksack. The Major version of this Trait means that the gadget fits on the back of a truck.

This Bad Trait only applies to gadgets that you'd expect to be small. Trying to argue that your flying car is Bulky will just make the Gamemaster laugh at you, but a Sonic Screwdriver the size of a tuba is a perfect example of Bulky.

Convert (Major Good Trait)

The gadget turns something into something else. It might turn rock into mud, lead into gold, poisonous gas into breathable air and so on. The size of the conversion field is usually about one metre in diameter, although this can be boosted with Story Points. As with Delete, most gadgets with Convert are Restricted not to work

on living flesh, and only work on a particular kind of substance. Particularly nasty examples of this Trait are the Cyber conversion chambers, which convert humans into Cybermen.



Hungry (Minor or Major Bad Trait)

The gadget's a fuel or battery hog, and runs through its power reserves very quickly. The Minor version of this Trait means that any 'Yes, But' or 'No, And' results (Average Successes or Dismal Failures) when using the gadget means that the battery just ran out. The Major version means that you need to hook the gadget up to a really big power source (like a power plant, or an alien ship's power core) to get the thing working.

Slow (Minor or Major Bad Trait)

The Gadget does what it's designed to do, but it takes its time about it. The Minor version means that the delay between activating the Gadget and something actually happening is at least two minutes. A Majorly Slow Gadget can take hours or days to get going.

Recharge (Minor or Major Bad Trait)

This Gadget does what it's designed to do, but it can only do so once without having to recharge. The Minor version means that the delay before being able to activate the Gadget again is at least 30 minutes. The Major version means that it can take hours or even days to recharge.

Zap (Minor or Major Good Trait)

It goes zap and makes things explode! The Minor Version of this trait means that the Gadget works like your average death ray, inflicting 4/L/L damage on people. Alternatively, it does 4/8/12 damage, but also makes things explode and burn.

The Major version of this trait can either hit multiple targets, as long as they're close together, or else is strong enough to blast vehicles or low-flying alien spaceships.



CHAPTER THREE
TORCHWOOD





TORCHWOOD



Not all campaigns need be focused on the Doctor and his companions, or even involve a time travel element. 21st century Earth seems to have a special place in the universe and its status as a spatial and temporal nexus point means that it's always attracting alien influence and it needs protecting from such influence. One group dedicated to protecting the British Empire from such threats is the Torchwood Institute, or Torchwood for short.

A team of Torchwood agents could make for a thrilling campaign. Torchwood was established in 1879, which means that a Torchwood campaign could be set at any time from the late Victorian era to modern times. Prior to the loss of Torchwood One the characters are part of a flowering and powerful organisation; after the Battle of Canary Wharf they are a desperate band of still-sanctioned agents but with dwindling resources. In all cases the goal of Torchwood is to protect the British Empire from alien threats, neutralise and secure alien technologies, and put such technologies to use for the advancement of the United Kingdom. Some Torchwood teams prioritise one or more of these goals over the others and there are often tensions in the ranks as to whether using a particular piece of technology would cause more harm than good and should thus be locked away or destroyed rather than implemented.

HISTORY OF THE TORCHWOOD INSTITUTE

The Torchwood Institute began as a royal response to an alien Werewolf attack on Queen Victoria in 1879. The Queen, now exposed to the existence of aliens and the threat of alien invasion, created the

Torchwood Institute to combat such threats. She took the name from where she was attacked, the Torchwood Estate. Chief amongst these threats were the Tenth Doctor and Rose, whom the Queen felt had such a callous disregard for their own actions that it could threaten the entire empire. She rewarded them and then banished them, never to return. Her first official instruction to Torchwood was to capture and neutralise the Doctor should he ever return.



Throughout the 20th century, Torchwood remained in the shadows, but becoming something of an open secret (similar to MI-6). Torchwood agents only involved themselves if there was evidence of alien activity and they had the authority to commandeer any police or military investigation or operation that involved aliens in any way. This sanction made Torchwood extremely unpopular amongst other government agencies. Occasionally an official inquiry might even hide alien involvement until the last minute for fear of Torchwood swooping in and taking over the investigation. Torchwood facilities were established throughout the empire and as space-time anomalies were discovered it became



standard protocol to establish local headquarters around them. The main headquarters, Torchwood Tower, for example, was built to access a space-time anomaly above Canary Wharf in London, while a regional headquarters was built near the rift in Cardiff. Such protocols carry their own risks and it's possible that various Torchwood locations have been 'disappeared' or subject to alien invasions at various times, the most spectacular of such events being the destruction of Torchwood Tower during the Battle of Canary Wharf.

By the turn of the 21st century the Torchwood Institute was at its height, operating from its headquarters in Canary Wharf. Most of Torchwood's collection of alien artefacts were held within the tower or in various hangars and sub-basements. At this point Torchwood was powerful enough to shoot down and destroy alien starships, as evidenced by its destruction of the Sycorax vessel. Unfortunately, this location proved vulnerable in 2007 when the Cult of Skaro, fleeing the Time War, used the anomaly to escape the Void and attracted Cybermen from a parallel Earth to cross through it.

During the Battle of Canary Wharf, Torchwood Tower and most of its alien artefacts were destroyed, and most of its personnel, including chief controller Yvonne Hartman, were converted into Cybermen. This event marked the end of Torchwood as a viable and thriving organisation.



In the aftermath various senior (or suddenly senior) Torchwood officials attempted to keep the flame alive, securing what alien artefacts they could from the wreckage and putting together autonomous Torchwood teams to continue monitoring time-space anomalies, possible alien invasions and use of alien technologies. The funds are dwindling, however, and many members of Parliament, having felt burnt by the Torchwood Institute over the years and citing the Canary Wharf incident as a spectacular failure, have blocked any attempts to grant more funds and

support. By the mid-21st century, Torchwood is little more than a memory.

TORCHWOOD 2.0

While the Battle of Canary Wharf extinguished the fire of the Torchwood Institute and left Captain Jack Harkness and others to stoke the dying embers as long as they could, what was left of Torchwood had burned itself out in the early 21st century. Torchwood teams operating at this time are essentially informal, autonomous cells, operating out of a sense of duty to their former organisation.

This may not always be the case and is indeed likely not the case. A 'Torchwood Archive' exists in the 42nd century and it was noted that the Great Cobalt Pyramid was built on the ruins of the Torchwood Institute in the year 200,100, making it likely that this building is the new headquarters for a revived Torchwood. This means that a Torchwood team could be operating in the far future, leaving the details to the Gamemaster how powerful such an organisation would be and whether it still protects the interests of the British Empire or has evolved into something quite different!

RELATIONS WITH UNIT

A key component of any Torchwood campaign taking place in the late 20th century and beyond is its relationship with UNIT. Both organisations have very similar charters, the key difference being that UNIT is an international organisation, with all of the compromises and constraints that such an institution carries, while Torchwood is a national organisation concerned solely with the United Kingdom.

In its early years, UNIT constantly struggled to assert its jurisdiction in the United Kingdom with Torchwood ignoring it or even stealing from it whenever alien artefacts were involved. Torchwood agents were more than happy to let UNIT soldiers take the brunt of alien firepower, only to swoop in and assert jurisdiction over any alien artefacts left over.

The chief thorn in Torchwood's side during this period was Brigadier-General Alistair Gordon Lethbridge-Stewart, who infuriated Torchwood by burying the Silurian caves and then, at the inquiry, successfully arguing that the Silurians technically weren't 'aliens'



TORCHWOOD

and therefore not subject to Torchwood's jurisdiction. The Brigadier also irritated Torchwood by recruiting the Doctor as UNIT's Chief Scientific Advisor, which gave the Time Lord diplomatic immunity and protected him from being detained at Torchwood's pleasure.

Initially, Torchwood tolerated UNIT's appropriation of the Doctor and, over time, became more accommodating to UNIT requests for aid, but it felt betrayed when UNIT failed to alert them that the Doctor had regained control of his TARDIS. Torchwood demanded and received more power as a result and UNIT's influence within the United Kingdom was greatly diminished;

Prime Ministers tended to treat UNIT's British assets as part of their military rather than an international organisation. This was made starkly apparent when the Slitheen used UNIT's resources in their barely averted attempt to provoke World War III.

With the destruction of Torchwood One, UNIT has regained its prestige, largely because Torchwood is no longer strong enough to influence it. Current

Torchwood agents often find themselves asking for UNIT assistance simply because only the latter has the resources to deal with major alien threats. In such cases Torchwood agents are forced to settle for whatever alien artefacts UNIT will part with or otherwise 'pinch' what they want once the threat is neutralised.

PUTTING THE TEAM TOGETHER

Prior to the Battle of Canary Wharf, Torchwood is a large organisation. Torchwood recruiters have vast resources at their disposal to identify and recruit potential agents. Elite military units are assigned to protect and secure alien artefacts, while Torchwood scholarship programs ensure that the most promising engineers, medical practitioners, and scientists are recruited into the Torchwood Institute. Torchwood isn't beyond other means of coercion if they really want someone to work for them. In such a campaign the characters are likely the 'best of the best,' working beneath a Torchwood administrator, a bureaucrat who puts Torchwood's charter above all other interests. Teams are assigned missions based

CREATING A TORCHWOOD AGENT

Creating a Torchwood agent uses the same rules as any other character. All Torchwood agents have the Friends and Obligation Traits. These are Major Traits when Torchwood is at its height and Minor Traits if the campaign takes place during its earliest beginnings (late 19th and early 20th centuries), or after the Battle of Canary Wharf.

When Torchwood is at its height, field agents are tasked with observing, investigating and securing strange phenomena. They have enough technical training to identify and secure alien artefacts, but they leave the actual analysing, experimenting, and development to laboratory agents. Such agents tend to have Brave, Psychic Training, and Resourceful Pockets amongst their Traits.

In other campaigns a Torchwood team may be operating more autonomously. Early Torchwood teams lacked the resources of Torchwood Tower, while teams after the Battle of Canary Wharf have to make do with what they have. Even at Torchwood's height, there are times when an autonomous team may be formed to deal with a threat that just can't be dragged back to Torchwood Tower for study.

In addition to the usual field agent Traits above, each member of an autonomous team will have one or more Traits related to their expertise. A commander might have Voice of Authority, an engineer might have Boffin and Technically Adept, and a medical doctor might have Biochemical Genius, for example. Many such Torchwood teams also employ a liaison who can interface with local authorities; such an agent tends to have Charming, Friends (independent of Torchwood), and possibly Owed Favour.



on intelligence gathered in the field and Torchwood operations are often separated into Investigation, Observation, Neutralisation and Acquisition teams, each with talents and skills appropriate to the nature of the team.

After the Battle of Canary Wharf, Torchwood teams are more ad hoc. Without a centralised authority, individual Torchwood teams have effectively become autonomous, often run by an administrator who still feels a sense of duty to the organisation or who has an ulterior motive.

Captain Jack Harkness is a good example of the latter, as he uses Torchwood resources to help him find the Doctor. Such administrators are more careful about how they spend whatever resources they've scrounged and they often find local officials only grudging allies.



In such campaigns Torchwood teams are expected to be more universally skilled as they need to handle all types of missions. Such agents can only rely on each other and try their best to recruit new members that have the skills that the current team lacks. Occasionally Torchwood agents may work with members of another autonomous Torchwood team, but such agents could potentially be adversaries as much as allies!

PLOT HOOKS

Torchwood missions generally revolve around securing alien artefacts, implementing alien artefacts or preventing alien incursions, in roughly that order (Torchwood is usually more than happy to let UNIT investigate alien incursions so Torchwood can gather intelligence and learn from UNIT's initial mistakes).

Here are some ideas for Torchwood adventures:

- Cassandra Connor shouldn't exist. She came out of nowhere, quickly acquiring massive wealth, and is now using her influence to invest in new technologies. By all accounts she isn't technically trained yet her suggestions to those whom she sponsors seem to bear fruit. Torchwood wants to know what she's up to and what her endgame is. Cassandra is actually an unwilling time traveller. She was sent back in time by a Weeping Angel and is using her future knowledge to live comfortably and prepare for a future event that she wants to change – possibly her own fate, which would create a temporal paradox.
- A Torchwood agent goes missing in a small town in the Midlands. Further investigation reveals that the town once held an International Electromatics facility, but fell on hard economic times after its closure. The agent was investigating a new 'wellness' company that is revitalising the town with its extraordinary health breakthroughs but is surprisingly secretive about its methods. This is actually a bait-and-switch – upon initial investigation the team is likely to expect Cybermen, but it is really being used by another race with cloning technology, possibly Sontarans or Zygons, to spearhead an invasion.
- Just prior to the Battle of Canary Wharf, a Torchwood field team managed to stabilise a temporal anomaly. Unfortunately, all they managed to do was capture a Dalek long enough for it to avoid being sucked into the Genesis Ark. Now the Dalek is on the loose and Torchwood no longer has the resources to track it down. A Torchwood team's only hope is to reopen the anomaly and recapture the Dalek. But will doing so create unintended consequences? This could actually be the first adventure in a campaign where an autonomous Torchwood team now has to contain the troubles it unleashed in the course of containing the Dalek.



ATTRIBUTES

- 3 AWARENESS ○○○
- 4 COORDINATION ○○○○
- 3 INGENUITY ○○○
- 4 PRESENCE ○○○○
- 4 RESOLVE ○○○○
- 3 STRENGTH ○○○

SKILLS

- 2 ATHLETICS
- 2 CONVINCING
- 0 CRAFT
- 2 FIGHTING
- 1 KNOWLEDGE
- 3 MARKSMAN
- 1 MEDICINE
- 2 SCIENCE
- 2 SUBTERFUGE
- 0 SURVIVAL
- 3 TECHNOLOGY
- 2 TRANSPORT

BIODATA

PERSONAL GOAL

To protect the world from alien threats.

PERSONALITY

Calm and friendly, ready to face whatever comes next.

BACKGROUND

Gwen Cooper comes from a working class family in Cardiff and was a former policewoman drafted by Captain Jack after the destruction of Torchwood Tower. She bears an uncanny resemblance to a Victorian maid (and possibly others throughout time) due to a 'spacial genetic multiplicity' from the Cardiff space-time rift.

TRAITS

- Attractive
- Brave
- Charming
- Empathic
- Friends (Minor – Torchwood, the Police)
- Keen Senses (Minor)
- Technically Adept
- Voice of Authority
- Obligation (Minor – Torchwood)*

STUFF

None.

5



ATTRIBUTES

- 4 AWARENESS ○○○○
- 3 COORDINATION ○○○
- 3 INGENUITY ○○○
- 3 PRESENCE ○○○
- 2 RESOLVE ○○
- 3 STRENGTH ○○○

SKILLS

- 2 ATHLETICS
- 2 CONVINCING
- 0 CRAFT
- 2 FIGHTING
- 1 KNOWLEDGE
- 3 MARKSMAN
- 1 MEDICINE
- 2 SCIENCE
- 2 SUBTERFUGE
- 0 SURVIVAL
- 3 TECHNOLOGY
- 2 TRANSPORT

BIODATA

PERSONAL GOAL

To support the Torchwood team and find a place for himself in the world.

PERSONALITY

Cool, disciplined and reserved. Rarely shows emotion.

BACKGROUND

Ianto is a relic from Torchwood at its height. As such, although he received the same basic training as all Torchwood agents he is a specialist, in his case an administrative assistant. He tends to be awkward in the field.

TRAITS

- Attractive
- Brave
- Friends (Minor – Torchwood)
- Keen Senses (Minor)
- Psychic Training
- Resourceful Pockets
- Technically Adept
- Obligation (Minor – Torchwood)*
- Unadventurous*

STUFF

None.

5



CHAPTER FOUR

THE TENTH DOCTOR'S ENEMIES





*'You stand as this world's champion?'
'Thank you. I've no idea who I am, but you've just summed me up.'*

The Doctor's tenth incarnation was embattled from the start. As well as facing new enemies like the Sycorax and the Judoon, he also witnessed the rebirth of the Cybermen as well as the Master's return from the end of time. The Doctor's oldest enemy dogged him every step of the way as he clashed with the Daleks in the Battle of Torchwood, Depression Era New York and in the apocalyptic conflict in the Medusa Cascade. He'd barely recovered from what that cost him, before facing the Master one last time, along with the Doctor's most feared enemy: his own people...

This chapter takes a look at some of the Tenth Doctor's major recurring villains. Enemies that the Tenth Doctor only faces once or twice will be detailed alongside the adventure they appear in, later in the book.

CYBERMEN

The Tenth Doctor faced the Cybermen on at least three occasions. The first was in a parallel universe that the TARDIS was inadvertently thrown into. Created by brilliant, mad inventor John Lumic, the Cybermen were a utopian dream horribly corrupted: every human the same, every human emotionless and eternal; every human's mind and body horrifically maimed to fit Lumic's broken ideal. Aided by that universe's version of Rose Tyler's father, Pete, and the Preachers, a resistance group,

the Doctor saved the people of London from being forcibly 'upgraded'. But Lumic was clever, and had set-up factories across the world. The Doctor had won the battle in London, but the war raged on. These 'Lumic' Cybermen followed the Doctor back to his own universe. A global wave of 'ghost' sightings had caught the public's imagination. The ghosts made regular appearances, everywhere, and many were convinced they were the dead returning to check on the living. In reality, they were artefacts of the Torchwood Institute's attempt to draw power from the space between the universes. The ghosts were in fact the Cybermen, escaped from defeat on Pete's World and looking for somewhere else to conquer.

Using a small scouting party to take control of Torchwood staff, the Cybermen opened the door between worlds and stepped through en masse. They invaded, occupied Earth and began to upgrade the population once again. Torchwood Tower became a battleground between the Cybermen, Torchwood and the Preachers, who followed them across.

On their own, the Cybermen would have been deadly. But when the Daleks appeared, emerging from a Void Ship Torchwood had discovered, the Cybermen became an irrelevancy. Horribly outgunned by the Doctor's oldest enemy, they formed a reluctant alliance with Torchwood and the Preachers to try to stop the Daleks. This was only achieved when the Doctor and Rose reversed the portal dragging the Cybermen and the Daleks alike back into the Void.

The last time the Doctor encountered the Cybermen, they were both very different. A stolen Dalek



dimension shift enabled them to break free of the Void. They arrived, badly damaged, in London. There they found an ally in Mercy Hartigan, a human desperate for revenge and power, created half-animal Cybershades to do their work for them and used slave labour to construct a CyberKing, a colossal vessel in the shape of a Cyberman. With Hartigan as its mind, the ship rampaged across London and was only stopped when the Doctor severed the connection between Hartigan and the CyberKing and returned it to the Void.

CYBER CONTROLLER

The creator of the Cybermen in Pete's World was John Lumic. When Lumic was injured in an assassination attempt, the Cybermen saw only way

to save him: to upgrade him. The Cyber Controller is better in every way, almost a walking tank that can take a pounding and keep on going. It can also store more data than a normal Cyberman. All information gathered is directly sent to the Cyber Controller. From there it can assess situations and react accordingly.

THE CYBERKING

When the Cybermen arrived in 1851 London, the Cyber Leader set out to construct a CyberKing. This dreadnought-class battleship would be powerful enough to upgrade all of London. The CyberKing stands over twenty-storeys tall and roughly resembles a giant Cyberman. It has the ability to convert millions of humans using a Cyber factory

CYBER CONTROLLER

AWARENESS	3	PRESENCE	5
COORDINATION	1	RESOLVE	5
INGENUITY	6	STRENGTH	9

SKILLS

Convince 4, Fighting 3, Marksman 2, Medicine 2, Science 4, Technology 5.

TRAITS

Cyborg

Fear Factor (3)

Gadget (Special) – Cyber Throne: Running masses of data and controlling thousands of Cybermen can be a wearing task on any machine. The Cyber Throne's cooling tubes attach to the front of the Controller and keep it from overheating. Fibre optic cables run from the Controller to the throne, processing thousands of commands and data streams. The throne itself is made of titanium alloys offering it great protection from damage (Armour 14). The throne can move around short distances using powered wheels (Speed 1).

Natural Weapon – Electric Grip: The Cyberman's grip delivers a powerful blast of electricity, increasing the damage of normal close combat grip damage by +2.

Networked: The Cyber Controller is linked to all Cybermen. He can see and hear everything they do. **Slow:** Due to its heavy metal body, it is slow and stomping. Its Speed during chases is reduced to 1.



Technically Adept

Weakness (Minor) – Magnetism: Strong magnetic forces can paralyse, knock out the emotion inhibitor and even kill a Cyberman. The Cyberman should make a Resolve + Strength roll (Difficulty 18) when exposed to strong magnetic force. A Bad Result shuts down the Emotion Inhibitor, driving the Cyberman crazy, where as a Disastrous Result is fatal to the Cyberman.

TECH LEVEL: 6 **STORY POINTS: 8**

in its chest. The controller sits on a throne in the mouth. If the controller dies, then the machine stops. In order to power up the CyberKing massive furnaces had to constantly burn for hours creating the energy to be stored in its battery unit. The CyberKing is also armed with two large cannons in the hands. One is particle based while the other is more ballistic. There is no telling if there are more CyberKings out there.

CYBERKING



AWARENESS	4	PRESENCE	7
COORDINATION	2	RESOLVE	8
INGENUITY	4	STRENGTH	9

SKILLS

Convince 3, Fighting 4, Marksman 2, Medicine 1, Science 3, Technology 4.

TRAITS

Dependency: As the CyberKing, Miss Hartigan cannot move from the CyberKing's throne.

Feat Factor (4): A giant, stomping Cyberman is pretty terrifying, granting a +8 bonus to actively scare or intimidate.

Natural Weapon – Particle Beam Head Cannon:

Due to the raw power of the CyberKing, Miss Hartigan needs to just think it and a particle beam projects from her headpiece, inflicting 5/10/L levels of damage.

Networked: All the Cybermen in Victorian England were connected to Miss Hartigan. She can bend their will to her own.

Technically Adept

TECH LEVEL: 6 **STORY POINTS:** 8

CYBERSHADE

Of all the creations of the Cybermen, the Cybershade is probably the strangest. In the London of 1851, the majority of available Cyberman technology was being used to construct the CyberKing. However they still needed some form of re-enforcements – thus the Cybershade was created. Using only the materials of the time, the Cybermen created this new form by implanting animal brains (probably that of a dog, cat or primate) into a body constructed of brass with grafted organic components. Their faceplate is an angled version of a Cyberman's but cast in brass. Covering their endoskeleton is ragged black fur.



Cybershades possess only a little true Cyber technology in their construction. They are not as well armoured or constructed as a regular Cyberman, but do excel in speed – easily able to outrun a human – and they have the ability to scale walls. They also have increased strength, able to drag two adult humans behind them with little to no effect on their speed. Due to their animal nature, most of the time they walk on all fours. They can be programmed to do simple tasks such as driving a coach and horses. They are unable to talk, although they can occasionally hiss or make a humming sound, and can send information directly to other Cybermen. This data is only in image form, due to the animal brain's inability to formulate the information any other way, making them a sort of mobile camera, perfect to be used as spies for the Cybermen.



CYBERSHADE

AWAIRENESS	4	PRESENCE	3
COORDINATION	6	RESOLVE	3
INGENUITY	1	STRENGTH	7

SKILLS

Fighting 4.

TRAITS

Cyborg

Feat Factor (3): The Cybershades are pretty scary and gain +6 to rolls to actively scare someone.

Climbing (Minor): Cybershades are able to scale walls with ease. They gain +4 to Coordination when climbing.

Networked: Cybershades are usually connected by wireless technology to each other and to their Cyber Leader or Cyber Controller.

Fast: Cybershades gain a +4 bonus to their movement.

TECH LEVEL: 6 STORY POINTS: 3

DALEKS

There at the beginning, there at the end, the Doctor and the Daleks have been locked in a war neither can win for centuries. The Tenth Doctor first encountered the Daleks when he was captured by the Torchwood Institute. Held in the same facility was the Sphere; a mysterious artefact pulled from a fault in space, the Doctor recognised it straight away: a Void Ship, a vessel designed to travel the space between universes.

The answer was revealed when the ship opened: a group of Daleks called the Cult of Skaro had hidden in the Ship to survive the Time War, waiting out the aftermath before starting again. Four Daleks would be formidable enough, but they also had the Genesis Ark, a Time Lord prison ship containing thousands of Daleks inside it. The Cult of Skaro needed a time traveller to unlock the Ark and, when Mickey accidentally touched it a Dalek army was unleashed on the world, and battle between them, humanity and the Cybermen was joined. The battle ended when the Doctor and Rose dragged the Daleks and Cybermen back into the Void. Only Daleks Caan, Sec,

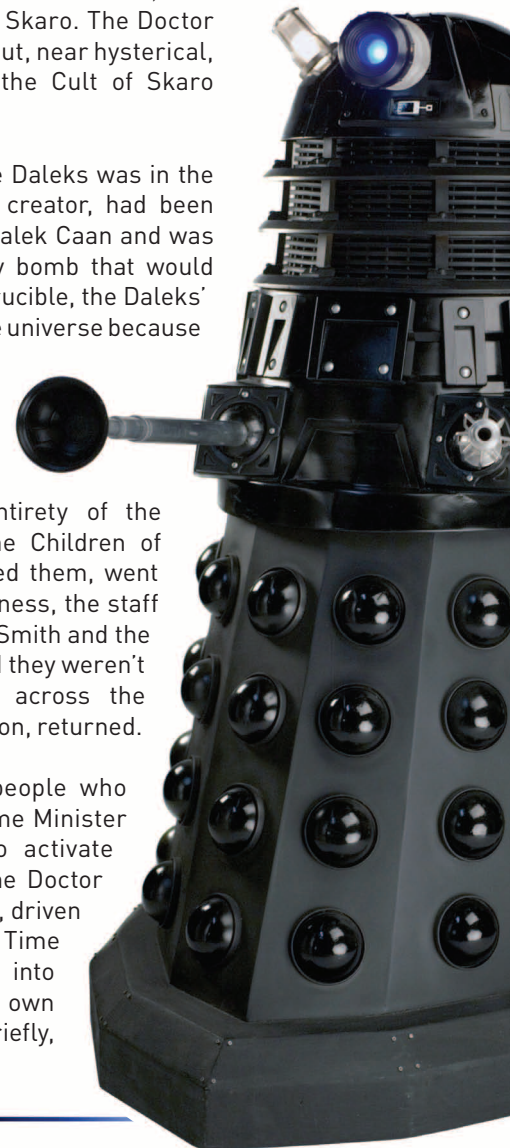
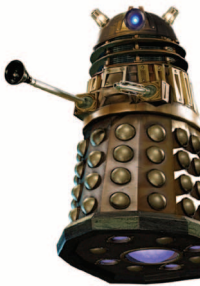
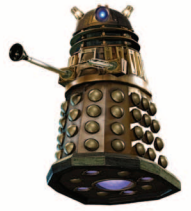
Jast and Thay, the Skaro cultists, survived, making a blind temporal jump to land in Earth's past.

They arrived in New York in 1930. The Cult of Skaro had, with typical invention, helped finance and modify the construction of the Empire State Building for their own ends. After being defeated by humanity so many times the Daleks had decided that whatever killed them could make them stronger. They selected Mr Diagoras, one of their contacts, as a test subject and he was genetically fused with Dalek Sec. The resulting Dalek/human hybrid exhibited the intelligence and ruthlessness of both species and, the Cult hoped, would lead them to victory. The next stage of their plan was to replicate the process on an industrial scale, using a lightning strike on the Empire State Building to trigger the mass genetic reprogramming of an army of subjects. The Doctor and Rose, aided by the inhabitants of depression-era township Hooverville, were able to stop them. Sec, becoming more human by the moment, was killed by the surviving Cult of Skaro. The Doctor tried to reason with Dalek Caan but, near hysterical, the last surviving member of the Cult of Skaro temporal shifted once again.

The last time the Doctor met the Daleks was in the Medusa Cascade. Davros, their creator, had been rescued from the Time War by Dalek Caan and was planning on detonating a reality bomb that would destroy everything outside the Crucible, the Daleks' own vast ship. They would rule the universe because they would be the only thing in it.

Stealing worlds from across time to help focus the detonation wave, the Daleks final choice was Earth and, with it, almost the entirety of the Doctor's friends and family. The Children of Time, as Davros mockingly called them, went to war. Martha Jones, Jack Harkness, the staff of Torchwood Three, Sarah Jane Smith and the Noble family all did their part and they weren't alone. Even Rose Tyler, fired across the universes by the Dimension Cannon, returned.

But it was a bizarre triad of people who saved the universe. Former Prime Minister Harriet Jones gave her life to activate the communications network the Doctor needed to find Earth. Dalek Caan, driven mad by his journey through the Time Lock, manoeuvred every piece into place to exact vengeance on his own species and Donna Noble, briefly,



brilliantly, became the Doctor. The Three-fold Doctor effortlessly took apart the Daleks' defences and systems and, with the stolen worlds returned home, the Doctor offered his old enemy a chance for salvation. His human clone dashed that chance forever, destroying the Daleks and giving Davros the moral victory, even in death.

THE CULT OF SKARO

While the Daleks may not value feelings and humanity, they recognise that those with these

'failings' have defeated them. So they created the Cult of Skaro, four of the most intelligent Daleks, who dedicated themselves to trying to think like humans so that they might create new strategies that could not fail. The Cult of Skaro escaped the Time War by hiding in the Void. There in the dark, Daleks Caan, Thay, Jast and their leader, Sec, waited, protecting the Genesis Ark, a Time lord prison containing millions of Daleks. However, upon returning from the Void, the Doctor was waiting. During their encounter the Cult were forced to use their Emergency Temporal Shift to escape and found

CULT OF SKARO

AWARENESS	3	PRESENCE	4
COORDINATION	2	RESOLVE	4
INGENUITY	5	STRENGTH	7*

*The Dalek Mutant has different Attributes when removed from the Dalekanium casing (see the **Doctor Who Roleplaying Game Core Rulebook**).

SKILLS

Convince 2, Fighting 4, Knowledge 4, Marksman 4, Medicine 3, Science 4, Survival 4, Technology 5.

TRAITS

Armour (Major): The Dalekanium casing reduces damage by 10. This does reduce the Dalek's Coordination to 2 (already accommodated in the Attributes).

Cyborg

Environmental: Daleks are able to survive in the vacuum of space, or underwater.

Fear Factor (3): Daleks initially look silly but once you realise how deadly they are, they are terrifying, getting a +6 to rolls when actively scaring someone.

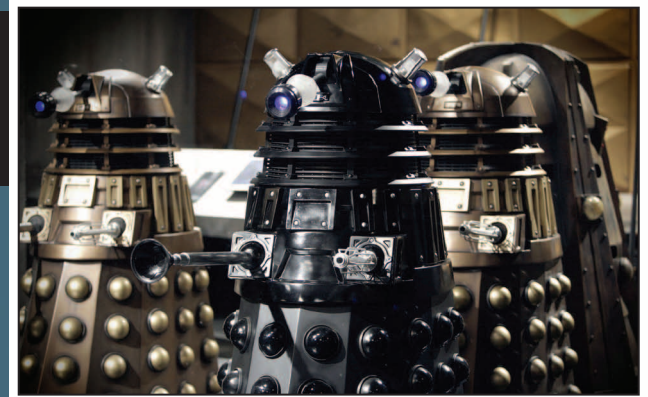
Flight: Daleks are able to fly. Their hovering Speed is effectively 1, when in open skies or space they have a Speed of 6.

Forcefield (Major Trait): Bullets appear to stop in the air in front of the Dalek. Damage is reduced by two levels (from Disastrous to Failure, from Bad to no effect, etc).

Natural Weapon – Exterminator: The legendary Dalek weapon usually kills with a single shot (4/L/L).

Scan: Daleks can interface with computers and with living beings and absorb data in great quantities.

Special – Self Destruct: If under threat of being captured, the Dalek will self destruct, causing



6(3/6/9) damage to those within 10m of the explosion.

Special – Emergency Temporal Shift: If under threat of being destroyed or captured, the Cult of Skaro also have an 'Emergency Temporal Shift', allowing them to disappear from their current location to appear randomly anywhere in time and space.

Special – Imaginative Cunning: As their remit is to think like humans, the Cult of Skaro are not only intelligent but imaginative in their tactics. They have all of a Dalek's pragmatism but are not bound by pure logic. The Gamemaster should allow a Cult of Skaro Dalek to spend a Story Point to predict even the most 'out of the box' plans as they understand how illogical and imaginative people think. By spending the Story Point, a nasty surprise can be waiting for the attackers who think they have covered all the bases and created a foolproof anti-Dalek plan.

Technically Adept: Daleks are brilliant at using and adapting technology.

TECH LEVEL: 9

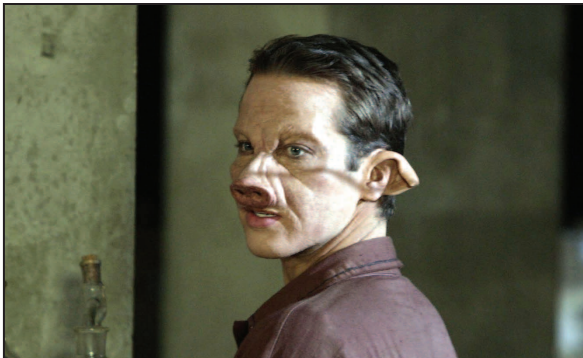
STORY POINTS: 6-9



themselves in New York in the 1930s. The last of their kind, the Cult of Skaro attempted to create a new Dalek race. However, infighting and the interference of the Doctor and Martha Jones caused the Cult to destroy each other before dying at the hands of their creations. Only Dalek Caan survived, escaping by an ill-advised Temporal Shift. His desperate journey cast him into the Vortex and utter madness, but it allowed him to free Davros from the Time War and bring back the Dalek race once more.

PIG SLAVES

The first experiments in gene splicing that the Cult of Skaro performed resulted in the Pig Slaves. These creatures were made from bonding pig DNA with a living human to change their form and lose their humanity. Pig Slaves have only an animal level of intelligence and are made utterly loyal to the Daleks.



DALEK SEC

Understanding that they were the last of their kind, the Cult of Skaro sought a way to create more Daleks. Dalek Sec came to the conclusion that evolution was the key to Dalek survival and experimented on himself to create a Human/Dalek hybrid. It was time for the Daleks to become something new if they were to not only survive but also prosper. However, after Sec's transformation, the other members of the Cult decided he was too infected with humanity to be truly Dalek. He was taken prisoner and executed by the remaining Cult of Skaro.



PIG SLAVES

AWARENESS	2	PRESENCE	1
COORDINATION	3	RESOLVE	3
INGENUITY	1	STRENGTH	4

SKILLS

Athletics 3, Craft 1, Fighting 3, Survival 1, Technology 1.

TRAITS

Alien Appearance: Pig slaves resemble humans but have the skin colour and head of a pig. They communicate in a grunting language but understand English.

TECH LEVEL: 4 **STORY POINTS:** 1-3

DALEK SEC/HUMAN HYBRID

AWARENESS	3	PRESENCE	4
COORDINATION	3	RESOLVE	4
INGENUITY	5	STRENGTH	4

SKILLS

Convince 4, Fighting 4, Knowledge 4, Marksman 4, Medicine 3, Science 4, Subterfuge 3, Survival 4, Technology 5.

TRAITS

Alien

Alien Appearance

Fear Factor (2): Dalek Sec is a sight to behold, gaining a +4 bonus to scare people.

TECH LEVEL: 9 **STORY POINTS:** 6

HUMAN/DALEK HYBRIDS

Having mastered the manipulation of human genetics, the Daleks moved forward to their final experiment. Taking a collection of kidnapped humans who had been hollowed out into mere shells, they spliced their own personality and essence into a new race of Human Daleks. This new race was intended to begin the Dalek race anew, devoid of anything but Dalek programming. Even so, they turned on their creators, as that last spark of humanity could not be erased entirely.

HUMAN DALEK

AWARENESS	3	PRESENCE	3
COORDINATION	3	RESOLVE	4
INGENUITY	3	STRENGTH	3

SKILLS

Athletics 3, Convince 1, Fighting 3, Knowledge 3, Marksman 3, Science 2, Survival 2, Technology 2, Transport 2.

TRAITS

Indomitable: The strength of two races give Human Daleks great reserves.

Networked: Human Daleks have a group mind to allow them to work as a team and share information.

Equipment

Exterminator (4/L/L)

TECH LEVEL: 9 **STORY POINTS:** 3-5

DAVROS

This crippled old man could have used his genius to benefit all life in the universe. However, years of war and bigotry, added to an innate superiority complex, turned Davros into a truly despicable creature. He is utterly amoral, seeing his needs and desires as the only things of importance, even compared to the lives of others. He cares nothing for anyone else, the closest things he has to children are his Daleks and even these he considers to be his tools and playthings. Sadly for him, the Daleks were not content to follow the orders of their creator. They had inherited his feelings of superiority and failed to recognise Davros as better than them, something he could never have foreseen in his arrogance. Kept

alive by his travel chair, Davros has been cheating death for centuries and it shows. There is little left of the man but his genius and megalomania remain strong. His relationship with his creations has changed over the centuries. They disposed of him, only to discover they needed his intellect later on. Civil wars have raged between Daleks loyal to Davros and those loyal to the Emperor. During the Time War, Davros fought beside his creations but was lost in the jaws of 'The Nightmare Child'. However, Dalek Caan, falling through time, was able to rescue him and together they rebuilt the Dalek race from Davros' own body. Even these new Daleks refused to serve Davros but they both wanted the same thing, the ascendancy of the Daleks over all life. The Reality Bomb Davros created, powered by twelve planets stolen across time, very nearly succeeded.



THE TENTH DOCTOR'S ENEMIES



DAVROS

AWAIRENESS	2	PRESENCE	2
COORDINATION	2	RESOLVE	6
INGENUITY	7	STRENGTH	2

SKILLS

Convince 1, Craft 6, Fighting 1, Knowledge 6, Medicine 8, Science 8, Subterfuge 4, Survival 2, Technology 8, Transport 2.

TRAITS

Adversary (the Doctor, the Daleks): Davros has a somewhat tempestuous relationship with his own creations.

Boffin: First and foremost, Davros is a scientist.

Cyborg: Most of Davros' body has been replaced with machine parts and augmentations.

Dependency (Major): Davros needs to remain connected to his chair's life support system to survive. He is almost completely immobile without it and it keeps his damaged body alive. Without the chair, he will have to make regular Resolve + Strength rolls, with increasing Difficulties (starting at 12) to survive.

Fear Factor (1): Davros' reputation makes him an intimidating presence, +2 on rolls to actively terrorise.

Gadget: Davros' life support chair also houses the Scan and Transmit Traits.

Indomitable: Davros' will is extremely strong.

Immortal (Major): Davros' life support chair can keep him alive almost indefinitely.

Natural Weapons (Major): Davros can fire a lethal beam of energy from his remaining hand (4/L/L).

Obsession (Major): Davros is obsessed with the complete and total domination of the universe.

Scan: The same interface Daleks are equipped with is fitted into Davros' chair, allowing him to connect to computers and even with living beings to absorb data in great quantities.

Technically Adept: The creator of the Daleks is a master technician.

TECH LEVEL: 9 STORY POINTS: 10-12

SUPREME DALEK

Close to assuming the title of Emperor, the Supreme Dalek led the forces of the Crucible. This Dalek's red and gold casing made it easily recognisable and it stood far taller than any other Dalek. However, for all the Supreme Dalek's imposing nature, it didn't survive long against Captain Jack Harkness.

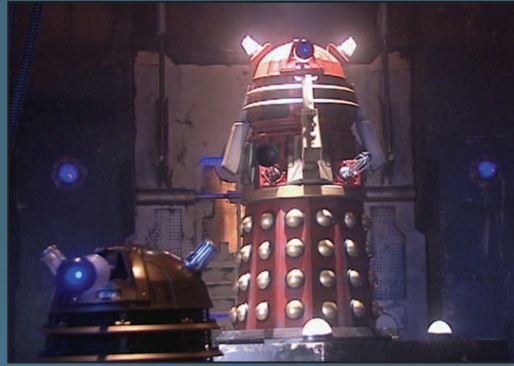
SUPREME DALEK

The Supreme Dalek has the same stats as a Dalek (see the **Doctor Who Roleplaying Game Core Rulebook**) except as noted below:

Ingenuity 5

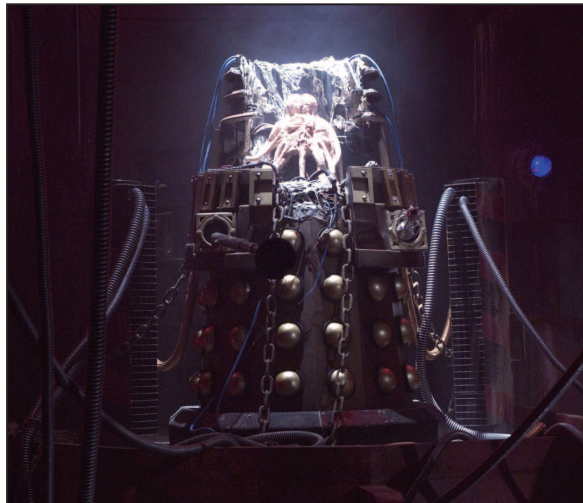
Skills: Convince 4, Science 4, Technology 5.

Story Points: 10



DALEK CAAN

His Dalekanium casing all but destroyed and driven mad by his travels, unprotected, through the Space-Time Vortex, Caan is as harmless as a Dalek can be. Or is he? He has seen the future, the three-fold man...





DALEK CAAN

AWARENESS	7	PRESENCE	2
COORDINATION	2	RESOLVE	4
INGENUITY	6	STRENGTH	7*

*The Dalek Mutant has different Attributes when removed from the Dalekanium casing (see the **Doctor Who Roleplaying Game Core Rulebook**).

SKILLS

Convince 2, Fighting 4, Knowledge (Prophecy) 5, Marksman 3, Medicine 3, Science 4, Survival 4, Technology 4.

TRAITS

Clairvoyance: Dalek Caan has seen the future.

Cyborg

Fear Factor (3): Daleks initially look silly but once you realise how deadly they are, they are terrifying, getting a +6 to rolls when actively scaring someone.

Forcefield (Major Trait): Bullets appear to stop in the air in front of the Dalek, appearing to dissolve on contact with the Dalek's powerful forcefield. Damage is reduced by two levels (from Disastrous to Failure, from Bad to no effect, etc).

Psychic

Scan: Daleks can interface with computers and with living beings and absorb data in great quantities.

Special – Emergency Temporal Shift: If under threat of being destroyed or captured, the Cult of Skaro also have an 'Emergency Temporal Shift', allowing them to disappear from their current



location to appear randomly anywhere in time and space.

Technically Adept: Daleks are brilliant at using and adapting technology.

Special – Imaginative Cunning: As their remit is to think like humans, the Cult of Skaro are not only intelligent but imaginative in their tactics. They have all of a Dalek's pragmatism but are not bound by pure logic. The Gamemaster should allow a Cult of Skaro Dalek to spend a Story Point to predict even the most 'out of the box' plans as they understand how illogical and imaginative people think. By spending the Story Point, a nasty surprise can be waiting for the attackers who think they have covered all the bases and created a foolproof anti-Dalek plan.

Vortex

TECH LEVEL: 9

STORY POINTS: 6

 THE MASTER

"You are not alone...", the final words of the Face of Boe, reverberated throughout the Tenth Doctor's life. The crushing loss of his own species had defined the Doctor for so long that the thought someone else had survived was too much to bear. The truth became clear at the end of the universe, on the last planet humanity would ever inhabit. Taken there by the TARDIS, the Doctor, Martha and Captain Jack found the Utopia Project, the last desperate attempt to evacuate humanity somewhere safe. At the head of the project was Professor Yana, a likable if irascible older gentleman whose brilliant mind was marred only by his inability to remember anything before being found on the shores of the

Silver Devastation. Despite this, he was close to success and, with the Doctor and Jack's help, the Utopia rocket was completed. Then Martha found a very familiar looking pocket watch...

The Master had fled the Time War using a Chameleon Arch to transform into a human to survive. He had remained as Professor Yana, his true personality and identity suppressed for years. At last, he had woken up. The Doctor was not alone.

But the Master was shot by his companion, Chantho, and regenerated into a new, younger, more manic form. The Master wasted no time in stealing the Doctor's TARDIS, trapping him and his companions at the end of the universe. By the time they escaped,



the Master had become Harold Saxon, successful British entrepreneur, businessman and now Prime Minister of Great Britain. He announced first contact and introduced the world to the Toclafane, floating metal spheres with murderous intent that he brought to Earth through a paradox held open by the tortured TARDIS. The Master conquered the Earth and artificially aged the Doctor, rendering his old foe helpless but to watch.

A year passed. The Master built an armada and planned to conquer the universe. The Doctor, Jack and Martha's captive family waited. Martha spent a year walking the Earth, meeting people and telling them the same thing. The story of the Doctor, and a time.

She returned to the UK and was captured almost immediately. The Master paraded her before the Doctor and prepared for the launch of his armada. At the exact moment the launch was due; Martha's plan triggered. Everyone she'd told the Doctor's story to focused on him and the combined energy restored him to health. He defeated the Master and stopped the launch. The Master was shot and killed by his own wife and, at last, the Doctor was truly alone.

LASER SCREWDRIIVER (MAJOR GADGET)

The Laser Screwdriver does everything the Sonic Screwdriver does, with one important addition. It's also a deadly offensive weapon. Who'd have Sonic?

Traits: Open/Close, Restriction (Cannot open deadlock seals, Tricky Controls), Scan, Transmit, Weld, Zap (Minor).

Story Points: 2



The Master was dead, but he wasn't quite gone. As the Doctor neared the end of his life, the Master was resurrected once again thanks to the arcane texts





THE MASTER/HAROLD SAXON



AWARENESS	4	PRESENCE	6
COORDINATION	4	RESOLVE	6
INGENUITY	10	STRENGTH	3

SKILLS

Athletics 2, Convince 5, Craft 2, Fighting 2, Knowledge 6, Marksman 3, Medicine 4, Science 5, Subterfuge 5, Survival 5, Technology 5, Transport 4.

TRAITS

Adversary (The Doctor, the Daleks)

Boffin: The Master is every bit as ingenious at making gadgets as the Doctor.

Charming: There's no denying it, the Master is quite the smooth talker, even as he's killing you.

Eccentric: The Master is prone to outbursts of murderous rage, especially when things don't go his own way.

Hypnosis (Special)

Impulsive: The Master doesn't always think through his actions, and the Doctor has baited him into a trap on more than one occasion.

Indomitable: The Master is not easily put down – time and time again he returns to plague the Doctor.

Obsession (The Doctor)

Percussive Maintenance

Photographic Memory

Reverse the Polarity of the Neutron Flow

Technically Adept: The Master is a gifted scientist and engineer.

Voice of Authority: When he delivers his evil monologue (and he will), people are compelled to listen.

Selfish

Time Lord

Time Lord Engineer

Time Lord (Experienced)

Time Traveller (All)

Tailored Regeneration: The Master can control his regeneration as it happens, allowing him to tailor his new form however he pleases.

Vortex Born

Weakness: The Master has been driven mad by the Sound of Drums, constantly hammering in his mind.

TECH LEVEL: 10

STORY POINTS: 6

THE MASTER REBORN

As before, but he gains the following Traits:

Flight (Minor): The Master can propel himself up to 300 feet at a time, in any direction, using the life force energy from his hands. It's a Coordination and Athletics roll difficulty 15 to stay in control whilst in flight.

Natural Weapon – Energy Blasts: The Master can project energy from his hands, causing 8/L/L levels of damage.

Obsession – Perpetual Hunger: The constant depletion of the Master's life force makes him perpetually hungry. He gains the Obsession (Food) trait and must eat every couple of turns.

Fear Factor (3): As his life force drains away, the Master's skeleton is revealed for an increasing amount of time, giving him a +6 bonus to actively scare someone.

Special – Limited Time: Every time the Master uses his new-found abilities he shortens his life. To use any of the above Traits, he must spend a Story Point. If he runs out of Story Points, he dies.

he had left behind. Lucy Saxon gave her life to stop him and, whilst she failed, she badly wounded him. An unstable, maniacal Master emerged with new powers, an insatiable appetite and very little time. The two clashed once again and, once again, the Doctor came close to talking his old enemy round before seeing him kidnapped.

The Master had been snatched by Joshua Naismith, a businessman whose only desire was that his daughter live forever. Naismith had recovered a piece of alien healing technology but needed the Master's assistance. He gave it and promptly reprogrammed the Immortality Gate to overwrite every DNA strand in humanity with his own. 6 billion copies of the Master appeared in an instant. The Master Race was born.

The true villain was only revealed when the Master found a diamond that only ever existed on Gallifrey. The Time Lords, trapped in the time locked final days of the Last Great Time War, wanted out. The Master's insanity was no accident: it was design. The Time Lords had designed his entire life so he would one day free them from the Time Lock. The Master opened a bridge to Earth and Rassilon and the High Council arrived, bringing Gallifrey with them. As the Earth began to shake itself apart the Doctor and the Master faced off one last time. The Doctor had an impossible choice: kill his arch enemy or kill Rassilon. Neither would be enough to save the day.

The Doctor, to the end, was the man who never would. He destroyed the equipment stabilising the Time Bridge and Rassilon, the Council and Gallifrey began to be dragged back into the Time War.

Rassilon was on the verge of striking the Doctor down when the Master stepped in the way. His life force ripping him apart, the Master followed the Council back into the Time Lock, extracting horrific vengeance for what they'd done to his life. The Master was gone. Gallifrey was gone. The Earth was saved. The Doctor would not be so lucky.

THE TIME LORDS

In truth, the Doctor's greatest foe was ever his own people. Arrogant, self-deluded and borderline tyrannical, even at their height, by the time of the Last Great Time War the Time Lords were decadent, power-mad and desperate for victory no matter the cost. They were almost indistinguishable in methods, motives and madness to the Daleks. To end the war and save the universe, the Doctor had no choice but to destroy not only the Daleks, but the Time Lords and Gallifrey itself – a decision that haunts him still to this day.





But the Time Lords' High Council had made preparations for that day. Rassilon, who embodied everything that the Time Lords had become, returned from his tomb to lead them in their hour of greatest need. He concocted a plan, after the Oracle revealed that two Time Lords would survive the war: the Doctor and the Master. Inspiring madness in the Master, Rassilon created a powerful psychic link that could act as a Time Bridge to allow them to escape the Time War before the Doctor could destroy them. Of course, it meant that the Doctor instead had to destroy them all over again, condemning them to be trapped inside the Time Lock for all eternity.

THE GAUNTLET OF RASSILON (SPECIAL GADGET)

The Gauntlet of Rassilon is a potent artefact, able to fire arcs of devastating electricity, amongst other things no doubt. It's an immensely powerful relic of Old Gallifrey, and firing arcs of electricity is likely the least it can do. When used in this manner, it inflicts 8/L/L levels of damage.

RASSILON

AWARENESS	5	PRESENCE	6
COORDINATION	5	RESOLVE	7
INGENUITY	10	STRENGTH	3

Founder of Time Lord society, Rassilon is as cruel and powerful as ever, but now he truly has nothing to hold him in check.

Taking on the mantle of President and garbed with potent artefacts of office, Rassilon is one of the most implacable foes that the Doctor has ever had to face.

SKILLS

Athletics 3, Convince 5, Craft 4, Knowledge 7, Marksman 5, Science 6, Subterfuge 5, Survival 5, Technology 6.

TRAITS

Adversary (The Daleks)

Boffin: Rassilon does not make gadgets, he makes artefacts.

High Office: Rassilon is the President of the Time Lords.

Impulsive

Indomitable: Rassilon's will is as cold and hard as the iron of his gauntlet.

Obsession (Win the Time War)

Psychic

Selfish

Technically Adept

Time Lord

Time Lord Engineer

Time Lord (Experienced)

Time Traveller (All)



Voice of Authority: When Rassilon issues a command, the universe listens.

Vortex Born

EQUIPMENT: Rassilon feasibly has access to any of the Time Lords' artefacts, especially those originally forged by him (see **The Time Traveller's Companion**).

TECH LEVEL: 11

STORY POINTS: 12



CHAPTER FIVE
THE TENTH DOCTOR'S ADVENTURES



THE CHRISTMAS INVASION



THE CHRISTMAS INVASION



'Don't challenge me, Harriet Jones! 'Cause I'm a completely new man! I could bring down your government with a single word!'

SYNOPSIS

London, England, 2006

The Doctor's regeneration caused the TARDIS to crash in modern day London on Christmas Eve. Mickey and Jackie were delighted to have Rose back, and surprised to see the Doctor, but believed her when she told them he was the same man. Jackie put him to bed to recover while Rose and Mickey went out to shop for Christmas presents.

In interplanetary space, the *Guinevere One* Mars probe, scheduled to land later that night, crashed into a colossal asteroid-like spaceship and was absorbed...

On Earth, Rose and Mickey chatted about her time on the TARDIS but were interrupted when a gang of Roboform Santas attacked them. They fled back to the flat, only to be attacked by Jackie's Christmas tree, which also turned out to be a killer robot. The flat was all but destroyed and, at the last minute, the Doctor woke up, destroyed the tree and faced the Santas down. He explained they were like pilot

fish, scavengers that fed on the scraps of larger predators, and were attracted by the energy his regeneration had put out. They were also the herald of something much more dangerous, but before the Doctor could say what, he passed out again.

At UNIT's HQ beneath the Tower of London, *Guinevere One's* disappearance had been noticed. Prime Minister Harriet Jones was being briefed on the situation when the crew of the spaceship broadcast a message to the entire planet warning them that they were now the property of the 'Sycorax'. Negotiations failed and the Sycorax triggered a device that allowed them to take control of a third of the population of Earth. As one, these people moved to the nearest high ground and waited for the order to kill themselves if Earth didn't surrender. With no option left, the Prime Minister made a televised appeal for the Doctor's help and the Sycorax spaceship parked itself over London.

Rose, Mickey and Jackie took the comatose Doctor into TARDIS to hide but it was transmatted up to the Sycorax ship, along with Harriet Jones and her aides. Unaware of their new location, Rose and Mickey stepped outside and were captured. In the struggle, Mickey knocked over a flask of tea that began to drip onto the TARDIS apparatus beneath the unconscious Doctor...



Rose faced down the Sycorax and tried to bluff them but it didn't work. Just as things were getting nasty, the Doctor, fully recovered, appeared. He revealed two things: the Sycorax had used the vial of human blood found aboard *Guinevere One* to control the humans with that the same blood group and, more importantly, he was disappointed he wasn't ginger.

Releasing the Sycorax's control, the Doctor challenged their leader to a duel for the planet. The fight went badly and the Doctor's hand was chopped off, plummeting to the ground from the ship. Using regeneration energy to heal himself, he forced the Sycorax leader to yield and agree their surrender. When the leader tried to ambush him, the Doctor threw a satsuma at a control panel, causing his foe to plummet to his death.

The Sycorax agreed to leave Earth and returned everyone to London but the Prime Minister gave an order and a colossal beam weapon triggered from multiple stations in the city, destroying the ship. The Doctor was outraged, telling the Prime Minister they were surrendering but she was adamant she'd made the right call. The Doctor warned her he could end her time in office with six words and whispered as he left: "Don't you think she looks tired?"

Later, the Doctor and Rose's family were eating Christmas dinner and watching a news story about rumours that the Prime Minister was exhausted. The Doctor and Rose prepared to leave, and it began to snow. Rose was overjoyed but, as the Doctor pointed out, it was actually ash falling from the Sycorax ship wreckage.

CONTINUITY

- We see the TARDIS wardrobe room very briefly and it's had a rather spiffy makeover, complete with spiral staircase between its multitude of levels.
- The Doctor mentions that other well-known dressing gown aficionado, Arthur Dent.
- The Torchwood Institute is mentioned, heralding the start of the Tenth Doctor's first story arc.
- Although a satsuma saves the day, the Doctor later comments that "nobody likes the tangerines" (see *Last Christmas*, in **The Twelfth Doctor Sourcebook**).
- Rose tries to invoke Article 15 of the Shadow Proclamation – first used by the Ninth Doctor against the Nestene Consciousness (see *Rose*, in **The Ninth Doctor Sourcebook**), and subsequently by the Tenth Doctor when talking

to the Isolus (see *Fear Her*, pg. 103) – when attempting to bluff the Sycorax.

- This is the first time we see UNIT's Tower of London headquarters. The Tenth Doctor does not visit it until several years later (see *The Day of the Doctor* in **The Eleventh Doctor Sourcebook**).
- Jackie inadvertently asks 'the question': "Doctor, Doctor Who?"

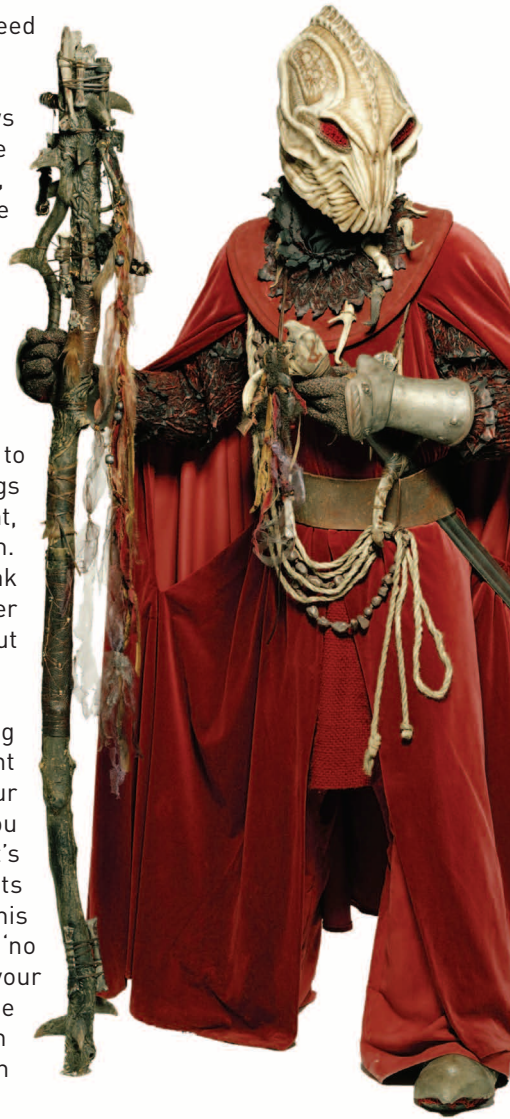
🌀 RUNNING THE ADVENTURE

The Sycorax arrival is a fantastic starting point for a campaign, precisely because it's so undeniable for the people of Earth. The spectacle of the thing alone offers huge amounts of adventure: a third of the populace under alien mind control, an immense asteroid hanging right over London, enthusiastic violent aliens who like swords, bone helmets and shouting.

Here are the three things you need to remember when running it:

Pace: This adventure never slows down once. You go from the TARDIS landing to *Guinevere One*, the Roboforms, the Sycorax, the abduction, the Doctor's return, and the sword fight to the fall of Harriet Jones without pausing for breath once. Phew. Keep the action moving, all the time, and keep the players on the backfoot for most of the time. Don't give them time to catch a breath or to stop to investigate, and if things threaten to slow for even a moment, throw another Roboform at them. Then, allow them to catch a break right at the end to gain the upper hand. They'll be left exhausted, but the victory will be theirs.

Doctor, Heal Thyself: It's tempting to run this with a full complement of characters, including your group's resident Time Lord. If you want to go down that route, do; it's a fun, bouncy adventure with lots of stuff for everyone to do. But, this adventure also makes for a good 'no Time Lord' adventure. Maybe your Time Lord is regenerating, maybe they're missing (an adventure in itself, once the Sycorax have been





dealt with). Maybe that player's ill or busy in real life. Either way, this adventure gives its human cast a chance to shine in terrifying circumstances. Push them, cut them off from their support, keep them working. The win, when they get it, will feel huge and will change the dynamic of the adventuring group in really fun ways. See pg. 26 for more about giving the companions the chance to grow.

The End of the World will be Televised: The Sycorax arrival is inescapable. They're on every TV screen, their victims are on every rooftop and there are thousands of cameras capturing every angle of their spaceship. This is what Captain Jack was talking about when he says "The 21st century is when everything changes." The global impact of this event presents you with lots of opportunities for human complications. Forcing your group to deal with panicked relatives, looting, friends mind-controlled by the Sycorax, groups of people trying ill-advised attacks on the ship and Sycorax scouting parties will make the adventure much more grounded, complex and, in the end, fun.

CHANGING THE DESKTOP THEME

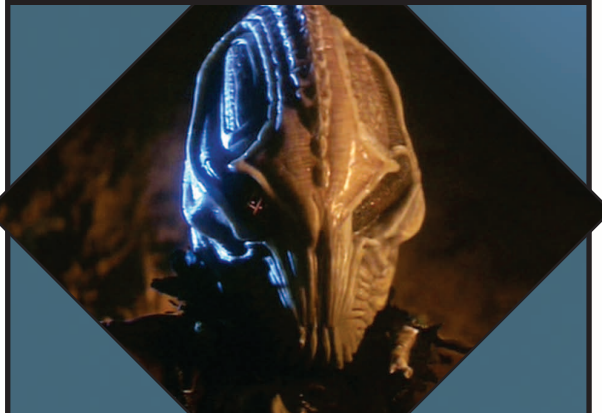
There are many details about this adventure that you can swap out whilst retaining the feel of the story. At its heart, the story is really about the Doctor's regeneration and rediscovery about who he is. The Sycorax spaceship above London, seeking to hold the population to ransom, could easily be changed about.

What about a Cyber-ship hovering above Paris, threatening to turn everyone in the city below into Cybermen unless the Doctor cooperates? Or an Ice Warrior spaceship hovering over Moscow, demanding that their demands be met? So long as the stakes remain high, and give the newly regenerated Time Lord an opportunity to find out who he is and what he does, you're good to go.

THE SYCORAX

The Sycorax are a warrior race that travel the galaxy looking for fertile worlds with significantly less-advanced inhabitants. When they find one, they use tricks to intimidate the less experienced race into surrendering. The Sycorax then takes half the population to sell as slaves and steal whatever mineral wealth from the planet they can. If it works well, they will farm such a planet as often as possible, returning whenever the population and resources have had a chance to replenish.

SYCORAX



AWARENESS	3	PRESENCE	4
COORDINATION	4	RESOLVE	4
INGENUITY	3	STRENGTH	5

SKILLS

Athletics 3, Convince 2, Fighting 4, Medicine 2, Science 2, Technology 3, Transport 1.

TRAITS

Alien

Alien Appearance

Armour (Minor): The Sycorax bone armour reduces damage by 5. Their gauntlet contains remote technology for their ship.

Code of Conduct: Trial by combat is their law and they honour it willingly.

Fear Factor (1): The Sycorax get a +2 bonus when actively trying to scare or intimidate people.

WEAPONS: Sword (+4 damage in close combat, two handed), energy whip (+2 to Strength in damage per Round in contact).

TECH LEVEL: 6 **STORY POINTS:** 8

SYCORAX LEADER

The Sycorax Leader has the same Attributes, Skills and Traits as above, with the following changes:

Awareness 4, Presence 5

Skills: Fighting 5

Story Points: 10



The Sycorax were not always this capable. The race originated on an asteroid in the far reaches of the galaxy. When a ship crashed into the rock, the Sycorax quickly dominated the ship's survivors, forcing them to reveal the secrets of their technology. Fitting the asteroid with the ship's salvaged drives, they set off to plunder other worlds.



Sycorax technology is actually not that advanced. They still use scare tactics like blood control technology – an extremely antiquated and unreliable form of mind control. It is pretty scary for anyone that doesn't know how it really works but is only actually useful to bluff and intimidate.

In combat, they prefer to use swords as weapons and dress in elaborate robes and armoured masks, all for effect. However, their energy whips can be deadly if you don't catch them the right way. Inside their ship is the Great Hall, where the Sycorax hold their tribal meetings and rituals.

Wandering the universe and conquering less advanced species has given the Sycorax a vastly inflated opinion of their own powers and abilities. They are arrogant to the extreme, considering anything less advanced than them to be little better than pond scum. Their lifestyle has led them to believe they are a warrior culture, although they rarely like to actually fight an equal opponent. They

HARRIET JONES, PRIME MINISTER

AWARENESS	3	PRESENCE	4
COORDINATION	3	RESOLVE	5
INGENUITY	4	STRENGTH	2



Harriet Jones, Prime Minister is a woman aware of the heavy workload she is burdened with. As a Prime Minister she's beloved; everyone is better off, the country is united behind her and Britain is basking in the start of its 'golden age'. But Harriet Jones knows the truth: she knows about Torchwood, about what's waiting out in the dark for humanity and, worst of all, knows what it will cost her to defend us all. She does it anyway. After all, she's the Prime Minister. If not her, who will?

SKILLS

Convince 5, Knowledge 3, Subterfuge 4, Technology 2.

TRAITS

Argumentative: Harriet will argue her point of view even if it puts her life in danger.

Brave: The PM once faced down aliens in Number 10.

Distinctive: Well-loved by the British people, their Prime Minister is instantly recognisable.

Empathic: Harriet Jones cares desperately for the people of Earth.

Dark Secret: Harriet Jones knows all the things hidden from the general public now. She understands why too, because Earth must be defended no matter the cost.

Friends (Major): UNIT and Torchwood both answer to the PM.

Indomitable: +4 bonus to any rolls to resist psychic control.

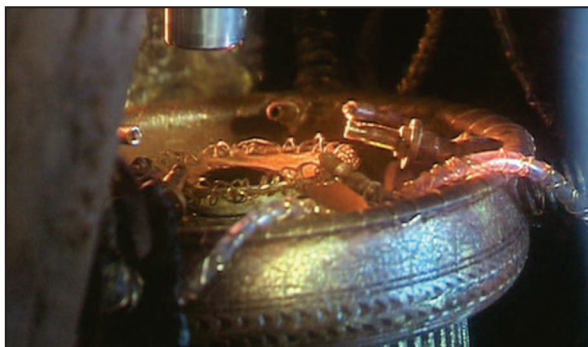
TECH LEVEL: 5

STORY POINTS: 4

do adhere to a loose form of warrior's code, such as the rites of single combat, but are not above cheating if things don't go well for them. Once you pass their bluster and prove yourself their equal or better, they usually back down like the cowards they are. The Sycorax can live to be over 400 years old.

BLOOD CONTROL MATRIX (SPECIAL GADGET)

The Sycorax's most potent weapon is the one, ironically, that is handed to them via Guinevere One. They use a vial of human blood stored on the spaceship, combined with a Control Matrix to force a third of the planet's population to the point of suicide. It's immensely impressive, hugely intimidating but ultimately toothless – the Doctor calls their bluff and proves that it cannot be used to harm its victims.



Control Matrices require a sample of the individual target, or species' DNA. Blood works best but anything will do. Once it's been processed, the Control Matrix attunes itself to that material and uses its unique electromagnetic signature as a target. It broadcasts a focused stream of white noise on that frequency only that completely shorts out the motor control and short term memory of the targets. They can then be convinced to do anything from collapsing in a full body spasm to walking to the edge of the nearest roof. Of course that's all they can be convinced to do but no one has ever called the Sycorax' bluff before...

In game terms, the Control Matrix allows the user to target everyone with a matching blood type or DNA sample as though they were using the Hypnosis Special Good Trait (see the **Doctor Who Roleplaying Game Core Rulebook**).

Traits: Hypnosis (Special), Scan, Transmit, Restriction (Needs blood sample, victims cannot be made to harm themselves or others).

Story Points: 4

THE TORCHWOOD BEAM WEAPON (MAJOR GADGET)

Torchwood own countless properties across the UK, and London, in particular. Five of these properties house high energy beam weapons arranged in an offensive perimeter around Central London. Their objective is simple: destroy any large-scale aerial target that presents a threat to the city. It can fire at any altitude above 1000 feet but is particularly effective when targeting vessels or objects in low Earth orbit.

Traits: Bulky (Major), Slow, Zap (Major).

Story Points: 2

FURTHER ADVENTURES

- The destruction of the Sycorax terrifies those aliens living in relative peace on Earth. Some contact the characters asking for passage off world whilst others see this as an opportunity to take care of a few old grudges. As alien immigrants start turning up dead on the streets of London, anarchy threatens. The characters must not only find the killer, but stop a panicked

ALEX KLEIN

AWARENESS	3	PRESENCE	2
COORDINATION	3	RESOLVE	3
INGENUITY	3	STRENGTH	4

The Prime Minister's right-hand man, Alex Klein's job is simple: get her the information she needs, ideally, before she needs it. He doesn't always succeed in time but he does always succeed.

SKILLS

Convince 3, Knowledge 4, Science 3.

TRAITS

Attractive

By the Book: Alex got where he is by being efficient and good at his job.

Selfish: He also got there through being brutally ambitious.

TECH LEVEL: 5 **STORY POINTS:** 1



community from taking desperate measures and, in doing so, live up to all the worst things humanity thinks of them.

- Torchwood's beam weapon draws its energy from a vault buried in the centre of the circle they form. When work on a new Underground line cracks that vault, the characters are called in. They discover the device is powered by a version of Excalibur from Mordred's alternate dimension (see *Battlefield* in *The Seventh Doctor Sourcebook*). One that's self-aware and, now it has people's attention, has some demands...
- The TARDIS takes a direct hit over London, and crashes. The shot came from Torchwood's beam weapon. The weapon has been taken over by the shattered remains of the Master's TARDIS, which is enacting its final order; if he can't have the Earth, no Time Lord can.

MAJOR RICHARD BLAKE



AWARENESS	4	PRESENCE	3
COORDINATION	3	RESOLVE	4
INGENUITY	2	STRENGTH	4

The bridge between UNIT and the Prime Minister's office, Blake is a man with a foot in both camps; politician and soldier both. He makes no secret of where he feels most comfortable, but does his job with care and aplomb.

SKILLS

Athletics 4, Convince 2, Fighting 4, Marksman 5, Survival 4, Technology 3.

TRAITS

Brave: A UNIT veteran, Blake's seen it all.

By the Book: Rules are there for a reason.

Military Rank (Major, x3)

Obligation (Major): Major Blake reports to both UNIT and the Prime Minister, and serves both loyally.

Tough

TECH LEVEL: 5 **STORY POINTS: 1**

DANIEL LLEWELLYN



AWARENESS	3	PRESENCE	2
COORDINATION	3	RESOLVE	4
INGENUITY	4	STRENGTH	3

The head of the *Guinevere One* Project, Daniel is an optimist. He believes not only that humanity's destiny lies in the stars but that there is nothing to fear up there. He is about to find his beliefs very sorely tested...

SKILLS

Convince 3, Knowledge 4, Science 5, Technology 5.

TRAITS

Boffin: Daniel Llewellyn designed and built *Guinevere One*.

Insatiable Curiosity

Technically Adept: Daniel is a brilliant, idealistic scientist.

Unlucky: Daniel's space probe met an ignominious end.

TECH LEVEL: 5 **STORY POINTS: 1**

NEW EARTH



NEW EARTH



'It is said he will talk to a wanderer, to the man without a home, a lonely god.'

SYNOPSIS

New New York, New Earth, 5,000,000,023

The Doctor and Rose went to the year 5 billion and 23, and the planet New Earth. Following the destruction of the Earth (see *The End of the World* in **The Ninth Doctor Sourcebook**), the Doctor explained there was a huge nostalgia movement that led to the settlement of New Earth. The same size as Earth, with the same orbit, it became the new spiritual home of the human race. The TARDIS arrived on the outskirts of New New York; the Doctor had brought them there because he'd received a message on the Psychic Paper asking him to come to Ward 26 of the local hospital. The two headed into the structure, unaware they were being watched by Chip, a servant of the Lady Cassandra.

At the hospital, the Doctor and Rose met the Sisters of Plenitude, Catkind nuns who worked as nurses and doctors there. They took separate lifts to Ward 26 and were both drenched by the decontamination shower. However, Chip hacked Rose's lift to go to the basement, while the Doctor went to Ward 26.

Rose was met by Chip who took her to see Cassandra. The two bickered, and Cassandra tried to tell Rose that something was going on in the hospital. Not believing the last surviving human, Rose was tricked into backing into a Psychograft, and Cassandra transferred her consciousness into Rose's body. The Doctor, unaware, called her asking where she was and 'Rose' headed upstairs.

In Ward 26, the Doctor met the Mayor of New New York, who was in the final stages of Petrifold Regression. A horrifying disease that was causing his body to turn to stone, it was normally fatal but the Sisters were strangely unconcerned. The Doctor also met the Face of Boe, who had sent the message and was in the hospital, dying of old age.

The Doctor and 'Rose' soon realised something was very wrong. The Mayor of New New York had been cured, seemingly instantly, and the entire hospital was full of people with previously untreatable diseases now making full recoveries.

The horrific truth was concealed beneath the façade of compassion. The hospital had a secret cloning facility concealed in its core. The Sisters kept thousands of 'Flesh', blank slate vat-grown humans in stasis, continually infecting them with



every horrific disease to find speedy cures. The Sisters insisted that the Flesh didn't feel anything. The Doctor was furious and accused them of doing something to Rose as well. 'Rose' tried to reason with him but when it didn't work knocked him out and placed him in a flesh pod instead. No longer having to hide, Cassandra tried to extort money from the Sisters in order to keep quiet but, when they threatened her, she released the Doctor and some of the Flesh. The Flesh revealed themselves to be aware of everything that happened and released the others. Riddled with infection, they stumbled through the hospital as a quarantine was declared and panic set in.

The Doctor refused to help until Cassandra left Rose's body. She bounced between the two of them as they headed to the upper wards and, on the way, the Doctor forced Cassandra to leave Rose and jump into one of the Flesh. She leapt back and revealed that the Flesh had lived their lives without ever being touched and were desperate for human contact.

The Doctor barricaded Ward 26 and grabbed some of the cures the Sisters had developed. He rigged an improvised decelerator rig and, with Rose and Cassandra in tow, descended to the lift. There, he mixed a universal cure all into the lift's disinfectant system and drenched himself in it. He then lured the Flesh into the lift and each one that touched him was cured. Each uncured Flesh they touched was then cured in turn, and in minutes, the Flesh were no longer infectious. As the situation calmed down, Chip appeared, having survived. Cassandra's mind leapt into him but the stress of events was too much and Chip began to die. The Doctor and Rose took 'Chip' back in time to the Thracian ambassador's party to see Cassandra in her heyday. Together, the two watch her meet Chip, and herself, for the first time and leave.

CONTINUITY

- Cassandra and the Face of Boe were previously seen in *The End of the World* (see *The Ninth Doctor Sourcebook*).
- Humanity's nostalgia for its old home is something the Doctor keeps running into. Look at Starship UK (see *The Beast Below* in *The Eleventh Doctor Sourcebook*) or even the name of the Madame de Pompadour (see *The Girl in the Fireplace*, on pg. 78). We may head out into the stars but we carry our home with us wherever we go.
- The Flesh bear more than a passing resemblance to Gangers (see *The Almost People* in *The Eleventh Doctor Sourcebook*) or Flash Clones (see *The Doctor's Daughter* on pg. 191). Whilst all three pieces of technology seem to exist in very different time periods, they might all originate from the same technology.
- The Doctor "loves a little shop."
- The Doctor apologises for the first time – but by no means for the last time.
- The Catkind bear much more than a passing resemblance to the Cheetah People (see *Survival*, in *The Seventh Doctor Sourcebook*).

RUNNING THE ADVENTURE

This is an adventure that features a heavy amount of body horror (Cassandra's possession of Rose, the Catkind intentionally infecting people with diseases, and the Flesh in general). It also features a streak of black comedy too, with Cassandra's body-swapping played up for comical, rather than horrific, effect. The crucial thing with Cassandra is to cut the comedy and horror with compassion. Cassandra gets to say goodbye to herself and Chip, the Flesh are saved.

Let's take a closer look at these two principle elements and how, by adjusting the dial on each of them, you can end up with a very different adventure:

WHOOPS, THERE GOES MY BODY

Cassandra's presence in the adventure is meant to be more wryly humorous than outright horrific, and can add a fun aspect to an otherwise morbid session. Have her possess one or two of the characters, and then give their players the chance to chew the scenery. By having her possess otherwise uptight or reserved characters, you can allow the players to provide a stark contrast or give them a change of pace. And, much like when Cassandra (in Rose's body) kissed the Doctor, it also allows you to bring subtle relationships to the fore, allowing the group to focus on otherwise hidden group dynamics.





NEW EARTH

By ramping up the black comedy, you can wind up with a screwball comedy with science fiction elements, as Cassandra hops from body to body whilst the hospital comes apart at the seams. The characters find themselves caught in the middle of the situation, alternately becoming possessed and infected, and hilarity ensues.

You can also mix things up a little to intertwine Cassandra's role in the adventure with the Sisters of Plenitude. What if Cassandra is given a willing host in return for what she knows about the Sisters' methods. Maybe the Mayor of New New York is only cured because Cassandra has used the Psychograft on him? Perhaps the Sisters of Plenitude are all in her employ?

SCIENCE HORROR

Instead of focusing on the humour inherent in Cassandra's body-swapping antics, you can instead focus on the Flesh instead. At face value, you can play them as disease-riddled zombies, shambling (or running) through the hospital wards as the characters frantically flee or try to barricade themselves in.

We see in *The Rebel Flesh/The Almost People* (see **The Eleventh Doctor Sourcebook**) how the concept of meeting your own clone might go wrong – you can use some of those elements here as well. What if the Flesh here are not anonymous victims, but clones of the patients, the staff or even the

characters! Imagine the creepiness in meeting an identical clone of yourself, albeit one who has been horribly tortured or treated – imagine their jealousy and resentment towards you, and what they might do to exact their revenge.

In fact the Flesh are such a perfect, awful idea that you could hang an entire campaign from the concept. Who are they? Are they angry at the Sisters? Where do they go after this? Are they welcomed into human society? There are numerous questions you can shift focus onto, and it's entirely possible to run this as flat out science fiction body horror.

CHANGING THE DESKTOP THEME

There are several key elements to this adventure, any of which you might decide to swap out: a planet in the far-future, a body-swapping villain, an apparently benign organisation that conceals a terrible truth.

Instead of the Catkind, you might decide that the benign organisation are the Sisterhood of Karn or the Church, and instead of running a space hospital they might be caring for orphans or helping repair temporal damage.

There are plenty of body-swapping villains that you might use instead of Lady Cassandra. What if she was a Zygon, who replicated Rose? Or a Dalek Duplicate? Or a Rutan infiltrator. There are plenty of villains that have used technology to impersonate



the Doctor and his companions too, from the Master to Meglos – perhaps that’s what’s going on here.

The terrible truth that is being hidden could still be the Flesh, or you might decide on an alternative dark secret. What if they’re supposed orphans of a war who have been secretly ‘turned’ into Dalek Duplicates or are really controlled by Cybermen?

Finally, changing the location of the adventure is perhaps the easiest change to make. The Sisterhood’s hospital could be on any human colony – how about Mars, or an orbiting spacestation akin to the Gamestation? It could even be a massive flying hospital-ship, picking up patients as it moves through a star system.



There’s a lot going on in this episode, which makes it easy to swap out a detail or two and still keep the feel of the plot.

THE FLESH

As the population of humans on New Earth quickly grew, a whole plethora of disease and illness grew with them. The planet’s medical staff – led by the pioneering Catkind, the Sisters of Plentitude – were overwhelmed and didn’t know how to cope.


Matron Casp – head of the Sisterhood – devised an idea to attempt to fight the spread of disease. Creating a sterile ‘intensive care’ in the centre of the hospital, she installed a farm for human plague carriers. They infected them with diseases and found ways to cure them. Soon, they looked outside their world, bringing in infected patients from other planets, finding a cure for their diseases before they had a chance to infect New Earth.

The Sisters’ skill became famous and people flocked to them for cures. It was in one of their hospitals, in Ward 26, that the Doctor visited the Face of Boe upon request. During his visit, the Doctor was alerted to the human test subjects being held deep within the

hospital. As he explored, he found them beginning to feel emotion and beginning to truly ‘live’ – far removed from the slabs of meat the Sisterhood believed them to be.

Once released from their cells by the Lady Cassandra, the test subjects reached out for the Sisterhood, infecting and killing anyone they touched. Having been denied touch and feeling for so long, they longed to reach out to other beings. Grabbing several cures, the Doctor brewed a super-cure that worked on contact with an infected individual, distributing it to the diseased humans using the hospital lift’s disinfection system. He was filled with glee as they began to pass it to each other, curing them of their illness and establishing them as a brand new sub-species – New Humans.

INFECTED FLESH



AWARENESS	2	PRESENCE	2
COORDINATION	1	RESOLVE	2
INGENUITY	1	STRENGTH	2

SKILLS
Athletics 2, Fighting 1.

TRAITS
Fear Factor (1): Gets +2 on rolls to actively scare someone.
Natural Weapons (Disease): With a successful contact of Good or Fantastic, the victim is infected with every disease the Sisters have researched. This is usually instantly fatal: L (4/L/L).

TECH LEVEL: 8
STORY POINTS: 2



NEW EARTH

THE SISTERS OF PLENITUDE

The Sisters of Plenitude were dedicated to eradicating all illness from the planet and worshipped the goddess Santori. But behind the walls of their hospital lay a dark secret. The Sisters created a massive storage facility of humans infected with every disease and virus. This 'human farm' helped create new cures. Each human had their brain stem altered in order to keep them from waking up or feeling pain, but some still became aware and were euthanised. It was these human lab rats that made the miracles of the Sisterhood possible. During their time in operation the Sisters of Plenitude cured Petrifold Regression (skin turning to stone), Marconi's Disease (utilising a cell cleansing process) and Palindrome Pancrosis (a fatal disease known for killing the victim in minutes).

NOVICE HAME

AWARENESS	4	PRESENCE	3
COORDINATION	5	RESOLVE	3
INGENUITY	3	STRENGTH	3

Novice Hame was one of the few Catkind survivors after this horrific farm was exposed by the Doctor and Rose, and was put on trial for her crimes against humanity. She dedicated her life to the Face of Boe, taking care of him, hoping someday she will be forgiven.

SKILLS

Athletics 3, Convince 4, Fighting 2, Marksman (Submachine Gun) 3, Medicine 8, Technology 3.

TRAITS

Alien

Alien Appearance: There's no getting away from the fact that Novice Hame looks like a human-sized cat.

Natural Weapons: Catkind have very sharp claws that add +2 to their Strength when used in close combat.

Miracle Cure: The Sisterhood of Plenitude is able to cure any human disease as long as they have a sample. To represent this, they gain +5 to all Medicine rolls when treating a patient at their hospital.

TECH LEVEL: 8 STORY POINTS: 4

MATRON CASP



AWARENESS	4	PRESENCE	4
COORDINATION	4	RESOLVE	3
INGENUITY	3	STRENGTH	3

Matron Casp runs the Hospital with a firm paw and a compassionate, soothing manner. She spearheaded the Flesh program and would both kill, and die, to protect it – which is what she did when the Flesh got hold of her.

SKILLS

Athletics 3, Convince 3, Fighting 2, Medicine 8, Technology 3.

TRAITS

Alien

Alien Appearance: There's no getting away from the fact that Matron Casp looks like a human-sized cat.

Natural Weapons: Catkind have very sharp claws that add +2 to their Strength when used in close combat.

Miracle Cure: The Flesh suffer so others may live. The Matron gets +5 to all Medicine rolls to reflect the body of knowledge she can access.

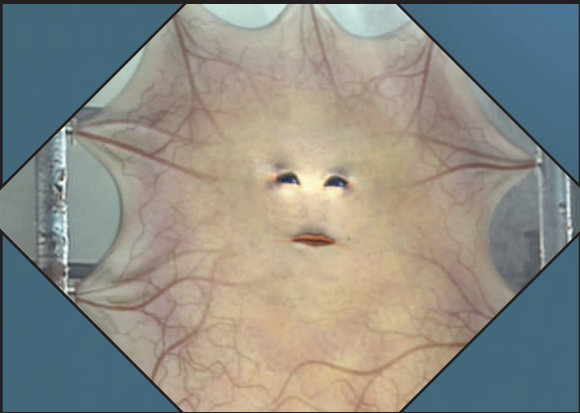
TECH LEVEL: 8 STORY POINTS: 2

LADY CASSANDRA O'BRIEN. Δ17

When it comes to vanity, even in the far future, nobody does it better than transgendered Lady Cassandra O'Brien Dot Delta Seventeen. The last pure-bred human, she cared about only one person: herself. Her parents were the last humans to be buried on

Earth. In the span of her lifetime, Cassandra has been married several times. Each time, one time too many. In her final form, she was nothing but a flat piece of stretched flesh attached to a frame with her brain in the undercarriage. She survived her supposed death on Platform One, when her servant Chip rescued her brain and grew a new 'body' from the flesh of her back. Unwilling to remain in this form, she plans to use the Psychograft to take a new host. She'll make any deal with anybody to do that and the only person she cares about as much as herself is Chip.

LADY CASSANDRA O'BRIEN. Δ17



AWARENESS	3	PRESENCE	4
COORDINATION	1	RESOLVE	4
INGENUITY	5	STRENGTH	1

SKILLS

Convince 2, Knowledge (Earth History 5) 3, Survival 4, Technology 2.

TRAITS

Alien Organs (Special): She keeps her brain in a bucket under her stand.

Alien Appearance (Major): Let's face it, in spite of being the 'last pure human', Cassandra looks nothing like a human at all.

Cyborg: As a flat face, Cassandra relies on her life support system and brain to survive.

Gadget (Major) – Life Support System: Cassandra's frame is key to her survival.

Slow: The frame glides along the floor but is unable to move very fast (Speed 0.5).

TECH LEVEL: 8 STORY POINTS: 4

THE PSYCHOGRAFT (SPECIAL GADGET)

The Psychograft is one of the most creatively barbaric pieces of technology ever developed by humanity. It's a psychic scalpel, a device designed to sever the consciousness of one person and transfer it into another. The process is often permanent, and fatal, for the consciousness of the host. Based on technology used during the dark times on Thoros Beta, it's been banned on every civilised world. Which simply meant it was quite expensive for Cassandra to procure. In game terms, it allows the user's consciousness to leave their body and possess their victim, as though they were using the Hypnosis (Special) trait.

Traits: Bulky (Major), Possess (Special), Transmit.
Story Points: 4

CHIP

AWARENESS	2	PRESENCE	1
COORDINATION	3	RESOLVE	3
INGENUITY	3	STRENGTH	2

If there was ever a person that Cassandra loved to have around it was her force-grown clone, Chip. He is blindly devoted to his lady and when she came to New Earth, Chip was quick to gather the medicines needed to keep her alive. The only flaw to Chip is his short lifespan, which is half that of a normal human's. Chip died doing what he liked to do best: serving his lady. He gave his body to Lady Cassandra and died peacefully in her arms. It is thought that she designed the Chip clone after Chip had died, creating a paradox of sorts.

SKILLS

Medicine (Pharmaceuticals 6) 4, Technology (Psychograft 5) 3.

TRAITS

Special – Half Life: Poor fragile Chip, he's under such strain. He only has half the life span of a normal human.

TECH LEVEL: 8 STORY POINTS: 2



NEW EARTH

THE FACE OF BOE

One of the oldest characters the Doctor has encountered is the sage-like creature known as the Face of Boe. Thought to be billions of years of age he is one of the Boekind and exists as a giant, craggy face encased in a glass and metal container. Here he survives on what seems to be a strange combination of fluid and gas that flow around him. He is able to move around as the tank has a set of caterpillar tracks at its base. Though he is just a face, he is regal in appearance and conveys a great sense of power and knowledge and is respected by nearly all who meet him. Communication between the Face of Boe and other life forms is done telepathically.

AWARENESS	4	PRESENCE	5
COORDINATION	2	RESOLVE	4
INGENUITY	6	STRENGTH	2

SKILLS

Convince 4, Knowledge 6, Medicine 1, Science 4, Technology 4.

TRAITS

Alien

Alien Appearance: The Face of Boe is basically a giant head.

Dependency (Major): The Face of Boe is unable to leave his life support chamber. While this is mobile, if the workings are damaged it could prove fatal.

Precognition: The Face of Boe has flashes of the future and of other places, although this may simply be memories, as the Face of Boe has lived for billions of years.



Telepathy: The Face of Boe communicates mostly by telepathy.

Voice of Authority: The Face of Boe gains +2 to Presence and Convince rolls when commanding or gaining trust.

TECH LEVEL: 5 **STORY POINTS: 4**

FURTHER ADVENTURES

- The TARDIS returns to New Earth two years after the events of this adventure. They find a utopia, everyone completely healthy and happy and... docile. The planet, once vibrant, is serene and slowly but surely starting to wind down. The centre of it is the hospital, now converted into the Church of the Holy Triple Helix. The Doctor's cure didn't just cure the diseases the Flesh were suffering from, it forced them to gain sentience. Now, immune to the Cure and with a planet to play with, they have one goal; spread and make New Earth the first cell in a universe of serene, precise, bacteriological intelligence. It's a planetary invasion on a microscopic level...
- A message appears on the Psychic Paper. It reads simply: "The Boss Wants A Word." When the characters arrive they find themselves face to face with Il Cosa Astra. The Mafia have evolved, spread up and out with humanity and the lure of running New New York has proved too much. Godmother Aliana Fisko owns half the buildings in the city and all the politicians. Except one. The Duke of New New York is a changed man following his recovery. He's leading civil reform programs, rooting out crime and generally making a nuisance of himself. The Mafia know the Doctor is his lucky charm so they want him to lure the Duke into a trap and then they'll 'do the rest'. If he doesn't, they'll release Petrifold Progression into the water table of the city. Now, the Doctor and friends must work out how to save the Mayor's life, and the city's, without winding up sleeping with the pilot fishes...
- The Flesh are released into the populace and welcomed following the horrific events of their birth. But the next time the players pass through New Earth, they find the entire planet linked by a viral consciousness spread through touch. The Flesh weren't fully cured, and the virus riding them is older than creation...



TOOTH AND CLAW



'And, I'll tell you something else: we just met Queen Victoria!'

SYNOPSIS

Scotland, 1879

The Doctor took Rose to 1979, to see an Ian Dury concert. However, when they left the TARDIS they found they've arrived 100 years earlier in 1879 on the Scottish Moors. To complicate matters still further, they arrived near Queen Victoria's carriage, en route to Balmoral. The Doctor, impersonating Dr James McCrimmon, used the Psychic Paper to convince the soldiers, and Queen, that he and Rose belonged in that time. The Queen read the paper as showing the Doctor was her assigned Protector and ordered them both to accompany her to Torchwood House, a mansion where they'd spend the night. She explained she was travelling by road due to a tree on the train line to Balmoral, which she suspected was the opening gambit in an attempt on her life.

What none of them knew was Father Angelo and the Brethren of St Catherine, a local monastic order, had already taken over the house. When they arrived, they were greeted by Lord Robert MacLeish, the owner of the house, who tried to subtly dissuade them from staying. It didn't work and they spent the

night, the Queen's men placing the Koh-i-noor diamond in the house safe whilst the Monarch and the Doctor were given a tour of Lord MacLeish's father's observatory and the handmade telescope within it. Whilst preparing for dinner, Rose discovered a maid hiding in her wardrobe who told her everything. She tried to warn the Doctor but was captured and taken to the cellar, where Lady Isobel and the others were being kept captive in the same room as a quiet young man in a cage. At the same time, the Brethren fed the Queen's guards a sedative to knock them out.

At dinner, Lord MacLeish continued to try and warn his guests as he and the Doctor discussed the local legend. It stated that a beast stalked

the hills and had done for centuries. As the full moon rose, and the story continued, Father Angelo began to chant and the Doctor at last realised something was wrong. He and Lord MacLeish rushed off to save Rose as the Queen confronted Father Angelo. The Doctor explained that the Brethren had arranged for the Queen to travel by road because they knew she would have had to stop at the house. They planned to have the Werewolf infect her and launch a new Empire of the Wolf.

The Doctor arrived just as Rose and the other captives tore their chains out of the wall, and the moonbeams from the clear night outside hit the young man in the cage. He changed into a colossal wolf and they fled, leading the Werewolf into a hail of bullets from MacLeish's staff. It survived and, after being briefly reunited with Lady Isobel, they holed up in the house's library. Lady Isobel and the Doctor discovered that the beast was repelled by mistletoe. Even better, the library walls had been varnished with mistletoe oil, ensuring the creature couldn't get in. The Doctor and friends continued their research and discovered a meteorite fell to Earth near St Catherine's Monastery in 1540. The Doctor deduced the Werewolf must be alien in nature and the Queen revealed she had the diamond with her. The Doctor realised that Prince Albert, an old friend of Lord MacLeish's father, had been planning



ahead. His obsessive polishing of the diamond had been to help it reflect the moonlight that would shine through Lord MacLeish's telescope. Instead of his father being a fool, Lord MacLeish realised he was a visionary. Together with Albert, they built the perfect defence against the beast: a Light Chamber.

The Werewolf broke in and they fled to the observatory. There, Lord MacLeish sacrificed his life to buy them the time they needed to calibrate the light chamber. The Werewolf caught up with them, but was hit by the concentrated beam of moonlight and pinned to the wall. Speaking with a human voice for almost the first time, it begged them to turn the brightness up and evaporated, free at last. The Queen revealed she had a cut on her hand but refused to let the Doctor see it, insisting it wasn't a bite.

The crisis over, the Queen knighted the Doctor, named Rose a Dame and then banished them from her realm. She was horrified at the lives they led and the joy they seemed to take from danger. As they left, the Doctor commented that Queen Victoria's haemophilia was very unusual in that she hadn't inherited it from either parent, it had just appeared. They jokingly speculated that the Royal Family were Werewolves before disappearing in the TARDIS.

Back at the house, the Queen comforted Lady Isobel and told her the house would form the home of a new institute dedicated to protecting Britain: the Torchwood Institute.

CONTINUITY

- Although it has been mentioned before, this is the first appearance of the Torchwood Institute.
- The Doctor's alias, Dr James McCrimmon, is named for the Second Doctor's companion, Jamie McCrimmon.
- When Rose tries to adopt a Scottish accent, the Doctor tells her "don't do that." He says the same to Martha (see *The Shakespeare Code*) and Donna (see *The Unicorn and the Wasp*).
- The Doctor describes 1979 as "a hell of a year," but the Fourth Doctor was less impressed by it (see *City of Death* in *The Fourth Doctor Sourcebook*).
- This is not the first time the Doctor has foiled an attempt to assassinate Queen Victoria (see *Ghost Light* in *The Seventh Doctor Sourcebook*). Nor is it his first encounter with her, as his third incarnation was present at her coronation (see *The Curse of Peladon* in *The Third Doctor Sourcebook*).

- The Doctor really doesn't have much luck with historical monarchs, however – see also his relationship with Queen Elizabeth I (see *The Shakespeare Code* on pg. 121).

◉ RUNNING THE ADVENTURE

In this adventure, you have a group of people with limited resources, trapped in an enclosed space with a monster and a ticking clock. It's not exactly an unfamiliar situation for the Doctor but it's no less dangerous for it, especially if you remember the following ingredients and possible twists:

THE BRETHERN

The Brethren are a fairly passive part of this adventure, content to allow the Werewolf carry out their plan, but they can readily become an active threat. Maybe the Brethren's plan isn't as well formed as it appears, and rather than being in position before the Queen arrives they are forced to attack – or sneak in – once the characters are in the house. Maybe the Host is dying and they choose one of the characters to be the next one. Maybe some of the Brethren are bitter they weren't chosen to be Host and are planning a coup to topple Father Angelo. Make the Brethren real, and vibrant, and a part of the story and they'll put a human face on inhuman villainy.



THE QUEEN

Queen Victoria, like the Brethren, can be an active participant in the story. Perhaps it was she, not Albert, who has concocted the plan with the diamond, and is using herself as bait to lure the Werewolf out. Or perhaps she knows little of the Werewolf, but knows it is the Brethren who intend to kill her; she has engineered this situation to lure



Angelo and the Brethren out. Sir Robert might be a willing double agent, eager to help vindicate his father's work. Alternatively, perhaps she's met the characters before (even if they haven't met her) and has something vital to tell them. Or just wants to clap them in irons.

THE WOLF

The scariest thing about the Werewolf is that it's intelligent. It knows exactly what it wants and who it needs to kill to get it. The tragic thing about the Werewolf is that it's been conditioned to be that way. The horrific thing about the Werewolf is that somewhere, deep down, it knows that. Through its actions and interactions with the players, try to bring these aspects of its personality out to make an unforgettable villain.



THE HOUSE

Torchwood House is full of surprises, but who says the Doctor found them all? What about mistletoe-lined secret corridors? A secondary light chamber? Maybe a series of pools in the gardens designed to reflect the Moon and distract the Werewolf? And what of its dangers? The Brethren got here first, after all. Might they not have set traps? The sensation of being trapped in an old, darkened house with a Werewolf on the loose can really make the players feel like they're in a haunted house horror movie.

CHANGING THE DESKTOP THEME

This adventure's really easy to change, whilst maintaining the core plot underneath it all. The key elements that you can muck around with are: the historical character, the remote location and the monster worshipped by the monks looking to subvert the throne. So, how about Henry VIII in a

remote castle in the Welsh Marches, being plagued by Vampire-worshipping friars? Or Abraham Lincoln, forced to stay in some back-water fishing lodge by a strange storm, being harrassed by Satyrne-worshippers?

THE BRETHREN

Father Angelo and his brothers served the Werewolf in the hope of converting Queen Victoria. They have put God aside to worship the wolf. Because of the nature of the wolf, the Brethren have physically trained themselves to deal with the creature. Each one is a fighting machine and uses martial arts to protect themselves. They were also well-versed in alchemy. When needed, the Brethren travelled to the local village and acquired a sick child for the Haemovariform to control. No one is sure what happened to the order after the incident at the Torchwood Estate.

THE BRETHREN

AWARENESS	2	PRESENCE	2
COORDINATION	3	RESOLVE	4
INGENUITY	3	STRENGTH	2

The Brethren have all been hand-picked by the Werewolf. Each is taken during one of the Werewolf's periodic rampages and raised to worship it. Trained in esoteric martial arts, the Brethren are utterly dedicated to their cause and will gladly die for it.

SKILLS

Athletics 3, Fighting 4, Medicine 3.

TRAITS

Code of Conduct: The Brethren follow a set of strict beliefs. Warped beliefs, but beliefs none the less.

Quick Reflexes: The Brethren are trained in esoteric martial arts.

Tough: Highly trained, brutal and ruthless, the Brethren reduce any damage they would take by 2.

EQUIPMENT: Staff (+2 to Strength in Damage, two handed).

TECH LEVEL: 4 **STORY POINTS:** 2



TOOTH AND CLAW

FATHER ANGELO



AWARENESS	3	PRESENCE	4
COORDINATION	4	RESOLVE	4
INGENUITY	4	STRENGTH	3

Father Angelo is damned. He has turned aside from God to worship the Werewolf, and devoted his life to bringing about the Empire of the Wolf. His greatest victory is now at hand, all he has to do is get just a little more blood on his hands. And what's a little more after all this time?

SKILLS

Athletics 4, Fighting 4, Knowledge (The Werewolf) 5, Medicine 3, Survival 3.

TRAITS

Code of Conduct: The Brethren follow a set of strict beliefs. Warped beliefs, but beliefs none the less.

Friends (Major): Father Angelo has a brotherhood of kung-fu monks, not to mention a Werewolf, at his back.

Indomitable: Angelo will not be swayed from his course.

Obsession (Major): Father Angelo cannot be denied his purpose. The Werewolf must rise.

Quick Reflexes: Years of training have honed Angelo's reflexes.

Tough: Father Angelo is made of stern stuff.

EQUIPMENT: Staff (+2 to damage when fighting in close combat).

TECH LEVEL: 4 **STORY POINTS:** 4

KUNG FU SCOTTISH MONKS?
IN THE 19TH CENTURY?

Oh YES! Being opposed by a shape changing immortal alien in a time travelling box no less. It's never really explained why the Brothers know kung fu, so here are a handful of suggestions you can use:

- **The Chinese Brotherhood:** The Werewolf was not the only one to have landed on the Earth, and another order was established in China. A brother from the Chinese order visited Angelo and his men and taught them martial arts.
- **The Communion of the Wolf:** The fighting skills are imparted by the Werewolf itself, via digestion. In other words, to enter the Brethren, a monk must drink the blood of the Werewolf.
- **The Wolf Inside:** Each one of the Brethren was a child who vanished during the Werewolf's rampage. Each one of their families was touched, centuries back, by the crash and each possesses a small amount of Werewolf DNA. This manifests in their increased agility, speed and stamina.

 THE WEREWOLF

Tales of wolves on the moors haunt the British Isles. While they may have been tales, myths of lycanthropes that fill the stories of frightened villagers, the Lupine Wavelength Haemovariform is very real. This creature crashed to the Earth on 6th October 1540 at the Glen of St Catherine and slowly gathered its strength while moving from host to host, until it was powerful enough to fully possess a human. During the full moon, the Haemovariform changes into a tall humanoid wolf, or Werewolf. The hosts tend to be sick children who are near death. This creature has been secretly protected during its time on Earth by Father Angelo and the Brethren. Although the creature was killed in an attempt to infect Queen Victoria, it is thought that the Queen sustained an injury from the Haemovariform during the incident – the primary method of transference of the Haemovariform from host-to-host. It could be that the world has not seen the last of the legends of the Werewolf.



THE WEREWOLF



AWARENESS	5	PRESENCE	4
COORDINATION	5	RESOLVE	3
INGENUITY	3	STRENGTH	7

SKILLS

Athletics 3, Fighting 4.

TRAITS

Alien

Alien Appearance

Alien Senses (Hearing, Sight, Smell): The Werewolf gains a +4 to all Awareness rolls.

Climbing: With its sharp claws, the Werewolf can climb most surfaces.

Fear Factor (3): A staple of horror movies made real, red in tooth and claw. It gains +6 to actively scare or intimidate people.

Immune: Almost immune to physical damage. Any damage is reduced by 5 and it heals 1 point every other Round from physical damage.

Infection (Major): If bitten or scratched, doing enough damage to penetrate armour, the curse of becoming a Werewolf may be passed on.

Natural Weapons – Tooth and Claw: +2 to all Strength damage.

Phobia – Mistletoe: The Wolf is repulsed by Mistletoe and is at +5 Difficulty on all resolve rolls needed to move through it.

Shapeshift: From human to humanoid wolf, though the Haemovariform may only transform during a full moon.

Weakness – High Density Moonlight (Major):

The Werewolf takes 4 levels of damage for every round it's exposed to high density moonlight.

TECH LEVEL: 6 STORY POINTS: 5

INFECTION (MAJOR GOOD ALIEN TRAIT)

Some aliens have the nasty ability to transmit their 'alien-ness' into other beings. Sometimes it can start as a strange green rash that comes from a bite or scratch that takes over the victim until they become alien themselves, or it could mean that the unsuspecting victim becomes host to the alien's consciousness.

Effect: Infection can work in a couple of ways, both are Major Good Alien Traits. As a transmittable disease, the target needs to be scratched, bitten or take some form of physical damage. If the damage penetrates any armour worn, or if the victim failed with a Bad or Disastrous result, they become infected. At regular intervals (usually once per hour or per day) they will have to make a Resolve + Strength roll, against the Resolve + Strength of the alien.

Failing this will mean the infection has spread. The Gamemaster should decide how many failures mean the target has become alien (one fail spreads to a whole arm, two fails to the chest, etc.). It should give the characters time to find an antidote! The other way it can work is by making the target susceptible to possession, making them host to the alien, and the infection is actually the alien moving from one host to another. Again, this is usually from sustaining an injury.

Once infected (as above), the target will have to make similar rolls, though instead of resisting the infection spreading, this is to resist possession as per the Possession Special Trait.


QUEEN VICTORIA

Queen Victoria is one of the most revered and influential monarchs in Earth's history. A proud, intelligent ruler she adored her husband, Prince Albert, and her family. When Albert died, she threw herself into her work and kept each one of his rituals and traditions alive with fervent enthusiasm. For all her grief though, Victoria is a proud, capable ruler who has no difficulty getting her own hands dirty and will do anything she needs to do to defend her realm.



TOOTH AND CLAW



QUEEN VICTORIA

AWARENESS	3	PRESENCE	5
COORDINATION	3	RESOLVE	4
INGENUITY	4	STRENGTH	2

SKILLS

Athletics 1, Convince 5, Knowledge (British Empire +2) 4, Marksman 3, Survival 2.

TRAITS

Brave: The Queen has survived the tragic loss of her husband. She has an empire at her back and nothing left to prove. +3 to all Resolve rolls.

Distinctive: Her face is recognisable not just in this age, but in all future ages to come.

Friends (Major): Apart from the British Army and Navy, of course, the Queen is always accompanied by her Royal guards.

Indomitable: One is not easily swayed.

Obligation (Major): The Queen has devoted her life to her country, and Heaven help anyone who threatens it.

Voice of Authority: When the Queen speaks, you listen.

TECH LEVEL: 4 **STORY POINTS:** 3

QUEEN VICTORIA AND THE PSYCHIC PAPER

The fact the Queen doesn't see what everyone else does on the Psychic Paper is interesting. It's made even more interesting by the fact that some people, such as geniuses, see nothing on the paper. A good way to add some extra twists to this adventure would be to reveal that the Queen sees nothing, but knows exactly who the characters are and the role they have to play in the battle of Torchwood House. Perhaps they have met her before. Perhaps the characters have left her detailed instructions on how to do things right this time...

LIGHT CHAMBER (MAJOR GADGET)

Developed by Lord Robert's father, George, the Light Chamber is a weapon designed specifically to destroy the Werewolf of St Catherine's. It's an unwieldy device, built into a telescope at Torchwood House, but the principle might be applied to a smaller, transportable version, relatively easily. Provided, of course, you had a diamond.

In game terms, the device can be fired at its target with either an Ingenuity + Science check or a Coordination + Marksman check. Anyone struck by it is blinded for Round. Anyone vulnerable to high density moonlight (a Werewolf, say), will take 4 levels of damage and be Stunned, so long as the device remains fixed on them.

Traits: Bulky (Major), Scan, Special – High Density Moonlight, Restriction (needs a diamond to function)

Story Points: 2

FURTHER ADVENTURES

- After the Doctor departs, Torchwood House becomes the base for the new Torchwood Institute. But what happens to it next? We don't see Torchwood again until the modern day, but what have they been up to in the meantime? Torchwood's early, Victorian adventures will be fun to play out in their own right.
- What has become of Torchwood House in the modern day? Perhaps it's now a fall-back point for the Torchwood Institute and its staff. Miles of tunnels extend out underneath it and from



there, Torchwood will regroup, bring the errant Torchwood Three team back into the fold and learn from their mistakes. Or, perhaps it's an archive, crammed full of secrets that are as valuable as they are dangerous.

- Something is stalking the streets of Victorian London. The city, still reeling from the Jack

the Ripper killings, is on the verge of hysteria as rumours of an immense wolf run rampant across the docks. Could it be that the Werewolf has survived somehow? Or are the rumours of a strange infection taking hold amongst the Queen's descendants true?

LORD ROBERT MACLEISH



AWARENESS	3	PRESENCE	3
COORDINATION	4	RESOLVE	4
INGENUITY	2	STRENGTH	3

Lord MacLeish has inherited an impossible situation from his father, George. His father was loving but distant, ploughing the family's fortune into his seemingly pointless research. Now, Lord MacLeish is left with a crumbling house he can do nothing with, thanks to its beloved status with the deceased Prince Albert.

SKILLS

Athletics 3, Fighting 3, Marksman 3, Science 2.

TRAITS

Brave: Lord Robert is a soldier, a scientist, a loyal subject and a man of faith. Threatening him is almost as bad as threatening the wolf.

Keen Senses

Code of Conduct

Unlucky: Lord Robert has been the bearer of difficult news his entire adult life.

TECH LEVEL: 4 **STORY POINTS:** 1

LADY ISOBEL MACLEISH



AWARENESS	3	PRESENCE	3
COORDINATION	3	RESOLVE	5
INGENUITY	3	STRENGTH	3

Lady Isobel MacLeish wants nothing more than for her and her husband to be happy and prosper. She knows that they have so much more than many people, but, she looks at their fading house and wonders what went wrong? Why did her dead father-in-law throw away the family fortune? What can they do? Is it already too late?

SKILLS

Athletics 2, Craft 3, Knowledge 4, Marksman 1, Survival 3.

TRAITS

Brave: Lady Isobel is no shrinking violet. She and her husband are partners and if something threatens him or her family, it'll have to deal with her too.

Empathic

Obligation (Minor): Lady Isobel loves her staff as though they were her family.

Unlucky

TECH LEVEL: 4 **STORY POINTS:** 3

SCHOOL REUNION



SCHOOL REUNION



'You can spend the rest of your life with me, but I can't spend the rest of mine with you. I have to live on. Alone. That's the curse of the Time Lords.'

SYNOPSIS

London, England, 2007

The Doctor and Rose were undercover at Deffry Vale School in modern day London. The Doctor was working as a science teacher. Rose was a dinner lady. One of them was noticeably more happy about their cover than the other. They were at the school because Mickey had alerted them to an odd combination of events; a meteorite strike near the school, followed by a change in staff. The new headmaster in particular, Mr Finch, was making a big impression. His reforms had helped the school immensely, especially the dedicated menu of school dinners, available to all students for free.

The Doctor and Rose soon realised something was badly wrong. The Doctor's students were all abnormally intelligent and Rose's supervisor was deeply hostile and secretive. Rose witnessed a barrel of chip oil being rolled in by staff in HAZMAT suits. When some was spilled on a staff member, they screamed in agony and were dragged away, while Rose was told not to call an ambulance. Elsewhere in the school, more and more children were being sent to 'computer classes' where they worked on an endlessly complex, cycling puzzle.

As they continued to investigate, the Doctor was staggered to meet his old friend and companion Sarah Jane Smith. A journalist, Sarah Jane was doing a piece on Mr Finch and his reforms. She was also undercover, and along with Mickey, they met when they all snuck into the school at the same time. Sarah Jane was stunned to see the TARDIS and delighted to see the Doctor, but the reunion was cut short when they discovered the truth about the staff: they were bat-like aliens, sleeping in the school.

The Doctor and friends fled to a nearby café where Sarah Jane asked the Doctor if she had done anything wrong because he had left and hadn't come back. He explained to her, and later, Rose, that he changed companions because whilst they aged he didn't and he couldn't bear to watch them die. Sarah Jane seemed comforted by this and revealed that she still had K-9, the robot dog the Doctor had given her. He helped her repair it and together they identified the substance that was being used on the chips: Krillitane oil. The Krillitane were a race who stole the best evolutionary traits from their victims and, for some reason, had come to Earth.

The following day, the Doctor and his companions returned to the school. The Doctor confronted Mr Finch, who admitted everything. He refused to stop his research and claimed the next time they spoke, the Doctor would view him as an ally. The Doctor warned him, once, and left. In the computer labs, Rose and Sarah Jane initially argued, then bonded over the



common experiences of life with the Doctor. They also discovered what the puzzle was: the Skasis Paradigm. An impossibly complex equation that required both intelligence and creativity to solve, the Paradigm gave you power over time, space and matter. The Krillitane were using Krillitane oil on the chips to boost the intelligence of the children and help them solve the Paradigm. Mr Finch tried to tempt the Doctor into joining him but when he refused alerted the other Krillitane and locked the building down.

Outside, Mickey had been left alone with K-9. He saw Kenny, a pupil who couldn't eat the chips and therefore wasn't locked into the puzzle, trying to get out. Mickey realised the doors were locked and rammed them open with his car. Inside, Mickey, Kenny and K-9 met up with the Doctor's group and were chased through the school. They were cornered, but Kenny used the fire alarm to incapacitate the Krillitane and the Doctor worked out the Krillitane oil was now poisonous to them after so many form changes. They evacuated the school and K-9 sacrificed himself to blow up the Krillitane oil, destroying the school, the Krillitane and himself along with it.

Mickey joined the TARDIS crew and Sarah Jane saw inside the TARDIS for the first time in years. She and the Doctor said their goodbyes and after the TARDIS dematerialised, she was overjoyed to see a rebuilt K-9 waiting for her. Together, they headed off for new adventures on Earth.

CONTINUITY

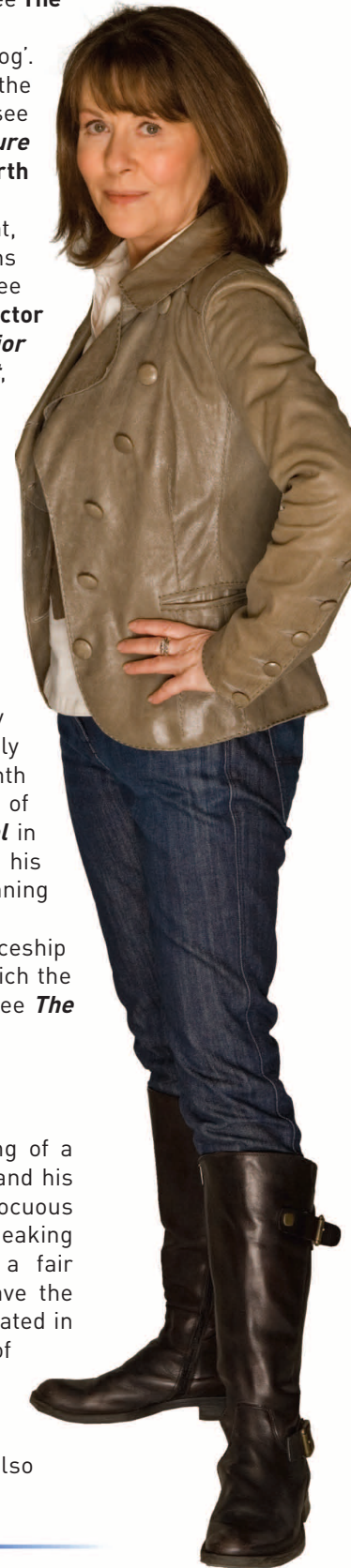
- Sarah Jane Smith travelled with two previous incarnations of the Doctor, both the Third and Fourth Doctors. Her journey began in *The Time Warrior* (see **The Third Doctor Sourcebook**) and finished in *The Hand of Fear* (see **The Fourth Doctor Sourcebook**). She helped his first five incarnations out in *The Five Doctors* too (see **The Fifth Doctor Sourcebook**).
- Sarah Jane's time on the TARDIS had quite an effect on her and she continues adventuring and helping the Earth in the present day. Aided by her adopted, formerly alien, son Luke, his best friend Clyde, neighbours Maria and Rani, adopted daughter (and former alien weapon) Sky and her super computer Mr Smith. Oh and...
- K-9 Mark III was a parting gift (and something of an apology) from the Fourth Doctor to Sarah Jane after he left her. Whilst she took a while to notice him (K-9 was accidentally left in a packing crate for three years) he soon became a beloved

companion. The original K-9 began travelling with the Fourth Doctor in *The Invisible Enemy* whilst K-9 Mark II opted to stay with Romana when she departed the TARDIS in *Warrior's Gate* (see **The Fourth Doctor Sourcebook** for both).

- K-9 is referred to by Mickey as a 'tin dog'. He's been referred to as such before by the Time Lord Drax and the Lady Adrasta (see *The Armageddon Factor* and *The Creature from the Pit*, respectively, in **The Fourth Doctor Sourcebook**).
- During Sarah Jane and Rose's argument, Sarah Jane mentions some of the aliens she has met, including mummies (see *Pyramids of Mars* in **The Fourth Doctor Sourcebook**), robots (see *The Time Warrior* in **The Third Doctor Sourcebook**, *Robot, Revenge of the Cybermen*, *The Sontaran Experiment* and *The Android Invasion* in **The Fourth Doctor Sourcebook** and *The Five Doctors* in **The Fifth Doctor Sourcebook**), anti-matter monsters (see *The Planet of Evil*, in **The Fourth Doctor Sourcebook**), dinosaurs (see *The Invasion of the Dinosaurs*, in **The Third Doctor Sourcebook**) and the Loch Ness Monster (see *Terror of the Zygons*, in **The Fourth Doctor Sourcebook**).
- The Doctor infiltrates the school by replacing a teacher who has conveniently won the National Lottery. The Eleventh Doctor pulls a similar trick on the staff of Kazran Sardick (see *A Christmas Carol* in **The Eleventh Doctor Sourcebook**), and his wedding present to Donna Noble is a winning lottery ticket too.
- Sarah Jane comments on the spaceship hovering over London at Christmas, which the Doctor and Rose were of course atop (see *The Christmas Invasion* on pg.52).

RUNNING THE ADVENTURE

At first glance, this adventure is something of a classic *Doctor Who* adventure. The Doctor and his companions show up at an otherwise innocuous location, infiltrate it (cue a fair amount of sneaking about), uncover something sinister (cue a fair amount of running), then blow it up to save the day. It's a formula that can be readily replicated in any location, with any alien, and any group of characters. But, dig a little deeper and you'll find that there's more to the adventure than meets the eye, and the clue is in its title. This adventure is not just a classic storyline, but also



a nod to the classic era of the show. Not only does it reunite the Doctor with one of his most iconic of companions (and their robot dog), but it features all manner of other nods to the history of *Doctor Who*.

You can do the same in your adventure, bringing back your favourite of the Doctor's companion for a guest spot (and you'll find the other **Doctor Sourcebooks** invaluable for this, as they each contain ready-made character sheets for past companions) and filling the story with all manner of Easter eggs. If your gaming group has been playing for a long time, you can go one step further, and make this adventure about the nostalgia for your campaign – bring back one of the player's old characters, reuse a favourite villain or revisit a memorable location, then litter the story with all manner of little details that'll spark fond memories in your players. Of course, there are other ways to run the adventure too:

A (Role) Call to Adventure

You could start a new campaign where the players are all children at Deffry Vale, caught up in the evil headmaster's schemes. You could play this out as a longer series, with them investigating all manner of strange goings on at the school before they discover the truth about the Skasis Paradigm. Have Sarah Jane or the Doctor show up for the climax to help them stop Mr Finch, after which their intelligence might remain enhanced. You could either have them travelling with the Doctor or have Deffry Vale as a growing hub for strangeness, like the rift in Cardiff. That would attract attention and in turn lead

Torchwood, UNIT and the rest to the school where the children would be on the front lines for each new adventure.

Torchwood Involvement

The same reports that attracted the Doctor and Sarah Jane might attract the attention of Torchwood. In a Torchwood-focused campaign (see pg. 31), the characters might be officers tasked with infiltrating the school. What their aims are is up to you: eliminating the Krillitane, negotiating with them or stealing the Krillitane oil would all fit Torchwood's aims. You could even throw in Sarah Jane and the Doctor arriving as additional complications, perhaps as antagonists rather than allies.

THE KRILLITANE

It is hard to classify the Krillitane, given they are one of the most changeable and adaptable races in the universe. The Krillitane are an aggressive race of warriors and conquerors but they are neither empire builders nor looking to lay waste to the universe. They do not seek land and resources but instead steal the abilities and characteristics of those they defeat.

Most conquerors that subjugate a population and rule over it begin to take on some of the cultural traits of those they conquer. They learn from their subject's art, culture and technology and use it to enhance their own. The Krillitane do exactly the same thing, only they steal the physical traits of



those they conquer. For instance, if they subjugate a race that can fly, such as the Bessan, they can steal wings for themselves. It is unclear how this process exactly works but it does not go well for the subjugated race. They may well be absorbed into the fluctuating DNA of the advancing Krillitane armies. However this absorption may take some time, forcing the Krillitane to actually subjugate and live among the conquered species, rather than just meet them and steal their genetic code.

Having absorbed so many traits and species, most Krillitane have a personal favourite form. They can cloak their usual form with technology but they can choose to manifest whichever stolen traits

they prefer to use, as they see fit. Interestingly, the Krillitane are now so far removed from their original form that their own natural oil is actually toxic to them. This oil grants some of their absorption ability onto other species, allowing them to assimilate information and advance the intellect to a vast degree, if taken regularly. This works especially well on developing life forms such as children.

The Krillitane are always seeking to advance their form and abilities. Having acquired most of the abilities that might enhance their physical form they are now looking to unlock greater mental power. The next step in their evolution is to gain power over the building blocks of the universe, trying to unlock the

MR FINCH/BROTHER LASSAR

AWARENESS	4	PRESENCE	4
COORDINATION	3	RESOLVE	4
INGENUITY	5	STRENGTH	3



Brother Lassar was the leader of the Krillitane on Earth, and spearheaded their plan to crack the Skasis Paradigm. He took on the role of Mr Finch to infiltrate Deffry Vale School.

SKILLS

Athletics 4, Convince 4, Fighting 3, Knowledge (Alien Races 6) 4, Subterfuge 2, Survival 4, Technology 2.

TRAITS

Alien

Alien Appearance

Alien Senses: The Krillitane have very sensitive sonar hearing, allowing them to 'see' in the dark. This sonar sense provides them with a +4 bonus to Awareness related rolls.

Fear Factor (1): Mr Finch is a sinister-looking chap, gaining a +2 bonus on any attempt to actively scare or intimidate.

Flight (Major): Whilst clumsy in closed in spaces, Krillitane can fly at up to a Speed of 9 in the open.

Natural Weapon – Teeth and Claws: The Krillitane's fearsome teeth and claws give them +2 Strength bonus to damage in close combat.

Shape Shift (Major): One of the alien races the Krillitane assimilated gave them the ability to project a morphic illusion, allowing them to appear in a limited disguise of the species they are trying to conquer.

Special – Steal Racial Traits: The Krillitane's greatest power is the ability to steal the Traits of other races. It is not a quick process and the entire race will usually be subjugated before the Krillitane can take their ability. This can be any Trait – part of their Alien Appearance, a Special Trait, or even things like Additional Limbs. These Traits can be discarded in favour of another.

Weakness (Major) – Krillitane Oil: The Krillitane have mutated themselves so many times they are unable to come into contact with their own oil. Any contact instantly inflicts 4 levels of damage every Round until it is washed off.

Weakness (Minor) – Loud Noises: Their heightened hearing is also a weakness. If subjected to loud noises (loud music, for example), the Krillitane will suffer a -2 penalty to all actions. Incredibly loud noises (sirens, alarms, for example), will leave them completely unable to act unless they spend a Story Point.

TECH LEVEL: 7

STORY POINTS: 6

Skasis Paradigm, to try to become as powerful as the Time Lords once were. However, the Krillitane would use such power to scourge the universe of light and life for their own enhancement.

KRILLITANE OIL

Krillitane oil is one of the oddest, and most useful, substances in the universe. It's odd because despite being originally produced by the Krillitane it's now toxic to their massively changed forms. It's useful because, without it, the Krillitane could never have begun to shift form. The oil is a synaptic and genetic accelerator that, when secreted (or ingested) in sufficient quantities, allows the Krillitane to add the genetic structure and properties of another race to their own.



This process also applies to non-Krillitane species but often manifests in different ways. In humans, Krillitane oil is a huge intelligence booster. Ingesting a small amount of oil (say, just enough to fry some really good chips) over two weeks is enough to raise a human's IQ by 20 points, with that amount doubling each successive week. In game terms, anyone ingesting Krillitane oil for more than a week gains +1 Ingenuity, +2 Knowledge and the Networked Trait. If they ingest Krillitane oil for a month, they gain another +1 Ingenuity, +2 Knowledge as well as +1 Medicine, +1 Science and +1 Technology.

So long as they continue to ingest Krillitane oil, they maintain these heightened attributes and skills. Once they've stopped ingesting the oil, the effects wear off very quickly. Inside 24 hours, they will be back to their normal levels.

FURTHER ADVENTURES

- The Skasis Paradigm is an immense, near-infinitely complex equation. A great story arc is to have a villain trying to solve it. Imagine the players frantically chasing the Master or the

Rani through time as they set up equation farms to solve a little more of the Paradigm each time. The entire campaign could culminate in the players having to decide whether to help the villain try and control the Paradigm, stop the Time Lords from using it to erase the Time War or deciding to use it for themselves.

- What if the last of the Lords of Light, the Skasis Templar, imprisoned the Beast knowing it would one day rise again? In order to combat it, he encoded himself into the fabric of the universe itself, and hid the key to awaking him in the one place that the greedy were sure to look: a myth about ultimate power. One day, far in the future, when the Beast arises, the Skasis Paradigm will need to be solved, and quickly...

THE KRILLITANE



AWARENESS	4	PRESENCE	3
COORDINATION	3	RESOLVE	3
INGENUITY	3	STRENGTH	4

The Krillitane's current form is a four-limbed, almost-gargoyle looking creature with large leathery wings, although this was not their original form by any means.

SKILLS

Athletics 4, Convince 3, Fighting 3, Knowledge 2, Survival 2, Technology 2.

TRAITS

(as for Mr Finch, above)

TECH LEVEL: 7 **STORY POINTS:** 2-4



- The characters are contacted by a precise, neat woman in her mid 50s. She explains that she is Miss Rush, the protector of Alpha. Alpha is the last original Krillitane. No modifications, no extra genetic material. They want the characters to help get them return to the Krillitane homeworld to speak to its leaders. But can any Krillitane, even Alpha, truly be trusted?

KENNY



AWARENESS	4	PRESENCE	1
COORDINATION	2	RESOLVE	4
INGENUITY	3	STRENGTH	2

Kenny might be unpopular with his fellow students at Deffry Vale, but that doesn't stop him from saving the day and becoming a hero. He wasn't allowed to eat chips at school, so remained unaffected by the Krillitane oil, and he helped the Doctor and Mickey save the world, if not the school.

SKILLS

Athletics 2, Convince 3, Knowledge 3, Subterfuge 2.

TRAITS

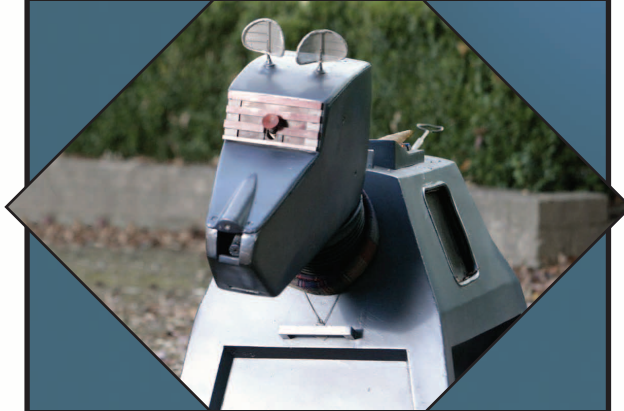
Brave: Kenny's not going to let an alien invasion put him off!

Quick Reflexes: Kenny's got fast hands from all the games he plays.

Impaired Senses – Sight: Kenny's near sighted and takes a -3 penalty on all Awareness checks without his glasses.

TECH LEVEL: 5 **STORY POINTS: 5**

K-9



AWARENESS	3	PRESENCE	1
COORDINATION	2	RESOLVE	3
INGENUITY	7	STRENGTH	3

SKILLS

Athletics 1, Convince 2, Craft 0, Fighting 1, Knowledge 6, Marksman 2, Medicine 3, Science 5, Subterfuge 1, Survival 1, Technology 6, Transport 2.

TRAITS

Boffin: K-9 can create all manner of handy Gadgets.

Five Rounds Rapid: K-9 may fire his nose blaster during the 'runners' or 'doers' phase.

Natural Weapons: K-9 has a Nose Blaster which deals either 4/8/L damage or 2/4/S damage on Stun. His bite really is worse than his bark.

Obligation (Major): Obey the Master or Mistress (specifically the Doctor, Romana or Sarah Jane)

Open/Close (Gadget)

Photographic Memory: K-9 literally has a photographic memory.

Restriction: Stairs have always been a problem for the little fellow.

Robot: Or "shooty dog thing", if you prefer.

Scan: His ears are little radar dishes.

Slow: K-9 moves at half normal speed.

Technically Adept: +2 to any Technology roll to fix a broken device.

Vortex: K-9 can pilot time craft through the Vortex.

TECH LEVEL: 10 **STORY POINTS: 12**

THE GIRL IN THE FIREPLACE



THE GIRL IN THE FIREPLACE



'What do monsters have nightmares about?'
'Me! Ha!'

SYNOPSIS

Paris, 17th century, and SS *Madame de Pompadour*, 51st century

In 17th century Paris, Reinette Poisson was fleeing for her life. Clockwork monstrosities had invaded the Palace at Versailles. In hiding, Reinette reassured those with her that help was coming, then leant over and called for the Doctor through the room's fireplace...

In the 51st century, the Doctor, Rose and Mickey arrived aboard an abandoned spaceship. Mickey was overjoyed to have got a spaceship on 'his first go'. But the Doctor was concerned; the ship was stationary but the engines were running at full power. As they looked around, the Doctor found an elaborate, original 16th century fireplace. He noticed another room on the opposite side of it which Rose pointed out was impossible as the room they were in was on the edge of the ship. Then a little girl appeared in the impossible room and she and the Doctor began to talk. She explained that her name was Reinette and she lived in Paris in the 17th century. The Doctor realised the fireplace was being used as some sort of time window and, after tampering with it, yanked a lever. The fireplace rotated in place and the Doctor found himself in France.

As he chatted to Reinette, he noticed something odd: the room was filled with ticking but the clock on the fireplace was broken. The Doctor told Reinette to stay still in the middle of the bed and looked under it. He discovered a robot, perfectly dressed for the time period. It attacked Reinette and the Doctor led it away, back to the fireplace and through it to the ship. There, he doused it with a fire extinguisher and knocked it out. He examined it and was amazed to find it was clockwork!

Without warning, the Clockwork Robot teleported away and the Doctor warned Rose and Mickey not to go looking for it. He returned to Reinette's bedroom and discovered years had passed and she was now a young woman. He realised who Reinette truly was: Madame de Pompadour, the King's Mistress. Back on the ship he found Mickey and Rose had ignored his advice. They'd been exploring and had discovered the ship had organic components.

Along with Arthur, a horse, who had wandered through one of the time windows, the three explored the ship and found several other windows. They were all pointed at different parts of Reinette's life and in one, they saw her being menaced by a Clockwork Robot. The Doctor stepped through, immobilised it and asked her to ask the Clockwork Robot questions. To her amazement, it obeyed her and explained what was going on; the Clockwork Robots were repair androids for the vessel and had been trying to repair damage from an ion storm.



They did not have the parts and Mickey realised what the Clockwork Robots had used instead: the crew. The Clockwork Robot explained one further part was needed from Reinette and when Rose asked why it had chosen her it said "We are the same". Disgusted, Reinette banished it. The Doctor sent Rose and Mickey back to the ship and read Reinette's mind. To his amazement, she returned the favour and sympathised with his miserable childhood. She dragged him out onto the dancefloor, insisting "all lonely boys must learn to dance."

On the ship, Rose and Mickey were captured by the Clockwork Robots and about to be disassembled. The Doctor returned, seemingly blind drunk and lulled the Clockwork Robots into a false sense of security before using Multi-Grain Anti Oil to shut them down. He explained two things; firstly he may have invented the Banana Daiquiri two centuries early and secondly why the Clockwork Robots kept scanning Reinette. The ship had been commissioned 37 years ago and the Clockwork Robots had decided Reinette would be 'complete' on her 37th birthday and would kill her then and harvest her brain.

The Doctor tried to shut down the time windows but realised he couldn't because a Clockwork Robot was still in the past. He sent Rose to warn Reinette and the two women talked about the future, and the Doctor, until Mickey passed along the message that the Doctor had found the window. Reinette followed them through to the ship and was amazed by what she saw. She was tempted to join the Doctor but, when she heard herself begging for help through one window, realised she had to take the 'slower path'

Back on the ship, the Doctor, Rose and Mickey found the window to Reinette's 37th year but the Clockwork Robots had sealed it off, meaning anyone who went through would be trapped in the past. Despite this, the Doctor, with Arthur, rode through the window. The resulting shockwave destroyed all the other windows. The robots had lost. They wound down as they realised this and the Doctor realised he had to adjust to life on the 'slower path'.

Reinette showed him to a nearby room that contained the fireplace from her childhood. She had it moved there and rebuilt exactly. The Doctor realised that it was offline when the other windows blew out, but because the windows relied on physical connections there was a chance it still worked. He asked Reinette to wish him luck and she, to his surprise, said "No" as he returned to the future. The last time the Doctor returned through

the portal, years had passed. The King told him he had just missed Reinette; her coffin was being taken away. The King gave the Doctor a letter from Reinette. When he read it, in the 51st century, it explained how much she wanted to see him again but that she was growing weaker every day. Numb with grief, the Doctor shut the time portals down and they left, still with no idea why the Clockwork Robots had been obsessed with Reinette.

As the TARDIS dematerialised, a painting on the wall behind it came into view. It was of Reinette. Outside, the ship's name spun into view: the SS *Madame de Pompadour*.

CONTINUITY

- The Doctor was going to use Zeus plugs from the TARDIS to close the time windows, but couldn't find any. The Fourth Doctor was last seen with them (see ***The Hand of Fear*** in **The Fourth Doctor Sourcebook**).
- Madame Reinette asks the Doctor the first question, "Doctor who?" (see ***The Wedding of River Song*** in **The Eleventh Doctor Sourcebook**).
- The Tenth Doctor, very much like his predecessor, likes bananas (see ***The Doctor Dances*** in **The Ninth Doctor Sourcebook**), even going so far as to invent the banana daiquiri.
- Madame Reinette refers to the Doctor as her 'imaginary friend', much like Amy Pond later does (see ***Eleventh Hour*** in **The Eleventh Doctor Sourcebook**).
- The SS *Madame de Pompadour* had a sister ship, the SS *Marie Antoinette*, which similarly goes awry, forcing its Clockwork Robots to take the long route through time as well (see ***Deep Breath*** in **The Twelfth Doctor Sourcebook**).

RUNNING THE ADVENTURE

There are two key elements to running this adventure: the mystery surrounding the Clockwork Robots, and the fleeting glimpses the characters get into Madame de Pompadour's life. It's the jarring juxtaposition between the futuristic, if anachronistic, spaceship, and historic France that makes this adventure so compelling.



THE CLOCKWORK MENACE

The characters begin in the future, investigating a seemingly abandoned ship or menaced by Clockwork Robots. Where have the crew gone, and what do the Clockwork Robots want? The mystery here is fairly compelling, even before you introduce the time-travel elements with the girl in the fireplace. The characters might find themselves being chased through a semi-organic spaceship, as the robots try to harvest them for parts. Perhaps it is the characters who inadvertently lead the Clockwork Robots to Reinette, by opening up a time window to escape through?

You could switch it up so that the Clockwork Robots are scattered through history looking for parts, or trying to zero in on Reinette by taking the long way through time. Alternatively, have the ship's time windows constantly in flux, meaning that the Clockwork Robots keep showing up dressed oddly in unusual times. A Clockwork Robot dressed as a pilot from the Second World War would certainly draw attention if it turned up in modern-day Heathrow! You could even go so far as to reverse the perspective: to have the characters in the past, and to have time windows opening up at various different times. The adventure then becomes something of a hunt for them to track them down as they open, perhaps leading them on a merry trail through the courts of 17th century Europe!

MADAME DE POMPADOUR

The second, equally important, element to the adventure is Reinette. This adventure is, at its heart, a doomed romance. The Doctor and Reinette have instant chemistry and it's implied that he would at least considered the possibility of abandoning his life in the TARDIS for her. That sort of depth of feeling is very difficult to recreate in your own game without forward planning so, before you consider running the adventure, sit down with whichever one of your players you see as taking on this role in the story and see if this is what they want. If it is, ramp up the emotion between them and Reinette as honestly as possible. Of course, you needn't include the romantic element in your own adventure if you don't want to. You can still split the adventure between the past and the future, interweaving moments from Reinette's life into the plot – after all, the players don't have to be in love with her to save her, do they?

You can change things up easily enough too by using another historic character. How might the adventure

look if it was the SS *Marie Antoinette* or the SS *Napoleon Bonaparte*? The adventure might have a similar flavour, but proceed in a very different way!

TIME WINDOWS (SPECIAL GADGET)

Time Windows are a fantastically useful, and very difficult to maintain, piece of equipment. They work from the Blinovitch Commonality Principle, which states that an object that exists in the launch time, and also in the destination time, can be rendered temporarily 'translucent'. Essentially, the two time periods the object exists in become linked by the object itself. In the case of a transparent surface such as a window or mirror, they can be used as viewing portals. In the case of a piece of furniture, such as the fireplace, they can be 'flipped' and used as an extremely odd time machine. The Doctor, when he rides the fireplace into Reinette's room, isn't actually moving in space. He's standing on the fireplace in the 51st century, he just swaps that version out for the one in Reinette's bedroom.

For all their apparent elegance and ease of movement between times, Time Windows are both fragile and extremely power hungry. Destroying one will cause a chain reaction that will destroy every other Time Window connected to that time period, potentially trapping characters on the wrong side. Simply keeping them open requires TL 8 or higher equipment, such as a the quantum drive of a spaceship operating at full power

Traits: Bulky (Major Bad), Hungry (Major), Networked, Restriction (Can only be used to travel to time period of object's life), Transmit, Vortex.

ZEUS PLUGS

Zeus Plugs are, in a sense, the polar opposite of Anti-Oil. Made using Nanogene technology, they serve two purposes; storing power and releasing it. A Zeus Plug will connect to any electrical system and either as a battery or close a connection, repairing the system.

In exceptional circumstances (and yes you could absolutely say an invasion of Clockwork Robots is such a circumstance if you wanted to), the Zeus Plug can be used to release that energy, causing inflicting damage (4/6/L) on a nearby target.

In normal circumstances, if they can be found, they are considered a standard part of the TARDIS toolkit (see **The Time Traveller's Companion**, pg. 103).



THE GIRL IN THE FIREPLACE



MULTI-GRADE ANTI-OIL (MINOR GADGET)

Anti-Oil is a non-Newtonian liquid, meaning it also acts as a solid if enough pressure is exerted on it. In the case of Anti-Oil, that pressure is supplied by the moving parts of any machine. The moment Anti-Oil is introduced into a system, it locks up and can only be removed by high pressure compressed air or water jets. As the Doctor comments, "If it moves, it doesn't" and he's not exaggerating. The best way to repair damage caused by Anti-Oil is to buy another engine.

In game terms, if applied to a creature with the Cyborg or Robot traits, or to a vehicle or machine of any kind, they are permanently immobilised as though Stunned until the Anti-Oil can be cleaned from their system.

Traits: Disable (Minor), Restriction (Machinery only).
Story Points: 1

FURTHER ADVENTURES

- The Time Windows are such a beautiful piece of technology you can't help but use them again in your adventures. Perhaps the Time Windows become adopted as standard Torchwood procedure for observing historical figures? Park a ship somewhere safe, fire up the windows and start taking notes? Until someone decides to go a step further and step through...
- The characters arrive in the Dagmar Cluster, onboard a fully crewed SS *Madame de Pompadour* as an ion storm is whipping up. Suddenly finding themselves stranded onboard a ship as it starts to malfunction, can they find a way to stop the Clockwork Robots as they begin to harvest the crew, or can they escape?
- A portrait of Madame de Pompadour has hung in every major gallery on the planet for 500

MADAME REINETTE DE POMPADOUR

AWARENESS	4	PRESENCE	4
COORDINATION	3	RESOLVE	4
INGENUITY	5	STRENGTH	3

Reinette Poisson is an intelligent, perceptive, wry young woman. She has no fear and she has often been asked why. Her answer is always the same; she has an unswerving faith in herself and her abilities and she knows she is protected. Reinette would have got to her position without ever having met the Doctor, she knows that. She also knows it's a rare privilege to have met your own childhood friend.

SKILLS

Athletics 2, Convince 4, Craft 4, Knowledge 5, Medicine 2, Science 2, Subterfuge 4, Survival 1, Technology 2, Transport 1.

TRAITS

Attractive: Madame de Pompadour is one of history's greatest beauties, able to turn the heads of Kings and Time Lords alike.

Brave: Reinette gains a +2 bonus to all Resolve rolls, such is her bravery.

Charming: Reinette's wit is legendary.

Distinctive: Reinette is well known all over France, and receives a -4 penalty to any attempt to conceal herself in crowds.



Empathic: Reinette can read people instinctively and gains a +2 on any roll concerning someone else's emotional state.

Impulsive: Reinette is led by her heart, not her head.

Friends (Major): The darling of the court, Reinette has no shortage of allies and can call on the King's own staff. Plus, she has a Time Lord in her fireplace too.

Indomitable: +4 to resist becoming possessed or psychically controlled. Perhaps that's why the Clockwork Robots wanted her brain...

TECH LEVEL: 3 **STORY POINTS:** 6



years. Someone has died each time it's been exhibited, their bodies horribly mutilated. Each time the method of death is different but each death occurred at the exact same time. Now, a Torchwood Archive special unit have taken it to an old abandoned moonbase for study. The

portrait is never observed directly for safety. But when the TARDIS doors open onto it it's a little hard to miss. Now the characters have less than 24 hours to solve the Pompadour curse or they'll become its latest victims. And why can they hear ticking all of a sudden?

CLOCKWORK ROBOTS

Humans have always found a need for robots, and in the 51st century they perfected the design in style. While programmed for menial maintenance tasks, the clockwork robots are still a work of art. The robots themselves are simple humanoid forms encased in transparent toughened plastic. Their gold and brass gears can easily be seen ticking away and they go about their tasks. The constant ticking sound they make is audible, but not much louder than a clock. While it might seem a step backwards in design, using clockwork has several advantages. The robots require only the occasional winding up, something other robots can be programmed to do regularly. On a spacecraft, this has the advantage of not draining the ship's power supplies, and in the event of a systems failure the robots can keep working. As the Clockwork Robots have no conventional computer systems, their brains are based more on the clockwork computer theories of Charles Babbage and Ada Lovelace. 51st century technology has refined the system so their clockwork minds can process and store enough data to carry out complex tasks. Unfortunately the binary gears that make up their thought processes are extremely linear and pedantic. Like many robots they lack a capacity for abstract thought, forcing them to carry out their programming in a very literal way. As the crew of the SS *Madame de Pompadour* discovered, it wasn't enough to program the robots to 'repair the ship', they should have specified that some parts were inappropriate. It doesn't mean that they are stupid, however – they did manage to use the ship's quantum drive to open multiple 'Time Windows'.

AWARENESS	2	PRESENCE	2
COORDINATION	2	RESOLVE	4
INGENUITY	2	STRENGTH	5

SKILLS

Fighting 2, Medicine 1, Science 2, Technology 5, Transport 1.

TRAITS

Boffin: Clockwork Robots are very ingenious in their creation of parts for the ship, managing to cobble together parts from machine and living flesh or opening Time Windows.

By the Book: The Clockwork Robots follow their programming to the letter.

Dependency (Major Bad): The robots must return once every few hours to the ship to be wound.

Natural Weapons – Spikes: The Clockwork Robots are equipped with sharp tools for repairing the ship that do nasty damage when used in a fight. These tools give the robot +2 to their Strength when determining damage.

Robot

Scan: Short range scan for determining damage to the ship, and locating parts, providing a +2 bonus to



Awareness and Technology (or Medicine).

Technically Adept: The robots are very good at fixing things and adapting the technology of the ship.

Teleport: When in danger and needing to escape capture, the Clockwork Robots can teleport to safety (but only 500m or so away).

TECH LEVEL: 8

STORY POINTS: 2-4

RISE OF THE CYBERMEN/THE AGE OF STEEL



'You will be deleted.'

SYNOPSIS

London, Pete's World, 2007

The Doctor, Rose and Mickey were travelling through the Vortex when, without warning, it disappeared. Ripped away from the source of its power, the TARDIS died and the Doctor, in shock, warned them that they were now trapped in a lost dimension, a Silent Realm. One that, as Mickey pointed out, looked a lot like London. London in the present day in fact. Well... aside from the Zeppelins.

The Doctor realised they were in a London but not their London. The TARDIS had been thrown into a parallel universe. That was very bad, and the Doctor barely finished warning his friends about the dangers of a parallel world when Rose was distracted by a poster for Vitex health drink. One featuring her father...

Elsewhere, billionaire genius John Lumic had successfully developed a cybernetic body to transfer

a human brain into. He was refused permission to begin doing this by the British President. Enraged, Lumic ordered his associate, Mr Crane, to begin tests anyway. Crane rounded up a group of homeless people and began converting them. Unbeknownst to him, Jake, a member of the Preachers, filmed it.

The Doctor and Mickey had left Rose to think and gone back to the TARDIS. The Doctor was overjoyed to find a tiny light still on under the console. He explained that the TARDIS drew power from its home universe and they could use the tiny scrap in the light to recharge. He transferred the energy of 10 years of his life into the crystal and the TARDIS began to power up. They would be stuck for another 24 hours, not forever as he had first feared.

With a way home secured the Doctor was far happier about exploring the new universe. However, he still forbade Rose from going to see her family. Rose ignored him and Mickey stormed off, upset about something. The Doctor caught up with Rose and she explained Mickey had been raised by his grandma who had died a few years before the

Doctor met them. Not far away, Mickey arrived at his old house and broke down in joyful tears when his grandmother answered the door. Before he could get caught up though, he was captured by the Preachers. This universe's Mickey, called Ricky, led them and was London's most wanted...

The Doctor and Rose discovered that almost everyone on Earth wore EarPods, Bluetooth-style headsets. They were built by Lumic's company and, realising he was going to be at Rose's family's party, the Doctor agreed to go undercover there.

That night, the party was in full swing and the British President was one of the guests. He was mid-speech when Lumic's newly converted troops stormed the building. The Doctor recognised them for what they were: Cybermen.

The Doctor, Rose and Pete fled but were cornered by Cybermen. The Doctor used an energy discharge from the TARDIS crystal to kill them and the Preachers arrived and helped them escape. Pete revealed he'd been their inside man all along. Elsewhere, Lumic activated every EarPod in London and the entire

populace began filing towards Battersea Power Station, where Lumic was planning on converting them all...

It didn't take long for the Preachers to get in trouble and Ricky was killed by the Cybermen. The survivors formed a plan of attack; Mickey and Jake would destroy the transmitter controlling the EarPods, Rose and Pete would infiltrate the station to try and find Jackie whilst the Doctor and Mrs Moore, the last Preacher, would sneak in through the tunnels beneath the facility.

Mickey and Jake successfully destroyed the transmitter, with the inadvertent help of a Cyberman left to guard it. The non-converted Londoners fled in a panic but it was too late for Jackie; Rose and Pete found the Cyberman she had become and were taken to see Lumic. Beneath them, The Doctor and Mrs Moore crept through tunnels lined with dormant Cybermen. All seemed to be going well until Mrs Moore was killed and the Doctor, identified as non-human, was taken to Lumic for questioning. He arrived just after Rose and Pete. They discovered Lumic had been forcibly upgraded into the Cyber Controller. The Doctor deduced, having dissected one of the Cybermen, that they could only function because their emotions had been inhibited. If that emotion chip was overridden, they would be killed by the sheer horror of realising what they'd become. Banking on Mickey and Jake being successful, he fed them the information they needed to shut the inhibitor

down. They succeeded and the Cybermen died from shock as they realised what they'd become.

The ensuing chain reaction began to destroy the power station and the Doctor, Pete and Rose were only saved by Mickey using the Zeppelin's emergency rope ladders to get off the roof. Lumic pursued them but was destroyed when Pete used the Sonic Screwdriver to break the ropes.

The Doctor warned Jake that Lumic had cyber conversion factories elsewhere in the world and he still had a lot to do. Mickey decided to stay in this universe, partially because of his Grandma and partially because he finally accepted that his relationship with Rose was over. After tearful goodbyes, Rose and the Doctor returned to their universe whilst Mickey and Jake set off for the next cyber factory.

CONTINUITY

- The destruction of Gallifrey and the Time Lords has meant that it is nearly impossible to travel between universes. This is not the only parallel universe the Doctor has travelled to (see also *Inferno*, in **The Third Doctor Sourcebook**, or *Battlefield* in **The Seventh Doctor Sourcebook**).
- In the event of a catastrophic crash landing, gas masks drop from the ceiling above the TARDIS console. The Doctor first met the Cybermen back in *The Tenth Planet* (see



The First Doctor Sourcebook). However, strictly speaking these aren't the same Cybermen as they're from an alternate universe.

- The Doctor has used emotions to overpower the Cybermen (see *The Invasion*, in **The Second Doctor Sourcebook**).
- The Doctor's plan to attack Cybus Industries – "above, below, between" – uses the nursery rhyme the Second Doctor used to find the entrances to the Tomb of Rassilon.
- In this reality, Great Britain has a President, not a Prime Minister.

◉ RUNNING THE ADVENTURE

This adventure works well as a way to introduce the Cybermen into your campaign, or, perhaps, a reintroduction if your players have defeated them already. To do this, there are a couple of beats you need to hit to really convey the tone of the adventure.

THROUGH THE LOOKING GLASS

This is our world, a quarter turn to the left. There's a lot the same, a lot that's better, but some things that are demonstrably much worse. Why is there a curfew? It's nothing to do with Cybus, at least not yet...



Find things, or places, the characters have already encountered and twist them. Like how Jackie Tyler is rich and snobbish in this world, how Mickey (or Ricky) is brave, how Pete is, well, not dead. Like the Doctor says, this is a Gingerbread House universe. Make it irresistible for your group to take a bite and then bite back.

NETWORKED WORLD

The other theme is humanity's embrace of technology. EarPods are the norm here, and there are hints of something interesting happening to humanity long before Lumic gets involved, as they take steps to voluntarily upgrade themselves long

before the Cybermen get involved. The EarPods regulate not only information but response to information, meaning people's emotional states are starting to synchronise. Look at the reaction to the daily joke that gets downloaded.

Make sure the EarPods are so ubiquitous that anyone who doesn't have them seems odd. Treat them like the greatest smartphone in the world, make players feel like they're missing out by not having them. But conversations with their wearers are distracted, off kilter; people are constantly paying attention to the information coming through their EarPods, as much or more than what's in front of them. Humanity is starting to become a hive mind, long before Lumic's big ideas. Who knows what would have happened in this universe without him?

MRS MOORE

AWARENESS	3	PRESENCE	2
COORDINATION	4	RESOLVE	4
INGENUITY	3	STRENGTH	3

'Mrs Moore' had a quiet life as a Cybus engineer before everything started going to hell. Then she read a file she shouldn't have, got the merest hint of Lumic's plan and found her life turned upside down. Grounded, sensible and resourceful, she's the backbone of the Preachers, driving their blue van and acting as their resident techie.

SKILLS

Athletics 1, Convince 3, Knowledge 5, Medicine 3, Science 3, Technology 4, Transport 4.

TRAITS

Boffin: Mrs Moore was one of Cybus Industries' top engineers and can make all manner of gadgets.

Brave

Insatiable Curiosity: Mrs Moore read one too many files, conducted one too many searches at Cybus Industries.

Technically Adept: Mrs Moore is an instinctive engineer and gains a +2 bonus to all Technology rolls.

TECH LEVEL: 5

STORY POINTS: 3



RISE OF THE CYBERMEN/THE AGE OF STEEL



RICKY



AWARENESS	3	PRESENCE	3
COORDINATION	4	RESOLVE	4
INGENUITY	2	STRENGTH	4

Ricky is the leader of the Preachers. He's a fierce man, a wanted man. A man with a lot of parking tickets. But that's not the point. The point is, Ricky is brave enough to look at the world around him, realise something's wrong and help change things. He's a hero. And those parking tickets were him fighting the system in his own way.

SKILLS

Athletics 3, Convince 2, Knowledge (Earth Culture 5) 3, Science 2, Technology 5, Transport 2.

TRAITS

Adversary: Ricky is London's Most Wanted. For parking tickets.

Brave: Ricky is everything Mickey is not, but could one day be.

Charming: Ricky is the leader of the Preachers.

Double: Ricky Smith looks a lot like Mickey Smith.

Quick Reflexes: Whether wielding an automatic rifle or a Playstation controller, Ricky is quick fingered.

Technically Adept: Ricky knows his way around a computer.

Tough: Ricky is not easily put down.

TECH LEVEL: 5 STORY POINTS: 2

JOHN LUMIC



AWARENESS	4	PRESENCE	4
COORDINATION	1	RESOLVE	6
INGENUITY	4	STRENGTH	1

John Lumic was a brilliant scientist and businessman, but his body was dying. Lumic became determined to upgrade all of humanity into Cybermen with him as their god. Mr Crane, Lumic's lifelong friend, saw the insanity of the plan and severely damaged Lumic's life support chair in an assassination attempt. As Lumic slowly died, he called out for his Cybermen to help him. Their logic determined that the only way to save Lumic was to upgrade him. He became the Cyber Controller. His reign was short lived when the Controller fell from an air ship into a burning Cyber-Factory.

SKILLS

Convince 4, Craft 6, Knowledge 6, Medicine 4, Subterfuge 6, Technology 6.

TRAITS

Boffin: A gifted engineer, Lumic intends to save humanity from itself.

Dependency: Lumic is confined to his life support chair.

Obsession (Major): Lumic is not ready to give in to death just yet.

Technically Adept: Just because he can make something, does not mean Lumic should.

Selfish

TECH LEVEL: 5 STORY POINTS: 5

TORCHWOOD IN PETE'S WORLD

The existence – and role – of Torchwood in Pete's World is public knowledge, or at least public enough to be mentioned on the radio. That's an interesting line to take, especially if you pay it off with some of the later adventures. Have Torchwood learn from the horrors of Canary Wharf and slowly rebuild as a public force for good. An organisation less concerned with rebuilding the British empire and more concerned with building a better world has a lot to recommend it.

TARDIS POWER CRYSTAL

The tiny power crystal the Doctor retrieves from the TARDIS is a system of absolute last resort. The last vestige of the TARDIS' power resides there and if the ship is ever damaged, or ripped from its universe, that will be the last thing to go. A character may **permanently** expend a Story Point to rekindle the spark of energy within it, allowing it to regenerate fully within a day.

EMP BOMB (MINOR GADGET)

EMP bombs have no effect on creatures that are entirely biological, but they wreak havoc with cybernetic organisms.

Traits: Zap (Minor, 4/L/L damage), Restriction (Only works on Cyberborgs or characters wearing EarPods).

EARPODS (MAJOR GADGET)

One part smart phone, one part outboard brain, the EarPods were a ubiquitous fashion item on Pete's World, which turned out to be a Cyberman ploy to mind control humanity. There have been several variants, including the copper and brass ones built by the Cybermen in Victorian London (see *The Next Doctor* on pg. 227) and Torchwood's earpieces hacked by the Cybermen prior to the Battle of Canary Wharf (see *Army of Ghosts/Doomsday* on pg. 106). In all instances, while the wearer of the device benefits from the Transmit Trait, the Cybermen may attempt to possess them, as per the Hypnotism (Special) Trait (see the **Doctor Who Roleplaying Game Core Rulebook** for more information on this).

Traits: Hypnotism (Special), Networked, Transmit, Dark Secret.

Story Points: 2



DOUBLE (MINOR TRAIT)

The character is the dimensional alternate of a character the players have already met. They have the same physical appearance, abilities and skills but there are several important differences in their personality.

Effects: If the character is a member of the party, define this by discussing what the player wants to do differently. If they're a non player character, define this by picking two Traits and reversing them (a Cowardly character is now Brave, a character with arachnophobia has a pet spider, that sort of thing). The character can also pass as his double with little effort, requiring a much harder Awareness + Ingenuity test (Difficulty 18) to tell them apart.

FURTHER ADVENTURES

- At some point the two different versions of the Cybermen either meet or follow near identical evolutionary paths. There's a ton of fun opportunities there for characters to try and stop the two combining forces. Or, better still, stopping them from all-out war with innocents caught in the middle.
- What about this universe's John Lumic? Is he alive? If so is he researching Cybermen, perhaps based on previous encounters UNIT and the Doctor have had with them? Is he a good guy? What's he going to do when he finds out what his alternate self did?
- The TARDIS is thrown out of the Vortex by a colossal shockwave. It arrives on a Cyberman battleship, one that's half in this world, half in the Void. The Mondasian Cybermen are using the temporal engines to break through and rescue their alternate brothers and if they succeed, they won't just tear a hole in the universe, they'll let every horror in the Void loose.

THE IDIOT'S LANTERN



THE IDIOT'S LANTERN



'They took her face and just chucked her out in the street. As a consequence that makes this simple... very, very simple. Because now, Detective Inspector Bishop, there is no power on this Earth that can stop me!'

SYNOPSIS

London, Earth, 1953

1953, just before the Queen's Coronation. In Magpie Electricals, a small London electronics shop, Mr Magpie was on the verge of bankruptcy. Heartbroken, he barely noticed as a red lightning bolts hit the antenna of his shop. A TV announcer – a polite, cheerful woman – appeared on the screen even though programming had finished. She talked to Magpie and then absorbed his face as he screamed helplessly...

The Doctor and Rose arrived in Muswell Hill, London, not long after. The plan was an Elvis concert in New York but they missed a bit. As they rode on a moped that the Doctor had in the TARDIS, he noticed a person with a blanket over his head being abducted into a car. They chased the abductors but the car seemed to vanish.

Posing as Royal Inspectors, the Doctor and Rose investigated the kidnapping and found their way to the Connolly house. There, they soon realised that

patriarch Eddie Connolly was a monster, a man who bullied his wife Rita, belittled his son Tommy and refused to acknowledge that something was dreadfully wrong with Rita's mother, who lived upstairs. The Doctor and Rose were in the middle of digging deeper when two men appeared, attacked the Doctor and dragged Rita's mother away. The Doctor pursued them but Rose stayed behind. She noticed something odd about the TV set in Gran's room...

The Doctor tracked down the kidnap victim in a cage surrounded by other people. None of them had faces. As they began to turn on him, the kidnappers rescued him and revealed they were police officers, then dragged the Doctor away. Back at the house, Rose continued to investigate the TV and found the label; Magpie Electricals. She went to the shop and confronted the guilt-ridden Mr Magpie. He tried to get her to leave but the newsreader reappeared and introduced herself as the Wire. Yelling that she was hungry, the Wire absorbed Rose's face, as Magpie watched in horror, desperately apologising.

At the police yard, Detective Inspector Bishop was quickly convinced of the Doctor's ability to help. He explained that they'd been acting on tip offs from an informant and had only been hiding the faceless as they have no idea what to do about them. Rose was brought in as they talked and the Doctor, seeing what had been done to her, vowed to stop it.



As the coronation neared, the Doctor returned to the Connolly house. He questioned Tommy who admitted his Gran had been watching TV when she had been afflicted. Confronted by his father again, Tommy left with the Doctor and the Inspector to go to Magpie Electricals. At the same time, Eddie admitted he'd been the one informing on the victims in the street and, disgusted, Rita threw him out.

At Magpie Electricals, the Doctor discovered a bank of TVs, each holding a different face, one of them Rose's. The Doctor questioned Magpie and the Wire appeared. She explained she had been killed by her own people and needed mental energy to reconstitute herself. She planned on using the Coronation to absorb a vast amount from the viewers and tried to absorb the Doctor, the Inspector and Tommy. The Doctor broke her feeding pattern using his Sonic Screwdriver, but not before she had fed off the Inspector, trapping him in one of the TV sets. All three men were knocked out and by the time they came to, Magpie had fled with the portable TV containing the Wire.

Realising she'd need the antenna at Alexandra Palace, the Doctor quickly assembled a device to

stop her, with Tommy's help. They raced to Alexandra Palace where Magpie was already halfway up the transmitter tower. The Doctor ordered Tommy to keep the device he'd built plugged in and, trailing wire, climbed the tower after Magpie.

The Wire tried to electrocute the Doctor but his rubber-soled trainers grounded the charge. As Magpie connected his device, he pleaded with the Wire for peace and she complied by incinerating him. The Doctor connected his device but a fuse blew and Tommy has to rush to change it. At the last minute, he succeeded and the Doctor dragged the Wire out of the TV set and into a video cassette he had constructed, 30 years ahead of its time; a Betamax video cassette.

Returning to the ground, the Doctor found all the Wire's victims had their minds and faces restored. He and Rose were reunited on Tommy's street and, as a reward, the Doctor gave Tommy the scooter. They watched as Mr Connolly collected his things and left. Rose told Tommy to give his dad a second chance, even though he was an idiot. Tommy ran off and reluctantly helped Eddie with his case whilst the Doctor and Rose celebrated the coronation.





CONTINUITY

- The police officers make mention of Torchwood.
- After his demise, Magpie's business thrives. Martha has a Magpie Electricals television (see *The Sound of Drums* on pg. 161), and there's a Magpie Electricals microphone onboard the *Titanic* (see *Voyage of the Damned* on pg. 168) and there's an advert for them on Starship UK (see *The Beast Below* in **The Eleventh Doctor Sourcebook**). Magpie Electricals components even end up being used when the TARDIS regenerates (see *The End of Time* on pg. 246).
- The Doctor should take more care when clambering around atop aerials (see *Logopolis* in **The Fourth Doctor Sourcebook**).

RUNNING THE ADVENTURE

There are two major themes to this adventure: the Coronation and the family. Make sure both feature prominently.

The Coronation forms a key part of the background to this adventure, but it's not the Coronation itself that's key. Instead, it is the paraphernalia surrounding the Coronation that are key: the street parties, the bunting and, most importantly, the advent of television.

Harnessing the same themes, the Wire could just as easily have come to Earth during the 2012 Olympics, or the wedding of Charles and Diana or the Millennial celebrations. Again, the event itself is not at the forefront of the adventure, but all are occasions for families to gather together and to crack out the Union flags!

It's the celebration, whenever you choose to set it, that forms a vital part of the adventure. It allows the Wire to focus as the dark side of an event everyone's part of and secondly because it's a great canvas for the adventure to play out across. The image of

people without faces is chilling enough but throw that into the middle of a national holiday and you have something truly chilling.

As with many of the Doctor's adventures, the larger-scale event provides the backdrop whilst the action itself is zoomed in and seen through the lens of a family – in this case, the Connollys.

We see the true horror of the Wire by what she does through the Connolly family and how they react to it. They're individuals in every way: Eddie's bullying, Tommy's compassion, Rita's bravery. They're everything the Wire thinks of as cattle and everything that will ultimately destroy her. They give the adventure its human face (no pun intended) and allow the scale to be focused – an important point when using an ephemeral foe that can attack just about anywhere.



CHANGING THE DESKTOP THEME

Of course you don't have to use this family and you don't have to set it in the 1950s. You could create your own tightly knit family if you prefer, in another era. The adventure works just as well if the Wire is hiding in the first 24 hour TV news studio or is the nice lady from the radio. To bring it right up to date, the Wire could be hiding in a Tumblr or Twitter feed, collecting people through the Internet. And it needn't

PORTABLE BRAIN (MINOR GADGET)

Magpie's portable TV is a remarkable achievement, an electronic brain for The Wire to nest in. It can be connected to any other TV or antenna, allowing The Wire to target many more victims.

Traits: Transmit, Bulky (Minor), Restriction (Must be plugged in).

Story Points: 1

WAVEFORM PRISON (MINOR GADGET)

The Waveform Prison is very similar to Magpie's device with two important differences. Firstly it's designed to contain rather than act as a gateway to other devices and, secondly, you can tape over whatever's on it.

Traits: Delete (Waveform), Scan, One Shot.

Story Points: 1



be the Wire itself who is the villain of the piece. What if it was the Great Intelligence that was attempting to hijack the broadcast instead, stealing the faces – and identities – of those who witness its channel?

first, but Earth is entirely too delicious for her to be one of the last. Just imagine what she could be on Youtube. Just imagine The Wire going viral in the modern day...

FURTHER ADVENTURES

- There's every possibility other Waveform intellects swim in the vast ocean of signal that radiates from the Earth. She may have been the

- There's an urban legend about a Betamax tape that, if you watch it, within 24 hours you'll wind up dead or worse – faceless. Could this be The Wire, somehow escaped from wherever the Doctor stashed it?

MR MAGPIE



AWARENESS	3	PRESENCE	2
COORDINATION	4	RESOLVE	2
INGENUITY	5	STRENGTH	2

Mr Magpie is an electrical genius, an engineer who in a kinder time would have been a Da Vinci. Instead, he's a TV salesman and one with a dreadful secret. The Wire is in his TV and in his head.

SKILLS

Knowledge 4, Science 4, Technology 5.

TRAITS

Boffin: Mr Magpie is an instinctive and brilliant designer.

Dark Secret: Mr Magpie knows the truth about his televisions.

Face in the Crowd: Everyone trusts the TV repairman, especially on the day of the Coronation.

Owes Favour (The Wire)
Technically Adept

TECH LEVEL: 4 **STORY POINTS: 1**

TOMMY CONNOLLY



AWARENESS	4	PRESENCE	3
COORDINATION	3	RESOLVE	4
INGENUITY	4	STRENGTH	3

Tommy is a brilliant, kind young man caught between two camps. One is his father, a place of duty and honour and strict principles. The other is his mum, a place of kindness and love. Tommy knows which he wants, but he knows which he's going to get, if Eddie has anything to say about it.

SKILLS

Athletics 3, Convince 2, Craft 3, Science 3, Technology 3.

TRAITS

Brave: Tommy thinks nothing of rushing off to help the Doctor.

Empathic: +2 on rolls to read other people.

Obligation: Tommy has to look after his family.

Technically Adept: Tommy is a keen tinkerer.

TECH LEVEL: 4 **STORY POINTS: 6**



THE IDIOT'S LANTERN



THE WIRE

On the planet Hermethica, a criminal syndicate took control of the major cities. They used a genetic abnormality that allowed them to transform into beings of pure plasmic energy and used their new-found state to influence electrical signals on the planet to their own ends. The gang's leader, known only as 'The Wire', was captured. The people of Hermethica tried and executed her for her crimes but she managed a further plasmic transformation, transmitting herself into a mobile recording device that had been illegally smuggled in to film the execution. Since that time, she has travelled along signal wavelengths, in the hopes of discovering a planet where she might reconstitute her physical form.

On Earth in 1953, she concealed herself in television signals, transferring herself from set-to-set. She took basic human form within the signals, based upon a popular television presenter. She manipulated Mr. Magpie, the owner of an electronics shop, using him to spread the technology to enough households to allow her to feed on the resident's mental energies. Magpie was to deliver the Wire to the broadcast tower at Alexandra Palace on the day of the Coronation of Queen Elizabeth II, where the increase in power and broadcast range would allow her to feed on the mental energy of the three million viewers of that event (the largest television audience in history to that point) and giving her enough energy to return to Hermethica to exact her revenge. Luckily, the Doctor was on hand, armed with a trusty Betamax video recorder.

AWARENESS	6	PRESENCE	7
COORDINATION	-	RESOLVE	7
INGENUITY	7	STRENGTH	-

SKILLS

Convince 4, Knowledge [Alien Cultures 5] 3, Technology [Electronics 9] 7.

TRAITS

Alien

Fear Factor (1): People tend to freak out when the television begins to talk to them. The Wire gains a +2 to any roll when actively trying to strike fear into people's hearts.

Immaterial: The Wire has transformed into a being of pure energy.

Psychic

Special – Energy Being: The Wire has converted herself to pure energy. She can no longer be physically harmed, however she also cannot interact in any physical way with the world. She is capable of instantly transporting herself via televisual signals – and with a large enough broadcast tower and power behind it, can effectively be in more than one place at a time.

Special – Mental Drain: The Wire feeds off the mental energy of other beings. The victim must be in the same room as a source containing The Wire's energy (such as a television) and is struck by energy tendrils. This is a conflict between



The Wire's Resolve + Convince vs. the victim's Resolve + Ingenuity. During the conflict, the victim is paralysed and unable to act. If the drain is successful, the victim is left mindless – as well as faceless. The victim's consciousness is stored as energy by The Wire, who hopes to use the energy to reconstitute a physical form. If the Wire is defeated, her victims' minds, and faces, are restored.

Voice of Authority: In the form of the BBC Continuity Announcer, the Wire gains +2 to Presence and Convince rolls to try to get people to do what she wants.

TECH LEVEL: 7 **STORY POINTS:** 12

THE IMPOSSIBLE PLANET/THE SATAN PIT

'I've seen fake gods and bad gods and demigods and would-be gods; out of all that, out of that whole pantheon, if I believe in one thing... just one thing... I believe in her.'

SYNOPSIS

Sanctuary Base 6, Krop Tor, 42nd Century

The TARDIS arrived aboard what the Doctor recognised as a Sanctuary Base, a modular system used for deep range exploration. Just how deep became apparent when he and Rose discovered alien writing that the TARDIS couldn't translate. Above it was the phrase "WELCOME TO HELL".

After an initial misunderstanding with some faulty translator globes, the Doctor and Rose were welcomed to the base by the Ood; a race of telepathic, benign aliens who were used as indentured slaves by humanity, the Ood were the base's primary work force. They introduced the Doctor and Rose to the human crew; Acting Captain Zachary Cross Flane, Doctor Ida Scott, archaeologist Toby Zed, Security Chief John Jefferson and maintenance specialist Scooti Manista. They were all members of the Torchwood Archive and were amazed to see the Doctor and Rose there, as there was no way they could have landed safely on the planet. Known as Krop Tor, it was an impossible world, orbiting a black hole in a stationary pattern and, barely, holding together. The Torchwood Officers were drilling down to the power source holding it, and the gravity funnel they rode down to get to Krop Tor, in place. The Doctor was delighted to find not only the impossible world but humans studying it. That delight faded when he realised the TARDIS had been buried in a quake and he and Rose were now stranded.

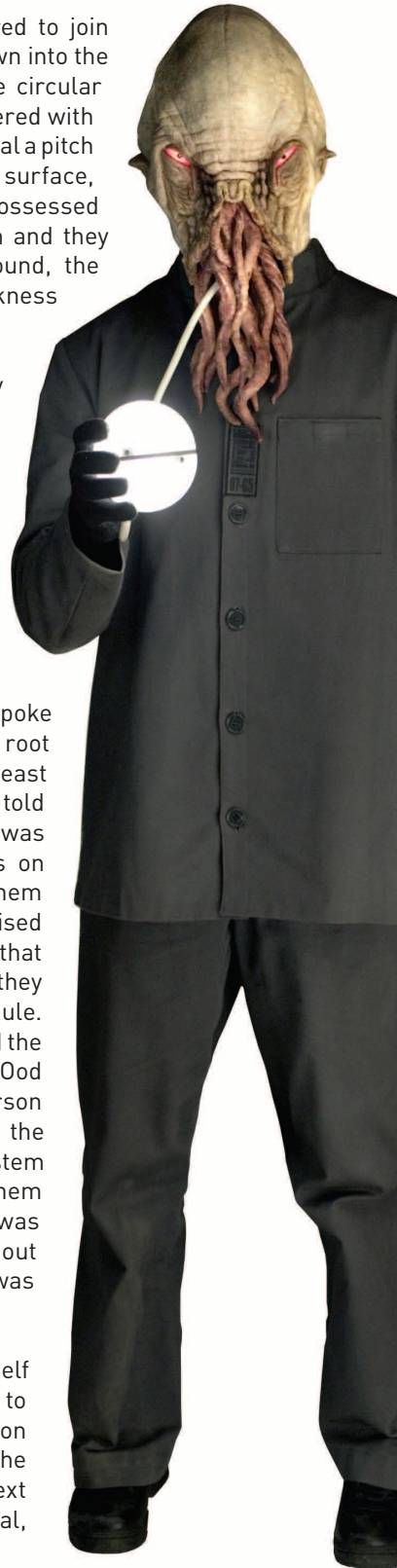
As the drill got closer to its target, something woke deep beneath the planet. Toby began hearing a deep voice, and saw the words he'd been struggling to translate written on his skin. Possessed, he left the base and bathed in the radiation of the black hole as the Beast truly awoke. Scooti saw him standing outside and barely had time to react before he killed her. Elsewhere, the Beast began speaking through the Ood translation spheres, his messages getting progressively more threatening.

After they discovered Scooti's body being drawn into the black hole, the team realised that the drill had

reached its target. The Doctor volunteered to join Ida in the capsule, and they descended down into the planet. There they discovered a huge circular disk set in the floor of a large cavern. Covered with unknown markings, the disc opened to reveal a pitch black pit descending even further. On the surface, the Beast manifested through Toby and possessed the Ood. It began speaking through them and they surrounded the surface team. Underground, the Doctor contemplated falling into the darkness just to see what was down there...

On the surface, Rose, Jefferson, Danny and Toby fled the Ood. Rose persuaded the others to let Toby come along as he no longer seemed to be possessed. With the base on lockdown they fled for their lives and made contact with Zach, barricaded in the control room with a single shot bolt gun to discuss options. The Doctor made contact and told them about the Pit but Zach insisted they both retreat to the surface. Reluctantly, the Doctor agreed but just as he and Ida got ready, the Beast spoke through the Ood and explained it was the root of every race's embodiment of evil. The Beast demoralised each crew member, and told Rose she would die in battle. The Doctor was scornful but the Beast broke the cables on the Doctor and Ida's capsule, trapping them underground. On the surface, Danny realised they could use the telepathic system that controlled the Ood to shut them down and they made their way to the Ood habitation module. Zach guided them in, moving the air around the robot tunnels they were using even as the Ood were cutting their way in to get him. Jefferson sacrificed himself to save them and, at the last second, the survivors turned the system off and the Ood collapsed. Zach ordered them all to meet him at their ship and Rose was knocked out when she refused to leave without the Doctor. Unknown to all of them, Toby was still possessed...

10 miles down, the Doctor lowered himself into the Pit and debated whether or not to explore further. With Ida running low on oxygen and his own curiosity flaring, he cut himself loose, fell and... woke up next to two jars and a cavern holding a colossal, demonic-looking creature.





The Doctor talked himself around the situation and soon realised this was the Beast's body, but its mind was elsewhere. He also realised that Krop Tor was a perfect prison; if the Beast tried to leave the two jars would be destroyed, shattering the gravity field and dragging the planet and the Beast into the black hole. He also realised that the Beast believed him to be unwilling to sacrifice his companions, which prevented him from destroying the jars and Rose's only chance of escape. The Doctor snarled that if he believed in anything it was Rose, and destroyed the jars.

On the Torchwood ship, the gravity field collapsed and the Beast manifested through Toby. Rose, thinking fast, used Zach's bolt gun to shoot the cockpit out and released Toby's harness. Toby, and the Beast, were hurled out of the ship and fell into the black hole. With active shields but no gravity funnel, the Torchwood ship was set to follow until the Doctor rescued it. Explaining he found the TARDIS during his escape, he pulled them clear, returned Ida and admitted the Ood had all died as he couldn't save them too.

The Doctor reassured Rose that the Beast was lying about her death. As they left, Zach began reciting the names of the dead crew, including the Ood.

CONTINUITY

- This adventure marks the first appearance of the Ood, but not the last (see also *Planet of the Ood* and *The End of Time*).
- The Doctor mentions that the Beast inspired malevolent deities for several races, including the Draconians and the Dæmons (see *The Frontier in Space* and *The Dæmons*, both in *The*

Third Doctor Sourcebook), and the Kaleds (see *Genesis of the Daleks* in *The Fourth Doctor Sourcebook*).

- The astronauts on Krop Tor are all from the Torchwood Archive, suggesting the organisation eventually leads the way on humanity's quest for knowledge in the universe.
- The TARDIS suffers from indigestion, as it has done before (see *The TV Movie* in *The Eighth Doctor Sourcebook*).
- The Doctor uses the TARDIS' tractor beam to tow the spaceship to safety. He's used the tractor beam before (see *The Creature from the Pit* in *The Fourth Doctor Sourcebook* and *Delta and the Bannermen* in *The Seventh Doctor Sourcebook*).
- The Doctor claims the Time Lords invented black holes.
- The Beast predicts Rose's death "very soon", a prophecy that will (sort of) come true (see *Army of Ghosts/Doomsday* on pg. 106).

RUNNING THE ADVENTURE

This adventure is a big, gothic, sci-fi horror writ large. It's one of the Doctor's most epic locations – and foes – so don't be afraid to go large. Yet, for all that, as before, the drama is kept surprisingly intimate and personal, focusing in on a tight-knit family group trapped in the confines of their home; in this case the crew onboard Sanctuary Base 6. Here are the key aspects to bring to the fore:

The Dark Times: What is the language written on Krop Tor, so old that even the TARDIS can't translate it? Who built the citadel the Beast is imprisoned beneath? Was he the only prisoner? What role did



the Time Lords play, if any? Who were the Disciples of Light? In many ways, Krop Tor should feel like a place another, epic story has already taken place, long before. Emphasise the size and scale of it, and the sense of isolation as this world's time comes to an end. Don't be afraid to leave some of its mysteries unsolved.

The Dark Mirror: The Beast is everything awful about whatever race he's facing. He's charming and plausible, brutal and relentless, the voice at the back of your head screaming at you to pay attention to the wonderful atrocities it's committing. The Beast loves theatre and if you use that, then you'll have a memorable adventure. Have him send messages through the Ood, or hallucinations, or lucid dreams. He WANTS the characters to know he's coming; it's more fun that way. And remember, this is the Beast at his weakest, trapped in a prison. Imagine him freed...

The Ticking Clock: Whatever you choose to throw at your players, remember the entire planet has a gun held to its head. They must find and stop the Beast before the Ood take over, escape before the gravity funnel collapses, get out of the base before a quake tears it in half, talk down Zach before he takes the ship. Anything you want to do, has to have urgency, has to have a choice and a price attached. This is a world balanced on a knife edge. Tip it over that edge and watch the fireworks.

CHANGING THE DESKTOP THEME

By changing any of the key elements – the impossible planet, the monster chained at the bottom of the pit and the Ood – you can easily create something fresh out of this adventure. What if the Sanctuary Base was not orbiting a black hole, but at the centre of a volcanic world or deep beneath the dark oceans of some far-off moon? Instead of the Ood, you could swap in another servitor race – the Ogrons, perhaps, or the Dalek's Pig Slaves (see pg. 43). And what about the imprisoned monster? Well, that could be another of the ancient enemies of the Time Lords, such as a Vampire, or one of the monstrosities unleashed by the Daleks in the Time War such as the Nightmare Child...

THE BEAST OF KROP TOR

The Beast is one of the last remaining creatures from before the birth of this universe; an elemental evil that was imprisoned under Krop Tor by the Disciples of Light. The Beast has been known to manifest as many different creatures that spawned

the legends of evil but it was commonly seen as a vast humanoid, with red, pitted skin, black eyes, clawed hands and horns. When imprisoned, Krop Tor was placed in a geostationary orbit around a black hole that would later be referred to as K 37 Gem 5. Its demonic appearance, together with the presence of a personification of evil in many planets' past, suggest it was not only evil but active on some level even after its imprisonment.

THE BEAST



AWARENESS	6	PRESENCE	5
COORDINATION	2	RESOLVE	6
INGENUITY	8	STRENGTH	12

SKILLS
Convince 4, Fighting 2, Knowledge 6, Subterfuge 4.

TRAITS
Alien
Alien Appearance
Fear Factor (4): The Beast looks like evil personified and gains a +8 bonus when trying to actively scare or intimidate someone.
Hypnotism (Special): The Beast can possess and control people to do his bidding while he remains physically imprisoned, and even transfer his consciousness into an unsuspecting victim.
Psychic
Size – Huge
Telepathy: The Beast can mentally contact and communicate with people far from his prison.

TECH LEVEL: 12 **STORY POINTS: 12**

its body and spread it across a seemingly limitless number of host bodies. They must be in relatively close proximity to the Beast for this to happen. The Beast is also able to pick an 'avatar'; an individual host to download its full consciousness into. The consciousness is still linked to its physical body but is able to act independently.

Its presence is shown by ancient writing appearing across the avatar's skin. The Beast also appears to have limited prescience and is able to see into the minds and future of those nearest it. It uses this information in the cruellest way possible, to manipulate people into acting to further its own aims.

It's also unclear whether the destruction of Krop Tor actually killed the Beast or whether it simply serves as a secondary prison for the Beast. The fact that the Beast was able to influence countless civilisations, even from within its prison in Krop Tor, suggests it might be much harder to kill than anyone previously thought.

THE TORCHWOOD ARCHIVE

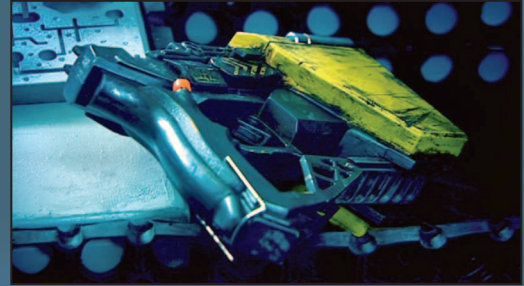
It's a long way from "If it's alien, it's ours" to the Torchwood Archive. Or maybe not. By the 42nd century the organisation has abandoned all pretence of being military and, instead, seems to be entirely academic. There's still a constant search for knowledge but now it's to better humanity and not just protect Britain. Lots more adventure, much less imperialism. Good work, humanity!

TORCHWOOD RAPID DEPLOYMENT FIELD DROPSHIP

Torchwood RDFs are short-range vessels designed for manoeuvrability and toughness. They are designed to deploy from larger ships, fly through dangerous environments and then form the heart of the Sanctuary Base stored in their holds. As a result they can't operate for long by themselves and conditions aboard are cramped.

Armour: 10
Hit Capacity: 100
Speed: 100 (In zero g)
Traits: Flight, Tough.

TORCHWOOD SIDE ARMS



Torchwood Archive Security Officers are required to carry arms when they go on duty. They have access to rail guns, adaptable to use almost any material as a projectile. It is designed to throw projectiles at the target with huge speed and accuracy.

The bolt gun Zach uses is as more of a tool, readily available, and, in some cases, more lethal than a side arm. Designed to bolt deck plates together in prolonged periods of extreme stress it's a tough, durable weapon that does a lot of damage, compensating for its slow rate of fire.

Rifles: 2/8/L

Bolt Gun: 4/8/L

FURTHER ADVENTURES

- What happened before the Doctor and Rose showed up? What happened to the captain? How did the expedition even get here? That's got to be an adventure in itself, right, especially if you have the players take on the role of the crew.
- Perhaps knocking Krop Tor into the black hole hasn't destroyed the Beast. It might have even spread him across time and space, explaining all those horned demon sightings the Doctor talks about. You could even return to Zach, Ida and their team later and have them realise they were sent by Torchwood to unleash the Beast – but why?
- One year after the Krop Tor mission, Zach is found holed up in a mothballed Sanctuary Base with a bolt gun. He has no idea how he got there. The same day, Ida is found in a pressure suit, by the side of a cliff. Each survivor relives their darkest moment from the Krop Tor mission but none of them have any memory of doing so. Worse, each survivor is starting to hear the



Beast whisper to them. The characters must discover what's really haunting them, perhaps even returning back to the black hole's event horizon to find out if the Beast is truly gone.

TOBY ZED



AWARENESS	3	PRESENCE	2
COORDINATION	2	RESOLVE	1
INGENUITY	4	STRENGTH	4

Toby Zed is the expedition's archaeologist, specialising in alien languages. It has fallen to him to translate the text found on Krop Tor, but Krop Tor is beating him. There is nothing for him to understand, no sense of this being a place that was alive when the oldest languages Toby knows were young. Krop Tor is a relic of a previous universe, and Krop Tor is starting to speak to him...

SKILLS

Athletics 2, Convince 4, Knowledge (Xenolinguistics 7) 5, Science 3, Technology 2.

TRAITS

By the Book

Outcast: Toby always prefers dead languages to real people.

Insatiable Curiosity: Toby must make a Resolve roll at -2 to not be caught up by a new puzzle or language.

TECH LEVEL: 7 **STORY POINTS:** 3

ACTING CAPTAIN ZACHARY CROSS FLANE



AWARENESS	3	PRESENCE	3
COORDINATION	4	RESOLVE	4
INGENUITY	3	STRENGTH	3

Zach never asked to be in charge. He's not a scientist like Ida or Toby, nor a soldier like Jefferson or the late Captain. Now, he finds himself in charge and being in command requires a very different set of skills to being an Executive Officer. All he wants to do is help his people and get off Krop Tor alive.

SKILLS

Athletics 3, Fighting 2, Knowledge 3, Marksman 2, Medicine 2, Science 3, Survival 4, Technology 3, Transport 5.

TRAITS

Brave: Zach took command of a mission to a planet orbiting a black hole after the Captain died. Nothing much phases him.

Code of Conduct

Empathic: +2 to all rolls required to 'read' people.

Friends (Minor): This is the frontier, one of the very last. Zach relies on his crew utterly and they on him.

Obligation: To bring his team home.

Technically Adept: Like all Torchwood Archive officers he's a multi-talented individual.

TECH LEVEL: 7 **STORY POINTS:** 4



THE IMPOSSIBLE PLANET/THE SATAN PIT



IDA SCOTT

AWARENESS	4	PRESENCE	3
COORDINATION	3	RESOLVE	4
INGENUITY	3	STRENGTH	3

Ida Scott, the expedition's science officer, knows how much trouble they're in. Every second on Krop Tor is impossible, and every second brings the chance of something bad happening closer. But Ida also has absolute faith in her friends.

SKILLS

Athletics 3, Convince 3, Knowledge (Krop Tor 7) 5, Medicine 2, Science 4, Technology 2.

TRAITS

Brave: +3 to all Resolve rolls.

Friends (Minor): The crew.

Technically Adept: Ida's a hands on kind of scientist.

TECH LEVEL: 7 **STORY POINTS:** 2

JOHN MAYNARD JEFFERSON

AWARENESS	3	PRESENCE	3
COORDINATION	3	RESOLVE	4
INGENUITY	3	STRENGTH	3

SKILLS

Athletics 3, Fighting 4, Marksman 4, Science 2, Survival 4, Technology 4.

TRAITS

Brave: +3 to all Resolve checks.

Code of Conduct: Stand your ground, guard your people, die well. It's not a cheery code of conduct but it's done alright by Mr Jefferson.

Dark Secret: Jefferson was haunted by the reproachful eyes of his wife.

Tough: Jefferson is at home in conflict or battle.

TECH LEVEL: 7 **STORY POINTS:** 1

SCOOTI MANISTA

AWARENESS	3	PRESENCE	2
COORDINATION	4	RESOLVE	3
INGENUITY	3	STRENGTH	3

SKILLS

Athletics 2, Knowledge (Sanctuary Base Systems 7) 5, Science 3, Survival 4, Technology 4, Transport 2.

TRAITS

Empathic: Scooti reads people as well as she reads machines.

Friends (Minor): The crew.

Technically Adept: Scooti's an Engineering prodigy.

Unlucky

TECH LEVEL: 7 **STORY POINTS:** 1

DANNY BARTOCK

AWARENESS	2	PRESENCE	2
COORDINATION	4	RESOLVE	2
INGENUITY	4	STRENGTH	3

SKILLS

Athletics 2, Convince 1, Knowledge (Ood 6) 4, Science 3, Survival 2, Technology 3.

TRAITS

Boffin: Danny's an instinctively brilliant Ood engineer. +3 to all rolls involving Ood technology.

Quick Reflexes: +2 to all Awareness rolls.

TECH LEVEL: 7 **STORY POINTS:** 1

LOVE & MONSTERS



'When you're a kid, they tell you it's all, "Grow up. Get a job. Get married. Get a house. Have a kid, and that's it." But the truth is the world is so much stranger than that. It's so much darker. And so much madder. And so much better.'

SYNOPSIS

London, Earth, 2007

Elton Pope, in a video diary, explained that he first met the Doctor when he was three or four, and came downstairs because of a strange noise. He had no idea who the man was until, in the wake of the Auton, Slitheen and Sycorax incidents, he got involved with conspiracy theorists on the Internet. On a blog run by Ursula Blake, he found a contemporary picture of the Doctor, recognized him and realised he was the same man.

Along with Ursula and friends Bliss, Bridget Sinclair and Mr Colin Skinner, Elton formed LINDA, the London Investigation 'n' Detective Agency. They met every week to discuss their hunt for the Doctor and gradually became very close knit. After a while, the

meetings became less about finding the Doctor and more about spending time with friends. That changed when Victor Kennedy arrived. A wealthy man who hated to be touched, he took over LINDA and turned the organisation into a far more regimented version. Over time, members vanished, starting with Bliss. The others simply assumed they'd moved on.

Elton met the Doctor, assisting Rose in tackling an alien called a Hoix, but was scared and fled. Victor was furious with him and was about to hit him until Ursula intervened. Changing tack, Victor ordered the group to search for Rose instead. Elton found Jackie Tyler and accidentally infiltrated her life. He became an odd job man for her and she admitted she was desperately lonely without Rose. Jackie made advances on Elton but stopped short when Rose called. Realising just how distraught she was, Elton offered to buy her a pizza and spend time with her as a friend. Jackie gratefully accepted but when Elton returned with the pizza, Jackie met him at the door. She had found the photo of Rose in his wallet. Enraged, she told Elton she'd die defending her daughter and threw him out.

Elton confronted Victor about what he'd done to the group and Elton, Ursula and Mr Skinner left. Mr Skinner was called back and was absorbed. When Ursula returned for her phone, she and Elton saw the truth: Mr Kennedy was an Abzorbaloff, an alien that wanted to absorb the Doctor. The members of LINDA were all now part of him, their faces visible on his skin. Elton watched, horrified as the Abzorbaloff absorbed Ursula and fled, Mr Kennedy in pursuit.

Horrified and cornered, Elton gave up. The TARDIS arrived and Rose berated him for upsetting her mum. The Abzorbaloff, Mr Kennedy's true name, tried to use Elton as a bargaining chip but the Doctor called his bluff, also pointing out to the members of LINDA that they still had the power to leave. Ursula begged Elton to destroy Kennedy's cane and when he did, she and the others tore Kennedy apart. Without the Limitation Field in his cane, the Abzorbaloff was absorbed into the Earth.

Rose and the Doctor comforted a horrified Elton, and the Doctor explained what had happened the night they first met. A Living Shadow had escaped from



the Howling Halls and the Doctor had pursued it to Elton's house. He had been too late to save Elton's mum and Elton finally realised what had happened, and grieved for his mother, Ursula and his friends.

The video diary cut back to Elton in the present day who explained the Doctor then saved them one more time. He was able to partially restore Ursula, who lived with Elton as a face in a paving stone. It was an odd life, but they were happy and the video diary ended with Elton musing that the world was so much darker, and better, than anyone ever knows.

CONTINUITY

- Elton remembers the previous alien invasions of Earth (see *Rose* and *Aliens of London* in *The Ninth Doctor Sourcebook* and *The Christmas Invasion* on pg. 52), all of which wreaked havoc across the city.
- The Abzorbaloff is from Klom, the sister world of Raxacoricofallapatorius, home of the Slitheen. They really don't get on.
- Victor Kennedy mentions that the Bad Wolf virus corrupted Torchwood's files on the Doctor. The Ninth Doctor gave Mickey the virus to use (see *World War Three* in *The Ninth Doctor Sourcebook*).
- Mr Saxon is mentioned for the first time (see pg. 46), as is a missing planet (see pg. 217).

🌀 RUNNING THE ADVENTURE

LINDA is an interesting organisation and the first example of something we see quite a bit of in the Tenth Doctor's adventures: his increased visibility. He, and by extension the other Doctors, have meddled in human history so often that people have started to take notice. Witness the conspiracy website that Mickey used to edit, or Wilfred's friends. The planet is defended, and its defender has a quiet, polite, support network waiting to help him – often whether he wants them to or not.

All of these groups have a lot of potential as the basis for a campaign, with the players taking on the roles of the conspiracy theorists and investigators looking into strange and alien events. Elton and Ursula might have inspired splinter groups, extra LINDA chapters (maybe MELINDA? Manchester, Ellesmere Port and Liverpool Investigation 'n' Detective Agency?) that could help find the Doctor whenever he visits the country. You could even take it a step further, and have a LINDA group dedicated to finding every time he's visited Earth, recorded down through history.

The British Museum and York Archives are just two of the places national records are kept and the Doctor is bound to show up multiple times in both. Apparently there's even a Curator at the National Gallery you can ask about him, if you know how to get to the Under-Gallery... Of course, that idea opens up a wealth of adventure possibilities. Because a definitive list of when and where the Doctor visited Earth is like River's diary with the volume turned up. If you have that, and time travel? You can undo everything he's done, you can kill him in the past and change his future. You can, through the actions of a group of volunteers, alter history forever. Unless they have something different to say about it, that is.



If you want to run a LINDA campaign, remember the focus has to be on investigation and social interaction, with the Doctor a rare guest star. The focus of their adventures will predominantly be in modern day Britain but that still gives you more than enough material to draw upon – many of the Doctor's adventures have been set here too! And, of course, this means that sooner or later LINDA and Torchwood are going to cross paths...

CHANGING THE DESKTOP THEME

It's a simple matter to change the theme for this adventure – simply swap Mr Kennedy's true identity for another alien. After all, many of the Doctor's foes might think to infiltrate a paranormal investigation agency to track him down. Zygons, perhaps, might have swapped out some of its key members so, rather than have them vanish as here, instead they get replaced by rubbery aliens. The aliens could be from Klom's sister planet, Raxacoricofallapatorius, Slitheen wearing skin suits to blend in. Basically, any alien with a grudge against the Doctor and the ability to blend in amongst a human group.

🌀 THE ABZORBALOFF

Born on the sister world of Raxacoricofallapatorius, Klom, 'Mr Kennedy' is a bon vivant of the highest, and



worst order. Mr Kennedy is addicted to knowledge, not in the positive way that drives the Doctor and other heroes, but in the constant burning need for more. He's tried everything, absorbed everyone he can and now he wants the finest delicacy in the universe; almost a thousand years of Time Lord knowledge and experience.

An Abzorbaloff can physically absorb an individual. The amount of time it takes varies on the size of the target, with large creatures taking up to a day and humans being absorbed in a matter of seconds. Once the process is complete, the face of the Absorbloff's victim appears on their flesh. Their consciousness is also absorbed but over a much longer period of time, so for a while the faces can talk and remain aware of what they've become. Once the process is complete, the Abzorbaloff has full access to the memories and skills of its victims. Up until that point, their victims have access to all their memories and can communicate verbally with nearby individuals. As a result, the Abzorbaloff is a cautious hunter and tends to wear heavy clothes to muffle their cries.

- We catch a glimpse of another of the Doctor and Rose's adventures, as they chase a Hoix through an empty warehouse. But what is it doing in London, and what has led them to this point?

LIMITATION FIELD (MINOR GADGET)

The Abzorbaloff's entire body is porous, meaning anything it directly touches will be absorbed – or vice versa. To prevent this, he carries a cane with a pommel in the shape of a pair of clenched hands. Inside that is a device that projects a Limitation Field, a one-way, porous force field that means the bearer can interact with objects but not people. The Abzorbaloff is completely reliant on it and the cane must be within 10 feet of it at all times.

If broken, the hands will open and the field will shut down, causing the Abzorbaloff to be absorbed by whatever surface it's standing on.

Traits: Special (Nullifies Absorb a Lot Trait).
Story Points: 1

FURTHER ADVENTURES

- The Doctor, Elton discovers, was in his house back in the 1970s because an Elemental Shade had escaped from the Howling Halls. It killed Elton's mother before the Doctor could stop it and, in doing so, changed Elton's life forever. But what was it?

URSULA



AWARENESS	4	PRESENCE	3
COORDINATION	4	RESOLVE	5
INGENUITY	3	STRENGTH	3

Ursula is smart, brave, tough and is tired of no one noticing. She knows there's something bigger than her life out there, knows the Doctor is the key to it and knows that she will do anything to find him and find the truth. Not just for her but for the other members of LINDA.

SKILLS

Athletics 2, Convince 3, Knowledge (Doctor's visits to Earth 5) 3, Science 3, Technology 3.

TRAITS

Brave: Ursula doesn't scare any more. She defends the people she loves and pays the price happily.

Charming

Empathic: Ursula gets +2 to rolls to read people.

Friends (Minor): The members of LINDA have become more than just friends – especially Elton.

Unlucky: Ursula re-rolls double 6s.

TECH LEVEL: 5 **STORY POINTS:** 2



LOVE & MONSTERS



MR KENNEDY/THE ABZORBALOFF



AWARENESS	3	PRESENCE	4
COORDINATION	4	RESOLVE	3
INGENUITY	4	STRENGTH	5

SKILLS

Athletics 2, Convince 4, Fighting 3, Knowledge 3, Subterfuge 5.

TRAITS

Alien

Alien Appearance

Charming: As Mr Kennedy, the Abzorbaloff gains +1 to all Convince rolls.

Cowardly: They don't breed them tough on Klom, but they breed them careful.

Obsession: Tracking the Doctor down.

Special – Absorb a Lot: If the Absorbaloff grabs hold of a victim in close combat, as well as inflicting damage it may make an opposed Resolve + Presence roll. If it wins, the victim begins to be absorbed – they lose a level from their Coordination, Strength and Resolve every round they fail to escape. If any three of their attributes are reduced to 0, they are irreversibly absorbed. If they manage to break free, their attributes all return to their normal levels immediately.

Voice of Authority: Speak loudly and carry a big cane. His booming voice gets him a further +2 on all Convince rolls.

Weakness (Major) – Limitation Field: The Abzorbaloff must stay within 20 feet of his cane at all times or be absorbed into the Earth.

TECH LEVEL: 6 STORY POINTS: 3

ELTON POPE



AWARENESS	3	PRESENCE	2
COORDINATION	3	RESOLVE	4
INGENUITY	3	STRENGTH	3

Elton's a sweet natured, calm young man who keeps seeing the world end. He was there when the Autons rose, there when the spaceship crashed into Big Ben and there when the Sycorax arrived over London. Other people speculate, but Elton? Elton knows the truth. This is all to do with the Doctor. The man who was in his house all those years ago.

SKILLS

Athletics 2, Convince 3, Knowledge 3, Science 1, Technology 2.

TRAITS

Brave: Since his childhood, Elton doesn't scare easily.

Face in the Crowd: He's a bit of a nobody.

Empathic: +3 to any rolls involving reading people. He really is a sweetheart.

Friends (Minor): The members of LINDA are more than just friends – they're Elton's family.

Obsession: Find the Doctor.

Unlucky: Elton's never had much luck.

TECH LEVEL: 5 STORY POINTS: 6

FEAR HER

'Something in the air. Something's coming. A storm's approaching...'

SYNOPSIS

London, Earth, 2012

The Doctor brought Rose to London in 2012, on the day of the opening ceremony of the Olympic Games. They arrived near Dame Kelly Holmes Close, a street that the torch would pass very near on its way to the Olympic Stadium. However, beneath the festive atmosphere, something was wrong. Several children had gone missing and cars stopped whenever they crossed a certain part of the street. After talking to a council worker, Kel, the Doctor and Rose discovered this had all happened in the last week. Unbeknownst to them, a young girl, Chloe Webber, had the power to draw a picture of something and trap the real version inside that picture. She was responsible for the disappearances and her mother, Trish, was becoming more and more frightened of what her daughter can do.

Whilst looking around the Estate, Rose was attacked by a bizarre creature resembling a pencil Scribble. The Doctor disabled it with his Sonic Screwdriver and the pair took it back to the TARDIS. There, the Doctor analysed the creature and realised it was made of graphite. It really was a scribble. He even erased a little bit with a rubber. The scribble had been animated with ionic energy by someone on the street and Rose deduced it was Chloe, having seen the little girl looking at them from her bedroom window.

The Doctor and Rose visited Chloe and Trish. Trish, at first, was hostile towards them but soon admitted that something was wrong. They visited Chloe and found a huge, angry red drawing in her closet that represented her father. Talking to Chloe whilst she was sleeping, the Doctor communicated with the alien possessing her. They discovered it was an Isolus, a tiny creature that was intensely creative and emotional and travelled the universe in a cloud with its four billion brothers and sisters. Isolus matured over centuries and travelled very slowly so, to pass the time, they created entire worlds using their ionic energy capabilities to play in. A solar flare from Earth's sun had disrupted the flock and this particular Isolus had fallen to Earth. Isolated from its family and desperately lonely it joined with Chloe. Chloe's father was killed the year before and had a

monstrous, abusive presence in the family. Both children, both angry and frightened, both reeling from loss, the Isolus and Chloe became friends.

The Doctor noted that the Isolus' family was four billion strong and they were intensely driven by emotion, as well as being drawn to heat and light. The Isolus had been using Chloe to capture the children to try and make both of them feel less lonely. It wasn't working and, before long, the Isolus would want much more. Trish agreed to take all Chloe's art supplies away whilst the Doctor and Rose returned to the TARDIS to look for the Isolus' pod.

As the Doctor built a device to help locate it, Chloe used hidden pencils to draw the TARDIS and the Doctor, stopping them from stopping her. Rose raced to the house and tried to reason with Chloe but it was no good. Chloe drew the Olympic Stadium and everyone in it disappeared to the horror of the newscaster covering the opening ceremony. Then, Chloe began drawing the planet.

Rose, racing against time, talked to Kel, who had been tarmacking in the close all week. She realised his tarmac was the hottest point on the street. The Isolus' pod, damaged and trying to repair itself, would have headed for that spot. She used a pickaxe to break the tarmac open, found the pod and raced towards the Olympic torch. Unable to get near it, she threw the pod into the air where it fed off the intense emotion everyone felt for the torch and reactivated.

The Isolus realised it could go home, told Chloe it loved her and left. All the missing people reappeared but it dawned on Rose that the drawing of Chloe's father would come to life too. She raced to the house but the doors were



already locked. Chloe and Trish, terrified, faced up to the drawing and sung, their shared love destroying it.

As Rose, Trish, Chloe and Kel watched the flame finally make it to the opening ceremony, they saw the bearer fall. He had been injured when Rose reactivated the pod and couldn't go on. The Doctor picked up the flame and took it the rest of the way, lighting the Olympic torch. The Isolus used the focused love and excitement of the crowd to reactivate its pod and return to the stars.

Back on the close, the Doctor and Rose were reunited and headed off to watch the Olympic Games. Rose remarked that no one will ever tear them apart but the Doctor looked worried and commented that a storm was coming.



CONTINUITY

- The Doctor admits to being a parent, presumably referencing his granddaughter Susan (see *An Unearthly Child* in *The First Doctor Sourcebook*).
- This is the first time the Doctor visits the 2012 Olympic Games, but not his last (see *The Impossible Astronaut* in *The Eleventh Doctor Sourcebook*).

RUNNING THE ADVENTURE

This adventure makes for a very straightforward, almost textbook, adventure. The TARDIS arrives on time and on target (for once) in the vicinity of a famous global event; something strange is going on, people have gone missing and a strange creature attacks; the Doctor, intrigued, investigates. There is a twist on each of these facets, however, to change it into something different. The global event is actually one in our future (well, it's in our past now, but at the time it was in our future). The strange creature is not actually the villain of the piece. In fact, there is no villain – the alien is friendly, the little girl lonely. And, rather than have the

companion captured or otherwise predisposed, it's the Doctor and the TARDIS that find themselves trapped, giving Rose a chance to save the day!

This adventure makes for a great fire break between big adventures too. Given how well the adventure ends for everyone involved, it provides your players with a nice feel-good moment, especially if your campaign has taken (or is about to take) a turn for the grim.

CHLOE WEBBER



AWARENESS	3	PRESENCE	3
COORDINATION	3	RESOLVE	4
INGENUITY	3	STRENGTH	2

Chloe Webber is a brilliant, gifted, haunted girl. An abusive childhood, coupled with the sudden death of her father and abuser, has severely damaged her confidence. Her mother, Trish, has given her the space she needs to heal but Chloe has found a different way to feel strong again. Chloe has a friend, and along with the Isolus, she will never be lonely again...

SKILLS

Convince 3, Craft (Art 5) 3.

TRAITS

Brave: Chloe had to be tough to survive with her dad.

Keen Senses (Sight): Chloe's got an artist's eye.

Obsession (Major): Chloe just wants to be left ALONE.

TECH LEVEL: 5

STORY POINTS: 6

FEAR HER



IONIC ENERGY SCULPTING

The Isolus channel ionic energy through their bodies to create pocket realms they play in whilst they travel. An alien with the Special – Ionic Power Trait can channel ionic energy and can use it to create 'pocket dimensions' that other people can be placed inside – willingly or unwillingly. Each such dimension requires a Resolve + Craft roll (Difficulty 12) to create.

FURTHER ADVENTURES

- The London 2012 Olympic Games, seems to be one of those moments that the Doctor keeps showing up at. The Tenth Doctor lights the torch, the Eleventh Doctor actually takes part and who

knows which other Doctors and companions turn up to the greatest show on Earth? It's a unique event, with the eyes of the globe entirely focused in one place. Which alien races might be interested in the games and why?

- An Isolus has been forcibly joined with one of the Doctor's old enemies. When people begin disappearing out of history, the Doctor and his companions keep following the bread crumbs back to the Isolus and the eventual realisation that this isn't about revenge but history. The villain of the piece is trying to create a living history of the Doctor and to do that they have to collect everyone who ever knew him...

THE ISOLUS

The Isolus are a spaceborn race who live their entire lives in the depths of space, carried along by solar winds. They resemble white flowers with streaming tendrils and are incredibly long-lived, taking many thousands of years to reach adulthood. Isolus are born as spores and placed in heat-powered pods by their mother. These pods travel in telepathically connected sibling groups of approximately four billion individuals as they grow to adulthood. To pass the millennia while they mature, the Isolus spores use their ionic power to create virtual fantasy worlds in which to play. This power allows the Isolus to create entire environments, bring inanimate objects to life or, in the case with a lone Isolus spore trapped on Earth in 2012, transform living things into drawings, trapping them within the ionic energy. Isolus spores are empathic, requiring constant companionship and strong positive emotions, such as love and hope, in order to flourish. Without the positive contact of their siblings, an individual Isolus can become frightened, lonely and lash out in their pain and fear, as with any other child. The problem is that this child has complete control over the ionic energy at its disposal, meaning that it can create anything in an attempt to satisfy its every whim.

AWARENESS	3	PRESENCE	2
COORDINATION	2	RESOLVE	4
INGENUITY	2	STRENGTH	1

SKILLS

Craft (Ionic Constructs 6) 4.

TRAITS

Alien

Alien Appearance

Empathic: Isolus are creatures of emotion and empathy.

Environmental: The Isolus can survive in space.

Flight (Major)

Networked: All Isolus are telepathically and empathically connected.

Hypnotism (Major): Isolus are small enough to literally possess a subject, entering their bodies through the mouth.

Size – Tiny



Special – Ionic Power: The Isolus' greatest power is their control over ionic energy, which their spores use to create elaborate fantasy worlds to play in with their siblings. The Isolus can use ionic power to create anything they imagine, bringing things from that fantasy world to life in the real world. They can also draw other living beings into the fantasy world.

Telepathy

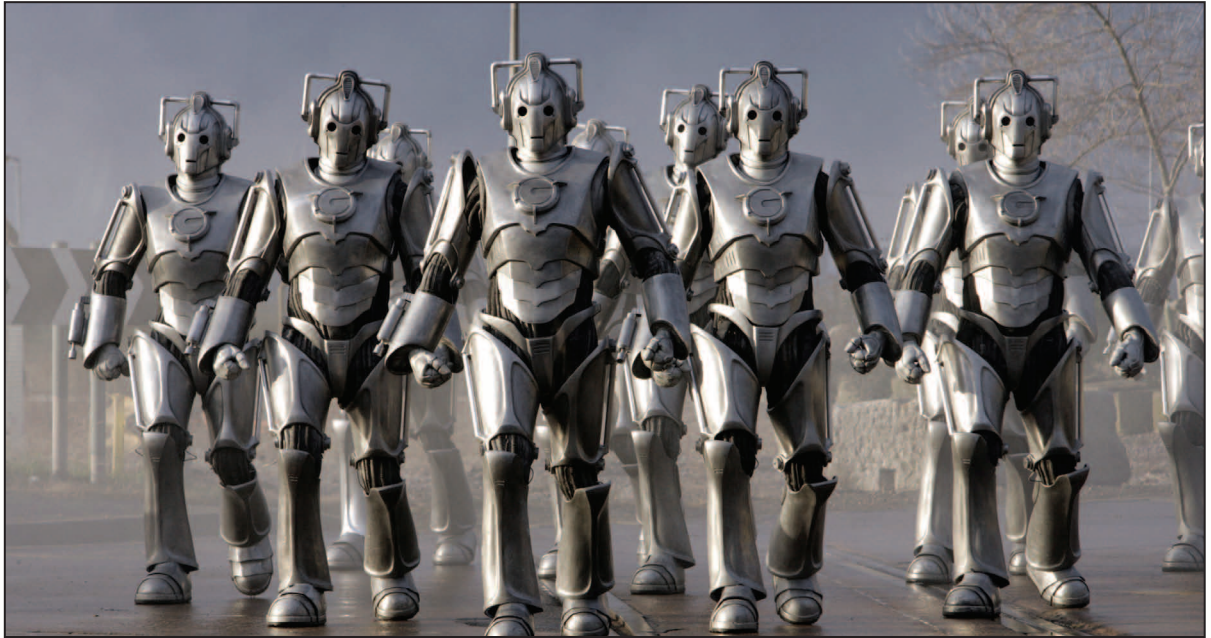
TECH LEVEL: 7

STORY POINTS: 5-8

ARMY OF GHOSTS/DOOMSDAY



ARMY OF GHOSTS/DOOMSDAY



'Five million Cybermen? Easy. One Doctor? Now you're scared.'

SYNOPSIS

London, Earth, 2007

The TARDIS arrived back at the Powell Estate for a visit and Jackie was delighted to see the travellers return. They were just in time for another visitor: Rose's granddad, even though he had died years previously.

As Rose tried to reason with her Mum, a shadowy figure appeared in the kitchen and Jackie swore it was her father. She explained that this process had been happening for months worldwide, but only for a couple of minutes at a time. The Doctor, disturbed by this, began to investigate. He attempted to trap a ghost and identify it. He confirmed it was something trying to force its way into the universe but the power was shut off before he could discover the truth.

In Torchwood Tower, nearby, Yvonne Hartman and her scientists finished another test of the Ghost Shift equipment, a colossal engine designed to open a hole between worlds and harvest the energy from it. She was disturbed to see a disruption in the pattern of one test and had it traced to the Doctor who she ordered brought to the Tower. Unknown to her, two of her employees, Gareth and Adeola, stumbled into

something awful in an abandoned office and returned to their desks very different people...

The Doctor tracked the signal to Torchwood Tower and arrived to find an armed, but enthusiastic, welcoming committee. With Rose hiding in the TARDIS, which was wheeled off to be studied, the Doctor and Jackie got the tour. Yvonne explained that Torchwood had been founded by Queen Victoria, the Doctor was technically an enemy of the Crown and now, their prisoner. Yvonne showed him the Sphere, an object that had been confounding her colleague, Doctor Rajesh Singh. They explained that Torchwood had found a radar blackspot 600 feet above London and built the tower to enclose it. The ghosts were caused by Torchwood repeatedly ripping open the blackspot to harness the energy contained within it. This was also where they had found the Sphere, which the Doctor identified as a Void Ship, something used to travel between universes.

Rose escaped the TARDIS and broke into the Sphere Room where she was captured by Rajesh, who like all Torchwood employees was trained to resist the Psychic Paper. He called Yvonne to tell her about the prisoner and the Doctor admitted who Rose was. As he did so, the possessed Torchwood officers initiated a Ghost Shift that kept the breach open and allowed millions of ghosts to appear; the Doctor shut the employees off, explaining that the officers had been killed a while back. He showed Yvonne their EarPods,



which had been used to take over their brains. As the Torchwood staff frantically tried to close the breach, the Doctor traced the signal from the EarPods and discovered a group of Cybermen. Captured, he was taken back to the control room where a legion of Cybermen began to march out of the Void.

Down in the Sphere Room, the Void Ship began to power up. Mickey, undercover as a Torchwood officer, was convinced it was the Cybermen, as was the Doctor. He asked the Cyber Leader how they had built it, but the Cyberman replied that they hadn't, they had simply followed it to Earth. In the Sphere Room, the Void Ship opened and four Daleks emerged...

The Daleks, the Cult of Skaro, revealed that they had waited out the Time War in the Void, along with an immensely powerful artefact called the Genesis Ark that, for some reason, they couldn't open. They interrogated Doctor Singh, killing him. The two armies tried to negotiate but mutual arrogance caused war to break out between them immediately

In the control room, the Doctor was detained whilst Yvonne and Jackie were taken off for Cyber conversion. Hartman, numb with horror, walked to her conversion focused on her duty whilst, in the control room, a team of commandos from Pete's World arrived, led by Pete Tyler, and killed the Cyber Leader. The confusion gave Jackie a chance to escape, and the commandos took the Doctor with them. Pete explained that the Cybermen had been sealed in their factories on his world, and used the time to escape through the breach. Superficially, Pete's World was in a golden age, but the truth was

that temperatures were rising drastically. The Doctor explained that each time the breach was crossed it caused more damage to both planets and eventually both would be sucked into the Void.

Rose realised that she and Mickey were being kept alive because, as time travellers, they could activate the Genesis Ark. She got the Daleks to reveal it was Time Lord technology just as the Doctor arrived. He explained the Cult of Skaro were Daleks given human traits in an effort to make them more effective killing machines. He gave the signal. A joint task force of humans and Cybermen, temporarily united against a common enemy, attacked the Daleks, giving the Doctor and his friends time to escape. On the way out, Mickey stumbled into the Genesis Ark, activating it. The Daleks moved it to the air above London and opened it. Horrified, the Doctor realised what it was: a Gallifreyan prison ship holding millions of Daleks.

The Doctor and his companions fled back to the Control Room; Pete had rescued Jackie but Yvonne had been turned into a Cyberman. The Doctor explained that everything that had passed through the Void was saturated with Void stuff. By opening, and reversing, the rift, the Doctor could suck each of the millions of Daleks and Cybermen back into the Void. The only problem was, he would be dragged in too. Before she could argue, he sent Rose to go to Pete's World where her family could be reunited. She returned straight away, however, and the pair began preparations. They were aided by Yvonne, still aware of who she had been even in her new Cyber-body, who sacrificed herself to buy them time.



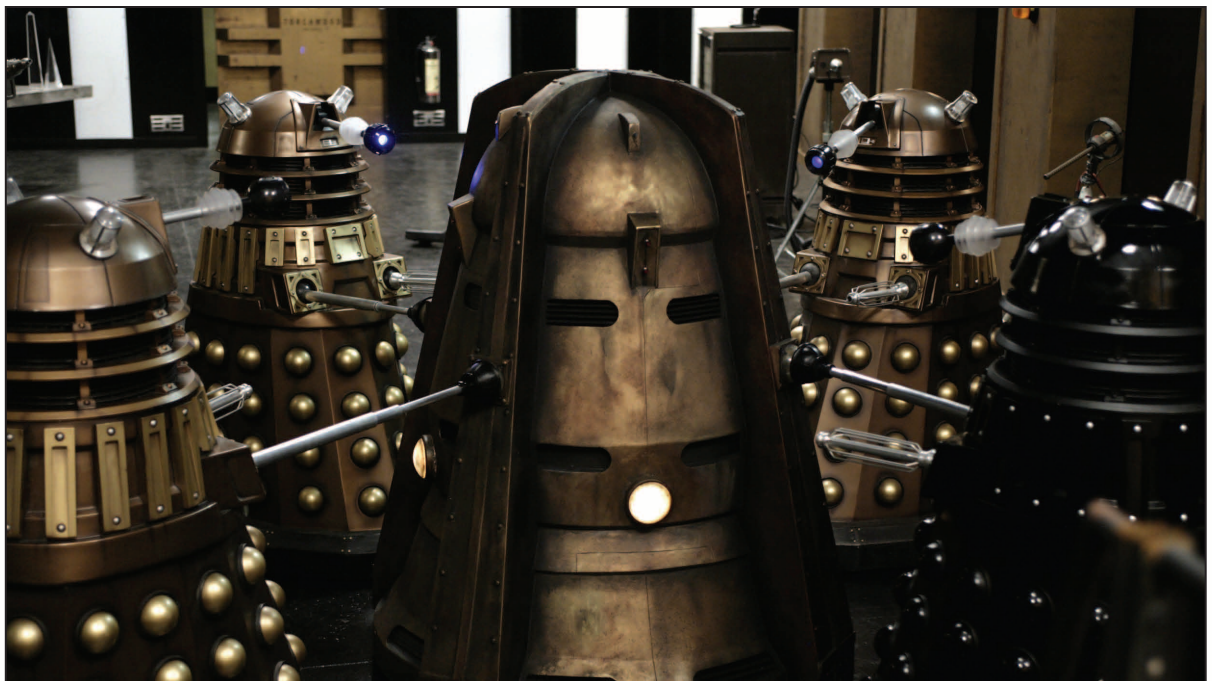


ARMY OF GHOSTS/DOOMSDAY

They opened the rift and it began to work, but, realising what was happening, one of the Cult of Skaro used an Emergency Temporal Shift to escape. In Torchwood Tower, the rift began to close before all the Daleks and Cybermen could be dragged in, and as Rose pulled the lever to open it again she was sucked into the rift. At the last second Pete appeared, grabbed her, and took her to his world, saving her life but trapping the Doctor and Rose in different universes forever. Some time later, Rose had a dream where she heard the Doctor's voice. Along with Pete, Jackie and Mickey she followed him to Bad Wolf Bay in Norway. The Doctor was using the energy of a supernova to project an image through to her world. They talked and Rose tearfully said she loved him. Just as he was about to reply, the signal cut out. A devastated Rose was comforted by her family as, alone in the TARDIS, the Doctor wept.

CONTINUITY

- The Void was mentioned in *Love & Monsters*. The Cybermen escape from it again into Earth's past in *The Next Doctor* (see pg. 227).
- The Eternals (see *The Fifth Doctor Sourcebook*) knew the Void as the Howling. Could this be any relation to the Howling Halls mentioned by the Doctor in *Love & Monsters*?
- The crashed alien spaceship that was excavated from the base of Mount Snowdon proved to be something of a boon in terms of new technology – both the Magna-Clamps used here and the Immortality Gate (see *The End of Time* on pg. 246) were recovered from it. Unsurprisingly, UNIT purportedly had a base there too – perhaps taking over after Torchwood's demise.
- The Torchwood Institute first founded by Queen Victoria (see *Tooth and Claw*) is functionally destroyed in this adventure – although one of their outposts in Cardiff, Torchwood Three led by Captain Jack, survive as an autonomous entity.
- Adeola Oshodi, one of the two Torchwood officers taken over by the Cybermen, is Martha Jones' cousin (see *Smith and Jones* on pg. 116).
- Torchwood make use of similar EarPods to those produced by Cybus Industries on Pete's World and here as there they are used for mind control by the Cybermen (see *Rise of the Cybermen/The Age of Steel* on pg. 83).
- The Doctor mentions that he was at the Fall of Arcadia (see *The Day of the Doctor* in *The Eleventh Doctor Sourcebook*).



- The Cult of Skaro's Emergency Temporal Shift takes them to New York in Earth's past (see *Daleks in Manhattan* on pg. 131).

◉ RUNNING THE ADVENTURE

This adventure forms the climax of the Torchwood story arc, and does so in a big, showy fashion. This is the point at which you can reward players who have been playing attention, reveal what all your clues have been pointing towards and not only tie things up neatly, but also get a few jaws to drop.

This adventure is also the moment you pay off the family you've been growing over the course of the campaign (see pg. 26). You've spent the past dozen or so weeks making friends, having adventures together; now you get to ramp up the tragedy by tearing it apart. This adventure is your chance to really give your campaign an emotional punch, as well as to shake things up, change your cast, even change your setting. Having your characters, or some of their loved ones, trapped on the other side of the Void, gives this adventure the epic scale and stakes it needs. Alternatively, use this as an excuse to shake up the entire campaign and have your entire group trapped on the other side of the Void. And, just because the breach is closed, as Rose later proves (see *Partners in Crime* on pg. 172), there may still be ways to cross back over.



CHANGING THE DESKTOP THEME

This story serves two main purposes: to reintroduce an alien race thought defeated, and to pit two much-loved alien races against one another. With this in mind, you can swap in almost any other alien into for Cybermen or Daleks. Who else might be trapped in another dimension or in a temporal prison? Perhaps Torchwood unwittingly releases an army of Ice Warriors as well as waking up the Silurians. Maybe it's UNIT instead, and they wind up letting the Time Lords back into our reality, closely followed by the

Great Vampires? Basically, imagine which alien races you'd like to see facing off against one another then use Torchwood's meddling (or another shadowy government organisation of your choice) as the excuse to let them loose in the middle of London!

MAGNA CLAMPS (MINOR GADGET)

Magna Clamps are large, black hexagonal devices with a handle on one side. When activated they cancel the mass of the object they're attached to, allowing the user to lift up to 2 tonnes one handed.

Traits: Boost (Strength +6), Restriction (only for lifting things they are clamped to).

Story Points: 1

DIMENSIONAL TRANSPORTERS (MAJOR GADGET)

Much as a Vortex Manipulator can be used to travel through time, a Dimensional Manipulator can be used to travel between universes, so long as cracks remain in the fabric of the universe. If those cracks should be sealed, they become useless.

Traits: Teleport, Vortex, Restriction (does not allow time travel).

Story Points: 2



FURTHER ADVENTURES

- Torchwood One is in ruins. Less than a dozen staff made it out alive. The organisation is disgraced. But it's work is far from over. As Torchwood buries its dead, the Van Statten Estate, Naismith Industries, members of multiple intelligence services and several off-world dealers approach the survivors of the battle with offers. All of them want access



ARMY OF GHOSTS/DOOMSDAY

to Torchwood's vault and its secret national underground rail system. They know something big is being moved out and they know it's the only way into the vault...

- The TARDIS arrives in Torchwood Tower and helps a ragtag group of Preachers and Torchwood officers fight off a barely functioning Cyberman. The world is in tatters, huge sections slipping into the Void even as the remains of the

DR RAJESH SINGH



AWARENESS	3	PRESENCE	3
COORDINATION	3	RESOLVE	3
INGENUITY	4	STRENGTH	3

Dr Singh is a genius but the last couple of years of his life have proven just how little that means in Torchwood's world. He's been set the impossible task of solving the mystery of the Void Ship – a mystery that steadfastly refuses to be solved.

SKILLS

Athletics 2, Knowledge 5, Marksman 2, Medicine 2, Science 5, Survival 2, Technology 4.

TRAITS

Boffin

Friends (Major): Dr Singh has all of Torchwood's resources at his disposal.

Psychic Training: All Torchwood staff are trained to resist both the psychic paper and possession.

Technically Adept: +3 to all Technology rolls.

Unlucky

TECH LEVEL: 5 STORY POINTS: 1

Dalek and Cyberman armies fight over what's left. The war is over. We lost. Somehow, the players must alter the past to ensure this never happened...

YVONNE HARTMAN



AWARENESS	4	PRESENCE	5
COORDINATION	3	RESOLVE	4
INGENUITY	4	STRENGTH	3

The head of Torchwood, Yvonne is brilliant, driven and completely secure in the knowledge she's doing the right thing. The world needs to be defended and she intends to be the one to do it.

SKILLS

Athletics 2, Convince 5, Knowledge (Aliens) 3, Marksman 2, Medicine 2, Subterfuge 4, Survival 2, Technology 3.

TRAITS

Brave: Yvonne remains unfazed even by the invasion of both Daleks and Cybermen.

By the Book

Friends (Major): Yvonne is the Chief Officer of Torchwood and has some friends in very high places.

Indomitable: All Torchwood staff are trained to resist both the psychic paper and possession, or, say, have their conscious sublimated by the Cybermind.

Obsession (Major): If its alien, it's ours, even when that might not be the best idea.

Psychic Training

TECH LEVEL: 5 STORY POINTS: 5



THE RUNAWAY BRIDE

'Her name was Rose.'

SYNOPSIS

London, England, 2007

Donna Noble's wedding day was interrupted when she began to glow yellow and vanished, only to reappear in the TARDIS. She accused the Doctor of kidnapping her and was amazed to find she was in deep space. The Doctor returned her to Earth and Donna, frantic to make it back to her wedding, hailed a cab. The driver was a Roboform, the robotic aliens the Doctor had encountered one year previously.

The Doctor saw three more Roboforms, all disguised as Santas, approaching. He triggered a cash machine to spew money as a distraction and set off in pursuit of Donna. By this time Donna had realised she'd been kidnapped and a high speed chase ensued, the Doctor weaving the TARDIS through traffic as he tried to catch up. Rescuing Donna, he took her to a nearby roof and explained that the TARDIS needed a couple of hours to recharge. They chatted about their pasts and Donna told the Doctor about how she had met her fiancé, Lance, at her job at H.C. Clements. The company was unusually swish and stuck up but Lance had been kind to her and made her coffee and they'd fallen in love. The Doctor talked about how he spent the previous Christmas at the Powell Estate but, clearly in pain, changed the subject. He gave Donna a Bio-damper, a device that would hide her biological footprint from the Roboform and the pair decided to go to her reception, which Donna expected to be grim.

When they got there, the party was in full swing. The Doctor, clearly uncomfortable around families, researched H.C. Clements and found out they were actually owned by Torchwood. Increasingly worried, he flagged down the videographer and got them to show him footage of Donna's disappearance. He recognised the field around her as Huon particles and panicked, running to check the reception hall. It was surrounded by Roboform Santas, who had tracked them down because Huon particles were too old to be masked by a Bio-damper.

The Doctor and Donna tried to warn the guests but it was too late. The baubles on the Christmas tree turned out to be flying grenades. In the chaos, Donna and her family were pinned down. They were saved by the Doctor supercharging the sound system and using it to destroy the Pilot Fish. He then traced their control signal to Earth orbit but lost track of it there. With Donna and Lance in tow, he set off to investigate H.C. Clements.

They discovered a network of tunnels and labs under the building that went out under the Thames Barrier. At the centre of them was an immensely deep shaft. Looking around, the Doctor realised the company had been extracting Huon particles. He was still trying to work why when he and Donna were captured by the Roboforms.





Their boss finally revealed herself: the Empress of the Racnoss, last survivor of a hideous, spider-like race of omnivores thought dead since the start of the universe. The Time Lords had fought a war against them and thought them destroyed, but she alone had survived.

Lance appeared and seemed to be rescuing them. However, he revealed his loyalties lay with the Empress and he'd spiked Donna's coffee with Huon particles to turn her into a living battery. He didn't love her, and never had.



The Doctor reversed the flow of the Huon particles, summoning the TARDIS to them and he and Donna escaped. He explained that the particles were naturally drawn to each other and took them back to the birth of the Solar System. A heartbroken Donna watched the Racnoss park an immense spacecraft in the unformed solar system and use it as the centre of the Earth. The Doctor realised they needed Huon energy to wake the ship's systems up and unleash the Racnoss hidden inside it. Back in the present, enraged that she'd lost her 'key' the Empress forced Lance Huon energy.

The Doctor and Donna returned to the present and Donna was captured by the Racnoss and imprisoned next to Lance above the shaft. The Empress mocked them, forcing them to go through with the 'wedding' before dropping Lance, screaming, into the centre of the Earth. The Racnoss children awoke and the Empress brought her ship closer to Earth to prepare to conquer, and consume, the world.

The Doctor tried to sneak past the Empress disguised as a Roboform but she detected him. He revealed himself as a Time Lord and she recoiled in horror. He also revealed he'd kept the remote control for the explosive baubles and used them to blow holes in the underground lab and flood it. The Thames rushed in and the Racnoss Empress screamed in grief and

horror as the waters flooded down into the centre of the Earth and drowned her children. The Doctor, burning with rage, watched her agony until Donna persuaded him to leave.

They escaped, as did the Racnoss, who returned to her ship and vowed to destroy the world in vengeance. However, she had depleted all her energy and the ship was destroyed by human tanks. Tanks acting on the orders of Mr Saxon...



The Doctor dropped Donna home and they talked about whether she wanted to travel with him. She said she wanted to do something with her life, but that she couldn't live her life the way he lived his. She encouraged him to travel with someone though as, she explained, he needed someone to 'stop him.'. They said their goodbyes and Donna asked the Doctor what the name of his friend was. Suddenly, utterly heartbroken, he replied that her name was Rose and left.

CONTINUITY

- The Racnoss were one of the ancient races the Time Lords made war upon. The Great Vampires were another (see *State of Decay* in **The Fourth Doctor Sourcebook**). Gallifrey did love its wars, right up until the end.
- The Roboforms were last seen working for the Sycorax in (see *The Christmas Invasion* on pg. 52).
- In the aftermath of Torchwood's destruction (see *Army of Ghosts/Doomsday* on pg. 106), it seems that some of its fronts have been re-purposed to more sinister ends.
- The Doctor asks if Lance is overweight with a zip in his forehead, obviously wondering if he is actually a Slitheen (see *Aliens of London* in **The Ninth Doctor Sourcebook**).
- The Tribophysical Waveform Macro-kinetic Extrapolator seems to have been incorporated



into the TARDIS (see **Boom Town** in **The Ninth Doctor Sourcebook**).

- Although Donna Noble refuses the Doctor's offer to travel with him, she later changes her mind (see **Partners in Crime** on pg. 172).
- Mr Saxon is once again mentioned, this time as having ordered the destruction of the Webstar. This is the second time an alien spaceship is allowed to escape by the Doctor, only to be destroyed on orders of the British government (see **The Christmas Invasion**, pg. 52).
- Much like his fourth incarnation, the Tenth Doctor claims his pockets are bigger on the inside (see **Genesis of the Daleks** in **The Fourth Doctor Sourcebook**).
- This is not the first secret base hidden under (or in) a famous London landmark – the Nestene made their base under the London Eye (see **Rose** in **The Ninth Doctor Sourcebook**), whereas Missy made her base inside Saint Paul's Cathedral (see **Death in Heaven** in **The Twelfth Doctor Sourcebook**).

◉ RUNNING THE ADVENTURE

This is one of the most readily adaptable adventures the Tenth Doctor has, and features all the classic hallmarks of a great, fun romp through time and space (well, space, mostly): a previously oblivious companion, a car/policebox chase, evil henchmen (in full Christmassy disguise), a double-crossing fiancée, an alien spaceship above London and an ancient evil buried beneath the city. It even plays heavily into the Tenth Doctor's themes of tragedy and loss of family, both with regard to Rose's recent departure and the death of the Racnoss Empress' offspring.



It also makes for a great way to start a new campaign or introduce a new companion. The nature of Huon particles means that you can bring a new character (or cast of characters) right into the middle of the game – literally having them appear onboard the TARDIS!



Finally, the adventure also acts as a good one-shot, allowing you to mix things up a little between the climax of one story arc and the beginning of another, giving your players the chance to try on some different characters for a change and so on. However, rather than being entirely standalone, this adventure is more of a 'bridge' of sorts: a little of the aftermath of Torchwood's legacy is explored, and at the same time future story arcs are set up (in both Mr Saxon and Donna Noble).

Of course, you don't have to prepare all this in advance – you can always retroactively pick up throwaway plot threads you introduce in this (or any other) adventure and weave them into a future story arc, making it seem as though you have been planning this all along! Your players don't need to know the truth...

◉ THE RACNOSS

One of the most ancient species in the universe, the Racnoss are a race of large, half-humanoid, half-arachnid creatures with scarlet leathery skin, daubed with patches of black around the abdomen and underside. They have six eyes – two positioned on either side of their head, with the other four set in an arc across their brow. Racnoss mouths are filled with sharp, over-large teeth that make them salivate and spit when speaking.

They have eight legs and two manipulator arms, all of which are used to control their craft. The two arm appendages end in razor-sharp points. The Racnoss have many traits shared with their arachnid cousins, such as wall climbing and the ability to create a web-style substance that is used to capture and hold their prey.



Over four billion years ago, they terrorised the known universe, gorging on innocent species. Most of the Racnoss were wiped out when the Fledgling Empires, including the Time Lords, gathered together and tried to eradicate them. A group of Racnoss escaped; the Empress of the Racnoss in one ship, a small group of Racnoss children in another. The Empress of the Racnoss forced herself into hibernation and hid at the far end of the universe, well away from her enemies. Here she waited patiently until the time was right to seek out her children and awaken them. The Webstar containing the Racnoss children hid in a newly forming galaxy and began to spin. This caused a gravitational force that pulled in floating space rocks, gas and other elements, which all combined to form the core of the Earth. The Empress called this Webstar the 'Secret Heart' for it sat at the centre of the Earth, just waiting to be unlocked by a key of Huon particle energy.

Huon particles existed during the Dark Times and were used by Racnoss and other species as a source of power. The last remaining particles could only be found in the heart of the TARDIS. That was until these dangerous elements were created synthetically by the Torchwood Institute, in a secret lab under the offices of H.C. Clements. Torchwood had fashioned Huon particles using a hydrogen base and water from the Thames but the particles needed a living being to act as a catalyst, so that the Huon particles could spring to life.

TORCHWOOD'S TASTE

As the Doctor comments, Torchwood have a fondness for hiding secret bases inside landmarks. This is a golden ticket to have some fun with your locations. What about a deniable lab beneath the white cliffs of Dover? A containment facility under the Forth Bridge? An alien signal station on one of the old seaforths in the Thames Estuary? Britain has a ton of secret historical locations and they're all perfect for Torchwood bases, forgotten or otherwise.

BIO-DAMPER (MINOR GADGET)

Developed by enterprising thieves in the 22nd century, the Bio-damper is designed to be a cloak of (everything but) invisibility. The ring, when placed in contact with bare skin, creates an electromagnetic 'glove', a shaped force field that covers the wearer from head to toe. This acts as a buffer for all the natural electromagnetic energy they put out, rendering them invisible to sensors, and senses, designed to track it.

Traits: Invisible (Minor – only to sensors and scanners), Restriction (Does not work on Huon particles).

Story Points: 1

FURTHER ADVENTURES

- Where else might the Racnoss have hid apart from Earth? What about an expedition to Metebelis III where the characters have to fend off spider-worshipping cultists, help River Song dig to the centre of the planet and talk down the military unit intent on destroying Metebelis III – and the Racnoss – once and for all.
- London 1814 and the Thames has frozen solid. An impromptu frost fair has been erected on it and the citizens of London are taking the time to have some fun. Until the first one disappears. Something is hunting beneath the frozen river. Something that moves at will in any direction, feeds on life force and leaves web shaped cracks in the ice. The Racnoss children had a nursemaid; it's woken up and it's hungry...



LANCE BENNETT



AWARENESS	3	PRESENCE	2
COORDINATION	3	RESOLVE	3
INGENUITY	3	STRENGTH	3

The head of human resources at H.C. Clements, Lance is bored, and clever and wants power. He doesn't care who he treads on to get it but if it's Donna, so much the better. Anything to make her stop talking...

SKILLS

Athletics 3, Convince 5, Knowledge 4, Science 3, Technology 3.

TRAITS

Attractive

Charming: Lance is friendly, plausible and good company. As long as you have something he needs.

Cowardly: Beneath all his bluster, Lance is actually a coward.

Dark Secret: Lance is secretly working for the Racnoss Empress.

Selfish: What's in it for Lance?

TECH LEVEL: 5 **STORY POINTS: 2**

THE EMPRESS OF THE RACNOSS



AWARENESS	3	PRESENCE	3
COORDINATION	4	RESOLVE	5
INGENUITY	4	STRENGTH	9

SKILLS

Athletics 5, Craft 2, Fighting 2, Knowledge 2, Technology 2, Transport 4.

TRAITS

Additional Limbs: The Racnoss have eight legs and two manipulator arms.

Alien

Alien Appearance: She's a massive, red spider.

Keen Senses – Sight: The Racnoss have six eyes, giving them +2 on Awareness rolls that involve sight.

Last of Her Kind: The Empress of the Racnoss is alone in the universe.

Natural Weapons – Bite and Stab: The Racnoss have sharp teeth and limbs and gain +2 to damage in close combat.

Size – Huge (Minor)

Special – Webbing: The Racnoss can produce webs like a spider, making traps or strong rope-like webs to hang from. The stickiness is equal to a Strength of 5 and it can support over 1000kgs.

Tough: The Racnoss are tough, reducing all damage by 2.

TECH LEVEL: 11 **STORY POINTS: 8**

SMITH AND JONES



SMITH AND JONES



'I'm talking to an alien? In hospital?! What, has this place got an E.T. department?'

SYNOPSIS

London, Earth and the Moon, 2008

Martha Jones, a medical student in London, had a problem. She had several problems in fact and she was related to all of them. On her way into work, juggling peacemaking phone calls with her family, Martha was stopped by an odd man who took his tie off, said "Like so, see?" and disappeared. She thought nothing else of it and kept on with her day. Later that morning, on her rounds, she and the other students were quizzed about two patients. Florence Finnegan, a nice old lady with a salt deficiency, and John Smith who was, it turned out, both the man she met on the street and the Doctor. Except he'd been in hospital since last night...

Later still, Martha was chatting with her sister Tish on the phone. Tish asked if she could see the rain and Martha didn't understand until she realised the rain was moving upwards. There was a rumble and, suddenly, the hospital was transported to the Moon.

In the middle of a building-wide panic, Martha and her friend Julia did their best to help. The Doctor appeared and figured out they still had oxygen, meaning that whoever had stolen the hospital wanted them alive. He went outside, Martha followed and they realised they were under a forcefield. They had air. But for how long?

A colossal spacecraft appeared and landed nearby. Armoured soldiers began scanning everyone in the hospital. Elsewhere, Mr Stoker, horrified at what he'd seen, was interrupted by Florence. She explained that "great tests are to come" and that she was only salt deficient because she absorbed it so well. She advanced on Stoker, drinking his blood.

In the foyer, the soldiers unmasked. The Doctor explained they were Judoon; galactic policemen for hire who were looking for a non-human. He also explained that was bad news for him, as the Judoon began marking humans with an X on their hands. The Judoon weren't violent unless attacked, but

vaporised anyone who tried to defend themselves. Upstairs, the Doctor tried to get information from a computer but discovered the Judoon had wiped it. He asked Martha if anyone checked in in the last week with odd symptoms and she offered to ask Doctor Stoker. When she got there, she found Florence still feeding off him. Martha ran, found the Doctor and the pair were pursued by a Slab, one of Florence's henchmen. The Doctor destroyed the Slab with an X-Ray machine and absorbed what should have been a fatal dose of radiation. However, he expelled the radiation from his body, dropping it into a shoe and taking the other one off as he'd look daft with one shoe. He was disappointed to find his Sonic Screwdriver had been destroyed but explained to Martha the Slab was a robot that was designed to hide in plain sight. As they talked, he realised Florence was drinking Stoker's blood to hide her alien nature; the Judoon scanner would read her as human if she was scanned once she'd fed. They raced off to stop her but were cornered by the Judoon. They scanned the Doctor, decided he was the alien they were looking for and pursued them through the hospital. The Doctor then figured out that Florence wasn't just hiding in the hospital, she was planning on using it to cover her escape.



He kissed Martha and ran off, asking her to distract the Judoon so he could find Florence. The Judoon scanned her, detected non human DNA on her lips and scanned her in more detail, buying the Doctor time. Meanwhile the Doctor found Florence and tricked her into thinking he was a human. She explained she had modified the MRI to overload, wiping the brains of everyone on the Moon and the side of the Earth facing it to cover her escape. She fed on the Doctor and apparently kills him.

The Judoon arrived, with Martha, who scanned the Doctor and confirmed he was dead. They scanned Florence too and, to her horror, detected the Doctor's alien blood. She was executed by the Judoon before they left. Martha managed to revive the Doctor by working CPR on both his hearts but passed out as the oxygen finally ran out. The Doctor woke up, stopped the MRI device and carried Martha out of the room. As the Judoon left he saw the rain moving upwards and realised they were going home.

That night, Martha was trying to keep the peace at her brother's birthday. When the Doctor appeared nearby, she left and he explained that she was owed a trip in the TARDIS for her help. He also explained it's a Time Machine by stepping in, dematerialising and reappearing with his tie undone exactly as it was when she first met him that morning. Impressed, she stepped aboard and as they took off, the two shook hands over the console.

CONTINUITY

- The Doctor uses his alias John Smith once again. He will use it rather more permanently one day soon (see ***Human Nature*** on pg. 146).
- There's a certain irony to a character named Stoker having his blood drunk.
- Vote Saxon posters can be seen up around London (see ***The Sound of Drums*** on pg. 161).
- While their name has been invoked before (see ***Rose in The Ninth Doctor Sourcebook*** and ***The Christmas Invasion*** on pg. 52), this is the first time agents of the Shadow Proclamation are actually encountered.
- This is not the first time the Doctor has visited the Moon (see ***The Moonbase*** in ***The Second Doctor Sourcebook***), although the Moon he visits in 2070 is not the same Moon he visits in 2008, given that it hatches in 2049 (see ***Kill the Moon*** in ***The Twelfth Doctor Sourcebook***).
- The Tenth Doctor "loves a shop". He is similarly delighted when he finds the Library also has a shop (see ***Silence in the Library*** on pg. 202).

- The Plasmavore's confession is similar to the Second Doctor's confession to the Time Lords (see ***The War Games*** in ***The Second Doctor Sourcebook***).
- The Doctor's Sonic Screwdriver is destroyed. It is neither the first time this has happened (see ***The Visitation*** in ***The Fifth Doctor Sourcebook***), nor the last (see ***The Eleventh Hour*** in ***The Eleventh Doctor Sourcebook***).
- Martha asks the Doctor if the TARDIS has a navigator. This was once the role occupied by Adric (see ***Castrovalva*** in ***The Fifth Doctor Sourcebook***).

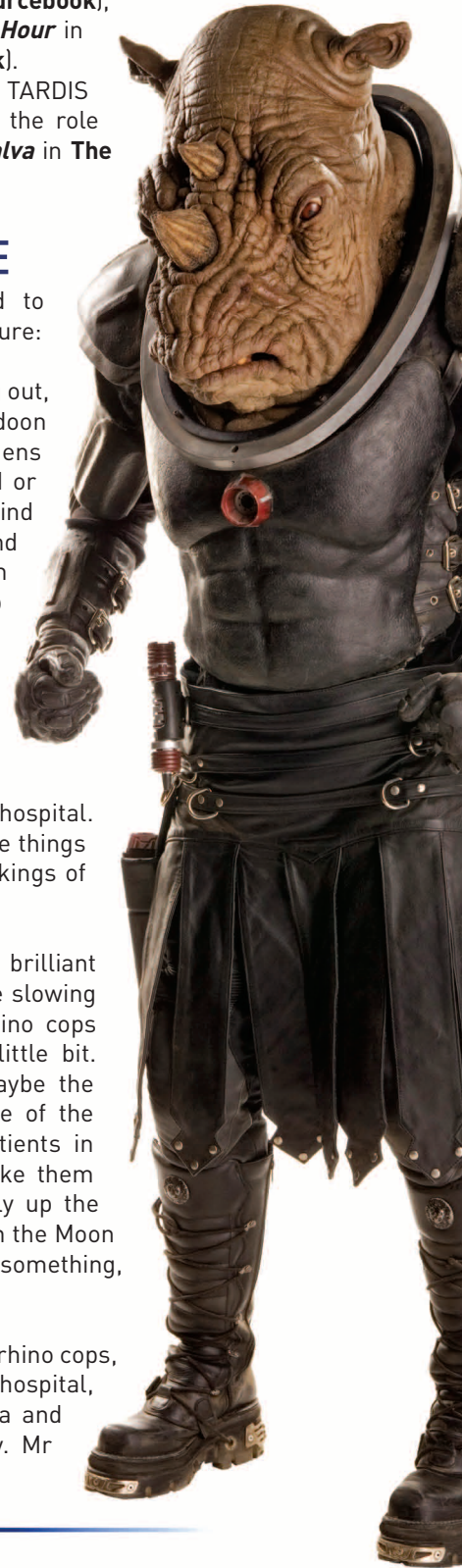
🌀 RUNNING THE ADVENTURE

There are three things you need to remember when running this adventure:

The Ticking Clock: The air is running out, the TARDIS is inaccessible, the Judoon are coming and any Time Lords or aliens in your group may well be arrested or executed. The characters need to find the Plasmavore, stop her and hand her over to the Judoon before she can kill half the planet and escape. Keep everything urgent and throw a new problem at them every few minutes. Maybe the top floor of the hospital grazes the top of the forcefield, maybe the forcefield's weakening or there are other, desperate aliens with agendas all of their own in the hospital. Give them no time and six impossible things to do. They'll do eight and feel like kings of the Moon.

An Alien Threat: The Judoon are a brilliant player scoop. Any time they feel like slowing down, have everyone's favourite rhino cops show up and push them along a little bit. Throw other stuff in there too; maybe the Plasmavore fancies eating a couple of the players or some of the human patients in the hospital have agendas that make them dangerous too. If you want to really up the threat level, dropping the hospital on the Moon could have woken up someone, or something, hibernating there...

A Human Touch: Beyond the stompy rhino cops, vampire grannies and lunar-bound hospital, this is a story about people. Martha and her need to do right by her family. Mr





SMITH AND JONES

Stoker and his realisation the universe is so big and he means so little. Poor Julia and her terror. Even the Doctor reminiscing about his (lost) family. This is a story about ordinary people, literally plucked out of their ordinary lives and into an extraordinary situation. Keep that in mind, show the players what the stakes are again and again and they'll rise to meet them.

THE JUDOON

The Judoon are a form of 'police for hire', although the chances of them arriving to 'serve and protect' are pretty low. They are engaged to enforce galactic law, usually on behalf of the Shadow Proclamation, or to track down known criminals. While it may seem to be your lucky day when a police force arrive, the Judoon are single-minded and utterly without mercy when it comes to the letter of the law. It is more accurate to call them licensed vigilantes, bounty hunters or just plain thugs. Judoon resemble large bipedal rhinoceroses, and are about as gentle, understanding and easy to talk to as one.

The main danger of the Judoon is that they arrive in large numbers – very large numbers. If you can give them a good enough legal reason, you can employ them as your own private army, so they often work for governments, corporations and rich clients (even a few highly placed and rich gangsters, on occasion). They care little for what is right and wrong, only for what is legal and illegal. They are unshakable in their belief that they are doing the right thing by following the letter of the law, ignoring all moral responsibility for their actions.

If you break the law in their presence they will act as judge, jury and executioner, as long as you transgress the laws they have decided to enforce. The only upside of this behaviour is they are just as quick to enforce laws that work in your favour as those that work against you, and have a comprehensive compensation package for anyone they deem unfairly treated by their actions. Sadly, this often means that while they will give you a voucher for compensation they won't actually rescue you from certain death if you are not their responsibility!

Judoon stand nearly six feet tall and wear a tough black uniform that also functions as a space suit. They are usually armed and carry a scanner that doubles as a translation device. The scanner is used to track their prey but only works at very close range.

The translator device can understand almost any language but needs to sample a few words to effect a translation.

JUDOON TROOPER



AWARENESS	2	PRESENCE	4
COORDINATION	2	RESOLVE	5
INGENUITY	3	STRENGTH	8

SKILLS

Athletics 1, Convince 3, Fighting 3, Knowledge (Galactic Law 5) 3, Marksman 3, Survival 2, Technology 2, Transport 3.

TRAITS

Alien

Alien Appearance

Armour (Minor): A combination of tough skin and thick leather armour reduces damage by 5.
Code of Conduct: Uphold the Law.

Environmental: The Judoon have a large lung capacity, allowing them to survive without air, or within a poisonous environment.

Fear Factor (2): The Judoon are huge and intimidating aliens and gain +4 when actively intimidating their targets.

Slow: The Judoon are not the speediest of races, all that armour and weight slows down their Speed to 1.

EQUIPMENT: Judoon Blaster (4/L/L), Translator/Genetic Scanner (Traits: Scan, Transmit).

TECH LEVEL: 7 **STORY POINTS:** 3-5



JUDOON CAPTAIN

As per Judoon Trooper except as follows:

Awareness 3, Ingenuity 4

Skills: Knowledge [Galactic Law 6] 4

Traits: Voice of Authority: The Judoon Captain's commanding voice provides +2 to Presence and Convince rolls.

Story Points: 6-8

THE PLASMAVORE

Hidden throughout the galaxy, Plasmavores are a race of vampiric genetic mimics known for their dependence on blood and savage survivalist nature. It is most likely that they evolved and mutated from the Great Vampires who existed during the Dark Times, becoming a species in their own right.



Very little is known about the Plasmavores. They are humanoid in shape but can take on the internal, and sometimes external, biology of a species by drinking its blood. The blood is also essential for them as it is their only form of nourishment. The fact that this kills any unwilling blood donor has led to their outlaw status across the galaxy. To extract the blood, a Plasmavore will typically use a cylindrical tube of some kind to pierce the flesh of its victim, then use it as a straw to suck the blood from its veins. However, when extremely hungry or in a blood lust, this practice will be abandoned and the Plasmavore will get to the blood any way possible, often by biting the target.

Their ability to mimic biology was originally a way to allow them to mingle with their prey undetected but now is their main line of defence against a universe hostile to their predatory ways. Although blood is essential for them to survive, many Plasmavores develop a psychosis and become addicted to the pleasure of the kill and tasting many different species of blood. This, combined with their predatory

nature, means a Plasmavore will kill any creature, either for survival or from simple hatred. They have no problem with destroying billions of innocent lives, if it allows them to survive to drink blood another day.

An advanced energy weapon, such as a Judoon blaster, can kill a Plasmavore but, due to the fluid nature of their internal organs, any projectile or stabbing weapon is less effective than on most humanoids. They are a species that stalks their prey and separates it from any form of help or escape before attacking, making them fairly vulnerable in a straight fight. This explains the relatively small number of Plasmavores in existence. They are, however, cunning and resourceful, able to quickly formulate a plan that allows them to survive. In some circumstances, a Plasmavore will use an easily manipulated species or android race, such as Slabs, as a form of highly expendable bodyguard.

PLASMAVORE

AWARENESS	2	PRESENCE	3
COORDINATION	2	RESOLVE	2
INGENUITY	4	STRENGTH	3

SKILLS

Athletics 2, Fighting 2, Medicine 1, Technology 2, Transport 2.

TRAITS

Alien

Alien Organs (Minor): The fluid nature of the Plasmavore's innards makes it difficult to kill them. Any damage inflicted, except Lethal damage, is reduced by 2.

Boffin: The Plasmavore is capable of building deadly gadgets, such as rigging the MRI to detonate the hospital and destroy part of the Earth.

Dependency – Blood: The Plasmavore needs to drink blood regularly or it will take damage. After six hours without consuming blood, the Plasmavore will take a level of damage every hour until it feeds. Once it has fed, it will heal all of the damage it has taken this way.

Shapeshifter (Minor): After drinking a creature's blood, they can adopt its form.

TECH LEVEL: 7 **STORY POINTS:** 5



SMITH AND JONES

SLABS

Slabs are animated and semi-sentient beings that are constructed to be used as slave drones. They cannot speak and generally travel in pairs. Slabs are constructed of solid amounts of a single material – for example, the pair used by Florence Finnegan, the Plasmavore, were comprised entirely of leather. Such creations may be the inspiration for the legendary golems of myth; creatures made entirely out of mud, clay, rock or flesh, brought to life to carry out their creator's wishes. They are given vague forms so as not to provoke suspicion – the Plasmavore's Slabs appeared as motorcycle couriers, features hidden under dark helmets. They are capable of following the commands of their recognised master and no more. They possess no will of their own, nor much initiative beyond following the directives they've been given (which are usually kept very simple). High levels of radiation overload a Slab's internal make-up, rendering them useless.

SLABS			
AWARENESS	2	PRESENCE	3
COORDINATION	3	RESOLVE	3
INGENUITY	1	STRENGTH	5
SKILLS Athletics 5, Fighting 4, Subterfuge 1.			
TRAITS Armour: A Slab is pretty much all inert armour, reducing damage by 5. Robot Technically Adept Weakness (Minor) – Radiation: High levels of radiation are instantly fatal to Slabs – unfortunately, such levels are often lethal to everyone else in the room too.			
TECH LEVEL: 7		STORY POINTS: 0	

H2O SCOOP (MINOR GADGET)

H2O Scoops are a brutally efficient, but slow and unsubtle teleportation method; hence why the Judoon love them. The Scoop uses cloud-seeding nanotechnology to arrange any water in the target

zone into an elaborate lattice. It then fires a brief, massively powerful burst of radiation through this lattice, turning it into a 'carrier wave' of sorts for the target. This wave is then aimed at a target area, dropping the lattice and everything in it intact and onto the target. If lifeforms are being transported, an excess of water is required to shield them from the 'flash' of radiation. This leads to a massive build up in plasma 'coils' or ball lightning for 12 hours beforehand, which is easy enough to detect.

Traits: Teleport, Bulky (Major), Slow (Major), Weakness (Easy to detect).

Story Points: 1

JUDOON TRANSLATOR/GENETIC SCANNER (MAJOR GADGET)

Judoon Translators/Genetic Scanners are small, cylindrical devices that record and match native dialects with a vast database all Judoon ships carry. Once the language is identified, the correct information is transmitted to the Judoon via their suits, allowing them to 'fit in'.

Traits: Scan, Transmit

Story Points: 2

JUDOON SHIPS

Immensely powerful and magnificently ugly, Judoon ships are the industrial face of galactic justice for hire.

Armour: 4

Hit Capacity: 100

Speed: 5/100 (When Jumping)

Traits: Flight, Forcefield, H2O Scoop, Huge

FURTHER ADVENTURES

- It's all very handy having the Doctor in the hospital at the time, but what if the characters find themselves trapped on Earth. How might they get to the Moon? Commandeer a rocket from NASA or the ESA? Hitch a lift onboard the Judoon ship? Enlist UNIT's help?
- What if the Judoon don't just do this regularly but do it at the same spot on the Moon? The hospital's disappearance and return might be a smoking gun to a group like LINDA (see pg. 99), but there's lots of fun to be had in running a UNIT team scabbling to get to the Moon in time to save its occupants.



THE SHAKESPEARE CODE



'To be or not to be... Ooh, that's quite good.'
'You should write that down.'
'Maybe not. Bit pretentious?'

SYNOPSIS

London, England, 1599

Lilith was being serenaded from her balcony. Wiggins was invited up but was horrified to find she lives in a hideous cave-like apartment with her two mothers, Bloodtide and Doomfinger. The three feasted on him and prepared for the end of the world...

Nearby, the TARDIS had landed and the Doctor worked out they were in 1599. Martha expressed concern she'd attract attention because she wasn't white but the Doctor pointed out she was far from alone and suggested she "walk around like she owns the place" as that always worked for him. They went to the Globe theatre where the Doctor was awestruck to see Shakespeare in person and... less awestruck to find out he was a big-mouthed Elizabethan rockstar.

The Doctor was more than a little worried when Shakespeare announced the debut of *Love's Labour's Won* the following night as that was the lost play no

one had ever seen performed. He and Martha visited the great author but their attempts to explain were hampered by him mistaking them for groupies, seeing through the Psychic Paper and attempting to chat up Martha. To make matters worse, Mr Lynley, the Master of the Revels, stormed in and demanded to see the play. It was his job to sign off on every play put on in London and when Shakespeare tried to stall him, he banned it from being performed

On the way out, Mr Lynley met Lilith disguised as a serving maid. She stole some of his hair and wrapped it around a doll she had used to influence Shakespeare earlier. She plunged the doll in water and Lynley drowned in the middle of the street, despite the Doctor and Martha trying to save him.

They settled in for the night, the Doctor inadvertently hurting Martha's feelings by comparing her to Rose. Overnight, Lilith used the doll to seize control of Shakespeare and made him finish the play. She was interrupted by a member of staff at the inn they were staying at, killed the woman and in the commotion had to flee. The Doctor and Martha saw her flying away and observed that she looked like a witch...

The Doctor and Martha chatted to Shakespeare the following morning and realised the pages he'd written overnight were vital to the witches' plot. Shakespeare remembered that Peter Streete, an old friend and the architect of the Globe Theatre, had mentioned witches... The Doctor and Martha visited the theatre and realised it was 14 sided, and then went on to Bedlam to talk to Streete. The architect explained that the witches tormented him and broke his mind once the work was done. Lilith spotted this and dispatched Mother Doomfinger to the asylum. She appeared and the Doctor finally figured out what had been bothering him: the 14 walls of the Globe echoed the 14 stars of the Rexel Configuration; home of the Carrionites. He 'named' Doomfinger and she screamed and disappeared. Back at Shakespeare's lodgings, the Doctor explained the Carrionites had disappeared at the dawn of the Universe. They used



words as the basis for their science and had targeted Shakespeare and his astounding talent to bring their species together, on Earth. The Doctor dispatched Shakespeare to stop the play, which had the equation to bring them to Earth encoded into its final speech. He and Martha headed for the Carrionites' lair, following information given to them by Streete.

At the theatre, Shakespeare tried to warn everyone but the Carrionites used the doll to knock him out. At the Carrionites' lair, Lilith let the Doctor and Martha in, taunting them. Martha tried to name her and banish her but Lilith revealed it only works once, then did the same thing to Martha. She found it didn't work with the Doctor but located the name 'Rose' in his mind. When she used it, it enraged him but gave her time to pluck some of his hair, attach it to the doll and stab him in the heart. The Doctor collapsed, apparently dead, and she flew off.



In reality, she only stopped one heart and Martha helped him restart the heart, gently mocking him for 'faking' his own death again. They raced off to the Globe, but it was too late; the speech had been completed and the Carrionites emerged from a crystal Doomfinger and Bloodtide had been guarding for centuries.

The Doctor revived Shakespeare and persuaded him to improvise a verse to reverse the process. He managed all but the last word, "Expelliamus!", which Martha provided by way of JK Rowling. The Carrionites were trapped once again and the crowd gave them a standing ovation.

The following morning, the Doctor found the crystal with all the Carrionites trapped inside and decided to store it in the TARDIS. Shakespeare explained that he knew they were time travellers and began composing an ode to Martha. They were interrupted by good news for Will and the actors and bad news

for the Doctor; Queen Elizabeth wanted to see the play but viewed the Doctor as her sworn enemy even though they hadn't met. The Doctor and Martha fled back to the TARDIS and the Doctor reflected on how much fun he was going to have finding out what he did to offend the Queen.



CONTINUITY

- Shakespeare is resistant to the Psychic Paper, as was Charles Dickens (see *The Unquiet Dead* in **The Ninth Doctor Sourcebook**) and Agatha Christie (see *The Unicorn and the Wasp* on pg. 196).
- The Carrionites are almost certainly old enough to remember the Time Lords' wars against the Great Vampires and the Racnoss. No wonder they're so scared of a Time Lord.
- This is the first indication the Doctor gets that Queen Elizabeth I is a little angry with him. As he jilted her on her wedding night, she may have a point (see *The Day of the Doctor* in **The Eleventh Doctor Sourcebook**).
- The Doctor uses the title Sir Doctor of TARDIS, even though he won't officially be knighted until Queen Victoria's age (see *Tooth and Claw* on pg. 65).
- With her suggestion of "Expelliamus" as a magic word, it's clear that Martha has been reading about the adventures of a certain boy wizard.
- The TARDIS is shot by an arrow, something that has happened before (see *An Unearthly Child* in **The First Doctor Sourcebook** and *Silver Nemesis* in **The Seventh Doctor Sourcebook**) and will again (see *Robot of Sherwood* in **The Twelfth Doctor Sourcebook**).
- The Doctor claims to have met Shakespeare before, saying that he was a terrible actor. Sarah Jane Smith replies that this is perhaps why he took up writing (see both *Planet of Evil* and *City of Death* in **The Fourth Doctor Sourcebook**).



- The Doctor finds the crystal ball imprisoning the Carrionites when looking for an Agatha Christie novel (see *The Unicorn and the Wasp* on pg. 196).

◉ RUNNING THE ADVENTURE

One major theme runs through this adventure: words as power. Words are what Shakespeare uses to make sense of the world, the Carrionites use words to control the world, the Doctor uses words to control the Carrionites, and Martha finds words used on her by both Shakespeare and the Carrionites to very different effect. And it's not just words as Word Magic either, but the rich language of Shakespeare's plays and the wild, swashbuckling banter of the time. This is an adventure that cries out to be crammed full of memorable characters drawn from both Elizabethan history and Shakespearean prose.



CHANGING THE DESKTOP THEME

The notion of Word Magic gives you the opportunity to not set this in England at all, let alone this time frame. Jack Kerouac would be a viable 'vessel' for the Carrionites and the thought of Beat Generation Witches might well get the Doctor's attention. You could just as easily have them running a similar scheme in the 21st century, using social media to construct a hashtag lattice of words to move Earth to the Carrionites instead of moving the Carrionites to Earth. Every different kind of poetry conjures up ideas for different kinds of adventure, from haiku to sonnets. Find a period you're passionate about, or a writer you adore and set the adventure around them. After all, this adventure shows just how powerful one word from JK Rowling's books can be...

Other aliens could be swapped in for the Carrionites just as easily too. What if it was the Great Intelligence that was harnessing the power of Shakespeare's words, much as it did with the power of the Internet (see *The Bells of St John* in *The Eleventh Doctor Sourcebook*). How about, instead of Carrionites whispering into Shakespeare's ears, it was Saturnynes living in the River Thames?

◉ CARRIONITES

From Rexel 4 in the Fourteen Stars of the Rexel Planetary Configuration, the Carrionites are a race of witch-like beings whose advanced word-based science can appear to the untrained as magic or witchcraft. One of the oldest races of the universe, along with the Nestenes, the Racnoss and the Great Vampires, the Carrionites were banished by the Eternals to endless imprisonment. Carrionites are all female, and are denoted Mother, Sister or Daughter depending upon their relative ages, similar to the old Earth belief in the triple aspect of Wiccan Goddesses: Maiden, Mother and Crone.



Where humanity formed their sciences based around maths and the manipulation of numbers, the Carrionites use words to manipulate reality with almost magical effects. Three of their race managed to escape from their eternal prison and started manipulating the actions of Peter Streete, architect of the Globe Theatre in London, and the writings of William Shakespeare, to act as agents of their "word-craft", opening the gates to release the rest of their kind. Lilith, Mother Doomfinger and Mother Bloodtide, the three Carrionite agents that first escaped, were stopped by the Doctor and Martha, and remain trapped in the crystal sphere, filed away under "C" in the TARDIS.

FURTHER ADVENTURES

- "The play's the thing, wherein we'll catch the conscience of the King." Shakespeare was changed forever by his interaction with the Carrionites. He began working on ways to defend Queen and country and obsessively studied Word Magic to learn a means to do so. *Hamlet* was his crowning achievement, a play designed to function as a linguistic hard drive to capture the mind of a dying monarch within it. But the Carrionites never stopped whispering to him and, on the thousandth anniversary of the play's first performance, the Carrionites are coming home...



THE SHAKESPEARE CODE

- The story of Shakespeare's friend and rival, Kit Marlowe, is fascinating. A fellow playwright, and possible spy, Marlowe was killed in very odd circumstances. Before he died, he wrote *Doctor Faustus*, the story of a scientist who sells his soul for knowledge to an all-seeing all-knowing demon. You can't help but wonder whether that demon was inspired by a certain Time Lord and what role the Master may have played in Marlowe's death...

PETER STREETE



AWARENESS	2	PRESENCE	2
COORDINATION	2	RESOLVE	2
INGENUITY	4	STRENGTH	2

Peter Streete is a genius but that genius has doomed him. Driven mad by the Carrionites, Peter is alone in his head inside Bedlam. But he can still hear them whispering...

SKILLS

Craft (Architecture 6) 4, Survival 2.

TRAITS

Amnesia: Streete has tried to forget what he knows.

Dark Secret: Streete was forced to build the Globe by the Carrionites.

Eccentric: Streete has been driven mad by the Carrionites' torments.

TECH LEVEL: 3 STORY POINTS: 1

WILLIAM SHAKESPEARE



AWARENESS	4	PRESENCE	5
COORDINATION	4	RESOLVE	4
INGENUITY	4	STRENGTH	3

William Shakespeare is a genius, but the problem is that William Shakespeare knows he's a genius. The master playwright has been through some dark times but now he's inexplicably found his muse – and soon, he'll have the greatest play of his career to show them.

SKILLS

Convince 5, Craft 4 (Writing 7), Knowledge 3, Subterfuge 4.

TRAITS

Brave: Shakespeare is cocksure and full of bravado.

Empathic: +4 to any roll involving reading someone's emotional state. He IS Shakespeare after all.

Keen Senses – Hearing: Shakespeare always has his ears open for some choice dialogue. Impulsive: He's far too quick of wit, tongue and blade.

Insatiable Curiosity: Shakespeare can't resist acting if he overhears something especially juicy.

Voice of Authority: Shakespeare – and his characters – is a commanding presence both on and off stage.

TECH LEVEL: 3 STORY POINTS: 3



LILITH



AWARENESS	4	PRESENCE	3
COORDINATION	4	RESOLVE	5
INGENUITY	4	STRENGTH	2

SKILLS

Athletics 2, Convince 4, Craft (Sculpture 5) 3, Fighting 3, Knowledge 3, Medicine 1, Subterfuge 2.

TRAITS

Alien

Attractive: When in her young, 'human' form, Lilith gets +2 to Presence rolls that may be affected by her appearance.

Fear Factor (1): Gains +2 on rolls to actively scare someone.

Flight: In her human form, Lilith can appear to float around on a broomstick (open flight Speed of 5).

Immortal: The Carrionites are eternal.

Shapeshift: Lilith can appear as both the youthful maiden as well as the aged crone. She can revert to her natural Carrionite form, similar to those released from their eternal prison.

Special - Word-Based Magic: As with a normal Carrionite, though Lilith is more powerful, gaining a +2 bonus on her rolls. She can also work in conjunction with Mothers Bloodtide and Doomfinger using the standard Cooperation rules (see the **Doctor Who Roleplaying Game Core Rulebook**).

TECH LEVEL: 11 **STORY POINTS:** 10

THE CARRIONITES



AWARENESS	3	PRESENCE	3
COORDINATION	4	RESOLVE	5
INGENUITY	4	STRENGTH	3

SKILLS

Athletics 1, Convince 3, Craft 2, Fighting 3, Knowledge 3, Medicine 1.

TRAITS

Alien

Alien Appearance

Fear Factor (1): Gains +2 on rolls to actively scare someone.

Immortal: Imprisoned since the dawn of time, the Carrionites are eternal.

Natural Weapons - Claws: The Carrionites have sharp fingernails that can rip people apart, giving them +2 to their Strength when determining damage.

Shapeshift: Carrionites can disguise themselves as other races, including humans.

Special - Word-Based Magic: If a Carrionite knows the true name of someone or something, or has a part of them (like a lock of hair or a nail clipping), they can effectively control them as though using the Hypnosis (Special Good) Trait. With the expenditure of Story Points, the effects can become more drastic, such as drowning a victim with no water being present or other violent acts. If the Carrionite is distracted from the ritual, the connection is permanently severed and the Carrionite will have to find a fresh connection to their target.

TECH LEVEL: 11 **STORY POINTS:** 4-8

GRIDLOCK



GRIDLOCK



Elsewhere, Novice Hame and the Face of Boe discussed what to do. Boe sent Hame to find the Doctor as, back on the streets of the city, the Doctor and Martha saw street vendors open for business. Each one was selling a different mood and the Doctor was horrified when he saw a young girl buy 'Forget' so she could stop thinking of her parents. She explained, before taking the patch, they'd gone to 'the Motorway'. She put the patch on and instantly forgot them. The Doctor and Martha were still shocked by this when Martha was kidnapped by a young couple. The Doctor gave chase but didn't catch them before they escaped in a hover car. He got information from the vendors about the Motorway and gave them till sundown to close forever.

In the car, Martha met her kidnapers, Milo and Cheen. She pulled one of their own guns but they explained they were fake. They also apologised and promised Martha they'd let her off when they got to New New York. They needed a third passenger so they could drive in the Fast Lane and with Martha aboard, their journey would be really fast. They were expecting to be there inside six years!

'Just one trip. That's what I said. One trip in the TARDIS and then home. Although I suppose we could... stretch the definition. Say one trip into the past, one trip into the future. How do you fancy that?'

SYNOPSIS

New New York, New Earth, 5,000,000,053

On New Earth, Ma and Pa, two drivers of a large hover car, were panicking. Something was attacking their car but they were stuck on hold with the Police. They tried one last time and began to scream as something vast ripped the car apart...

The Doctor promised Martha one more trip, to the future this time. She asked to see his home but the Doctor dodged the question and chose New Earth. Martha was delighted to go on the adventure, but disturbed that the Doctor was taking her places he'd taken Rose.

The Doctor arrived at the Motorway and found thousands of hover cars stuck in a multi-level traffic jam. He began to cough in the toxic atmosphere of the exhausts and the nearest car door opened to let him in. The drivers introduced themselves as Tom and Valerie Brannigan. Tom was a cat, Valerie was a human and they were happily married with a litter of adorable kittens. They had got married just before they set off and had been driving for 12 years. They'd covered five miles in that time. The Doctor asked the Brannigans to help find Martha and they called in a favour from the Cassini 'Sisters', an old married couple. They identified the car Martha was on, and told the Doctor it was headed down to the Fast Lane. The Brannigans refused to go down there for fear of their kittens and both they and the Cassinis were horrified when the Doctor made them realise they'd never seen a single emergency responder in all their time on the motorway. They were alone. All of them. Locked in with whatever was making mysterious noises at the bottom of the



highway. The Doctor tried to reason with the drivers but they wouldn't hear it, united in their journey and a moment of community as they all sang along to *The Old Rugged Cross*.

Back in Milo and Cheen's car, they and Martha had made it to the Fast Lane but kept hearing strange noises. Milo insisted it was the ventilation shafts working but Martha pointed out that if they were, the smog in the highway would have gone. High above them, the Doctor made his own way down to the Fast Lane, dropping through one car at a time, using his Sonic Screwdriver to open roof and floor hatches.

He finally arrived just above the Fast Lane and hacked the car he was in to trigger the ventilation system. He discovered the truth; the highway was infested with Macra, huge crab-like creatures that were once intelligent but had devolved and now fed on the toxic gases. Below him, Martha, Milo and Cheen found out about this first hand as they discovered that the exits were sealed and the Macra were pursuing them. Realising the Macra were tracking them through the light and noise put out by the car, Martha had Milo cut all the power; the ruse worked but now they only had 8 minutes of air left.

Above them, Novice Hame tracked the Doctor down and teleported him out to the Senate building. He protested at first until she explained the truth; the highway had been sealed for 20 years because of a virus outbreak. The virus had mutated from the Bliss mood drug, wiping out everyone not in the sealed environment of the Motorway. Their last act had been to seal the planet off for 100 years. Hame was only saved because, after her actions with the Sisters of Plenitude (see *New Earth*, on pg. 58) she was sentenced to look after the Face of Boe as penance. He protected her in his smoke and had been giving his life energy to maintain the highway ever since. They didn't have the power for anything else and had to keep the highway sealed to protect those inside from the virus.

In the highway, Milo, Cheen and Martha were about to run out of air. Milo restarted the car and they frantically dodged the Macra. In the city, the Doctor, Hame and the Face of Boe rewired the power systems to open the highway but it still wasn't enough. The Face gave the last of his energy to open the highway and the Doctor sent a broadcast to every car, ordering them to fly up. As the citizens flew, tearful with joy out into the world, the Face's glass shattered and he began to die. Martha arrived at the Senate building

just as the Face died. His final words were; "Know this, Time Lord: you are not alone."

The Doctor and Martha left Hame to grieve and returned to the alleyway. They found all the vendors had closed up. The Doctor refused to accept the Face's words but, when pushed by Martha, admitted that he lied about his homeworld. She sat down and asked him to tell her about it and he did as, far above them, New New York began to come back to life.

CONTINUITY

- The Doctor last visited New Earth, the Face of Boe and Novice Hame with Rose, prompting Martha to remark that he was on the 'rebound' (see *New Earth* on pg. 58).
- When the Doctor last battled the Macra (see *The Macra Terror* in *The Second Doctor Sourcebook*) they were much more intelligent. Obviously feeding on passing scraps from the Motorway has dulled their senses.
- The Face of Boe's dying words will haunt the Doctor until he arrives on Malcassairo (see *Utopia* on pg. 157). How he came by this knowledge is a mystery.
- When they arrive at New New York, there is an arrow sticking out of the side of the TARDIS (see *The Shakespeare Code* on pg. 121).

RUNNING THE ADVENTURE

This adventure features a wonderfully unusual setting, with the action taking place not on an urban sprawl so much as one giant traffic jam. The threat is interesting because it is caused by the best of intentions, the drivers quarantined on the Motorway to save them from a virus. The supposed threat to the inhabitants – the Bliss virus – is actually not a threat at all, presumably having died off many years before. But instead, in confining them to the Motorway for their own safety, the drivers are now falling victim to another threat: the Macra.

As with so many of the Tenth Doctor's other adventures, this adventure examines a large-scale problem through the lens





GRIDLOCK

of a small group of individuals; in this case, the Brannigans, Alice and May, Ma and Pa, and Milo and Cheen. We care about their dilemma because we care about them. Do this in your game too; introduce your players to the drivers struck in the jam, giving each of them reasons to be travelling to their destination that the players can invest in.

The adventure plays on one of the ubiquitous frustrations of modern life, but turns an everyday inconvenience up to absurdist levels playing on urban myths of people stuck in their cars for days. What else might you do this for? Take the modern British pastime of queueing, for example, and similarly adjust the 'dial' to absurd. Perhaps there is a planet where everybody is in one giant queue, waiting to immigrate or leave. Whole generations of families live and die within this one queue, only inching forward a matter of inches in their whole life. What sort of society might grow up in the queue? What criminal underbelly might prey on the patient queuers? What happens to people who try to 'push in' the queue? What aliens might lurk nearby?

CHANGING THE DESKTOP THEME

The underlying story of this adventure is that a group of people have been quarantined (unbeknownst to them) to protect them from a virus, but they have been unwittingly locked in with a dangerous alien monster that is preying on them. Therefore, the story can be maintained but the various details can be changed. What if it's not the Motorway they're trapped on, but a train continually circling the planet, or a space port in orbit, or maybe within a city that no one ever leaves. And the baddie they're trapped with need not be the Macra – it could be some other large, brutish monster, such as the Zygons' Skarasen (see *Terror of the Zygons* in *The Fourth Doctor Sourcebook*). Or it could be something more insidious trapped in there with them, like the Beast or the entity the Doctor faced on Midnight.

MACRA

The Doctor first encountered the Macra shortly after his first regeneration. The Macra were a race that had real power but were holding many humans hostage, forcing them to work to create gas for them to feed off. Since those days, the Macra had regressed, grown and become more bestial. These crab-like creatures were shadows of their former manipulative selves, devolved and existing only to feed off the fumes and poisonous gases emitted from the thousands of vehicles that floated along the

underground highways of the city. Like food-junkies they lived only to feed and little else. Some of the Macra were being kept as an exhibit in the New New York Zoo when the power went out and the facility shut down, during the Bliss mood patch incident. The Macra escaped and found that the fumes of the undercity were just what they needed to survive.

These degenerate Macra's hard-shelled bodies were held on spindly legs that could barely hold up their huge claws which snapped at everything that passed them. The only way you could spot them in the smog was by their glowing eyes that scanned the area for their latest fix of fuel-driven food. They screeched as their prey came close, as if excited that they would be fed once more. The smog they lived in was so dense that they could only sense an object if it was moving, or making a noise. New New York was the perfect feeding place for the Macra as, for the previous 24 years, they had gorged on the fumes of cars that were piled in lanes, hundreds deep, waiting to travel the underground roads of the city.

Once the denizens of the Motorway were freed by the Face of Boe's sacrifice, the smog shrouding the Macra dispersed. Whether this subsequently led to their demise is unknown.

MOODS

Moods are drugs that come in the form of patches laced with nanogenes. These patches are self adhesive, roughly an inch across and are the most dangerous thing to come out of New New Earth – more dangerous even than the Macra. The nanogenes can be programmed to seek out specific memories, emotions or even part of the brain and modify it, sometimes permanently. Popular variations include Forget, which allows the erasure of painful memories and Bliss, which stimulates the pleasure centre of the brain. Both can be deeply addictive. Bliss was ultimately responsible for the death of almost everyone in New New York, as bliss addicts at every level of the city were killed by a virus that mutated from the drug. The drugs are now outlawed but can still be found if you know the right place to look.

Forget: The most unusual and versatile of the various Moods, Forget is steered by the mind of the person wearing it. They simply think about what they want to forget and the Nanogenes do the rest. Smaller doses will remove everything from mild public embarrassment to a bad breakup, while larger doses will remove everything from an entire



childhood to the memory of bereavement or every memory involving a loved one. The highest doses could allow a character to start over completely new. Use of a Forget patch gives the character the Amnesia Trait (Minor or Major, depending on how powerful the dose). At the Gamemaster's discretion, they may also remove one of their related Bad Traits. Whether this is permanent or reversible is left up to the Gamemaster.

Sleep: A Sleep patch instantly shuts down the target as though they had been Stunned.

Bliss: The Mood that killed New New York. Bliss was only available in one dose, a massive shot of nanogenes that supercharged the pleasure centre of the brain for weeks at a time. When the nanogenes mutated into a deadly virus, everyone in New New York died. Bliss causes a wave of euphoria to overtake the character. This gives them a -2 penalty to all rolls, but it also gives them the Quick Reflexes, Run for your Life! and Impulsive Traits so long as it lasts.

Calm: Calm is a slow burning Mood patch. It slows down the adrenal gland and modifies stress reactions, giving the wearer a far more relaxed but still focused response. The user gains a +2 bonus to all Resolve rolls whilst wearing the patch, but also the Unadventurous Minor Bad Trait.

THE MODEL TT

The Model TT is by no means pretty; a large, hovering box with a grumbling engine and slit windows. However it's durable, versatile and roomy, meaning that people can feel at home as they drove. On-board waste recycling systems and self-replicating fuel also ensured that any traffic jam, of any length, could be endured in relative comfort.

Armour: 5 **Hit Capacity:** 15 **Speed:** 7



FURTHER ADVENTURES

- What terror might the Macra have caused when they were first brought to New Earth, when they were still intelligent? What else has been brought to the planet?
- Where else might the mood drugs have taken hold, and what might happen if they mutated in different ways to New Earth? What if instead of allowing the user to forget, it gave them a

THE MACRA

AWARENESS	2	PRESENCE	4
COORDINATION	3	RESOLVE	3
INGENUITY	1	STRENGTH	14

SKILLS

Fighting 3.

TRAITS

Additional Limbs: The Macra gain +4 to their effective Speed.

Alien

Alien Appearance

Armour (Major): The Macra have a hard shell that makes them incredibly tough, reducing damage by 10.

Dependency (Gas): The Macra need to feed on exhaust gases to survive.

Fear Factor (3): The Macra are very scary and gain a +6 bonus to any roll made to actively scare.

Huge (Major): The Macra are enormous, and gain +4 to their effective Strength (added into the attributes above) and gains +2 to their Speed. It does make them easier to hit (+4) and to see (+8) when not shrouded in smog.

Natural Weapons – Claws: The Macra's claws can crush a car like paper, gaining +2 to Strength in damage.

Weakness – Bright Light (Minor): The Macra are sensitive to bright light and if exposed will temporarily be blinded (reducing their Awareness to 0).

STORY POINTS: 5-8



GRIDLOCK

moment of another person's life that they could relive? Or the personalities of lost loved ones encoded onto the patch? People paying to be haunted or ghosts slowly altering users' brain chemistry to get a second chance at life could make for an interesting adventure.

THOMAS KINCADE BRANNIGAN



AWARENESS	4	PRESENCE	3
COORDINATION	4	RESOLVE	3
INGENUITY	3	STRENGTH	3

The charmer of the motorway, the Wheelcat, the feline with the b-line. These are all things Thomas Kincade Brannigan really wants to be called. However, there are two things he is more often called: husband to Valerie and dad to his kittens. A big, amiable tomcat with a huge heart and a dashing air, Brannigan's one of the good ones, coming to the Doctor's rescue when he finds himself stranded on the Motorway.

SKILLS

Athletics 3, Fighting 2, Transportation 4.

TRAITS

Alien

Alien Appearance: He looks like a humanoid tomcat. With flying goggles.

Natural Weapons – Claws: Catkind have very sharp claws that add +2 to their Strength when used in close combat.

TECH LEVEL: 8 STORY POINTS: 3

MILO

AWARENESS	3	PRESENCE	3
COORDINATION	3	RESOLVE	3
INGENUITY	3	STRENGTH	3

Married to Cheen and desperate for work, Milo isn't a bad guy. But he is backed into a corner and ready to do almost anything to get by...

SKILLS

Athletics 2, Fighting 2, Medicine 3, Science 2, Technology 2, Transport 4.

TRAITS

Impulsive: Milo doesn't really think things through.

Quick Reflexes: Milo is quick behind the wheel.

Sense of Direction: Milo thinks he knows where he's going.

Technically Adept: +2 to all Technology rolls.

TECH LEVEL: 8 STORY POINTS: 1

CHEEN

AWARENESS	3	PRESENCE	3
COORDINATION	4	RESOLVE	4
INGENUITY	3	STRENGTH	3

Cheen loves Milo and she wants nothing more than for their family to be together. It'll be tough, raising the child in the car, but Cheen knows they can do it if they work together.

SKILLS

Athletics 3, Fighting 1, Science 3, Technology 2, Transport 4.

TRAITS

Brave: Cheen is strong-willed and brave.

Empathic: Cheen is the heart of their relationship.

TECH LEVEL: 8 STORY POINTS: 1

DALEKS IN MANHATTAN/EVOLUTION OF THE DALEKS

'Daleks are bad enough at any time but right now they're vulnerable. That makes them more dangerous than ever.'

SYNOPSIS

New York City, USA, 1930

The Doctor and Martha materialised at the bottom of the Statue of Liberty's pedestal in November 1930. The Empire State Building was almost finished, the country was in the grip of the Great Depression and people were going missing from Hooverville in Central Park. They travelled to the park and met the people of Hooverville. The community, formed of people who had lost everything a year previously when the stock market crashed, were eking out a living. Food was scarce and work scarcer but under the leadership of war veteran Solomon they at least had their dignity. What they didn't have was safety, as the Doctor discovered.

In the Empire State Building, Mr Diagoras found one of his workers unwilling to continue on the punishing schedule he'd set. He introduced the man to his true masters: the Daleks. The man was taken away and the Daleks mused on the city beneath them, and humanity's refusal to die. Diagoras explained that he vowed to survive in the war and Dalek Sec complimented him on being most like a Dalek. He ordered Diagoras to the basement where he was taken hostage and prepared for the 'final experiment'. Dalek Sec explained the Daleks needed to evolve to survive and opened its casing. It wrapped its body around a screaming Diagoras and dragged him inside.

The Doctor had led a party into the sewer tunnels and had found an odd piece of organic matter and, not long after, a Pig Slave, a man horribly melded with a pig. They tried to help him but other Pig Slaves attacked and force them to run. Frank, one of Hooverville's residents, held them off and was captured whilst the others fled into the Majestic Theatre. There they met Tallulah, a singer and showgirl. She was looking for her boyfriend, Laszlo, who had disappeared two weeks ago, and agreed to help.

Solomon returned to Hooverville to warn the others whilst the Doctor built a device to study the genetic material. Tallulah performed for the night and Martha spotted Laszlo in the wings, partially

transformed into a Pig Slave. She pursued him but disrupted the performance and he got away. The Doctor analysed the genetic material, realised it was from Skaro just as Martha was kidnapped by Pig Slaves. The Doctor and Tallulah pursued them and found Martha and a group of hostages being held by the Daleks. They also found Laszlo, who escaped before the genetic bonding process that made the Pig Slaves could be completed. Martha met Frank, also a captive, and the hostages were assessed for low or high intelligence. Martha was selected for high and the Doctor, having reunited Tallulah and Laszlo, joined her in the hostage group.

They were taken to the Daleks' Transgenic Lab under the Empire State Building. As they arrived, the Doctor had Martha asked what was going on and they were told they were witnessing the evolution of the Dalek race. Dalek Sec's casing opened and he emerged, fused with Diagoras. The humanoid Dalek turned to everyone in the room and said "I am your future."

The Doctor confronted Dalek Sec and, to his surprise, Sec prevented the others from exterminating him. He produced a radio and used his Sonic Screwdriver to trigger a devastating blast of sonic energy from it. The Doctor and the humans fled back to Hooverville where the Doctor told Solomon what happened. He prepared the camp for war as, back at the Empire State Building, Thay and Caan discussed their doubts over the newly humanised Sec's leadership.

In Hooverville, the Pig Slaves attacked and herded the humans into the centre of the camp. The humans were holding their ground until Thay and Caan arrived and strafed the camp from the air. Solomon tried to reason with them but was exterminated. Enraged, the Doctor





demanded the Daleks killed him too in return for sparing the other Hooverville residents. Sec prevented Thay and Caan from doing so and instead ordered them to bring the Doctor to him. The Doctor passed Martha the psychic paper and was led away. She, Frank and Tallulah figured out the Doctor wanted them to go to the Empire State Building and used the paper to break in.

At the transgenics lab, Sec explained that he wanted to create a new race from combined Dalek and human DNA. He planned to use the Dalekanium panels on the Empire State Building to conduct the gamma radiation from a massive solar flare down into the lab, using that radiation to force the two DNA strands together. The Doctor asked when this was scheduled to take place and he was told the flare would strike in 11 minutes. If he helped fix the problems with the equipment, he'd be instrumental in creating a race of Daleks that, if not peaceful, could at least be negotiated with. Sec explained the plan was for the hybrids to have human emotions but Dalek intelligence, and that the Daleks' constant need for supremacy could not be carried across to this generation.

The Doctor was amazed to hear a Dalek express peaceful views, but Caan and Thay were horrified. They led a mutiny, taking the Doctor and Dalek Sec hostage. They loaded pure Dalek genetic solution instead of the Dalek/human hybrid DNA into the system and prepared to raise their army. Laszlo

found the Doctor, broke him out and together they headed for the top of the building.

By the time they arrived, Martha and Tallulah had worked out that the Dalekanium had been placed on the very top of the spire. The Doctor climbed up to remove the Dalekanium, ordering the others to stay and fight off the Pig Slaves. Laszlo weakened as the genetic modification started to break down but refused to leave the imminent fight. With seconds left, Martha worked out they could use the lightning as a weapon and the group rigged a metal frame from the outside of the building to the lift doors.

On top of the building, the Doctor removed one strip of Dalekanium but dropped his Sonic Screwdriver. With the solar flare seconds away, he screamed and hugged the tower, putting himself into the circuit. On the level below, the lightning was conducted through to the lift and killed the Pig Slaves. In the basement, the hybrids woke up and were armed and sent into the sewers to begin the invasion.

Martha and Frank found the Doctor and revived him. They retreated to the theatre and the Doctor signalled to the Daleks. They appeared, with Dalek Sec in chains and the hybrid army. The Doctor begged the Daleks to realise Sec was the most intelligent Dalek who ever lived and they needed to listen to him, but they ignored his pleas. Sec sacrificed himself to stop the Daleks killing the Doctor and he dared them to have the hybrids finish



the job. When Caan ordered the hybrids to fire, they questioned his orders. The Doctor explained that his own DNA was conducted through into the process, giving them just a little free will. A brutal, short fight broke out that killed many hybrids as well as Daleks Thay and Jast. Dalek Caan sent the Destruct signal, which killed all the remaining hybrids and the Doctor frantically tried to reason with him, explaining that they were both the last of their species and he wouldn't see more genocide done. Caan, hysterical with terror, used an Emergency Temporal Shift to escape. Meanwhile, Laszlo began to die. The Doctor refused to lose anyone else that day and used the equipment in the transgenics lab to stabilise him. He'd never look human again, but he'd live.

Later, Frank told Tallulah and Laszlo that Laszlo would always have a home with them in Hooverville. They thanked the Doctor and Martha, who returned to the TARDIS and left. Martha asks if the Doctor thought he'd ever see Dalek Caan again and he replied "Oh, yes. One day..."



CONTINUITY

- We last saw the Cult of Skaro in *Doomsday*.
- Dalek Caan escapes using an Emergency Temporal Shift. The Doctor comments that he'll see it again, "One day." (See *The Stolen Earth*, on pg. 217).
- Martha mentions being on stage with Shakespeare (see *The Shakespeare Code*).
- Dalekanium, the metal the Daleks' armour is made from, is first mentioned in *The Dalek Invasion of Earth* (see *The First Doctor Sourcebook*).
- This is not the first time the Daleks have been to New York City – they chased the First Doctor here, albeit fleetingly (see *The Chase* in *The First Doctor Sourcebook*).
- This is not the first time the Daleks have attempted to harness the 'human factor' either, nor is it the first time it has gone wrong (see *The Evil of the Daleks* in *The Second Doctor Sourcebook*).

RUNNING THE ADVENTURE

Although it's not unheard of for the Daleks to show up in Earth's past, in the modern era of *Doctor Who* they normally trouble the present or the future. Therefore the component of this adventure is that the Daleks have 'invaded' Earth's history – in this case, New York in the 1930s. Much like the Doctor's discovery of them here, make your players feel like they are out of place – their presence here should be abrupt, a juxtaposition, anachronistic.



Of course, much like the Cybermen's own foray into the past (see *The Next Doctor* on pg. 227), this is not a deliberate destination for the Daleks – they have found themselves stranded there after an earlier encounter with the Doctor. Therefore, the Daleks are actually operating somewhat on the back foot (tentacle?), exterminating the humans being a secondary goal for them, and rebuilding their own

strength their main aim. Finding out what their true goal is should be the player's mission here – and then thwarting it, of course.

CHANGING THE DESKTOP THEME

This adventure is all about the Cult of Skaro, out of time. This makes it incredibly easy to change up to keep your players on their toes – simply swap the place they ended up when they made their Emergency Temporal Shift. Where else might the Daleks have landed? Egypt, at the time the Great Pyramids were being built? Rome, during the Great Fire? London, after the First World War.

Or, instead of moving the Daleks out of the sewers, how about inviting a different alien foe in? The Cybermen could have easily found themselves in the sewers beneath London after the Battle of Canary Wharf instead. Or some other monster might have fled there after defeat at the hands of the Doctor – the Great Intelligence and its Yetis, perhaps?

DALEK TOMMY GUNS

The Cult of Skaro may not have had many resources but they made up for it with style. Modifying the traditional Prohibition-era Tommy gun to include a Dalek battery and cannon meant that the hybrids would have a weapon their puny human forms could instinctively know how to use. It's a standard Exterminator and does 4/L/L damage.



FURTHER ADVENTURES

- The TARDIS appears at a Precinct House and the players psychic paper their way into a missing persons investigation. People are going missing, not just from Hooverville but from a very precise five block radius. One with the Empire State Building at its centre. In this reality, the Cult are thinking big and planning

on using the Empire State as the middle of an immense conversion circuit. Manhattan is about to become New Skaro, unless the players stop it.

- The TARDIS arrives a year late, temporally thrown off course by the solar flare. He and the other characters find New York is an industrial behemoth, the beating heart of New Skaro with Dalek Sec at its heart. The Earth is a Dalek utopia, people volunteering to be 'upgraded' and sweeping out across the stars in waves of benevolent, ruthlessly efficient exploration.

LASZLO



AWARENESS	2	PRESENCE	3
COORDINATION	3	RESOLVE	4
INGENUITY	3	STRENGTH	5

Laszlo thought things were bad when he was just a stage hand, trying to work up the courage to ask Tallulah out. How can he do that now he's half pig?

SKILLS

Athletics 3, Craft (Theatre) 3, Fighting 4, Survival 2, Technology 2.

TRAITS

Alien Appearance: Laszlo has the head of a pig.

Brave: +2 to all Resolve rolls.

Keen Senses: All of them. +2 to all Awareness rolls.

Outcast: Neither Pig Slave nor fully human, Laszlo needs to stay in the shadows.

TECH LEVEL: 4 **STORY POINTS:** 3



This is the new Golden Age. But if that's the case, why is Dalek Sec having nightmares? Just how voluntary is the conversion process? And what's still sleeping beneath the Empire State Building?

- All out Mob War has erupted on the streets of New York and the gang coming out on top are wielding deadly weapons that kill with one shot. But where did the Skaro Avenue Gang get their weapons? And why is there a street called Skaro Avenue at all? One of the hybrids survived and now, their genes burning with the determination of the two most dangerous species in the universe, they want it all. First New York, then the world!



TALLULAH



AWARENESS	2	PRESENCE	3
COORDINATION	4	RESOLVE	4
INGENUITY	3	STRENGTH	2

Tallulah (Three Ls and an H) wants to be famous. She also wants to be with Laszlo. If Laszlo would only show up and speak to her again...

SKILLS

Athletics 4, Convince 2, Craft 3, Subterfuge 2.

TRAITS

- Attractive:** Tallulah is the star of the show.
- Quick Reflexes:** Tallulah always goes first.
- Sense of Direction:** +2 to all Navigation rolls.
- Impulsive:** Tallulah acts first, and regrets later.

TECH LEVEL: 4 **STORY POINTS:** 3

MR DIAGORAS

AWARENESS	3	PRESENCE	4
COORDINATION	3	RESOLVE	2
INGENUITY	3	STRENGTH	3

Mr Diagoras, like Solomon, fought in the Great War. Where Solomon learned to look after people, Mr Diagoras learned to look after himself. He's ruthless, ambitious and completely dedicated to the cause – traits that Dalek Sec can identify with.

SKILLS

Athletics 2, Convince 4, Fighting 2, Knowledge 3, Subterfuge 3, Technology 3.

TRAITS

- Quick Reflexes:** Mr Diagoras always goes first.
- Selfish:** Mr Diagoras always thinks of himself first.
- Technically Adept:** Mr Diagoras supervises the Cult of Skaro's masterplan.
- Unlucky:** Mr Diagoras re-rolls double 6s.
- Voice of Authority:** Mr Diagoras is in charge – of the humans, at least.

TECH LEVEL: 4 **STORY POINTS:** 1

THE LAZARUS EXPERIMENT



THE LAZARUS EXPERIMENT



That night, the Doctor and Martha attended the reception for the experiment. Martha introduced the Doctor to her family and whilst Leo and Tish were pleased to meet him, her mother instinctively distrusted him.

The tension was broken as the experiment began and Lazarus unveiled his Hypersonic Manipulator, a large capsule surrounded by four pillars. He stepped inside and the pillars began to spin and light up. They moved faster and faster and the Doctor realised that the experiment was going out of control. He stopped it and Martha pulled the doors of the capsule open to check on Lazarus. To the amazement of everyone there, he emerged looking decades younger. As the crowd gathered, the Doctor and Lazarus argued over how safe the process was. Lazarus waved off the Doctor's concerns and kissed Martha's hand before leaving. The Doctor and Martha tested the DNA in his saliva and found that something had woken up in his genetic structure and was trying to rebuild him.

'It's not the time that matters, it's the person.'

SYNOPSIS

London, England, 2008

The TARDIS arrived in Martha's flat, where the Doctor said his goodbyes. He thanked Martha, reminded her it was just one trip just as Martha's mum rang up. She left a message saying Tish was on TV and the two watched Tish and her boss, Professor Richard Lazarus, issue a statement. Lazarus promised that the experiment he would unveil the following night would change what it meant to be human. The Doctor was fascinated but left, thanking Martha once more. He returned a few seconds later saying, "No, I'm sorry, did he say he was going to change what it meant to be human?"

At Lazarus Laboratories, Lazarus and his assistant Lady Thaw were bickering over the pressure on the experiment to work. Lady Thaw reminded Lazarus that Mr Saxon wanted results and then they were disturbed by Tish. Lazarus attempted to flirt with her and she left.

On the top floor, Lazarus talked to Lady Thaw. Thaw was desperate to go through the process next but Lazarus turned her down. They bickered and his body began to spasm. Horrified, Lady Thaw watched as Lazarus transformed into a massive, scorpion-like creature and attacked her.

Downstairs, Martha's family were quizzing her about the Doctor when Lazarus, human once again, returned. He took Tish upstairs and Martha and the Doctor followed. They found the shell of Lady Thaw's body and realised Lazarus was feeding on life energy to stay young. As they rushed off to save Tish, the Doctor spilt a drink on Francine, Martha's mother. A mysterious man got her a new one, suggesting her daughter needed better friends...

On the roof, Lazarus pointed out Southwark Cathedral to Tish and quoted TS Eliot. The Doctor and Martha arrived, explained what was going on to Tish and Lazarus transformed once again. He chased them downstairs where he crashed the reception, killing a guest and causing panic. Leo was concussed and the Doctor led Lazarus away, giving Martha the Sonic Screwdriver so she could open the doors.



The Doctor slowed Lazarus down with a gas explosion as Martha went back into the building, against her mother's pleas, to help him. Martha returned the Sonic Screwdriver and the pair were pursued back through the lab, eventually hiding in Lazarus' machine. The Doctor frantically rewired it to project energy outwards instead of inwards as Lazarus activated the machine. The machine activated and Lazarus was killed, reverting to human form.

Outside, the mysterious man had told Francine even more about the Doctor and she slapped him when he returned and demanded Martha stay away from him. They heard a crash and realised Lazarus was still alive. They found the ambulance he had been taken away in with the crew dead and tracked him to Southwark Cathedral. The Doctor tried to talk the confused, human Lazarus down but he began to change again. Martha and Tish led him away and the Doctor told them to head up as he modified the Cathedral's pipe organ.

Martha and Tish were cornered at the top of the Cathedral. Martha was knocked over the top most balcony and hung on for dear life as Lazarus prepared to strike. The Doctor magnified the sonic energy from the organ using his Screwdriver and began playing. The sonic energy disrupted Lazarus' fragile genetic structure and he fell to his death, reverting to his human form one last time.

The following day in Martha's flat, the Doctor offered her one more trip. Martha refused to be a mere passenger and the Doctor agreed. They headed off to another adventure, not noticing Martha's mother calling to warn her that Mr Saxon had shown her proof the Doctor was dangerous...

CONTINUITY

- Mr Saxon is mentioned, a lot, during this adventure. He's clearly already well placed in the British political and industrial circles and seems to want Professor Lazarus' tech for something oddly specific...
- The Doctor mentions experiencing the Blitz (see *The Empty Child* and *The Doctor Dances* in *The Ninth Doctor Sourcebook*).
- Francine Jones joins Jackie Tyler in the list of 'Mums Who Have Slapped the Doctor' (see *Aliens of London* in *The Ninth Doctor Sourcebook*).
- LazLabs' symbol – seen throughout Lazarus' laboratory – is the same as on the Master's ring (see *Last of the Time Lords* on pg. 161).

- The Doctor reverses the polarity – something his third incarnation was known for doing (see *The Third Doctor Sourcebook*).

◉ RUNNING THE ADVENTURE

The Lazarus Experiment is a straightforward science horror story that can be run fairly straight. In it the Doctor is confronted by a supposed marvel of science that seems too good to be true (and it is), either because the science is iffy or the motives behind it aren't true. Confronting the scientist, the Doctor's suspicions are confirmed and he must defeat whatever alien monster is unleashed, as well as saving/defeating the scientist too.

The twist in play here is the Harold Saxon connection – while it might not seem it at the time, this episode forms a key part of the season arc. Not only is Harold Saxon an off-screen presence, noticed by the characters for the first time, but it also provides a vital piece of the arc's climax in the form of Lazarus' device. Introducing key pieces of technology or alien creatures in another set-up can make the big reveal at the end of the season all the more satisfying.

Not every adventure in an arc has to be immediately identifiable as such – some can seem unrelated until looked at with the benefit of hindsight.

◉ PROFESSOR LAZARUS

As a child, Professor Richard Lazarus took shelter in Southwark Cathedral, escaping the London Blitz during the Second World War. As he sat, he listened to the sound of the planes overhead, the bombs dropping and the sound of the death all around. The next morning, Lazarus left the Cathedral. The fires had died down; and he was alive. It was in that moment that he fully realised his fear of death and he vowed never again to face it so defenceless. He would arm himself for the fight and he would beat death.

As he grew up, he thought often about how this would be achieved. When he was old enough, he studied the sciences, to find a way to survive. His attempts were futile, however, nothing seemed to





THE LAZARUS EXPERIMENT

work. As the years passed and Lazarus grew older, the reality began to slowly hit him: he was going to die. By the early 21st century, Lazarus had all but given up on his dream of immortality. He had turned his back on the world, shunned by the scientific community, alone and tired. Until, one day, he was visited by Harold Saxon. Saxon told him that he had read all his work and studied closely all of the equations and calculations Lazarus had performed

in his struggle for life. And he told him he was wrong. He hadn't been looking in the right area. Saxon gave Lazarus the right equations and funded the research into Sonic technology to bring around rejuvenation of the body's cells. A year went by, with only occasional contact from Saxon to correct small mistakes and to set the research on the right track. Eventually, the project was complete and was launched to the world at a gala, attended by some of the most important people

PROFESSOR RICHARD LAZARUS



AWARENESS	3	PRESENCE	3
COORDINATION	2	RESOLVE	3
INGENUITY	6	STRENGTH	2

SKILLS

Convince 4, Knowledge 2, Medicine 6, Science 5, Technology 6.

TRAITS

Boffin: Lazarus is able to create fantastic devices and gadgets, including the Genetic Manipulation Device.

Charming: Lazarus gains +2 to Presence when trying to charm or manipulate his way.

Friends (Major) – Harold Saxon: Lazarus has been aided with the technological knowledge of the Master in his guise as Harold Saxon.

Obsession (Major): Lazarus is obsessed with staying young and becoming immortal.

Selfish

Technically Adept: Lazarus is good with gadgets and technology, gaining +2 on Technology rolls.

TECH LEVEL: 5 STORY POINTS: 6

THE LAZARUS CREATURE



AWARENESS	3	PRESENCE	2
COORDINATION	6	RESOLVE	5
INGENUITY	2	STRENGTH	8

SKILLS

Athletics 3, Fighting 3, Survival 1.

TRAITS

Additional Limbs: The Lazarus Creature has an additional pair of arms and a prehensile tail.

Alien Appearance

Climbing (Major): The creature can climb walls and across ceilings with ease.

Fear Factor (3): The creature is terrifying, gaining a +6 bonus to rolls to actively scare.

Natural Weapons (Bite, Clawed Arms, Stinger Tail): Each gains +2 Strength in damage.

Shapeshift: Lazarus changes into the creature in a matter of moments when he needs to feed or is enraged.

Size (Huge)

TECH LEVEL: 5 STORY POINTS: 12

in the scientific world. Lazarus demonstrated his sonic device in front of the assembled crowds. Stepping in a 76-year-old man, he emerged from the process young, attractive and fresh. To the assembled crowd, the project appeared a success. But Lazarus still felt frail, weak. He may have looked young but he was still lacking the life force he had expected.

The process had altered the DNA in Lazarus' body, awaking long dormant genes that evolution had discarded at various points along the journey to create humans. Lazarus morphed, evolving into a large, insectoid creature, that could suck the life energy from guests at the party.

HYPERSONIC SOUNDWAVE MANIPULATOR

The Hypersonic Soundwave Manipulator shouldn't work. It involves two entirely disparate pieces of technology combining to do something extraordinary; reprogram the human genome. The first is a massive, focused dose of hypersonic sound waves that destabilise anyone inside the chamber on a genetic level. Once this is done, and they're held in a state

of cellular malleability, the second level of technology kicks in. A metagenic program scans the subject and alters their DNA to a pre-selected pattern. As the Doctor puts it "Basically, he hacked into his own genes and instructed them to rejuvenate." This is both immensely complex and insanely dangerous as Lazarus' experiment shows. Every species' genetic structure is a map of roads not taken as well as the ones evolution chose and there's no way to control the process with any degree of precision. After all, even Time Lords have no idea what they'll regenerate into until they do.

In game terms, the Manipulator can be used any number of ways, as Mr Saxon will show us later on this chapter (see *The Sound of Drums* on pg. 161). It works best as a pre-selected dramatic device; Lazarus will turn into the crab monster we see, the device can be manipulated to forcibly age people and so on.

WEAPONISED PIPE ORGAN (MAJOR GADGET)

The Doctor does dreadful things in the name of music in this adventure but it's worth it. His weaponisation of the Southwark Cathedral organ creates something similar to the DJ's Rock'n'Roll Cannon (see *Revelation of the Daleks* in *The Sixth Doctor Sourcebook*) just on a much larger, more sustained scale.

Traits: Zap (Major), Bulky (Major), Restriction (only affects victims of the Genetic Manipulator – any other targets are merely Stunned).

Story Points: 2

LADY THAW

AWARENESS	3	PRESENCE	3
COORDINATION	3	RESOLVE	4
INGENUITY	4	STRENGTH	2

Lady Thaw wants to be young and powerful again. She's patronised Lazarus for years and now, at last, it's paid off. Lazarus' work is a success, she's landed Mr Saxon as a backer and at long last she will have the life she deserved, not the life she's endured.

SKILLS

Convince 5, Knowledge 4, Science 5, Subterfuge 2, Technology 4.

TRAITS

Friends (Major): Lady Thaw has secured the backing of Saxon and the British government.

Obsession (Staying Young)

Selfish

TECH LEVEL: 5

STORY POINTS: 1

FURTHER ADVENTURES

- It's a safe bet that Lazarus's work is quarantined after the disastrous test. But what if it wasn't? What if Saxon had different labs perfecting it? Is Lazarus' technology the start of what will become the Flash Clone mills we see in *The Doctor's Daughter* (see pg. 191)?
- The TARDIS lands on a barren, ruined Earth. The characters discover it's 2020 and the planet is deserted aside from nightmarish, 15-foot humanoid bugs. Lazarus' technology was released to the public, tore humanity apart and ended the world. Now, they must travel back in time and stop the experiment – but it's already starting to wreak its changes on them...



'BURN WITH ME!'

SYNOPSIS

SS Pentallian, orbiting the Torajii Sun, 42nd Century

The Doctor adjusted Martha's phone to give her 'universal roaming' and told her it would now work everywhere and everywhen. She was just about to call her mum when they picked up a distress signal. The Doctor homed in on it and they arrived aboard the *SS Pentallian*, a freighter. The bad news was the ship was adrift, the worse news was they were quickly isolated from the TARDIS and the worst news was that they only had 42 minutes before the ship fell into the local sun...

The Doctor led a repair effort but they found everything in the engine room had been sabotaged. It was still possible to save the ship but the controls they needed were in the Bridge, behind over 20 sealed doors. Crewman Riley Vashtee volunteered to go, and Martha went with him. She found that the doors were all keyed to trivia only the crew would know as a security measure. The only problem was, some of the crew had left since they had set the answers and they only had one chance at each door.

The Doctor and the others were called to sickbay by Abi Lerner, the ship's medical officer. There they found Hal Korwin, Captain Kath McDonnell's

husband in the middle of a seizure, screaming "It's BURNING ME!". The Doctor helped Abbi put Korwin in a stasis chamber and she agreed to run tests to find out what's wrong. Martha and Riley continued to make their way through the doors, bonding as they went. The Doctor, McDonnell and the other crewmembers kept trying to repair the ship. In sickbay, Abi finished the tests on Korwin. She called the Doctor, but didn't see Korwin get up, despite supposedly being in stasis. She turned to find Korwin behind her and screamed as his eyes opened to reveal two blazing lights.

The Doctor and his team ran to help, but when they got there all they found was a flash shadow on the wall. The Doctor checked Abi's tests and found that Korwin was being attacked by an extremely hostile virus that had flooded his system with hydrogen. Even worse, they found that Korwin was responsible for sabotaging the ship and, once he escaped, had destroyed their repairs.

At the doors, Martha was stumped by a pair of questions and the Doctor could only help with the first. She called her mum, who was insistent on wanting to speak to her about the Doctor and Martha snapped at her. Her mum gave her the answer but, unaware of the situation Martha was in, said they'd talk about the Doctor soon. As she hung up, Francine looked across at the government official monitoring the call...



On the *Pentallian*, McDonnell asked for the truth about whether her husband could be saved. The Doctor told her he was already dead, and, reluctantly, she warned the crew to look out for him. Erina Lessak, one of the engineers, fell victim to Korwin.

The Doctor became increasingly suspicious but McDonnell insisted she had no idea why the attacks were happening. At the same time, Korwin tracked down and possessed crewman Ashton. Ashton then found Riley and Martha and pursued them. They hid in an escape pod and played a frantic game of mathematical cat and mouse as Ashton tried to trigger the launch whilst Riley threw ever more difficult codes in his path.

Elsewhere, Korwin tracked down McDonnell and chased her, saying it was her fault over and over. She was only saved by Scannell who used the coolant system to douse Korwin in freezing gas.

Ashton broke through Riley's codes and the escape pod launched. The Doctor got there seconds too late and screamed at Martha that he'd save her. Martha called her mum again, convinced they had minutes to live and could barely contain her terror. Francine pushed, yet again, about the Doctor and Martha hung up.

Back on the ship the Doctor prepared to go outside in a spacesuit, magnetise the hull and retrieve the pod. Scannell tried to talk him out of it but he refused. In sickbay, McDonnell lured Ashton into the stasis chamber and froze him to death.

Outside, the Doctor was able to magnetise the hull. As he climbed back in though, he realised the star was alive and was infected by the same thing as Korwin. An overjoyed Martha and Riley found him contorted in agony on the deck, his eyes tightly closed.

Dragging him to sickbay, the Doctor accused McDonnell of illegally scooping fuel from the star and inadvertently maiming the alien life form that was part of it. McDonnell pled ignorance once again and the Doctor told her the star had infected him and he knew the truth. Finally confessing, McDonnell explained they had been in a hurry, couldn't afford the time needed to refuel lawfully and had used the illegal plasma scoop on the ship.

The Doctor pleaded with the others to lower his temperature to -200 using the pod as that would kill the infection. Terrified, the Doctor tried to tell

Martha about regeneration but she refused to listen. The process began and the Doctor screamed in agony, but, below decks, Korwin revived and turned the power to the pod off before the process could be completed. McDonnell went off to deal with him as the Doctor told Martha to get to the bridge and jettison the fuel so the sun particles could return home.

McDonnell was hunted through the ship by Korwin and finally hid in an airlock. She waited for her former husband to find her, opened the door, embraced him and told him she loved him. Then she opened the airlock and the pair of them were sucked into space and killed.

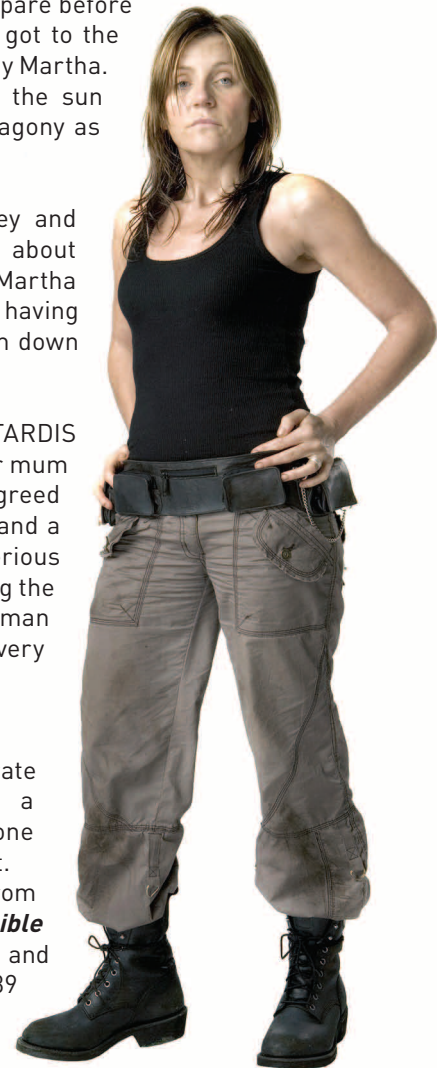
Martha was sprinting for the bridge when the Doctor called her on the comms system, saying he couldn't fight it any more. His voice dropped to an inhuman tone and he said "BURN WITH ME" as the sun took full control. With barely a minute to spare before they hit the sun, Scannell and Riley got to the bridge, followed a few seconds later by Martha. They restarted the engines, vented the sun particles and the Doctor writhed in agony as the particles left.

With the ship back on course, Riley and Scannell gently chided the Doctor about the size of the TARDIS. Riley asked Martha if they'd ever see each other again, having clearly fallen for her, and she let him down gently, then kissed him goodbye.

In the TARDIS, the Doctor gave her a TARDIS key and a delighted Martha called her mum again. She reassured Francine and agreed to come round that night for dinner and a chat. Unseen by Martha, the mysterious woman and her agents were recording the call. After Francine hangs up, the woman assured her that Mr Saxon would be very grateful.

CONTINUITY

- Mr Saxon has begun to infiltrate Martha's life, with Francine a (mostly) willing participant in phone tapping her daughter at this point.
- The Doctor's spacesuit comes from Sanctuary Base 6 (see *The Impossible Planet/The Satan Pit* on pg. 93, and also *The Waters of Mars* on pg. 239 and *Hide* in *The Eleventh Doctor Sourcebook*).





42

- The Doctor can survive a temperature of -200°C – as his first incarnation did so (see *The Space Museum* in *The First Doctor Sourcebook*).
- The Torajii Star is not the last sentient star the Doctor will meet (see *The Rings of Akhaten* in *The Eleventh Doctor Sourcebook*).

◉ RUNNING THE ADVENTURE

The most notable feature of this adventure is that it takes place in real time – over a span of 42 minutes, to be precise. The idea of running an adventure in real time is really fun, and it's actually very easy to do. Simply tell the players how long they have at the start of a session, set a stopwatch and let them go; everything, from discussions to combat to toilet breaks (if you're feeling particularly cruel) takes place in real time. If your timer runs out, the game's up: the spaceship crashes into the sun, the TARDIS explodes, the universe is sucked into a black hole.

Whatever you set the stakes as, happens! This way of playing really ups the tension and creates an exciting, fraught atmosphere around the table.



But, such a style of game might not be suitable for every group, or every story. Instead, you could say that every half hour of game play around the table equates to 15 minutes in the adventure, meaning that they have an hour and a half instead of 42 minutes. You could even use the stopwatch but only trigger it when the players are discussing something in character or trying to do something. You'll be amazed how quickly that cuts down on out of game chatter and focuses their attention!

THE SS PENTALLIAN

A colossal bulk freight hauler, the *SS Pentallian* is an old ship whose functions are largely automated. But, even in the future, someone needs to make sure the machines don't get confused so there's a small crew on a ship that once housed over 100.

Armour: 20

Hit Capacity: 100

Speed: 4 (Docking thrusters)
20 (Manoeuvring engines)
100 (Pentallian Drive)



DEV ASHTON

AWARENESS	2	PRESENCE	3
COORDINATION	3	RESOLVE	4
INGENUITY	4	STRENGTH	4

Dev Ashton knows engines and he knows the *SS Pentallian*. He's trying to show his apprentice, Erina Lessak, the ropes.

SKILLS

Athletics 2, Craft 3, Fighting 1, Science 5, Technology 5, Transport 4.

TRAITS

Boffin: Dev can build gadgets.

Insatiable Curiosity: Dev has a tendency to investigate where he shouldn't.

Slow Reflexes: Dev incurs a -2 penalty on Awareness rolls.

Technically Adept: +2 to all Technology rolls.

TECH LEVEL: 7 **STORY POINTS:** 1



THE MYSTERIOUS MYSTERY OF THE MYSTERIOUS WOMAN

Mr Saxon steps up his intelligence gathering this episode with the arrival of the mysterious woman at Francine’s house. Miss Dexter is far more connected to Mr Saxon than her predecessor and ties into the idea of groups like LINDA or even UNIT and Torchwood keeping an eye out for a certain blue police box. The Doctor isn’t subtle when he arrives and anyone who knows how to look can find him. So, if you’re playing with the Mr Saxon plot, make sure there’s something new every time the players return to their home time. An election broadcast, an interview, Saxon posters, lots of things reminding them how things are changing during their absence. Yet...

FURTHER ADVENTURES

- The Toraji sun is an interesting ‘villain’, and one worth exploring. Is it unique? If so it’s a safe bet that when the truth about what happened comes out, scientists will want to study it. But how do you communicate with an alien intelligence so colossal planets orbit it?
- Once you have set up communication with it, what does it know? And, more interestingly, what does it want? How many stars are like it? What connection does it have to Akhaten’?
- Once you’ve got the Torajii Sun talking and found out what it needs and knows, what do you then? A future adventure could see voluntary sun hosts used to explore inhospitable environments or a different star using them as cultists to spread like an infection across a solar system.

THE TORAJII SUN

AWARENESS	-	PRESENCE	7
COORDINATION	-	RESOLVE	7
INGENUITY	4	STRENGTH	-

The Torajii Sun is an almost unknown creature; a sentient star. Whilst normally benign, the crew of the SS *Pentallian* unwittingly incurred its wrath when they used an illegal fusion scoop to harvest some of its gas. It could possess a victim, raising their body temperatures to hundreds of degrees and eventually causing them to be incinerated.

While the attributes, skills and traits are listed below for the Torajii Sun, they only really apply to those possessed by it – the Sun itself is much too big and powerful to be tackled directly.

SKILLS

Convince 6.

TRAITS

Alien Appearance: Those eyes of those possessed by the Torajii Sun burn intensely brightly, immediately giving away the possession – unless they wear a welding mask or keep their eyes closed.

Environmental (Heat): Those possessed by the Torajii Sun can withstand immensely high temperatures.

Hypnotism (Special): The Torajii Sun can possess anyone who looks at it – or one of its hosts – for more than a few seconds. The victim must make a Resolve + Strength, opposed by the Torajii Sun’s Resolve + Convince. If they pass, they resist the Torajii Sun but have a clear memory of what it was trying to do. If they fail, the Torajii Sun possesses them and immediately gains access to their memories.

Natural Weapon – Incineration: The Torajii Sun’s hosts run extremely hot but can channel heat that would normally destroy their host body outright. This is in the form of a beam of energy fired from the eyes that inflicts 4/L/L levels of damage. Additionally, anyone not moving out of line of sight will be turned into a flash shadow on death.

Tough: The Torajii Sun’s hosts reduce the amount of damage inflicted by 2 levels.

Weakness: Cold severely damages but doesn’t kill the Torajii Sun’s hosts. Any host body can be Stunned with a blast of cold air, gas or ice. If the host’s body is lowered down to -200°C for ten seconds they will be killed outright and the Torajii Sun’s particles returned to it.

STORY POINTS: 8



42



CAPTAIN KATH MCDONNELL

AWARENESS	3	PRESENCE	4
COORDINATION	3	RESOLVE	4
INGENUITY	3	STRENGTH	3

Kath McDonnell is the captain of the SS *Pentallian*. Her focus is on running her ship and getting her crew home safely, but in her dedication she may have doomed them all instead.

SKILLS

Athletics 2, Convince 2, Fighting 1, Science 3, Survival 2, Technology 4, Transport (Spaceships 6) 4.

TRAITS

Brave: Kath does not flinch, even in the face of great – and otherworldly – danger.

Dark Secret: Kath siphoned illegal fuel from the sun, dooming them all.

Obligation: Kath is responsible for getting her crew home, whatever the cost.

Tough: Kath is tough as old boots.

Voice of Authority: Captain's ship, Captain's rules.

TECH LEVEL: 7 **STORY POINTS:** 2

RILEY VASHTEE

AWARENESS	3	PRESENCE	2
COORDINATION	3	RESOLVE	4
INGENUITY	4	STRENGTH	3

Riley set off to see the universe. He's seen a fair bit of it and got drunk in most of it. Now if he could just find someone to share it with...

SKILLS

Athletics 3, Knowledge 3, Science 4, Technology 4, Transport 4.

TRAITS

Attractive: Riley's rugged good looks have charmed many a lady.

Brave: +2 to all Resolve rolls.

Charming: +2 to all Convince rolls.

Lucky: Riley was one of only two survivors from the *Pentallian*.

Technically Adept: +2 to all Technology rolls.

TECH LEVEL: 7 **STORY POINTS:** 2



ERINA LESSAK

AWARENESS	3	PRESENCE	3
COORDINATION	4	RESOLVE	4
INGENUITY	3	STRENGTH	4

Erina Lessak knows three things: engines, people and that she's better with both than her boss, Dev Ashton. If he'd only give her a shot...

SKILLS

Athletics 3, Craft 4, Knowledge 5, Science 5, Technology 5, Transport (Spaceships 6) 4.

TRAITS

Boffin

Impulsive: Erina is desperate to prove herself.

Sense of Direction: Erina knows her way around a spaceship.

TECH LEVEL: 7 STORY POINTS: 1

ABI LERNER

AWARENESS	2	PRESENCE	3
COORDINATION	3	RESOLVE	3
INGENUITY	3	STRENGTH	3

The ship's medic, Abi is used to treating everything from radiation burns to hangovers. But how do you treat a possession?

SKILLS

Convince 3, Fighting 1, Medicine 5, Science 3, Technology 3, Transport 4.

TRAITS

Empathic: +2 to all rolls reading people's emotional state.

Screamer! Anything attacking Abi is stunned for a turn

TECH LEVEL: 7 STORY POINTS: 1

HAL KORWIN

AWARENESS	3	PRESENCE	3
COORDINATION	3	RESOLVE	2
INGENUITY	4	STRENGTH	3

Married to the Captain means an easy life, some people think. In reality, Hal Korwin works twice as hard for twice as long. Even then, he and Kath see the bills not being paid, the runs barely being made in time. Sooner or later something's got to give...

SKILLS

Convince 2, Fighting 3, Knowledge 4, Science 5, Subterfuge 2, Technology 4, Transport 4

TRAITS

Tough: Korwin is almost as tough as his wife.

Dark Secret: Korwin knows what they did. Now he's paying the price.

TECH LEVEL: 7 STORY POINTS: 1

ORIN SCANNELL

AWARENESS	3	PRESENCE	3
COORDINATION	3	RESOLVE	2
INGENUITY	4	STRENGTH	3

Scannell had a bad feeling about this run. If only they'd listened to him...

SKILLS

Athletics 2, Knowledge (Ship Systems 6) 4, Science 4, Technology 4, Transport 4.

TRAITS

Lucky: Orin was one of only two survivors from the *Pentallian*.

Technically Adept: +2 to all Technology rolls.

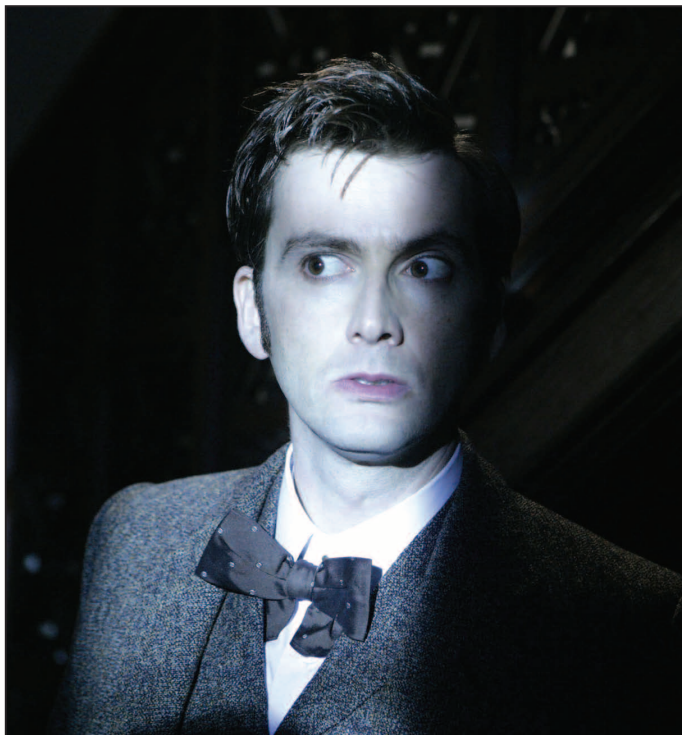
Unadventurous: Orin incurs a -2 penalty on any roll involving breaking the rules or leaving the ship.

TECH LEVEL: 7 STORY POINTS: 1

HUMAN NATURE/THE FAMILY OF BLOOD



HUMAN NATURE/THE FAMILY OF BLOOD



'Then we discovered why — why this Doctor, who had fought with gods and demons, why he had run away from us and hidden: he was being kind.'

SYNOPSIS

Farringham, England, 1913

The Doctor and Martha sprinted to the TARDIS, barely making it in time, as gunfire followed them. The Doctor triggered the time rotor and explained that it wouldn't be good enough. The aliens following them could track them anywhere. He handed Martha a watch and told her his life depended on it.

At the Farringham School for Boys, John Smith, a new master still settling in, woke up after an odd dream. He discussed it with his maid, Martha Jones, and explained he'd imagined himself a time traveller. She pointed to the newspaper and assured him he was completely human. Over the course of the day, Smith spoke to Matron Joan Redfern and took several classes. After an accidental fall, Matron checked him over and refused to let Martha do the same. Doctor Smith intact, the pair chatted about his dreams and the curious things in them. The Daleks, the Cybermen, the TARDIS...

Elsewhere, Smith's students were studying in their dorm room. Timothy Latimer, one of the youngest, was bullied by the others. Hutchinson and Baines, two of the other students decided to grab their stash of beer and Baines went off into the woods to fetch it. Nearby, Martha and her friend Jenny were at the local pub, unable to go inside due to the social restrictions of the time. Jenny was amused by Martha's modern views but when a green light cut across the sky Martha became concerned and left. Elsewhere, Baines had seen the same light and gone to investigate. He was snatched and taken inside a spaceship. The Family had found the Doctor and Baines would help them get him...

Later, Baines, looking odd, returned to the school. Nearby, Martha cycled to the hut where they had left the TARDIS and listened to the last message the Doctor had recorded for her. In it, he explained that the Chameleon Arch, a system on the TARDIS that changed Time Lord DNA would help him hide out in the past and that the pocket watch in the Arch contained the sum total of his personality. The TARDIS 'wrote' an identity into the past and the Doctor gave her a list of things to do to protect them. They had been in hiding for months and, at last, they were almost ready to go home.

The following morning, Doctor Smith and Matron Redfern kissed as their relationship began to cautiously blossom. Later that day, Latimer was asked to pick up a book from Smith's office and was drawn to the Pocket Watch. He heard whispers of the Doctor's adventures coming from it and on a whim, stole it. Nearby, Baines picked up the scent and animated an army of Scarecrows to serve as the Family's footsoldiers. At the same time, local farmer Mr Clark, Jenny and Lucy Cartwright, a young girl, were killed and replaced by the other members of the Family. Back at the school, Doctor Smith was leading a weapons training class. Latimer had a vision of the future, and him and Hutchinson apparently dying on the battlefield. Disturbed, he annoyed Hutchinson who had him reported and taken away for a beating. As he was taken away, Baines seemed to notice something odd about the Doctor. Later, walking with Matron Redfern, Doctor Smith asked her to the village dance. She agreed and they got ready.



Martha was interrogated by Jenny and realised her friend had been possessed. She escaped, with the Family in pursuit and confronted the Doctor at the dance. Both 'Doctor Smith' and Nurse Redfern refused to believe her and the situation only got worse when the Family arrived. Panic spread through the dance as they forced the Doctor to choose who they should kill first: Martha or Matron Redfern. Nearby, Latimer opened the watch containing the Doctor's essence. The Family were distracted and Martha disarmed one and turned their own weapon against them. Reluctantly backing down, the Family left. The Doctor, the Matron and Martha ran back to the school to raise the alarm as the Family planned an assault. The pupils of the school were armed to defend it, horrified by what was about to happen, Martha ran to get the pocket watch only to find it gone. She talked to Matron Redfern about the Doctor and slowly convinced the other woman that everything she was saying was true.

The Family attacked as Matron Redfern began to show Doctor Smith how fragile his back story was. She told Doctor Smith, whoever he was, he knew it was wrong for the children to be sent to fight. Despite this, the battle began in earnest and the boys were only saved by Latimer using the pocket watch to draw the Family away.

The Family retrieved the TARDIS and taunted Smith with it. Realising that it was one of the things he had drawn, he pleaded with them to let him remain himself. The Family responded by returning to their ship and attacking the village.

Martha, Doctor Smith and Matron Redfern hid out in a nearby cottage and Latimer joined them. The shelling increased. Wracked with indecision over what to do, Doctor Smith and Matron Redfern shared a vision of themselves growing old and dying together. Smith was desperate to reach that future but Redfern was far more concerned about the consequences of the Family getting what they wanted. It was an impossible choice; live and see others die, or die and save others. They couldn't win. Not long after, Doctor Smith appeared at the Family ship. Stumbling and horrified he surrendered and handed them the watch. The empty watch. The Doctor was back and he had triggered a chain reaction that destroyed the Family's ship.

The Doctor's vengeance came next. He gave the Family exactly what they wanted: immortality. Father of Mine was chained in a dwarf star, Mother of Mine was thrown into the event horizon of a collapsing

galaxy and Sister of Mine was trapped in every mirror, everywhere. Finally, Son of Mine was suspended in time, dressed as a scarecrow to watch over England forever.

The Doctor visited Joan Redfern one last time and asked her to travel with him. Disgusted, she said she could never travel with a man wearing her dead lover's face and who was responsible for so much death. The Doctor returned to the TARDIS, leaving her and thanking Martha for saving him. Before they went, Latimer returned and the Doctor gave him the empty pocket watch. Not long after, during the War, Latimer experienced the moment he'd seen in the vision. He saved Hutchinson from a shell attack and survived the war.

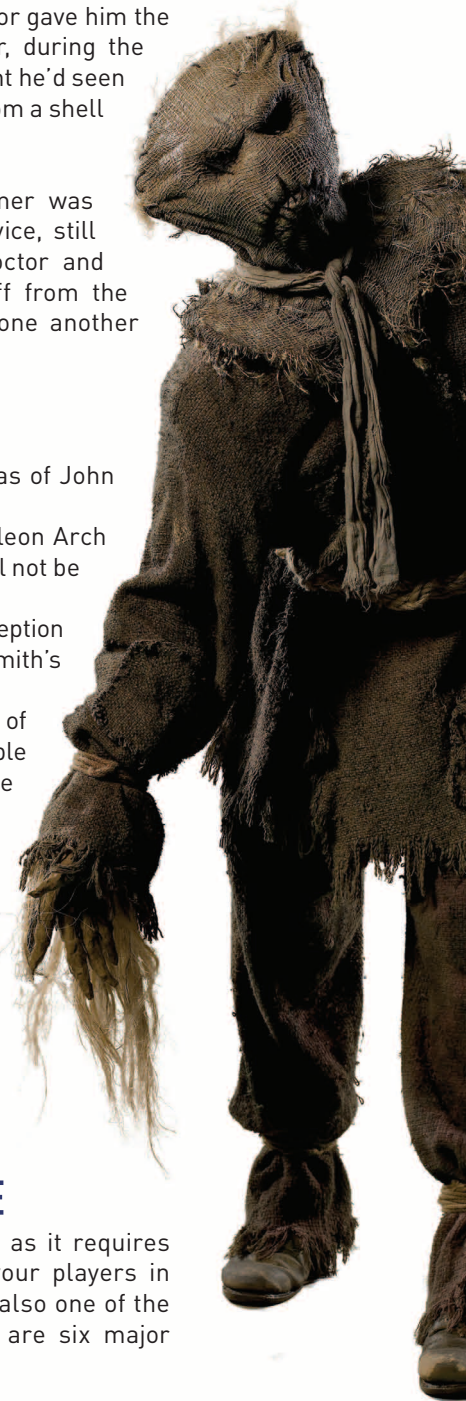
In the present day, an older Latimer was attending a Remembrance Day service, still holding the watch. He saw the Doctor and Martha, wearing poppies, a way off from the ceremony. They silently nodded to one another and the time travellers left.

CONTINUITY

- The Doctor uses his regular alias of John Smith to create his new persona.
- This is the first time the Chameleon Arch and Pocket Watch are used. It will not be the last (see *Utopia* on pg. 157).
- The TARDIS can extend its perception filter to other artefacts, such as Smith's pocket watch.
- John Smith has drawn a variety of aliens in his Journal of Impossible Things, amongst them a Dalek, the Moxx of Balhoon, a Slitheen and a Clockwork Droid. He's also drawn some of the Doctor's past incarnations, and Rose Tyler.
- John Smith tells Joan that he learned to draw on Gallifrey.
- Much like his fifth incarnation, the Tenth Doctor has a good aim with a cricket ball (see *Four to Doomsday* in *The Fifth Doctor Sourcebook*).

RUNNING THE ADVENTURE

This is a difficult adventure to run, as it requires a certain amount of buy in from your players in advance. As a result, of course, it's also one of the most rewarding to pull off. There are six major



themes and ideas, that are key for this adventure to work:

Prejudice: The years running up to the First World War were full of discrimination and prejudice at every level. Servants, and the servants quarters and entrances to buildings Martha has to contend with, were commonplace. They were also completely overlooked a good deal of the time. If you have characters who have to pose as servants, especially female characters and characters of colour, then they will experience being discriminated against. Often it'll be the sort of polite, cheery discrimination as when Martha's jokingly reminded to use the servant's entrance. A lot of the time it will be far more malicious. The best way to tackle this in your game is to be honest about it. Talk to your players beforehand and ask what sort of level of realism they want. If they're happy dealing with regular class and race based prejudices then fine, if they're not, that's just as fine. It's all too easy to equate your character's feelings with your own, so make sure you discuss what level is comfortable beforehand.

Note that *Doctor Who* doesn't always address such political, moral and historical issues directly, instead often examining them through the lens of alien or futuristic societies. However, in such an adventure, when much of the drama arises from the Doctor and his companions being immersed – trapped, even – in the past, it's important to approach such issues. Just remember to do so sensitively and carefully.

Freedom: This is a story about freedom and what happens when we know it's being taken away. John Smith has the freedom of a blissfully normal life and finds it's a sham. Tim Latimer has the freedom of the watch and the things it tells him, but knows (or thinks he knows) he only has a year to live. Joan Redfern has the freedom of a new school, a new start and a new love and is forced to tell him to kill himself for the greater good. The central idea of no freedom without cost, is where most of the emotional meat of the story lies.

Heroism: This is an adventure packed with heroes and heroines. Martha's dogged determination to get through three tough months, Joan Redfern sacrificing the love of her life to save the world, John Smith allowing himself to die to so the Doctor can live again. Even the Headmaster going out to confront Hutchinson is heroic. None of these acts of heroism end entirely well and that's where the adventure's dramatic muscle lies; in the idea that heroism sometimes has to be its own reward. Keep

setting the players up with impossible situations, keep giving them the chance to shine and have their heroic actions rewarded with more problems. The resolution of this story should come as a relief rather than a victory.

Love: John Smith and Joan Redfern heal each other through their polite, quiet romance. This is part of the adventure that you really need to discuss with the players beforehand. You don't have to dwell on the romantic subplot if you don't want to; look at how John and Joan's romance is constantly interrupted by Martha, for example. You can use that technique to skip the adventure forward in time every scene. But, the love the two share closes the circle started by the previous two themes, adding dramatic weight to the proceedings and upping the stakes considerably.



Loyalty: England is a tremendously patriotic and, by extension, martial country at this point. The sort of training the boys receive at school wasn't unprecedented and it was expected, especially amongst upper class families, that children would enter the Armed Forces not just as a career but as their patriotic duty. This even continued up through the First World War, with theatre shows encouraging men to enlist enjoying a huge amount of success. This is, for characters from the 21st century, something within sight of madness. But at the time it made perfect sense. The United Kingdom was part of an empire, and its populace were tremendously loyal to their rulers. A lot of people in the 21st century feel the same way but express that loyalty through attending official functions and buying tea towels. It's much less bloody but just as fervent.

The War: The First World War is still a year away at the time of this adventure. It changes Europe forever, all but wiping out a generation across the entire continent. The pall of sadness that lies over the adventure, and the young lives at the school that are saved only to die the following year, is a vital part of the



HUMAN NATURE/THE FAMILY OF BLOOD



story. Take time to make the boys and schoolmasters individuals and remind your players that almost all of them do not have long to live. The coda scene here, where the Doctor and Martha attend a memorial service in the 21st century is a perfect example of how to do this. It's difficult, and it's a desperately sad note, but this is a tragic story and tragedies need to end on moments of full-on grief, or pride tinged with sadness.

NURSE JOAN REDFERN



AWARENESS	3	PRESENCE	4
COORDINATION	3	RESOLVE	4
INGENUITY	4	STRENGTH	3

Joan Redfern has come to the school to heal – not just others, through her job, but also herself, for she still misses her late husband dreadfully. She hopes that perhaps being here, amongst the young, will help her get past it. What she didn't expect was to fall in love anew.

SKILLS

Athletics 2, Knowledge 4, Medicine 5, Science 2, Transport 2.

TRAITS

Brave: Joan is resolute and defiant, even when secretly terrified.

Code of Conduct: Joan's first thought is always for her wards.

Empathic: Joan has a keen eye for what others are feeling.

TECH LEVEL: 4 **STORY POINTS: 5**

THE FAMILY OF BLOOD

The Family of Blood were an arrogant, parasitic race of single-minded and incredibly vicious aliens, who would kill without a second thought but were cursed by their limited life-span. They tracked down their enemies using their overdeveloped sense of smell, with a seemingly limitless range. This allowed them to follow their prey across the universe as well as through time. The Family were a brutal breed who had a single goal – to use up and merge into as many life-forms as they possibly could, to help prolong and preserve their own existence. When they possessed or 'took over' a new life form they behaved almost exactly as the original person but with subtle differences, such as walking more stiffly and sniffing the air more regularly (at times incredibly loudly), that would give them away.



The Family retained the memories of their host although they lacked the adaptability to be totally convincing. They hoped that by capturing a Time Lord body they would achieve their ultimate goal: to be able to live for eternity. Four members of this violent family unit encountered the Doctor – Father of Mine, Mother of Mine, Son of Mine and Daughter of Mine – but it is possible more exist. All could communicate telepathically as well as controlling animated objects.

Death appears to be sport to them, as they witnessed bereavement and slaughter without giving a thought to the consequences. This is probably due to their selfish, over-confident attitude of self-importance. Everything revolved around their survival but they are not as tactically aware as other predatory races, such as the Sontarans.



HUMAN NATURE/THE FAMILY OF BLOOD

FATHER/MOTHER OF MINE AKA FARMER CLARK/JENNY

AWARENESS	2	PRESENCE	4
COORDINATION	2	RESOLVE	4
INGENUITY	3	STRENGTH	4

SKILLS

Athletics 2, Convince 1, Fighting 3, Knowledge 1, Marksman 1, Subterfuge 2, Survival 3, Technology 2, Transport 2.

TRAITS

Alien

Alien Senses – Smell: The Family have an incredibly good sense of smell, gaining +4 to Awareness rolls to allow them to track their prey over great distances.

Fear Factor (1): The family gain +2 on rolls to actively scare someone.

Hypnotism (Special): In their natural form, the Family of Blood are green gaseous forms that can take control of their victims, though this process usually destroys any remnant of the target.

Psychic

Telepathy: The Family remains in telepathic contact with each other.

EQUIPMENT: Energy Pistol (4/L/L)

TECH LEVEL: 8 **STORY POINTS:** 10

SON OF MINE AKA JEREMY BAINES

AWARENESS	3	PRESENCE	2
COORDINATION	4	RESOLVE	4
INGENUITY	4	STRENGTH	4

SKILLS

Athletics 3, Convince 2, Fighting 3, Knowledge 1, Marksman 3, Subterfuge 2, Survival 3, Technology 3, Transport 2.

TRAITS

Same as Father/Mother of Mine.

EQUIPMENT: Same as Father/Mother of Mine.

TECH LEVEL: 8 **STORY POINTS:** 12

DAUGHTER OF MINE AKA LUCY CARTWRIGHT

AWARENESS	2	PRESENCE	2
COORDINATION	2	RESOLVE	4
INGENUITY	3	STRENGTH	4

SKILLS

Athletics 2, Fighting 1, Knowledge 1, Subterfuge 4, Survival 2, Technology 1.

TRAITS

Same as Father/Mother of Mine.

EQUIPMENT: Same as Father/Mother of Mine.

TECH LEVEL: 8 **STORY POINTS:** 11

THE CHAMELEON ARCH

When observing other races and cultures, the possible side effects from the presence or personality of a Time Lord means sometimes, in particular cases, just 'blending in' isn't enough and a Time Lord needs to be able to hide in plain sight. To do that, they have to give up everything that makes them a Time Lord, or even Gallifreyan for that matter. It was for just such occasions that the Chameleon Arch was invented.

By donning the Arch, the Time Lord's entire biology is physically (and very painfully) rewritten; genes are short circuited and rerouted, the body is broken down and regrown internally and externally, until all that remains is indistinguishable from the race the Arch is programmed to replicate. This is only half

of the disguise, however. In addition to the physical changes, the mind is overwritten with memories and thought patterns native to that species and a whole history is actually reverse engineered into the timestream to fit those memories and provide a place in reality for this new being. The final phase of the process sees the memories, personality and biodata, the whole essence of the Time Lord's being, stored into a compact Device, typically a humble fob watch.



THE SCARECROWS

AWARENESS	2	PRESENCE	1
COORDINATION	2	RESOLVE	2
INGENUITY	1	STRENGTH	4

By utilising molecular fringe animation, Son of Mine created an army of scarecrows to help root out the Doctor and brought carnage and fear to an unsuspecting village. The scarecrows weren't armed but seemed unstoppable as bullets failed to halt their march.

SKILLS

Athletics 2, Convince 4, Craft (Sculpture) 2, Fighting 3, Knowledge 3, Medicine 1, Subterfuge 2.

TRAITS

Alien

Dependency – Family Control: The Scarecrows are under the control of the Family of Blood, without them they are lifeless.

Fear Factor (2): Scarecrows gain +4 on rolls to actively scare people.

TECH LEVEL: 8 **STORY POINTS: 10**

The moment the rightful owner opens this object, the process is completely reversed and the Time Lord is reborn.

While in their alien disguise, a Time Lord will have no inkling of their previous life. Indeed, any attempts to remind them of it will cause severe mental discomfort. The Device carrying their personality aids in this with an in-built perception filter that tells them the item is important enough to keep nearby, but not important enough to fool around with or open. This filter might work until a set date or time or it might be set to never willingly reveal its contents, especially if the Time Lord is hiding from something that they really don't want to find them. Ever.

Programming and activating the Chameleon Arch requires an Ingenuity + Technology roll at Difficulty 15. If the process takes and the Time Lord is later confronted with their true identity, they must make a Resolve + Convince roll at Difficulty 9. If they succeed, they refuse to believe it. The difficulty of the roll is

increased by 3 for every separate instance of proof that points to their being someone other than whom they think they are. Once they fail the roll, they will endeavour to open the Device, and once they do, they are returned to normal.

The Device, carrying as it does the entire essence of a Time Lord, is highly charged with Artron energy and those who have the Psychic Trait will find themselves drawn to it. If they touch it and pass an Ingenuity + Resolve test at Difficulty 15, they will receive flashes of insight into the identity of its owner. For every Level of Success, the Psychic will receive an important fact in a cryptic mental message. If they score a Fantastic Success, for example, they might hear 'The Lord of Time is in danger. Find his servant, the healer, and help him phone home' which is the psychic's rough interpretation of the message 'John Smith is a Time Lord, the servant Martha is his companion, and he needs his TARDIS.'

The Chameleon Arch is only built for use on Time Lords. It may work on other species, but no one has ever attempted it, and any other being that uses it takes their life into their own hands...

MOLECULAR FRINGE ANIMATION

Molecular Fringe Animation is often referred to as 'sewing with atoms'. It's a process perfected by gaseous lifeforms who wanted tangible encounter suits and works off the idea of shaping electromagnetic 'gloves' around pre existing matter. The Family of Blood used this technology to animate scarecrows found in the fields around Farringham School for Boys, but almost any other inanimate object will work.

FURTHER ADVENTURES

- What if Daughter of Mine starts passing messages through mirrors? What if it's her subtle whispering in the Doctor's mind that leads to him breaking the rules at Bowie Base One? What if she talks to a companion, tricking them into releasing her?
- Likewise, Son of Mine is still watching over the fields, decades after he was left there. What's he become? Mad with rage and grief? Horrified at what he's done? Or is he a penitent soul, spread across countless scarecrows, defending the country?

BLINK



BLINK



'The Angels have the phone box.'

SYNOPSIS

London, England, 2007

Sally Sparrow, a photographer, had broken into an old abandoned house, Wester Drumlins. The house was old, derelict and had peeling wallpaper. As Sally explored the house, she noticed writing beneath the wallpaper. Writing that looked like a message. Curious, she peeled the wallpaper away to reveal first "BEWARE OF THE WEeping ANGELS", then a message to duck. Addressed to her. Signed by the Doctor in 1969

Disturbed, Sally visited her best friend Kathy Nightingale and met Kathy's brother, Larry. Kathy agreed to come with her to the house the next day. When they got there, the pair split up, Sally exploring the bottom floor and Kathy the top. Alone, Kathy noticed a statue of an angel in a nearby room. It was disconcerting, almost too lifelike and she found she couldn't stop staring at it. Then, a knock at the door made her blink and she opened her eyes... in 1920, in a field in Hull. In the present day, Sally answered the door and was given a letter. It was written by the

messenger's grandmother, Katherine Wainwright nee Nightingale. Kathy had been thrown into the past, lived a long life and died. Deeply disturbed, Sally threw the man out and stormed off to the room where she had left Kathy. There was no sign of her, just three statues. None of which had been in the room before, one of which was holding a key. Sally left and read the letter in full. It finished with one instruction: "Don't Blink".

Visiting Larry at the DVD shop where he worked, she told him about Kathy and he showed her the Easter eggs he'd found hidden on some DVDs. There was an entire internet discussion community about them and, as Larry paused and unpaused the DVD of the Easter eggs cut together, it almost seemed like they were reacting to what Sally was saying.

The Easter eggs were all of the Doctor, warning her. Sally left to go to the police and met DI Billy Shipton, who agreed to help. The pair instantly got on well and Billy showed her the large number of cars found outside Wester Drumlins with no sign of their owners, along with a strange blue police box, also recovered from the site. Sally agreed to meet Billy for a date and left. Smiling, Billy turned, saw the Angel statues surrounding the TARDIS, blinked and... opened his eyes in 1969. The Doctor and Martha appeared and explained that the statues were Weeping Angels, quantum-locked assassins who fed off life energy. Billy had been 'lived' to death and the Doctor needed him to give Sally Sparrow a message...

Back in the present, Sally received a call from Billy Shipton. He was in the hospital and, despite her talking to him earlier that day, an old man. Stunned, Sally listened to Billy's final message: "look at the list". He explained that he had got into video production and was responsible for the Easter eggs. She stayed with him until he died and then called Larry. She'd realised what the DVDs had in common: they were the only DVDs she owned. She met Larry at Wester Drumlins and the pair ran the full message from the Doctor. To their amazement, it synced perfectly with what they were saying. The Doctor explained that he had a copy of their 'dialogue' on his autocue and told them about the Weeping Angels. They were incredibly fast and could turn to stone the moment they were looked at by anyone. He explained that was why they were 'weeping', they could never look at each other. Instead, they fed off the life their victims never had and the TARDIS was an irresistible



feast. Because Sally had the TARDIS key, that made her a target. The Doctor apologised for asking her to help and told her she had to use the key to send the TARDIS back to pick him up.

The Doctor's transcript ended and he realised the Angels were closing in. A Weeping Angel had come into the room, claws outstretched and Larry looked at it as Sally searched for a way out. With every door locked, and the Angel inches away from Larry, the pair fled to the cellar. They found the TARDIS and ran towards it, surrounded by four Weeping Angels. Sally got the door open just in time and they fled inside. The DVD of the Doctor's full message was recognised as a control disc and as they inserted it into the console the TARDIS began to dematerialise around them. The Angels, on each side of it, looked at each other and were forever locked in place.

One year later, Sally and Larry were running the store together and still fixated on what happened. Trying to understand what had gone on, Sally had compiled a massive dossier on the events. Out of nowhere, Martha and the Doctor appeared outside, armed and clearly on their way somewhere. Sally rushed outside, handed the Doctor the dossier and told him it was about something that hadn't happened yet. The Doctor asked her name and then the pair ran off. Hand in hand, Sally and Larry watched them go.

CONTINUITY

- This is the first appearance of the Weeping Angels and shows them weak and powerless, trapped on Earth.
- Sally Sparrow's DVD triggered Security Protocol 712, causing the TARDIS to dematerialise and return to the Doctor. It's similar – hologram of the Doctor and all – to Emergency Program One (see *The Parting of the Ways* in *The Ninth Doctor Sourcebook*).

RUNNING THE ADVENTURE

Welcome to one of the toughest adventures to run in the Tenth Doctor's era, but it's also one of the most rewarding. Let's look at the challenges faced first:

NEW CHARACTERS

First off, new characters. We've never met Sally, Cathy, Billy and Larry before. We never see them again. Yet without them this adventure can't happen and, crucially, without their total lack of knowledge about the Doctor, this adventure cannot happen.

Their uniqueness and strength is also their ignorance and that's something very difficult to play effectively. There are ways to do it though.

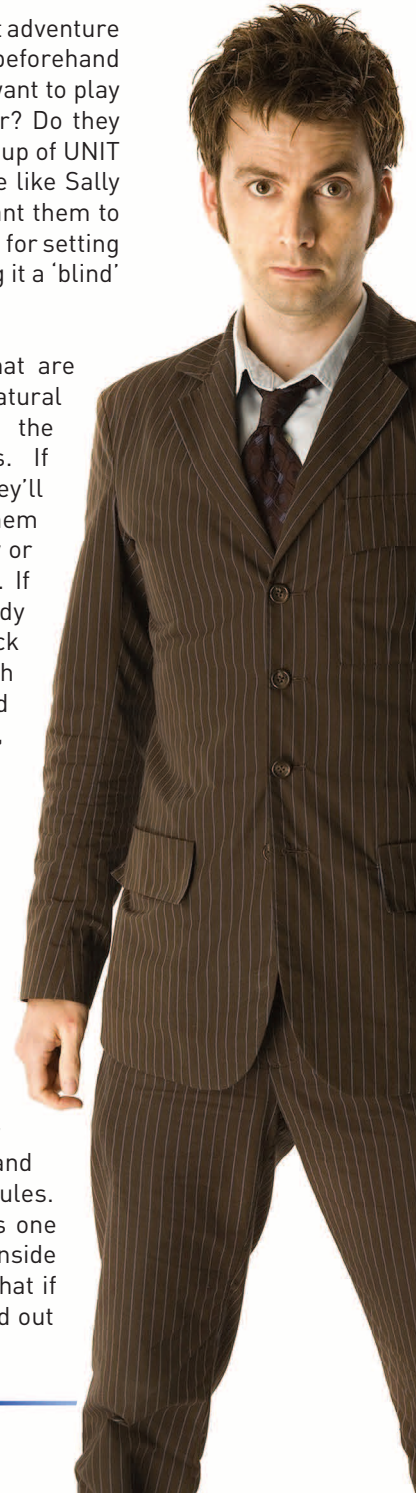
You might decide that this is an opportunity for your players to take a break from their regular characters. Instead get them to make up a new group of characters, or hand them some ready-made characters. One advantage to this approach is that you can kill off their characters with impunity – they're not their regular character, after all.

You might also decide to make this the first adventure in a new campaign. Talk to your group beforehand about just what they want to do: do they want to play characters with knowledge of the Doctor? Do they want to play a LINDA-style group or a group of UNIT or Torchwood officers? Or regular people like Sally and Larry? Then decide just what you want them to know. There's a case, and it's a strong one, for setting this up as a starting adventure but making it a 'blind' one.

Have your players create characters that are slightly generic 'modern day supernatural investigators' and run them through the opening mystery of Wester Drumlins. If they're familiar with the adventure they'll have recognised the clues you're giving them and either try and break free of the story or play along. If they do the second, great. If they break out of the story, then be ready to improvise for a bit until they get back on track. After all, no adventurers worth their salt will want to leave the Doctor and Martha in the lurch. If they do? Remember, London is covered in statues...

FAMILIARITY BREEDS BOREDOM

The second challenge you face is familiarity. If your players work out what's going on and who they're dealing with, then make sure you change what's going on and who they're dealing with. The Angels themselves are familiar but the fields of statues and gargoyles all over the city are anything but. Use the pacing of the adventure to constantly throw your players off guard, as people appear and disappear and, on top of that, change the rules. What if a building covered in Angels was one gestalt entity that could feed on anyone inside it when no one else was looking at it? What if there was an entire floor of a building laid out





BLINK

in the shape of an angel that could feed constantly on whoever wandered in there? What would happen if the TARDIS materialised in that room? Use the Angels as worker bees for a larger organism, or as part of a much larger swarm. **The Angels Take Manhattan** (see **The Eleventh Doctor Sourcebook**) proves they can take different forms and if they can do that your players will never see them coming.

NON-LINEAR STORYTELLING

Perhaps the biggest issue with running this adventure is the non linear nature of the storyline – the saving grace for the Gamemaster’s sanity is that, for the protagonist (Sally), the story is linear. It’s just for the other characters – the Doctor, Martha, Kathy and Billy – that the story takes place in a somewhat out-of-sync manner. Make sure you have a firm grasp on the ‘behind the scenes’ goings on with the story and the timeline, so that you can leave the players clues and strange messages from the past. The characters can then experience the events in a linear manner – unless one of them gets sent back in time, of course! In which case you can enlist their help in communicating with their companions in the future.

EASTER EGGS AND OTHER SURPRISES

The DVD Easter eggs idea used by the Doctor to communicate with Sally in this episode is both brilliant and tricky to pull off in at the tabletop. That doesn’t mean you can’t do something similar though. In fact, there are ways to ensure the characters’ interaction with the Doctor is just as unusual but still gives you room to move them along and give them the clues they need. Here are some ideas:

- **A Numbers Station.** Numbers stations are very weird, semi-automated voices that have been sending out radio signals for decades. They’re widely believed to be espionage information written in code, but there’s nothing to say one couldn’t appear all of a sudden, in 1969, repeating audio comments over and over that name the player characters, years before they were born...
- **A Graphic Novel.** The players are all conspiracy fans who are obsessed with a particular graphic novel. The characters in it seem to be similar to them and strange events start in their lives on a particular day at a party. The characters throw a party on the day the events in the book start and that’s when the lights go out and the statues start appearing.
- **Letters from the Past.** The players are all sent letters from the Doctor (He does like doing this,

especially in later lives) telling them where and when they need to be. Once they get there, they meet each other, investigate and find other letters. Ones telling them about things that haven’t happened yet...

- **Geocaching.** The characters are all keen geocachers and spend a happy weekend looking for, and finding, a legendary series of caches that no one else has found. Ones filled with transcripts of conversations that mention them by name...
- **Groupies.** The characters are being followed by Men in Black, and the conspiracy theorists amongst them don’t know whether to be thrilled or terrified. Of course the MiBs are actually Torchwood officers. When they’re confronted have them reveal there are huge files on the players and the thing they will do at Wester Drumlins. The only problem is no one knows quite when that will start happening. You could even have them there as unofficial ‘groupies’, curious how everything turns out.
- **Back in Time.** You could have something similar to Sally’s adventure, with a mysterious informant guiding the players via email, or phone calls or mail who is ultimately revealed to be... a victim of the Angels themselves. They want to to help other people avoid the same fate.

TIMEY-WIMEY DETECTOR (MINOR GADGET)

A box that’s one part reel to reel tape recorder, one part microwave and part transistor radio, the Timey-Wimey Detector is the fastest, most effective paradox detector 1960s Earth can provide. It can lead the user, via a rising static noise, to the nearest temporal anomaly. Or it will boil the nearest egg. Either way, it goes ding when there’s stuff.

Traits: Scan, Skill (Craft: Cooking), Restriction (temporal anomalies – and eggs – only).

Story Points: 1



THEATRICALS

Whatever you go for, use theatre. This adventure is an excuse to have fun, so bring props, record audio, mess with the lights or hide a cardboard Angel in your bathroom to scare the players during a break. Do whatever you can to make this a weird, fun experience. Just remember: don't blink.

 THE WEEPING ANGELS

On first appearance, the Weeping Angels seem to be a quartet of harmless static statues – classic marble sculptures of the type that have adorned churches and graveyards for centuries. In reality, they are an ancient alien race who can destroy lives just by

THE WEEPING ANGELS

AWARENESS	3	PRESENCE	3
COORDINATION	4	RESOLVE	3
INGENUITY	2	STRENGTH	3

SKILLS

Fighting 3 Knowledge 4 Subterfuge 4.

TRAITS

Alien

Alien Appearance (Minor)

Alien Senses (Blind Sense)

Armour (Special): When quantum-locked, the Weeping Angel is made of the toughest stone. Bullets may chip it a little, but they are incredibly tough and resilient to damage, reducing any damage sustained by 15.

Immortal (Special): Weeping Angels are timeless and eternal. They can also regenerate any physical damage they may have sustained, though this can be a slow process taking decades and a source of radiation.

Natural Weapons (Minor) – Teeth and Claws: A Weeping Angel gets +2 to Strength on attacks. Damage (2/5/7).

Weakness (Being Seen): If the Angel is seen by anyone, quantifying its existence, it cannot move.

Special – Don't Blink: Angels move at incredible speeds so long as they are unobserved and may act once in every phase, talking (if they have some method of communicating), moving, doing and attacking all in the same round. Alternatively, they may forgo the first three phases in order to rend a victim to shreds, attacking four times in one round. An Angel at full strength moves like the wind but as it weakens from hunger or damage, it will slow down. As such, an Angel's Speed is equal to their current Story Point Total.

Special – Infection: The Weeping Angel, at their strongest, can infect anything that can record its image, becoming another Angel. If a living being stares into the eyes of an Angel for long enough, the

Angel makes a Presence + Resolve roll (opposed by the target's Resolve + Strength). If the victim gets a Bad or Disastrous Result the Angel has infected them and they will gradually become an Angel themselves. The victim will have to succeed at Resolve + Strength rolls every hour (with a Difficulty of 12, +3 for every hour that passes after the first). Failure results in losing Resolve (1/2/3) and when the victim's Resolve

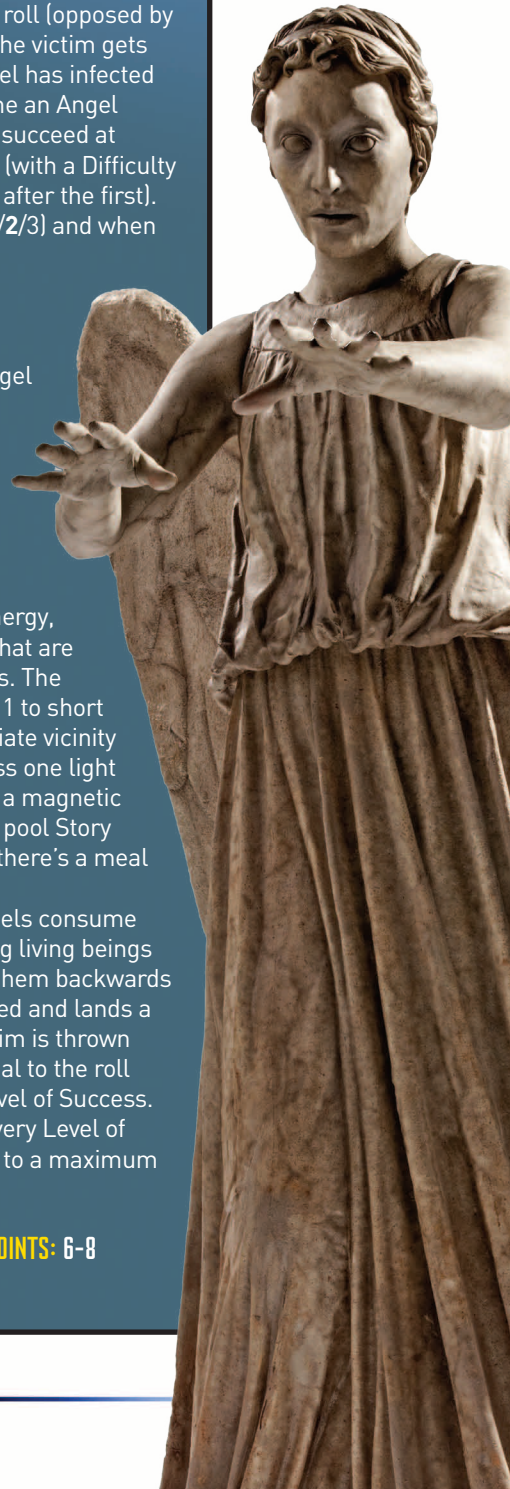
reaches 0 the transformation is complete. Curing the infection is difficult, and involves removing the mental image or memory of the Angel from the victim. The Doctor lured the Angels into the crack in the universe to erase the one in Amy, though memory alteration may also prove to be successful.

Special – Lights Out: Angels can interfere with the normal flow of electricity by spending their own energy, typically to short out light sources that are keeping them visible to their victims. The amount of Story Points varies from 1 to short out all the flashlights in the immediate vicinity for a round or permanently suppress one light source, to 6 or more for countering a magnetic lock. Groups of Angels can and will pool Story Points for large tasks, especially if there's a meal at the other end.

Special – Temporal Exile: The Angels consume potential temporal energy by ripping living beings out of their time line and throwing them backwards in time. If the Angel is striking to feed and lands a successful physical attack, the victim is thrown back in time a number of years equal to the roll of two dice multiplied by ten, per level of Success. The Angel gains 1 Story Point for every Level of Success it scores on this attack, up to a maximum of 9 Story Points.

TECH LEVEL: UNKNOWN

STORY POINTS: 6-8





BLINK

touching their innocent victims. Their origins are unknown and are thought to be as old as the known universe itself. Also dubbed 'The Lonely Assassins', they don't kill their prey, as such. Instead, they send their victims back in time, usually to a different location, long before they were born. The Angels feed from the chronon energy of the days that their victims would have lived, in their original time stream. The victim is abandoned in a different time to live the rest of their natural existence, while the Angels feed off the potential energy.

To survive, they are doomed to constantly seek out victims. The name 'Weeping Angels' comes from the fact that they can't look at each other, for if their eyes met they would turn each other to stone. So, they hide their eyes behind their hands as if they were crying. The winged Angels have demonic faces when they attack, displaying their sharp, fanged teeth which jut from their mouths, as well as elongated finger nails which help them to reach out to their victims. Blank eyes adorn their faces that are totally devoid of wrinkles or any other sign of ageing.

The Angels, when observed, can't move – they are 'quantum locked' and become like rock. As the Doctor has pointed out: you can't kill stone. However, when you look away, even for the blink of an eye – they move at great speed.

FURTHER ADVENTURES

- Assuming every angel statue on the planet (or at least most of them) are Weeping Angels opens up a couple of really interesting questions. Firstly, why are they so attracted to Earth? Secondly, are the angel statues predators or guard dogs? If there are so many then they're guarding a stable food supply, us. But what from?
- What happens when a Weeping Angel eats an immortal time traveller, like Captain Jack? Well, we're about to find out as the National Museum Cardiff is about to unveil a new exhibit, featuring religious statues from throughout the ages. Problem is, one of them's a Weeping Angel intent on feeding on the Rift. Or Jack. Or both. Grub's up!

LARRY NIGHTINGALE

AWARENESS	3	PRESENCE	2
COORDINATION	3	RESOLVE	4
INGENUITY	4	STRENGTH	3

Larry knows everything you need to know about any film made in the last 40 years. His big focus though, are the Easter eggs hidden in DVDs and what they mean. That and remembering to wear pants in company.

SKILLS

Athletics 3, Convince 2, Knowledge (Film) 5, Survival 2, Transport 2.

TRAITS

Lucky: Larry re-rolls double 1s.

Technically Adept: Working in a DVD store, Larry has picked up some stuff. +2 to Technology rolls.

TECH LEVEL: 5 **STORY POINTS:** 2

KATHY NIGHTINGALE

AWARENESS	3	PRESENCE	4
COORDINATION	3	RESOLVE	4
INGENUITY	4	STRENGTH	3

Sally's best mate, partner in crime and all around back-up family, Kathy never met a problem she couldn't solve. She's tough, charming and completely pragmatic. She's going to need to be too, catapulted back in time to 1920s Hull.

SKILLS

Athletics 2, Convince 2, Knowledge 4, Science 3, Medicine 3, Survival 3, Technology 3.

TRAITS

Brave: +2 to Resolve rolls.

Indomitable: No one messes with Kathy Nightingale.

Time Traveller (TL 5)

Tough: Kathy is made of stern stuff.

TECH LEVEL: 5 **STORY POINTS:** 2



UTOPIA

'You Are Not Alone.'

SYNOPSIS

Malcassairo, 100,000,000,000

The TARDIS arrived in Cardiff in the present day to refuel. The Doctor explained about the rift in the city and compared it to the San Andreas fault. Whilst they were refuelling, he saw Jack sprinting towards them across the square, screaming for the Doctor to wait. He ignored his old friend and dematerialised. The TARDIS accelerated, hurtling to the end of time with Jack, screaming, clinging for dear life on the outside...

They arrived in the year 100 trillion and the Doctor almost managed to keep a straight face when he explained they shouldn't look outside. They began to explore and Martha found Jack, apparently dead. The Doctor didn't seem to care and, a second later, Jack returned to life, shocking Martha. The Doctor, a little reluctantly, welcomed his old friend and they explored. They soon discovered the ruins of an abandoned city and a man being pursued. They rescued him from his pursuers, the Futurekind, a feral offshoot of humanity. The group found their way to the Project Utopia silo and were introduced to Professor Yana and Chantho. Chantho was a native of Malcassairo, the planet they were on, whilst Yana was the last human scientist left alive. The good news was, humanity had picked up a radio signal telling the last survivors to head for a particular area called 'Utopia', the bad news was the rocket to take them there wouldn't fly and Yana couldn't make it work.

The Doctor, Martha and Jack agreed to help. Martha befriended Creet, a bright young boy who worked at the silo, reconnecting refugees with their families as well as the gentle, funny Chantho. Jack and the Doctor assisted in bringing the rocket online and the Doctor asked Lt Atillo, the leader of the security forces, to retrieve the TARDIS if possible.

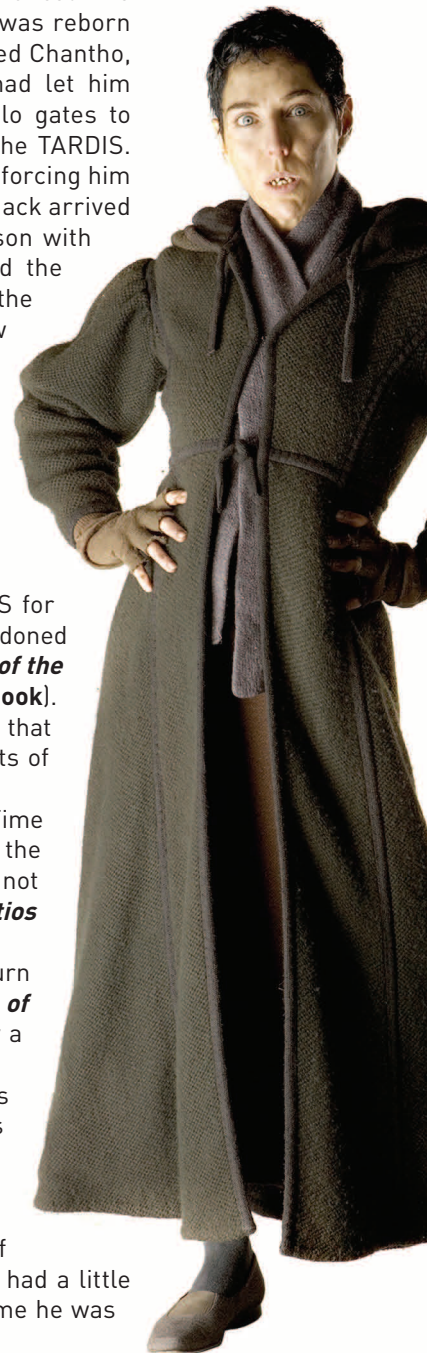
As work continued, a stet radiation leak meant the the only person who could finish the repairs was Jack. As he and the Doctor talked, the Doctor explained that Jack was now a fixed point in time thanks to Rose, and it hurt to even look at him. He couldn't die and, whilst Jack admitted he once wanted to, he found the resilience of the last humans left alive inspiring.

They finished repairs and the rocket launched, even as Martha realised something awful: Professor Yana had a pocket watch. It had never told the time and he'd never paid much attention to it. The reason for that was the Perception Filter laid over it. He was a Time Lord and the watch was from his TARDIS' Chameleon Arch...

She ran to tell the Doctor as Yana noticed the watch for the first time, opened it and was reborn as his true self: the Master. He murdered Chantho, enraged at the amount of time she had let him remain Professor Yana, opened the silo gates to the Futurekind and prepared to steal the TARDIS. With her last breath, Chantho shot him, forcing him to regenerate. The Doctor, Martha and Jack arrived and the Doctor frantically tried to reason with his old foe as the Futurekind stormed the base. The Master regenerated, mocked the Doctor, and Martha realised she knew his voice from somewhere. The TARDIS dematerialised as the Futurekind overran the silo, leaving the Doctor, Martha and Jack stranded at the end of time...

CONTINUITY

- Captain Jack returns to the TARDIS for the first time since the Doctor abandoned him on Satellite 5 (see *The Parting of the Ways* in *The Ninth Doctor Sourcebook*). He also confirms he can't die and that he's been working with the remnants of Torchwood in the Doctor's honour.
- The Doctor says that not even the Time Lords had travelled this far into the future. They had a rule that they must not travel past a certain time (see *Frontios* in *The Fifth Doctor Sourcebook*).
- The Chameleon Arch makes a return (see *Human Nature/The Family of Blood* on pg. 146), this time used by a much less pleasant Time Lord.
- Yana was found naked on the shores of the Silver Devastation. This is where the Face of Boe comes from (see *The End of the World* in *The Ninth Doctor Sourcebook*).
- The TARDIS refuels over the Cardiff Rift once again. He tells Martha he had a little trouble with the Slitheen the last time he was





UTOPIA

there but that he was a different man back then (see *Boom Town* in *The Ninth Doctor Sourcebook*).

- The Doctor says he is a doctor of practically everything, much as his predecessors have (see *Spearhead from Space* in *The Third Doctor Sourcebook* and *Four to Doomsday* in *The Fifth Doctor Sourcebook*).
- Captain Jack has kept the Doctor's severed hand (see *The Christmas Invasion* on pg. 52) in a jar for him. It will come in handy one day soon (see *The Stolen Earth* on pg. 217).
- The Master makes his return for the first time since he was seen falling into the TARDIS' Eye of Harmony (see *The TV Movie* in *The Eighth Doctor Sourcebook*). Initially disguised as Professor Yana, the Master was hiding out at the end of the universe.

○ RUNNING THE ADVENTURE

Much like *Blink*, this is an adventure whose impact is entirely dependent on how you and your players operate. If you want to run through it exactly as it's presented then that's great. There's a wonderful sense of creeping doom to the adventure and the joy you'll feel when you finally get to let the Master out to 'play' is a truly lovely thing.

If you do go down this route, remember the two things this adventure is entirely dependent on are the end of the universe and Professor Yana. The end of the universe is vital and gives you a perfect excuse to have some fun. Emphasise the quiet, the darkness, the sense of everything being a slowly closing tomb as the universe dies. Feel free to move the adventure to a different planet altogether if you like. A final return to New Earth would be an excellent fit or maybe even a space station orbiting the bloated red sun of Old Earth?

Even better, if there's a location your players have spent a lot of time in have, that make a return as the construction site for the Utopia Project. This is humanity's last, best hope and it needs to be somewhere your players are going to want to root for and support. If you really wanted to make it clear how desperate the situation is, have the last remaining member of an enemy race – a Dalek or a Cyberman, perhaps – now working side by side with the project.

Then there's the Professor. He's the biggest, most important part of this adventure and also the part your players are all but certain to see coming from a mile off. That's not necessarily a problem but it

does mean you will lose the surprise and impact of the reveal. It's also an opportunity to surprise your group in a really fun way. Here are some ideas:

- **Use someone else.** The Rani would be a perfect fit for this sort of role. If you really wanted to push the boat out, bring back someone from the Doctor's past like the Meddling Monk. He may not be alone, but that doesn't mean The Master has to be the other last Time Lord standing. Harriet Saxon does have a nice ring to it too.
- **Make him a regular cast member.** There are two ways you can shake this out. The first is you consult with one of your players beforehand about the possibility of them playing Yana. You could even go further and have them take full control of the Earth during the Year that Never Was (see pg. 161). That would be hugely rewarding, and give your players an immense stake in trying to shut down Yana's control before it goes too far. He's one of them, lost and terrified and mad with grief and shame but he's one of them. They don't just have to stop him, they have to save him and that way some seriously fun drama lies.
- **Make him a patron.** Those messages in *Blink*? Sent by him. The invitation to Lazarus' experiment? Him. The text message with the last door answer aboard the *Pentallian*? Him. He's been guiding the players to him all through this series of adventures. He knows what he is, a Time Lord hidden by a Chameleon Arch. What he doesn't know is WHO he is and whether the players wake him up or not is, again, a massive moral dilemma that changes the nature of the adventure.

○ MALCASSAIRO

Malcassairo is a Mausoleum World. The planet's own inhabitants died back to almost nothing when the stars began to burn out but their last act was the most selfless of any species. They left their Conglomeration, a vast underground city beneath one of the last active generators. They created a bubble of atmosphere, sealed it and as they died, sent the last message out. Shelter can be found on Malcassairo. Please come. Please don't be alone when it ends. The planet itself is arid to the point of desert in most places, but the death of the stars has rendered it a frozen block outside the bubble. Inside it, Malcassairo is a barren, desolate quarry-like place. Only the hardiest weeds cling to life and the only landmark is the Utopia silo and, beyond it, the endless, empty city.



WHAT ABOUT THE SILVER DEVASTATION AND THE DARK MATTER REEFS?

What about them indeed? The origin of the Silver Devastation has been hinted at, a few times but always seems to be different. It certainly sounds a lot like the sort of name you'd give to an area of the universe infested by Cybermen, doesn't it? But it's also been described as the edge of a vast area of devastation where two galaxies collided and several other things too. Like Dark Matter reefs, the Silver Devastation is used as colour but never explored. That doesn't mean you can't in your games, of course. It also means you and your Time Lord should feel free to come up with your own distinctive place names of your own. The Ice Falls of Trenna, the Andromeda Regret, the Prouvier Epiphany? See? Easy. Have a go yourself. I'll bet the Prouvier Epiphany has brilliant cake shops...

FUTUREKIND

The Futurekind are humanoid hunters who live in several packs on the planet Malcassairo, around the year 100,000,000,000. The planet is a barren, harsh, rocky world and the Futurekind have evolved to survive in the environment. Tough skin gives them some protection against the sharp rocks on the surface, while battlescars are proudly displayed as trophies of battle. They file their teeth down to a point to give themselves a more fearful appearance and to help them in the hunting of their prey. They wear piercings with pride, handed down family lines showing allegiance to their clan.



Futurekind are carnivorous, hunting for human meat. They once hunted the insectoid population of Malcassairo, the Malmooth, until the fall of the Conglomeration and the near-extinction of the race. The few survivors took shelter in a silo built by humans who had come to the planet, migrating from near-by worlds that were beginning to fall apart with the end of the universe approaching.

The last of the Human empire had come to the planet as refugees, seeking passage to 'Utopia'. Deep inside the Silo, Professor Yana was building a rocket ship with his assistant, Chantho. He believed it would provide the escape that the humans were looking for. The humans were scared

of the Futurekind and guarded their base fiercely, checking the teeth of those they admitted.

It was said amongst the refugees that the Futurekind are what they were destined to become, should they not reach Utopia, though this was only speculation and myth. In reality, they are the descendants of a crashed spaceship, carrying an entire human colony to the Silo, some 20 generations ago. Crashing on the far side of the planet, the survivors turned feral and evolved down the generations to better survive the harsh environment of Malcassairo.

FUTUREKIND

AWARENESS	4	PRESENCE	2
COORDINATION	4	RESOLVE	3
INGENUITY	2	STRENGTH	4

SKILLS

Athletics 4, Convince 1, Fighting 4, Knowledge 1, Subterfuge 2, Survival 3.

TRAITS

Brave: The Futurekind are fearless and receive a +2 bonus to Resolve rolls when facing something scary.

Fear Factor (2): Futurekind gain +4 bonus on rolls to actively scare someone.

Natural Weapons – Teeth: +2 to Strength in damage if the Futurekind bites someone.

Tough: They have a natural toughness that reduces the amount of damage they take from injury by -4.

TECH LEVEL: 6

STORY POINTS: 6

FURTHER ADVENTURES

- What happens to Malcassairo after the Utopia rocket leaves? Perhaps it is revealed to be the same world that Colonel Orson Pink explored (see *Listen*, in *The Twelfth Doctor Sourcebook*). Perhaps Malcassairo is a prison just like Krop Tor, one designed to hold the Master.
- Speaking of the Master, why not have Professor Yana turn up a couple of times before this? He's a charming figure, compassionate, hard working and grumpily heroic. Imagine just how much the knife would turn when the characters found out their friend was actually the Time Lord's most infamous criminal.
- Then there's Utopia itself. If it's a paradox then on the one hand the Doctor could save every human going there from the horrifying fate that

awaits them with no consequences. Or he could rip a second, bigger hole in time. Just how victorious is the Time Lord feeling?



UTOPIA

PROFESSOR YANA

AWARENESS	3	PRESENCE	5
COORDINATION	3	RESOLVE	4
INGENUITY	4	STRENGTH	3

Professor Yana feels like such a fraud. He's worked for almost two decades with Chantho, has got used to the respect and admiration of everyone at the Project Utopia site but somehow still hasn't finished the rocket. If only he could get the sound of drums out of his head, just for a moment, he might be able to concentrate.

SKILLS

Craft 4, Knowledge 6, Medicine 4, Science 6, Survival 4, Technology 6, Transport 4

TRAITS

Boffin: Professor Yana's engineering is at the heart of the Utopia Project.

Dark Secret: The Professor has heard drums his whole life...

Slow Reflexes: Age is catching up to Yana...

Technically Adept: +2 to all Technology rolls.

Voice of Authority: +2 to all Presence rolls.

TECH LEVEL: 8 STORY POINTS: 5

CHANTHO

AWARENESS	3	PRESENCE	2
COORDINATION	3	RESOLVE	4
INGENUITY	3	STRENGTH	3

Chantho has worked with Professor Yana for her entire life, almost as though she were his companion. She has never been happier and never wanted anything more than to complete the work and see her mentor rest. For now though, she remains the hard-working, polite right hand of the greatest, and last, scientist, left in the universe.

SKILLS

Athletics 2, Craft 4, Knowledge 4, Marksman 3, Science 5, Survival 4, Technology 5

TRAITS

Alien

Alien Appearance

Armour: Chantho's skin is slightly armoured, offering a reduction of -2 on any damage taken.

Brave: +2 to Resolve rolls.

Boffin: Can build Gadgets.

Charming: A peaceful people, the Malmooth are naturally charming, gaining +2 on Presence rolls.

Eccentric: Chan Chantho can only speak in sentences that start and end with her name tho.

Empathic: Can read people. +2 to any rolls reading people's emotions.

Special – Food Storage: The Malmooth can exist for days without needing to eat or drink, surviving off of their own internal milk. For every day after the first they go without food or drink, they will have to make a Resolve + Strength roll, with a +4 bonus (Difficulty 9 + 1 for every additional day). Failing means a single point of damage.

Technically Adept: Chantho gains a +2 bonus to all Technology rolls.

TECH LEVEL: 8 STORY POINTS: 5

THE SOUND OF DRUMS/LAST OF THE TIME LORDS

'Who is he? How come the ancient race of Time Lords created a psychopath?'

SYNOPSIS

London, England, 2008 and Alternative England, 2009

The Doctor, Martha and Jack appeared in a back alley in present-day London. The Doctor had been able to repair Jack's Vortex Manipulator just as the Futurekind stormed the silo and traced the TARDIS back to this point in time. They discovered they had arrived on the day after the general election and Martha finally recognised the Master's voice: Harold Saxon, the new Prime Minister who was about to enter Downing Street with his wife, Lucy.

At Downing Street, Saxon killed his cabinet for betraying their parties by siding with him, telling the press the Cabinet were in 'seclusion'. Vivien Rook, a columnist, talked her way in to see Lucy Saxon and tried to warn her about the incredible danger she was in from her husband. Lucy deferred to Harold, who summoned some mysterious metal spheres – the Toclafane – which murdered Mrs Rook. Lucy was fearful they would be discovered but Harold assured her "tomorrow, the world will end."

The Doctor, Martha and Jack made it to Martha's flat, where the Doctor realised the Archangel mobile phone network contained a hypnotic drum beat designed to make people trust the Master. They watched a Prime Ministerial address that mentioned all the alien events over the last few years and announced peaceful first contact with the Toclafane, a name the Doctor recognised as an old Gallifreyan myth. The broadcast turned threatening and the Master mocked Martha's profession. Realising it was a trap, the three fled just before Martha's flat exploded. Martha, panicked, called her family but realised something was badly wrong when her dad warned her. The three drove over to her mother's house just in time to see the family, aside from Leo, arrested. Francine realised the mistake she'd made and screamed a warning to her daughter and the others to escape.

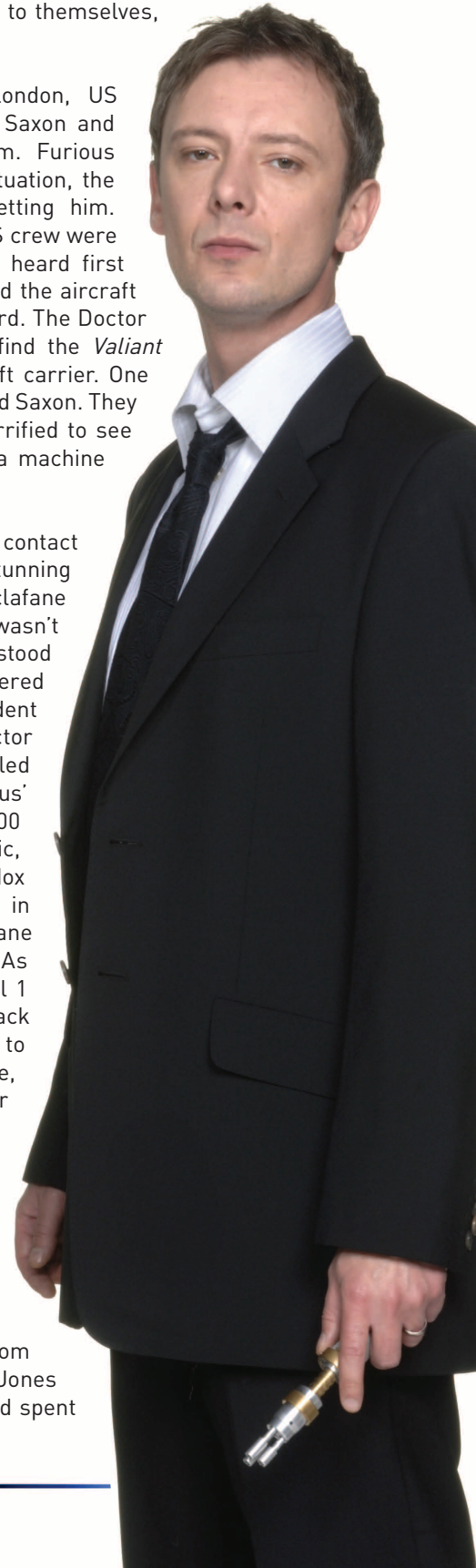
Hiding out, the three were phoned by the Master. The Doctor tried to reason with him but the Master revealed they were now wanted criminals and had no choice but to run. The Doctor told Jack and Martha about his shared childhood with the Master on Gallifrey and built basic Perception Filters using

their TARDIS keys. As long as they were wearing them, and didn't draw attention to themselves, no one would see them,

At a military air base in London, US President Arthur Winters met Saxon and took an instant dislike to him. Furious over the UK's control of the situation, the President took over, Saxon letting him. Unknown to anyone, the TARDIS crew were there too and, when they heard first contact would take place aboard the aircraft carrier *Valiant*, teleported aboard. The Doctor and Martha were stunned to find the *Valiant* was a colossal airborne aircraft carrier. One designed, it turned out, by Harold Saxon. They found the TARDIS but were horrified to see the Master had turned it into a machine designed to sustain a paradox.

The President announced first contact and the Toclafane appeared, stunning the watching masses. The Toclafane complained that the President wasn't the 'Master' and Saxon finally stood up, admitting it was him. He ordered the Toclafane to kill the President and revealed he knew the Doctor and the others were there. He killed Jack, and used Professor Lazarus' machine to age the Doctor 100 years. As the world began to panic, the Master triggered the Paradox Machine. A rift was torn open in the sky and six billion Toclafane fell through towards Earth. As the Master ordered them to kill 1 in 10 of the entire population, Jack resurrected and told Martha to run. The Doctor, aged but alive, whispered something to her and, using the manipulator, she teleported to Earth. As Martha vowed to return, the Master led the Doctor to the window and showed him the end of the world...

One year later, the Earth was under quarantine and Dr Tom Milligan was waiting for Martha Jones on the British coast. Martha had spent



a year travelling the planet and Tom was in awe of her achievements. She had walked across what was left of Russia, was the only person to get out of Japan and, a year after the end of the world, she'd come back to the UK to kill the Master. She asked him to take her to Professor Alison Docherty and, as they got to know one another, he told her how legendary she'd become.



On the *Valiant*, the Master taunted the Doctor and Martha's family as Lucy Saxon, clearly traumatised and sporting a black eye, looked on. He reminded the Doctor there was one day till launch. He explained that he'd turned the planet into a shipyard to launch the battleships of the new Time Lord empire. Unknown to him, the Jones family passed messages to each other and Jack, chained up in the bowels of the ship. They attempted to take the ship but were easily stopped.

On the ground, Martha and Tom found Professor Docherty. The Master taunted them via the TV, showing the apparent death of the Doctor as he aged him still further using Lazarus' machine. Undeterred, Martha told them she knew how to find out what the Toclafane were. They trapped and stunned one, and finally cracked its sphere open. To the horror of everyone, the Toclafane contained a living, cyberneticised human head; Creet, the boy Martha had met at the Utopia silo. She realised the truth: the Master had sent the transmission, luring the last humans from Malcassairo to 'Utopia' where, dead and dying, they were forced to cannibalise themselves to survive. The Master then brought them to the present through the rift in time and space.

Martha explained about a gun that could kill a Time Lord developed by UNIT and that she only needed one more of its chemicals. She was setting off for London to retrieve it and thanked Docherty for her time. Once she and Tom left, Docherty informed on them in return for information about her captured son. They barely got to the safe house, where Martha told the story of the Doctor, before the Master arrived. She gave herself up, Tom was killed trying to save her and the Master destroyed the gun.

The Master took her to the *Valiant* and broadcast live to the world, explaining about the countdown and telling the Doctor Martha would die when it was finished. To his amazement, she started to laugh. She explained the gun was a lie and for the last year, she'd travelled the world telling a story. The story of the Doctor. She'd ordered everybody to think of a single word at the same time, when the countdown was finished: Doctor.



The countdown ended and the psychic link everyone had through the Archangel Network healed the Doctor and returned him to his youthful appearance. The Master tried to kill Martha's family but he stopped him, telling the other Time Lord "I forgive you." Enraged, the Master ordered the orbiting Toclafane fleet to Earth. Jack destroyed the Paradox Machine, his immortality allowing him to battle his way through the Toclafane guards.

The Master tried to teleport away but the Doctor hitched a ride. The Master threatened to destroy the ships and the Doctor made him realise that would be suicide, something the Master could never do. The Master relented and they returned to the *Valiant* where Jack destroyed the Paradox Machine just in time to stop the Toclafane overrunning the ship. The year rewound, the *Valiant* hurtling through the sky until they arrived a few minutes after the US President had been assassinated. No one else remembered



what had happened; only those onboard the *Valiant* remembered the year that never was. The Master made a run for it, but was captured and the Doctor vowed to care for him and keep him on the TARDIS. Lucy Saxon suddenly grabbed a gun and shot her husband. The Master refused to regenerate and died in the arms of a tearful Doctor. His last words were "I win."



Later, the Doctor and Martha said their goodbyes to Jack. Martha also chose to leave, to help her family get over what had happened. The Doctor thanked her for her incredible courage and prepared to travel alone. As the Doctor cremated the body of the Doctor, unbeknownst to him the Master's ring dropped to the floor. After the Doctor has left, a mysterious woman wearing red nail polish retrieved the ring...

CONTINUITY

- The Master was resurrected by the Time Lords, presumably after he died falling into the Eye of Harmony (see *The TV Movie* in **The Eighth Doctor Sourcebook**).
- Harold Saxon becomes Prime Minister after the fall of Harriet Jones' government (see *The Christmas Invasion* on pg. 52).
- The Master and his wife are seen snacking on the Fourth Doctor's favourite snack: jelly babies (see *The Fourth Doctor Sourcebook*).
- The *Valiant* ends up serving as UNIT's primary command carrier for several years after these events (see *The Stolen Earth* on pg. 217).
- The Toclafane are a Gallifreyan monster, a bedtime story used to frighten children.
- The Doctor describes Gallifrey's sky as burnt orange – his granddaughter, Susan once described them the same way (see *The Sensorites* in **The First Doctor Sourcebook**).
- The Master uses Professor Lazarus' machine to weaken and age the Doctor. Harold Saxon was

previously indicated to be a patron and funder of Lazarus (see *The Lazarus Experiment* on pg. 136). This is not the first time the Doctor has been artificially aged (see *The Leisure Hive* in **The Fourth Doctor Sourcebook**), nor is it the last time we see the Doctor as an old man (see *The Time of the Doctor* in **The Eleventh Doctor Sourcebook**). It's not even the first time the Master has aged his victims (see *The Time Monster* in **The Third Doctor Sourcebook**).

- The Master has heard the sound of drums all his life – since he looked into the Tempered Schism, at the age of 8. He will find out why one day soon (see *The End of Time* on pg. 246).
- The Doctor wishes to meet Agatha Christie; he fulfils that wish in the not too distant future (see *The Unicorn and the Wasp* on pg. 196).
- Earth is known intergalactically as Sol 3 (see *The Deadly Assassin* in **The Fourth Doctor Sourcebook**).
- UNIT has long had a base in central London (see also *Spearhead from Space* and *Terror of the Autons* in **The Third Doctor Sourcebook**).
- The Master mentions closing the time-space rift in the Medusa Cascade – Davros later uses the Medusa Cascade for his base (see *The Stolen Earth* on pg. 217).
- Much as the Master turns the TARDIS into a Paradox Machine here, the Eleventh Doctor one day implies he also knows how to use the TARDIS to maintain a paradox (see *The Girl Who Waited* in **The Eleventh Doctor Sourcebook**).
- The identity of the mysterious woman who retrieves the Master's ring is not revealed until *The End of Time*.

🌀 RUNNING THE ADVENTURE

Welcome to the big finish for this story arc, wherein Harold Saxon is revealed to have been the Master all along, and his master plan very nearly comes to fruition. This adventure makes for a truly big finish to the arc, not only wrapping (pretty much) everything up, but doing so in a dramatic, blockbuster style. It's proper world-shattering stuff, that invites you to burn down everything the players know and love; with the added advantage that, as a game about time-travel, they might just be able to put it right again.

Although presented as a classic two-parter (using *Utopia* as a prologue of sorts – see pg. 157), with the villain's diabolical plot revealed (and enacted) in part one, and then foiled in part two, this adventure also has a 'missing' third part that takes place off-screen. The Year that Never Was, wherein Martha walks the

Earth, putting the Doctor's counter-plan in motion, makes compelling ground for you to set your own adventures in.

The players might be trying to pull off the same trick as Martha, they might also be involved in other operations to counter the Master. Perhaps they're being used as decoys by UNIT, unwittingly or otherwise. You could even have them realise this just as Martha is captured, meaning they have to finish her plan...

There's nothing to stop the gun Martha was supposedly hunting for being a real thing, which the characters must hunt down and build. Or perhaps they're searching for some other equally important device, such as an experimental UNIT time machine; as *Turn Left* will show (see pg. 213), we know that UNIT are branching out into that field. Maybe a frantic search for an abandoned time machine prototype, with a couple of side adventures as the machine takes them on unplanned 'expeditions', would fit in nicely.

Of course, you can always pull the same trick that the original story does and simply start your next session 'One Year Later'. Give your players the chance to pick some bonuses, traits and events they'd like and work out how their characters have changed over the course of the year. Then, once the year is 'rewound', they'll start running into the people and events that never happened in very different contexts. Witness Martha and Tom...

TOCLAFANE

To the children of Gallifrey, the Toclafane were the monsters under the bed. They were the terrors from faerie stories designed to make children do as they are told and behave. However, when the Master visited Utopia at the end of the universe, he made the Toclafane real and brought them to Earth.

Although he named them, the Master didn't invent the Toclafane. In the furnaces of Utopia he saw them created, a last desperate attempt for a doomed race to survive the ultimate cataclysm. He made a deal and opened a hole in time so they could conquer the Earth. However, the most terrible thing about the Toclafane is that these desperate creatures, corrupting themselves for the sake of survival, are actually the future of the human race.

Even at the end of all things, the human race did all it could to survive. The Utopia project was created with

that goal in mind. However, they soon discovered there was nowhere to go, no matter what form the human race took. Humans had spent billions of years evolving into clouds and new races, finally returning to their humanoid form. In the furnaces of Utopia they were made into machines. A fragment of each person was built into a small, heavily armoured sphere. To survive the process with some sanity, each Toclafane was linked to a hive mind and reduced to a childlike state. In this way they craved only 'fun' and understood little of morality and kindness. When the universe finally crushed their armoured forms, they would at least die uncomprehending the enormity and desperation of their position.



Toclafane are much like small Daleks, in a way. They are small floating silver spheres that contain the brain and central nervous system of a living being. The Toclafane can fly in atmosphere and out into space. While they can't travel interstellar distances, they move very fast indeed. The sphere is armed with an energy weapon and several knives that can be deployed at will to slice and dice. The sphere's armour is extremely strong, rendering them immune to gunfire and most weapons. However, a large jolt of electricity at a specific voltage can disable one. It is not the amount of voltage but the particular frequency of the current that does the damage. So, anyone planning to collect a sphere needs not only a large power supply but also the correct data to make it effective.

While the Toclafane were sent back to the end of the universe by the Doctor, they were not destroyed. Out there in the fires of Utopia the Toclafane remain, playing in the ruins of the universe, awaiting the end. However, they will not go quietly into the final night of the universe. As the suns fade, they plot a way to survive, whatever the cost.



THE ARCHANGEL NETWORK (MAJOR GADGET)

A network of 15 satellites put in orbit around the Earth as the first truly global communications system, the Archangel Network was one of Harold Saxon's earliest and biggest successes.

Unknown to the inhabitants of the planet, it also transmitted a subliminal drumbeat to every phone on the system. This was a low frequency, audio version of a perception filter, designed to make Saxon attractive rather than invisible. Everyone who used it was effectively hypnotised and made especially pliable to the words of Harold Saxon.

Traits: Hypnotism (Minor), Networked, Scan, Bulky (Special).

Story Points: 2

THE HMS VALIANT

The *Valiant* is the pride of UNIT; a colossal, flying aircraft carrier designed to be able to go anywhere on the planet and respond to any crisis.

Another one of Saxon's 'triumphs', the *Valiant* is a colossal vessel, easily able to accommodate multiple jet liners on its runways. Staffed by several hundred dedicated staff, the ship is a rapid response weapons platform, a base of operations and a symbol of humanity's preparedness to defend itself.



See **Defending the Earth: The UNIT Sourcebook** for more information about the *Valiant*.

PARADOX MACHINE (SPECIAL GADGET)

The Paradox Machines was created by enslaving the TARDIS and locking its time motor into a constant, repeating cycle that never allows the ship to dematerialise. This essentially functions as a 'time hammer', the constant action of the TARDIS weakening the fabric of space and time and allowing a rift to be held open. As long as the Paradox Machine is functioning, the rift will stay open and anything can travel through, in either direction, regardless of whether or not that should be impossible. The Master intended to use it to maintain the paradox that would inherently arise when the descendants of humanity (the Toclafane) murdered their ancestors (us). In game terms, a Paradox Machine is all but impossible to create and is far more of a 'plot device' to be stopped rather than used. If the players insist, however, they're going to have to find a TARDIS to torture and abuse, and then spend pretty much every Story Point they can lay their hands on. Ripping a hole in space time is the definition of a last ditch effort. Make sure if you do allow the group to use one that the consequences of it are far reaching. Even Time Lords don't play with paradoxes unless they have to. See **The Time Traveller's Companion** for more information.



PERCEPTION FILTERS (MINOR GADGET)

The Doctor uses his companions' TARDIS keys to create a Perception Field, a low-level psychic field that convinces others to ignore, look away from or actively avoid the bearer.

Traits: Face in the Crowd, Restriction (characters with the Psychic or Psychic Training Traits are unaffected).

Story Points: 1



THE SOUND OF DRUMS/LAST OF THE TIME LORDS

THE DAMOCLES GUN

The gun Martha 'travels the world' collecting is a beautifully nasty idea. So much so, if you were so inclined, you could make it real. It's a nice, neat campaign structure; four chemicals, the gun and killing the Master. Alternatively, you could touch on it in later adventures, either as something that actually is being developed, was developed and destroyed or that led to the R&D project that led to the Osterhagen Key.



FURTHER ADVENTURES

- The Doctor is invited to the *Valiant* recommissioning ceremony. The ship has been cleaned of all Saxon tech and the hope is that the memory of what happened there will fade. With a contingent of dignitaries aboard, the ship lifts off and heads for the exact coordinates it was at when President Winters was killed a year previously. Then the President appears on the bridge. Then the controls shut off. Then a Toclafane appears.

The Paradox Machine left a scar on time, and impressions of everything that happened during the Year That Never Was have been left there. The *Valiant* is becalmed in the middle of the scar and the characters must work out how to repair the ship and heal it before the Toclafane, massing on the other side of the paradox, break through.

- 4200 people were aboard the *Valiant* when the Master killed the President of the United States. 4202 people were aboard when the ship landed. Two guards who weren't on the ship when it took off were aboard when it landed. The characters

DR TOM MILLIGAN

AWARENESS	3	PRESENCE	3
COORDINATION	4	RESOLVE	3
INGENUITY	3	STRENGTH	4

Tom has seen a lot of bad stuff over the last year. It stays with him, but now, he has something he never expected to have again: hope.

SKILLS

Athletics 3, Fighting 2, Knowledge 4, Marksman 2, Medicine 5, Survival 4, Technology 2.

TRAITS

Brave: +2 to all Resolve rolls.

Face in the Crowd: Tom can get lost in a crowd.

Quick Reflexes: Tom has learnt to be constantly on his guard.

TECH LEVEL: 5 **STORY POINTS:** 1

PROFESSOR ALISON DOCHERTY

AWARENESS	3	PRESENCE	2
COORDINATION	3	RESOLVE	4
INGENUITY	4	STRENGTH	3

Alison Docherty is a genius. That's what's keeping her alive. That and the hope that if she does something for Saxon, her son might live...

SKILLS

Athletics 1, Fighting 2, Knowledge 5, Science 6, Survival 2, Technology 6.

TRAITS

Dark Secret: The Professor is working both sides, but not by choice.

Obligation: Saxon is holding her son hostage; she'd do anything to get him back.

Technically Adept: +2 to all Technology rolls.

Voice of Authority: +2 to all Convince rolls.

TECH LEVEL: 5 **STORY POINTS:** 1



investigate and find out the two, Isobel Jenkins and Arturo Ligotti, have names that correspond with UNIT staff who were killed in the field at the exact moment the President was assassinated. The two are walking paradoxes, sucked into this timeline by the Paradox Machine and slowly coming apart at the seams...

LUCY SAXON



AWARENESS	2	PRESENCE	3
COORDINATION	3	RESOLVE	3
INGENUITY	3	STRENGTH	3

Lucy loves Harold. Soon the universe will end and they'll be together forever and that will be a good thing, surely? Yes. A good thing.

SKILLS

Athletics 2, Knowledge 2, Marksman 3, Subterfuge 4, Survival 3.

TRAITS

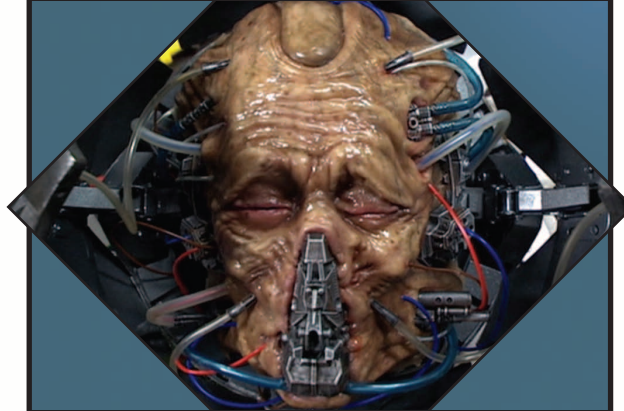
Dark Secret: Lucy knows what her husband is capable of.

Eccentric: Life with the Master has made Lucy a little *odd*...

Tough: Lucy is a survivor. She has to be to live with her husband.

TECH LEVEL: 5 STORY POINTS: 5

THE TOCLAFANE



AWARENESS	4	PRESENCE	2
COORDINATION	6	RESOLVE	2
INGENUITY	2	STRENGTH	2

SKILLS

Athletics 6, Fighting 4, Marksman 2.

TRAITS

Alien

Alien Appearance

Armour (Major): The Toclafane's sphere is incredibly tough to break, reducing damage by 10. Only after it has been disabled can the sphere be opened.

Environmental: The Toclafane can survive in space and underwater.

Flight: The Toclafane are fast and nimble. When in the open, they have a Speed of 18.

Natural Weapons – Blades: The Toclafane spheres can deploy multiple blades (that do Strength +2 damage).

Natural Weapons – Pulse Weapon: The Toclafane can fire a Pulse Weapon that does (2/5/7) damage.

Weakness: There is a precise electrical current (58.5 kilo-ampere transferred charge of 510 megajoules) that will disable a sphere. It is not common, except in lightning strikes or in specially manufactured weapons. If hit, the sphere is completely disabled, though the occupant is not killed.

TECH LEVEL: 8 STORY POINTS: 1-2

VOYAGE OF THE DAMNED



VOYAGE OF THE DAMNED



'Allons-y, Alonzo!'

SYNOPSIS

SS *Titanic*, orbiting the Earth, 2008

The Doctor was stunned to see the *Titanic* smash through the side of the TARDIS. The TARDIS repaired itself and he went off to explore the odd vessel. Opulent dining rooms, carpets, wood furnishings and old uniforms abounded. All of them in space aboard the SS *Titanic*, the most famous ship orbiting the Earth...

He soon befriended Astrid, one of the waitresses and on a whim took her down to Earth on a sight-seeing trip run by Mr Copper. An 'Earthonomics' expert, Mr Copper was completely wrong about everything he told them but the trip was fun and Astrid was amazed to be on a new world. The Doctor chatted to an old man, Wilfred, who was working a newspaper stand. The city was all but deserted and Wilfred explained why; after the last couple of years no one wanted to be in London at Christmas just in case. The tourists were suddenly called back to the ship and the Doctor, realising something was wrong, began to investigate.

On the bridge, the Captain of the *Titanic* ordered everyone off the bridge but a young Midshipman

opted to stay. Midshipman Frame was horrified as the Captain first magnetised the hull to attract some nearby meteors and then shot him.

The meteors hit the *Titanic* and it was horribly damaged. The Doctor began to make his way to the bridge, accompanied by the Van Hoffes, a couple who won passage, Bannakaffalatta, a small alien passenger, Rickston, a businessman, Astrid and Mr Copper. It soon became apparent that the Heavenly Host, the angelic robots designed to serve the crew and passengers, were homicidal and they were attacked at every turn.

Along the way both Van Hoffes and Bannakaffalatta were killed. Bannakaffalatta revealed his true nature as a cyborg and killed himself to protect the others using an EMP generator in his chest.

Shortly before the Doctor split off from the main group, he asked Astrid to travel with him in the TARDIS and she agreed. The Doctor was almost immediately captured and asked to be taken to the Hosts' leader. They obliged and their leader was revealed to be Max Capricorn, owner of the shipping line.

Actually a cyborg, like Bannakaffalatta, Max had gone into hiding due to the prejudice on the *Titanic's* home world against cyborgs. His shipping line was



failing and his plan was to crash the *Titanic* into Earth and sweep in to 'rescue it'. He ordered the Doctor killed but, unknown to them both, Astrid had used the teleport to follow the Doctor. She drove a forklift into Max's colossal cybernetic frame, and the pair of them plunged into the engine of the *Titanic* to their deaths.



With no time to mourn, the Doctor realised Max's last action was to shut the engines down and the *Titanic* was in free-fall over London. Using the Host to get him to the bridge on time, he reignited the engines using the heat from re-entry and rode the ship back to orbit.

Waiting for rescue, the Doctor suddenly realised Astrid had recently used the teleporter. That meant there was a 'back-up' of her held on the system and he frantically rigged it to try and bring her back to life. But the ship was too badly damaged and all he could create was a ghostly version of her. Finally, he set her free and told her she could explore the stars forever.

Mr Copper, during the crisis, revealed that he'd faked his Earth expert qualifications and was expecting to be arrested. The Doctor gave him a teleport bracelet to Earth and together they walked to the TARDIS. There, the Doctor informed Mr Copper that the credit card he had for the tours was worth huge amounts of money. Delighted, he danced off, vowing not to forget Astrid. The Doctor looked up and smiled as Astrid danced overhead.

CONTINUITY

- The *Titanic* is of course named for the SS *Titanic*, the 'unsinkable' passenger liner that tragically sunk on 15th April 1912. Several incarnations of

the Doctor interacted directly with the original ship. The Ninth Doctor visited it at least twice and survived the sinking on one of those occasions by clinging onto an iceberg (see *Rose* and *The End of the World* in **The Ninth Doctor Sourcebook**). Likewise the Fourth Doctor was suspiciously vocal about having nothing to do with the sinking (see *The Invasion of Time* in **The Fourth Doctor Sourcebook**) and Mels, later Melody Pond, was adamant the *Titanic* only sank because the Doctor didn't save it (see *Let's Kill Hitler* in **The Eleventh Doctor Sourcebook**).

- The Doctor has long had a friendly relationship with Queen Elizabeth II (see *Silver Nemesis* in **The Seventh Doctor Sourcebook** and *Planet of the Dead* on pg. 232).
- Earth is a Level 5 planet (see *City of Death* in **The Fourth Doctor Sourcebook**, *The Eleventh Hour* in **The Eleventh Doctor Sourcebook**, *Partners in Crime* on pg. 172 and *Smith and Jones* on pg. 116).

TELEPORT BRACELETS (MINOR GADGET)

Used by the *Titanic's* guests, the teleport bracelets are all routed through a central Transmat console. As soon as the teleport is concluded, the user's entire cellular structure is mapped.

In this way, in the rare event of an accident, someone can be reconstituted from their last signal, stored as a 'back-up' – this will take an Ingenuity + Technology roll (Difficulty 20), plus at least a couple of Story Points.

Traits: Teleport.

Story Points: 1





IMPACT CHAMBER (MAJOR GADGET)

Made of dwarf star metal, Impact Chambers are the ultimate panic room. Anyone can survive anything as long as it's in one. The secret is, of course, making sure people know to come and get you, not to mention having the food and drink needed to survive until eventual rescue.

Traits: Immunity, Restriction (physical damage only).

Story Points: 2

○ RUNNING THE ADVENTURE

This adventure is a big, crazy disaster movie of a story and there's a ton of fun to be had playing it that way. Load it full of doom-laden foreshadowing and dramatic irony, and bring out a whole cast of personalities for your players to grow attached to. Roll out heroic sacrifices and dramatic deaths when you need to, and keep using the Host to make sure no one feels particularly safe. Once the collision course is locked in, you should pile on the pressure and keep up the pace.



The *Titanic* has to be the star of the adventure. The vast, beautiful, utterly wrong ship is a massively atmospheric set-piece, but don't be afraid to fool around with it. Throw in extra survivors, vignettes as people realise how much trouble they're in or even onboard intrigue to rival Max's plans. Everything is grand, everything is beautiful and everything is dangerous especially due to the total lack of understanding the Sto residents have about Earth.

Alternatively you could use this adventure as a jumping on point for a new campaign. Have the players as people who've won passage on the ship and who end up being rescued by the Doctor. Or more

fun, maybe they get to rescue him for once. That gives the group an instant reason to bond together and opens up some fun possibilities like spacewalking to the TARDIS or contacting UNIT for help. Similarly, you could have the characters as crewmembers who save the ship, and the Earth themselves and are inspired to buy the old girl and take off seeking adventure in the galaxy...

MAX CAPRICORN



AWARENESS	5	PRESENCE	5
COORDINATION	2	RESOLVE	4
INGENUITY	3	STRENGTH	5

Max Capricorn had been the owner of Max Capricorn Cruiselines for 176 years until he was ousted by his own board, who discriminated against him for being a cyborg. In revenge, he sabotaged the *Titanic's* voyage, but was foiled when Astrid Peth drove them both into an engine using a forklift.

SKILLS

Athletics 2, Fighting 4, Knowledge 5, Science 5, Survival 5, Technology 5, Transport 5.

TRAITS

Cyborg

Keen Senses (Major): Max has cybernetically enhanced senses.

Dark Secret: Max is really a cyborg and a particularly unsettling one at that.

Outcast: Unable to show anything but his face in public, Max is a recluse. A dangerous recluse.

TECH LEVEL: 7 **STORY POINTS:** 4

FURTHER ADVENTURES

- The board of Capricorn Cruises will be desperate to make it up to the survivors of the attack. Gold tickets, good for a journey anywhere in their network, are a given, as is an all-expenses paid trip to the location of their choosing. Or, perhaps, they'd like to transfer to the Orient Express?

MIDSHIPMAN ALONSO FRAME



AWARENESS	3	PRESENCE	2
COORDINATION	4	RESOLVE	5
INGENUITY	2	STRENGTH	4

Alonso is a newly qualified midshipman eager to make a name for himself. His instructors had high praise for him but warned that following the rules to the letter might get him in trouble. He's about to find out they had a point.

SKILLS

Athletics 3, Fighting 2, Knowledge 3, Science 3, Survival 4, Technology 3, Transport 4.

TRAITS

- Brave:** Alonso refuses to leave his post, even though it means almost certain death.
- By the Book:** This is Alonso's first trip, and he's not about to break any rules on it!
- Lucky:** Alonso should be dead twice over.
- Technically Adept**
- Tough:** Alonso ignores the first 2 levels of damage to get through armour.

TECH LEVEL: 7 STORY POINTS: 5

THE HEAVENLY HOST



AWARENESS	5	PRESENCE	4
COORDINATION	4	RESOLVE	2
INGENUITY	4	STRENGTH	6

Service robots designed to look like golden angels, the Heavenly Host served aboard Capricorn Cruiseliners' Starcruisers. They were meant to assist the passengers by providing information and guiding guests around, but as they were slaved to their master they could be subverted to commit criminal acts or even kill.

SKILLS

Craft 4, Fighting 4, Knowledge 4, Marksman 4, Science 4, Subterfuge 2, Technology 5, Transport 4.

TRAITS

- Code of Conduct:** The Host will obey whoever is the most senior Capricorn Cruises officer on deck. Or else the most senior passenger...
- Face in the Crowd:** The Host are identical and everywhere. Tracking down a specific unit is difficult.
- Fear Factor (2):** The Heavenly Host are designed to be awe-inspiring and get a +4 bonus when actively trying to scare or intimidate someone.
- Flight**
- Natural Weapon – Razor Halo:** The Heavenly Host can throw their razor-sharp halos, inflicting 4/L/L levels of damage.
- Robot**
- Technically Adept:** +4 bonus to all Technology rolls.

TECH LEVEL: 7 STORY POINTS: 2-4

PARTNERS IN CRIME



PARTNERS IN CRIME



'I ain't mating with you, sunshine!'

SYNOPSIS

London, Earth, 2009

The Doctor and Donna Noble, were both investigating Adipose Industries, independently of one another. Neither was aware of the other's presence, even though they were often in the same room at slightly different times. Both were looking into Adipose Industries' revolutionary new weight-loss system, a pill that eliminated fat seemingly overnight. Both sat in on a press conference where Miss Foster, the head of the company, explained how the pill worked. Penny Carter, a journalist, questioned Miss Foster on her findings but she evaded giving a straight answer. Later, both the Doctor and Donna both found that a gold necklace, in the shape of an Adipose pill, was being given out as a free gift to people buying the plan.

That night, the pair interviewed two successful users of the pill. Donna went to see Stacey Campbell, a woman who had been given a new lease on life by the pill and the Doctor interviewed Roger Davey, who had also enjoyed success. However, Roger also had

a problem. He was woken at the same time every night by his burglar alarm and nothing he'd done to repair or replace it had had any effect. The Doctor deduced that was because something was leaving his house through the cat flap. At the same time, Donna, idly fiddling with the necklace Stacey had been given, caused Stacey to convulse and burst into small, seemingly friendly alien creatures. Miss Foster detected the unscheduled 'birth', as did the Doctor. A van appeared and swept up the creatures. Nearby, the Doctor lost the signal and Donna and the Doctor departed, again unaware they were working the same case. That night, the Doctor brooded alone in the TARDIS and Donna visited Wilfred, her granddad. Donna asked her granddad to keep an eye out for a blue box and he agreed.

The next day, both continued their investigations and were surprised to find Penny Carter had also been snooping about. Donna watched as she was captured and interrogated by Miss Foster, as did the Doctor from outside. The pair finally spotted each other just as Miss Foster saw them. A chase ensued and the Doctor and Donna tried to use a window cleaner's platform to make it to the ground. Miss Foster used her Sonic Pen to stop them and the Doctor only saved them when he used his Sonic



Screwdriver to knock her pen out of her hand and escaped into the building.

The pair were captured and Miss Foster revealed herself to be Matron Cofelia of the Five-Straighten Classabindi Nursery Fleet. She'd been hired by the Adipose First Family to help raise their young, the creatures Donna saw emerge from Stacey. The Doctor asked why this was happening and Miss Foster admitted that the Adipose had lost their nursery planets, hence the illegal hatching on Earth. She ordered the Doctor and Donna killed but the Doctor rammed the two sonic devices he had together, causing a high-pitched shriek. They escaped in the confusion and headed for the basement. Miss Foster, realising she was running out of time, ordered the Adipose to all hatch early. She triggered the Inducer, which sent a signal to the pendants to begin the process. The Adipose users across London all begin to convulse as the little creatures formed from their bodyfat and headed for the office, leaving chaos in their wake.

In the basement, the Doctor used one of the pendants to hack into the Inducer and stop it. Miss Foster doubled the power and the Doctor panicked, as he couldn't stop the Inducer from rendering everyone who'd used the pills down into Adipose. Donna gave him the pendant she stole earlier and he used that to stop the process once and for all. 10,000 Adipose had been born and Miss Foster was confident that'd be enough.

A colossal nursery ship arrived over London and the Doctor intercepted a signal from it, realising Miss Foster was now in serious trouble. He and Donna went to the roof where levitation beams were starting to lift the young into the ship. Miss Foster floated past and the pair tried to persuade her the Adipose First Family would want to cover up evidence of their crime. She refused to believe them, until the beam was deactivated and she plummeted to her death.

The Doctor admitted he needed a friend to travel with and said he'd love for Donna to come with him. Delighted, she ran to her car, parked very near the TARDIS, and unloaded suitcases she'd already packed for just this occasion. Donna called her mum to tell her where the car was and asked a young woman in a purple jacket to give her mum directions when she arrived. Donna ran off and the young woman, Rose Tyler, turned and vanished...

Later, at the allotment, Wilfred was skywatching. He saw the TARDIS and yelled for Donna. Looking closer,

he saw her, and the Doctor, waving to him from the ship, and danced for joy as they flew off.

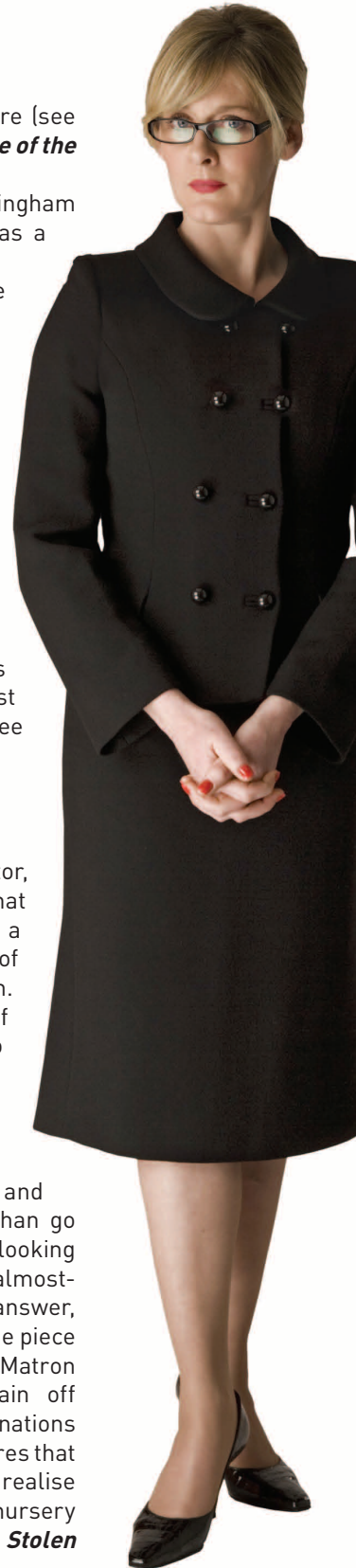
CONTINUITY

- We've met both Donna and Wilfred before (see *The Runaway Bride* on pg. 111 and *Voyage of the Damned* on pg. 168 respectively).
- Donna refers to the *Titanic* above Buckingham Palace at Christmas, but dismisses it as a hoax (see *Voyage of the Damned*).
- Donna first mentions the disappearance of the bees, which later turns out to be part of the season's story arc (see *The Stolen Earth* on pg. 217).
- The Adipose only come to Earth because their nursery world has disappeared. Wherever could that have got to?
- The Shadow Proclamation are revealed to be an organisation, not just a series of alien treaties invoked by the Doctor (see *Rose* in *The Ninth Doctor Sourcebook*, *The Christmas Invasion* on pg. 52 and *Fear Her* on pg. 103).
- Rose Tyler makes her return to this universe too, albeit only briefly, for the first time since the Battle of Canary Wharf (see *Army of Ghosts/Doomsday* on pg. 106).

🌀 RUNNING THE ADVENTURE

Like a lot of Donna's adventures with the Doctor, this is a surprisingly versatile adventure that can easily be used in your own game. It's a great, done in one, romp of a story with lots of running about and fiddling with important tech. Also, the Adipose are a lovely combination of cute and disturbing and there's a lot of fun to be had corralling them.

Much like *Gridlock* (see pg. 126), it takes a modern-day problem – in this case an obsession with weight loss and dieting – and ramps it up to monstrous levels. Rather than go down the route of "how high a price is a good-looking body worth paying for?", it instead asks if an almost-instant magic pill is too good to be true. The answer, of course, is yes. Interestingly, the villain of the piece is not the alien, but rather their nursemaid – Matron Cofelia. The Adiposian First Family remain off screen, and although it is their illegal machinations that Cofelia is enacting, it is desperate measures that have driven them this far. Although we do not realise it at the time, the disappearance of their nursery planet is the work of the Daleks (see *The Stolen*





PARTNERS IN CRIME

Earth on pg. 217). If you wanted to play up this clue, what if the Adipose approach the players' characters looking for help instead? Where might that lead them, and what lengths might they go to instead?


CHANGING THE DESKTOP THEME

This adventure could be reskinned in a couple of different ways. At its heart, it's a story about an alien race using humans as hosts for their offspring, albeit using a seemingly benign method. What other races might use humans in this way? Perhaps Cybermen are using self-help CDs to secretly brainwash a new generation of Cyber-drones? Perhaps a new design of nicotine patches designed to help people quit smoking are really laced with hypnotic drugs that make them more susceptible to control by the Master? Perhaps a new sushi restaurant is really a front for Sea Devils to infest customers with their young?

ADIPOSE

The Adipose are an unusual species; long-lived, incredibly numerous and remarkably peaceful. The Adipose young are small, blocky creatures with front-facing facial features, a single fang and small, stubby limbs. They consist entirely of fat removed from a host species, wrapped around a unique nervous system. They breed by the million,

ADIPOSE




AWARENESS	2	PRESENCE	2
COORDINATION	1	RESOLVE	1
INGENUITY	1	STRENGTH	1

SKILLS
None (newborn Adipose are innocent, waddling creatures)

TRAITS
Alien
Alien Appearance

TECH LEVEL: 7 **STORY POINTS:** 1

MATRON COFELIA



AWARENESS	4	PRESENCE	3
COORDINATION	2	RESOLVE	4
INGENUITY	3	STRENGTH	2

SKILLS
Convince 4, Fighting 1, Knowledge 3, Medicine 2, Science 2, Technology 4.

TRAITS
Alien
Attractive: Miss Foster gets +2 to Presence rolls that may be affected by her appearance.
Empathic: To successfully raise and understand her 'children', Miss Foster has an innate ability to empathise with them, granting a +2 bonus to rolls to discern the feelings or motives of someone.
Obligation: Miss Foster has been hired by the Adiposian First Family to look after their children.
Voice of Authority: Being a 'nanny' means that when she speaks, the kids will listen.

TECH LEVEL: 7 **STORY POINTS:** 5



leaving their children in the skilled hands of the staff of their Nursery World, where the young Adipose are taught how to be part of their society. There is some speculation that the Adipose are, in fact, one individual spread across millions of bodies. Whilst the Adiposian First Family have individual identities, there is some evidence to support the theory.

The Adipose are very hard to kill once they're past the larval stage. Their biology means that whilst their physical bodies are easy to destroy, their nervous system is remarkably tough and can often be implanted into other bodies. As a result, Adipose are remarkably long lived.

In extreme circumstances, it's also possible for adult Adipose to 'bud', or place a section of themselves into a host. This then grows to maturity and removes itself of its own accord. The process takes place while the host is asleep and, most of the time, is completely painless.

They are a remarkably calm, peaceful species who have been largely content to keep to themselves and out of the recent tumultuous events in galactic

politics. That changed when their Nursery World was stolen by the Daleks to form part of the delivery mechanism for Davros' reality bomb. Unable to raise their young normally, the Adiposian First Family were forced to use underhand tactics for the first time in the species' history. They employed Matron Cofelia of the Five Straighten Classabindi Nursery Fleet (Intergalactic Class) under the alias of Miss Foster, an alien 'midwife', to implant Adipose children into overweight humans, using their fat to form the children's new bodies.

SONIC PEN (MAJOR GADGET)

Similar in many ways to the Sonic Screwdriver, Matron Cofelia's Sonic Pen was used to open deadlock seals, activate the Parthenogenesis Inducer and, when combined with the Sonic Screwdriver itself, used to emit a sonic screech. The Doctor didn't think much of it, however, throwing it in the bin.

Traits: Open/Close, Restriction (Tricky Controls), Scan, Transmit.
Story Points: 2

PENNY CARTER

AWARENESS	3	PRESENCE	3
COORDINATION	3	RESOLVE	4
INGENUITY	4	STRENGTH	3

Penny Carter is a science correspondent. A woman who deals in facts and figures and certainty. Adipose Industries' PR snow job has offended her so much it has her attention. But she has no idea what she's getting into...

SKILLS

Athletics 2, Convince 4, Craft (Writing 5) 3, Science 4, Subterfuge 2, Survival 2, Technology 4.

TRAITS

By the Book: Penny knows how to get her stories. She'll break the rules to do it but the surreal stuff? Aliens made of fat? Sonic Pens? That's RIDICULOUS.

TECH LEVEL: 5 **STORY POINTS:** 2

FURTHER ADVENTURES

- The Adipose may have been birthed successfully but they still need to be carried home safely. What if the Adiposian First Family arranged for that UFO full of babies to be diverted? Who'd take the blame; Matron Cofelia or Earth? The characters could end up in a very weird first contact situation, chasing down a ship full of baby Adipose in unexplored space.
- Tony Kincaid lost weight the night Adipose were born, just like everyone else. But not every Adipose being grown in Tony's fat wanted to leave. He has a friend, an Adipose who whispers in the back of his mind. Tony calls him Harvey. But what Tony doesn't know is Harvey is the heir to the Adiposian throne and his people need him. War is coming to the Adipose and the hero they need is currently sitting in Tony Kincaid's belly. Agents loyal to the Adipose's enemies have been sent to find Harvey and both he and Tony need help.



THE FIRES OF POMPEII



'We're in Pompeii. And its Volcano Day.'

SYNOPSIS

Pompeii, Italy, 23rd-24th August, AD79

The Doctor and Donna arrived in what the Doctor claimed was Rome. Donna was amazed and pointed out the signs were English. The Doctor explained that the TARDIS translated for them and Donna, intrigued, decided to say something in Latin. The Roman she talked to smiled politely, loudly explained he didn't speak Celt and left. Then the ground shook. It turned out the Doctor had landed in the Roman Empire. But not in Rome. They were in Pompeii. On Volcano Day...

Donna was adamant they should save everyone but the Doctor refused, saying it didn't work that way. They argued their way back to the TARDIS only to find it gone. It had been sold to local marble merchant Caecilius as a piece of 'modern art'. They raced off to retrieve it while, nearby, a red-robed priestess reported that the blue box had arrived...

At Caecilius' house, his wife Metella was tending to their daughter. Evelina was sickly, but gifted with prophecy and about to join the Sybylline sisterhood. Caecilius for his part was more concerned with the imminent arrival of the town's augur, Lucius Petrus Dextrus, and the special work he'd commissioned. Quintus, Caecilius and Metella's son, was more

concerned with getting drunk. The Doctor and Donna arrived just as a tremor hit and the Doctor caught the one item they couldn't save in time. The pair both adopted the alias 'Spartacus' and were in the middle of successfully retrieving the TARDIS when Lucius arrived. The Doctor and the augur instinctively disliked each other, and the Doctor was intrigued by the stone circuit that the augur had had Caecilius make. Then both Caecilius and Evelina named the Doctor and Donna and their places of origin. Evelina fainted and Lucius left.

The Doctor and Donna stayed and helped the family, the Doctor discovering that the hypocaust system in the house was linked directly to Vesuvius. The hypocaust moved hot air around the building and the vents it used ran directly underground. Earlier, Evelina had seen a centurion like figure in one... Meanwhile, Donna was tending to the prophetess and discovered her arm was turning to stone.

Whilst Donna stayed and helped, the Doctor and Quintus broke into Lucius' house and discovered six separate stone circuits, all made by different merchants. At the house, Donna tried to warn Evelina about the eruption but the sisterhood overheard and ordered Donna be captured and sacrificed. The Doctor and Quintus had just as bad luck, captured by Lucius. The Doctor discovered Lucius' entire arm was stone and the pair escaped. Lucius ordered them to be captured and something immense began stomping through the tunnels beneath the streets.



They fled back to the house where the creature, a huge, stone alien, emerged. The Doctor was forced to destroy it, using water to drastically cool it, but Donna was captured.

Donna woke up in the Sisterhood's temple. The Doctor arrived and made it clear he knew the founder of the order and she'd be disgusted by what they'd become. He asked to speak to the High Priestess, and discovered she was made entirely of stone. He demanded to speak to the creature changing her, demanded its name and it screamed "PYROVILE!" A stand-off ensued, the Doctor using a water pistol to hold the Pyrovile off as it explained itself. It had crashed millennia ago, shattering on impact and was awakened by the earthquake in the year 62. A telepathic race, the Pyroviles had bonded with some of the local humans. The sisters attacked and the Doctor and Donna fled into the hypocaust, and under the mountain.

Donna again tried to get him to save them but the Doctor explained that Pompeii was a fixed point in time; it had to happen. They reached the centre of the volcano and found a huge stone structure with a ship at its centre. Lucius, with the circuit boards, arrived and Donna guessed the Pyroviles were using the eruption to return to space. When they were confronted by Lucius, the Doctor politely asked him what the Pyroviles' plans were. Lucius explained they were using the eruption to spread across the world. Satisfied the planet was in fact at stake, the Doctor and Donna fled into the pod.

Safe, but locked in the ship, the Doctor's worst fears were confirmed. The Pyroviles were using a fusion matrix system to convert millions of humans into them. The matrix would take up so much energy the eruption would never happen. The Doctor was faced with an impossible choice; save the world and condemn 20,000 people to death or let the Pyroviles act and save the city. Horrified, he prepared to pull the lever that would cause the eruption but couldn't. Donna put her hands over his, and they pulled it together. The eruption destroyed the Pyroviles instantly and catapulted the ship out of the volcano. Battered and bruised, the two landed and ran for the TARDIS.

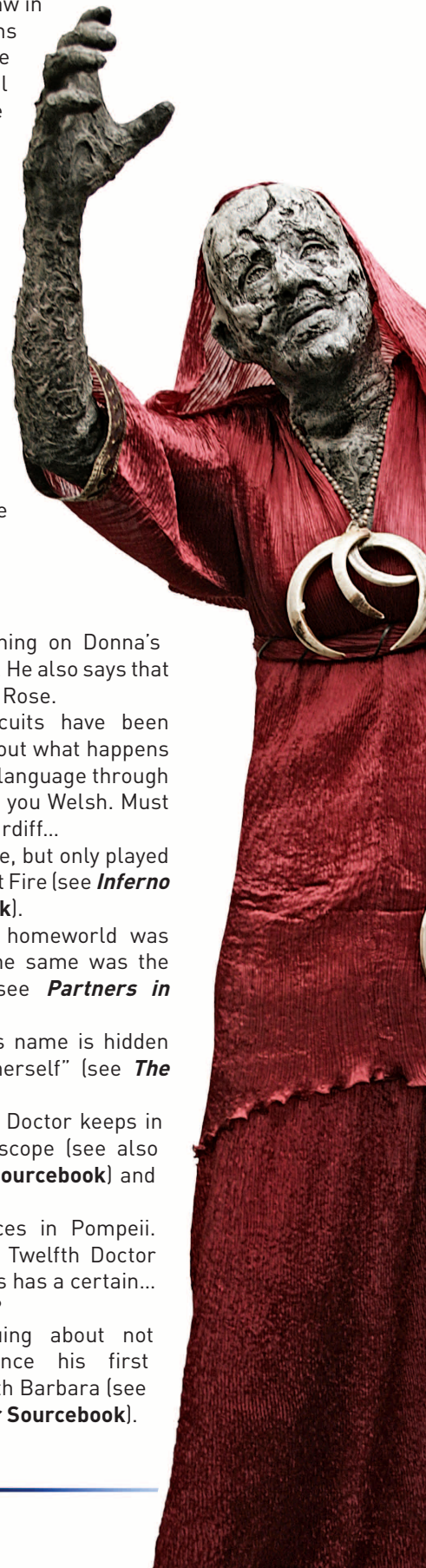
At the Caecilius family home Donna pleaded with the Doctor to help them but he refused, going straight to the TARDIS and starting it up. Donna boarded too and begged the Doctor to go back, pleading with him to save just one person. He relented and saved the family. They watched from

the nearby hills as the city was destroyed and Evelina was asked what she saw in the future. She explained her visions had gone and the Doctor realised the truth. The eruption was so powerful it tore a rift in time that gave the sisters their uncanny accuracy. With history back on track, the rift was sealing. The Doctor and Donna left the family to grieve, the Doctor quietly admitting Donna was right and he needed someone to travel with him.

Six months later, in Rome, the Caeciliuses were successfully re-established and happy. As Quintus headed off to his studies, he was told to give thanks to the household gods and did so, kneeling before a bas relief of the Doctor, Donna and the TARDIS...

CONTINUITY

- Dextrus says there is something on Donna's back (see *Turn Left* on pg. 213). He also says that "she" is returning, referring to Rose.
- The TARDIS' translation circuits have been mentioned before but we find out what happens if you try and speak the native language through them here. It apparently turns you Welsh. Must be all that time refuelling in Cardiff...
- The Doctor visited Rome before, but only played "a little bit" of a role in the Great Fire (see *Inferno* in *The First Doctor Sourcebook*).
- The Pyroviles mention their homeworld was 'lost' - might it have gone the same way as the Adiposian nursery worlds (see *Partners in Crime* on pg. 172)?
- Evelina says that the Doctor's name is hidden in "the Cascade of Medusa herself" (see *The Stolen Earth* on pg. 217).
- Amongst the things the Tenth Doctor keeps in his pockets are a small telescope (see also *Robot* in *The Fourth Doctor Sourcebook*) and a water pistol.
- There are some familiar faces in Pompeii. Caecilius looks a lot like the Twelfth Doctor and one of the Sybilline sisters has a certain... Pond-y air to her. Coincidence?
- The Doctor has been arguing about not interfering with history since his first incarnation argued about it with Barbara (see *The Aztecs* in *The First Doctor Sourcebook*).



◉ RUNNING THE ADVENTURE

There's immense fun to be had in this adventure, in some really surprising ways. It's a great introduction to historical romps, and the way it's structured can provide the inspiration for other adventures:

Stakes: Look at the cost of intervening here; the trade off between losing Pompeii and losing the world is an incredible dramatic weight that gives everything the Doctor and Donna do meaning. That combination of historical fact and fictional adventure has real power to it and it's a structure you can apply almost anywhere. Imagine having to choose between saving Coventry from being firebombed in World War 2 or letting the Cyberman factory beneath run rampant? Or saving Archduke Ferdinand from assassination knowing he's an impostor and his people will conquer the Earth? Weight and consequence are king here.

Family: This adventure also shows how important the people on the ground are. Without them, there'd be no sense of danger or reality to the situation. With them, you get an idea of just how much the Pyroviles have infiltrated Roman society and through that, a sense of the human cost of the disaster. You don't always have to set an adventure on Earth but you do always have to have people your players want to help involved. Make sure the people they meet are vital and interesting, like they are here. Overplan them a little, give them some backstory you don't need. That sense of completeness will help immensely. Plus, you may wind up using them again anyway...

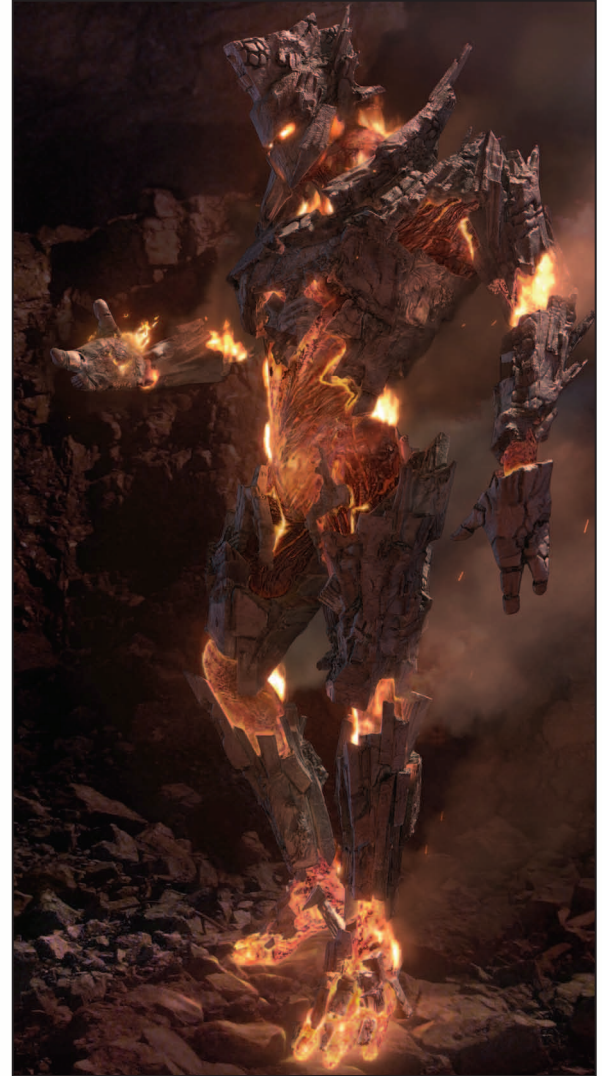
Foreshadowing: The moment where Lucius and Evelina reveal they know the truth about the Doctor and Donna is electric with tension. It's made even more so by Lucius' line about there being something on Donna's back (foreshadowing *Turn Left*). If you've got the inclination, and have planned far enough ahead, you can fold this exact sort of thing in.

◉ PYROVILE

The universe is host to a myriad of harsh and dangerous environments. However, life often finds a way of surviving, even thriving, in places that might vaporise many creatures. Such is the case with the Pyroviles, beings of flame and magma that are capable of living in the heart of a volcano.

A fully grown Pyrovile is an imposing sight. They stand over five metres tall and seem to be built of living stone and magma. Their body is made of burning rock and liquid fire glows through the joints.

Their eyes burn with flame and they are able to breathe great blasts of fire on their enemies, drawn from the furnace inside them. The blast of this breath weapon can incinerate wood and people in seconds, reducing them to nothing more than ash.



Like most creatures designed to live in a specific environment, Pyroviles are not suited to any other habitat. So, while they have learnt the secrets of space travel, the Pyroviles are not naturally conquerors. Few planets are of interest to them as their needs are so specific. However, the fires within them make them an angry and impatient people. They are quick to burn and destroy, so despite their lack of a need for conquest, they are not a peaceful people. They will seek to turn the planet into a molten wasteland of fire and stone which, while very comfortable for the Pyroviles, is significantly less so for most other races.



THE FIRES OF POMPEII



As a race of fire and flame, the Pyroviles are not so much a people as an 'essence'. In a sense, their bodies are unimportant, little more than an outward expression of how much essence they contain. They can reproduce by simply dividing and waiting for each half to attain maturity, although this takes time and a lot of energy. However, even the smallest fragment of their bodies is a living Pyrovile. While their physical form might be destroyed, under the right circumstances, the dust of their physical form might 'infect' other races and turn them into Pyroviles themselves.

Corrupting another race into a Pyrovile is not a simple matter. They require energy, heat and a compatible race to convert. Unfortunately, humans are eminently compatible and in Mount Vesuvius the Pyroviles discovered heat and energy enough for their purposes. Many of the humans at Pompeii used the volcano's energy to heat their homes, digging ventilation shafts to carry the heat under the floors of their villas.

The Pyroviles who came to Earth had been shattered into dust by the impact of their landing. This dust was carried by Vesuvius' heat and steam into the houses of Pompeii. In this way they invaded the bodies of anyone who breathed in the volcanic vapours and began to convert them.

The conversion process is very slow. Gradually the victim begins to turn to stone. This begins with a grey stain appearing somewhere on the victim's body, that then becomes stone. This stain then begins to spread from the affected area until it covers the whole body. As the conversion progresses, the victim becomes less human and more Pyrovile. When they have lost a limb to the infection they are usually too far gone to be saved. Luckily, the Pyrovile infection cannot spread on its own. The victim must continue to breathe in Pyrovile essence, or the infection cannot grow. If the victim is no longer exposed to Pyrovile essence, and the infection is not too pronounced, the effects will heal as if it was a wound.

For creatures of stone, it is a little surprising that Pyroviles have a powerful psychic ability. While they do not have a hive mind, they have the ability to communicate with each other telepathically. Not only can they send messages to each other but also visions and images. This means that those infected with their essence have access to this psychic network. Humans have an untapped psychic ability that is unlocked by Pyrovile infection. However, the Pyroviles can also use this network to mentally

control their victims, or send them visions that a superstitious people might interpret as messages from the gods. Such messages usually insist that breathing in the vapours where Pyrovile essence can be found is a remarkably good idea.

EVELINA



AWARENESS	4	PRESENCE	4
COORDINATION	2	RESOLVE	3
INGENUITY	3	STRENGTH	2

Evelina is gifted with psychic powers, and so is to be inducted by the Sybilline Sisterhood as a priestess. She is taking the vapours and in doing so learning the future. She's not sure if this is a good thing or not, and her arm hurts badly, but the future sings to her and she can't help but listen. Little does she know that her powers are the effect of the Pyroviles' presence.

SKILLS

Athletics 2, Convince 4, Knowledge 3, Science 2, Subterfuge 3.

TRAITS

Brave: +2 to all Resolve rolls.

Dark Secret: Evelina is hiding the fact that she is turning to stone...

Empathic: +3 to all rolls involving someone's emotional state.

Precognition: The influence of the Pyroviles means that Evelina can see the future.

Psychic: Evelina is mildly psychic, due to the vapours she's consuming.

TECH LEVEL: 2 **STORY POINTS:** 3

THE SIBYLLINE SISTERHOOD

The Sisterhood of Sibyl is an old order, dedicated to the understanding of prophecy. The order began with a talented seer named the Sibyl (who, according to the Doctor, was a talented dancer as well). For many hundreds of years, the Sisterhood guarded the Sibyl's prophecies, preserved as a series of scrolls, and sought to interpret her visions for the benefit of Pompeii. The coming of the Pyroviles disturbed the natural order of the sisterhood, although it granted them exceptional powers. As well as the gifts of prophecy, they developed powerful telepathic powers, allowing them (like other seers) to read the surface thoughts of other people. The bonds of sisterhood and community they developed helped them to also be able to communicate with the other members of the order over any distance, creating

a telepathic network that any of them might use to relay visions and messages. The order was destroyed in the fall of Pompeii, along with everyone else corrupted by the Pyrovile.

FURTHER ADVENTURES

- It's entirely possible that the Pyroviles survived, albeit in dust form. It would take them centuries to reassemble but there's nothing stopping you running a sequel set in the present day with a curiously familiar Italian antiques dealer and family...
- Perhaps other Pyrovile ships landed elsewhere on Earth? Is Stonehenge really a Pyrovile site? Did they build the Pandorica, perhaps to survive an even greater catastrophe?

THE FIRES OF POMPEII

YOUNG PYROVILE

AWARENESS	3	PRESENCE	3
COORDINATION	3	RESOLVE	4
INGENUITY	3	STRENGTH	6

SKILLS

Athletics 2, Craft 1, Fighting 3, Science 2, Survival 2, Technology 2.

TRAITS

Alien

Alien Appearance

Alien Senses

Armour (Special): Made of stone, the Pyrovile is immune to most physical damage.

Environmental – Fire and heat

Immunity – Flame, fire and heat

Natural Weapon: The Pyrovile can attack with its flaming breath, inflicting 4/L/L levels of damage.

Networked

Psychic

Possess: But only if the victim inhales Pyrovile essence.

Slow Reflexes

Weakness – Water and Cold

TECH LEVEL: 7 **STORY POINTS: 3-5**

GIANT PYROVILE

AWARENESS	2	PRESENCE	3
COORDINATION	2	RESOLVE	6
INGENUITY	3	STRENGTH	10

SKILLS

Athletics 2, Craft 1, Fighting 3, Science 2, Survival 2, Technology 2.

TRAITS

Alien

Alien Appearance

Alien Senses

Armour (Special): Their stone skin shrugs off most physical damage

Environmental – Fire and heat

Immunity – Flame, fire and heat

Natural Weapon: The Pyrovile can attack with its flaming breath, inflicting 4/L/L levels of damage.

Networked: All Pyroviles are connected psychically.

Psychic

Possess: Pyroviles can take over victims that have ingested their essence.

Slow Reflexes

Weakness – Water and Cold

TECH LEVEL: 7 **STORY POINTS: 3-5**

SIBYLLINE SISTER

AWARENESS	4	PRESENCE	3
COORDINATION	3	RESOLVE	4
INGENUITY	3	STRENGTH	2

SKILLS

Athletics 2, Convince 2, Fighting 1, Knowledge (Prophecy) 4, Subterfuge 2.

TRAITS

Precognition

Psychic

Networked: May communicate psychically with other members of the Sisterhood.

TECH LEVEL: 2 **STORY POINTS:** 3-5

LOBUS CAECILIUS

AWARENESS	3	PRESENCE	4
COORDINATION	3	RESOLVE	3
INGENUITY	4	STRENGTH	3

Caecilius is a marble trader who aspires to a loftier position by impressing the augur, Lucius Petrus Dextrus.

SKILLS

Athletics 3, Convince 5, Fighting 2, Knowledge 3.

TRAITS

Charming: +2 to all Convince attempts.

Empathic

TECH LEVEL: 2 **STORY POINTS:** 2

SIBYLLINE PRIESTESS/CONVERT

AWARENESS	3	PRESENCE	3
COORDINATION	3	RESOLVE	4
INGENUITY	3	STRENGTH	4

When the Pyrovile essence takes control, the victim is no longer truly human although they are not completely Pyrovile. The Sibylline Priestess' skin was almost entirely stone, gaining many of the Pyrovile abilities.

SKILLS

Athletics 1, Convince 2, Fighting 2, Knowledge 2, Science 1, Subterfuge 2, Survival 2, Technology 1.

TRAITS

Alien

Alien Appearance

Armour: Made of stone, thought not as solid or indestructible as a full Pyrovile, the skin reduces damage by 5 but is brittle and shatters easily.

Environmental – Fire and Heat

Networked: May communicate psychically with other members of the Sisterhood.

Psychic

TECH LEVEL: 2 **STORY POINTS:** 3-5

LUCIUS PETRUS DEXTRUS

AWARENESS	5	PRESENCE	5
COORDINATION	2	RESOLVE	5
INGENUITY	4	STRENGTH	3

Lucius is Pompeii's augur. He can see everything. He knows exactly what is to come and he knows his role in it.

SKILLS

Athletics 2, Convince 5, Fighting 2, Knowledge 5, Subterfuge 3.

TRAITS

Argumentative

By the Book

Keen Senses – All: +3 on all Awareness rolls.

Precognition: The influence of the Pyroviles means that Lucius can see the future.

Psychic: Too much dust has made Lucius psychic.

Slow Reflexes: Lucius is at -2 on all physical rolls. After all, he's half the man he used to be.

TECH LEVEL: 2 **STORY POINTS:** 2

PLANET OF THE OOD

'The message has gone out. That song resonated across the galaxies, everyone heard it. Everyone knows. The rockets are bringing them back. The Ood are coming home.'

SYNOPSIS

The Ood Sphere, 4126

The Doctor had set the TARDIS to random. Donna, excited and terrified by her first alien world stepped outside and...was freezing. Disgusted by the snowy weather, she got changed and the pair of them set off to explore. They discovered an Ood, dying in the snow. Donna comforted the alien as the Doctor tried to find out what happened but all it could say was "the circle must be broken" The Ood died and the pair set off, following the flight path of a colossal rocket towards some nearby buildings.

The owner of the rocket, Mr Halpen, was the CEO of Ood Operations. Arriving onworld to deal with a spate of violent Ood attacks (including the one the Doctor and Donna found), Halpen quizzed his staff about happened. His chief scientist, Doctor Ryder, had no idea what was going on and, disgusted, Halpen demanded a drink from his personal Ood, Sigma. Balding, Mr Halpen had taken to drinking hair tonic and always had Sigma on hand to supply him with some.

The Doctor and Donna bluffed their way into a buyers' meeting run by Solana Mercurio, head of PR. The Doctor kept hearing an unusual sound but was distracted by how close he was to the Sensorite homeworld, somewhere he had visited before. An alarm sounded and Solana covered for it, whilst, nearby, Security Chief Commander Kess hunted and trapped a rabid Ood with glowing red eyes.

Nearby, the Doctor was explaining to Donna that humanity had spread out across three galaxies and that Ood Operations were present in each one. Donna was disgusted by the way humans were treating Ood and tried to talk to one of the Ood. At first it avoided the question but then began talking about 'the circle'. They decided to leave and discovered the Ood were being kept as slaves. The Doctor was stricken with guilt, as he hadn't realised the last time he was in this century. The two watched as Halpen, clearly the boss and a man to be avoided, strode across the compound.

He was on his way to Warehouse 15, where the secret of the Ood was kept; their central brain, a vast, exposed, limbless creature that Halpen's family had kept for centuries. Halpen loathed the brain, spitting insults at it and demanding more tonic even as Ryder explained there had been no change and the suppression field it was kept inside was still active. When Halpen was told Donna and the Doctor had false credentials it only made him angrier and he demanded they be found.

The Doctor and Donna were nearby, talking to a group of Ood. The pair were horrified to find the aliens not only stored in packing crates but apparently accepting of their fate. Kess discovered them and in the chase, Donna was captured and thrown into one of the crates whilst Kess pursued the Doctor using a packing crane. Just as Kess was about to kill him, Solana turned the power off and demanded they be brought to Halpen alive. However, when security freed Donna they also freed the rabid Ood she'd been trapped with and a full scale revolt began. Reluctantly, Solana directed them to where the natural-born Ood were, then ran off.

To the Doctor's horror, the noise was what he'd heard from the moment they first arrived and when they found the natural born Ood he realised what it was; their song. An impossibly sad song of captivity, he opened Donna's mind to it but she couldn't stand to hear it. Even worse, they found out the Ood had a secondary brain they carried in their hands that Ood Operations cut away and replaced with a translation sphere. Repulsed by humanity's cruelty, Donna asked to go home but before they could leave the pair were arrested. Taken to Halpen, the pair were interrogated and 'confessed' that they were members of Friends of the Ood. Halpen preened and gloated that the entire batch was contaminated and he was going to have to gas them all. He also admitted that there was a third part of the Ood's biology but that it "wouldn't be around much longer". Suddenly, the natural Ood began to sing again and triggered red eye in every Ood aside from Sigma. A full scale revolution began across the entire facility and both Solana and Kess were killed. The Doctor and Donna barely escaped as the Ood were 'cured' long enough to free them and help them get to Warehouse 15.

There, they found the brain, Halpen and Ryder. Ryder admitted that he was in fact a member of Friends of the Ood and had been slowly working his way up



PLANET OF THE OOD



the corporate ladder. A few hours previously, when Halpen had taken him to see the brain, he'd lowered the field around it to its minimum setting. The brain was free, and Halpen responded by throwing Ryder to his death on top of it. He was about to shoot the Doctor and Donna when Sigma appeared and offered him a drink. The Doctor realised that the Ood had been planning this for years and Halpen's tonic was actually Ood graft. They watched as the terrified executive transformed into an Ood, the revolution was over and the Doctor asked, and was given, permission to formally drop the field around the brain. He did so and the Ood song echoed across the planet.

Later, the Doctor and Donna prepared to leave. Sigma told them they would always have a place in the Ood's song and that all the Ood were coming home. The Doctor replied that he had his own song and Sigma pointed out that it would end, as all songs do. They left, as the Ood's song rose to the stars, welcoming their brethren home.

CONTINUITY

- The Ood were last seen in at Krop Tor (see *The Impossible Planet/The Satan Pit* on pg. 93).
- The Ood's physical similarity to the Sensorites is explained by the fact their home worlds are in the same star system (see *The Sensorites* in **The First Doctor Sourcebook**).
- Ood Sigma's prophecy that the Doctor's song is ending foretells his eventual regeneration (see *The End of Time* on pg. 246).

RUNNING THE ADVENTURE

Like so many of the Tenth Doctor's adventures this adventure has an interesting moral dilemma, a great location and some nice reveals with the Ood. Even better, this neatly puts some pieces in play for the end game.

If you, and your group, are inclined the Ood can become a study for how a race goes from docile enslavement to a major galactic power. Reference the Ood anytime your players are off world and in the 42nd century, have the Ood pop up here and there, almost as though they are part of the furniture. This is a difficult, sensitive subject, much like the treatment of race was in *The Family of Blood*. The Ood are, after all, indentured slaves who've been mutilated to be better – and more docile – in that role. As a result, don't pull any punches: the Ood have difficult lives. Showing your players that will inspire them to do something about it and give them an immense sense of accomplishment when they do.



CHANGING THE DESKTOP THEME

This adventure is a morality tale of sorts; a harmless alien race are enslaved, but their slaver ends up turning into one of them. You could replace the Ood with another indentured, or otherwise benign race – how about the Flesh or Gangers, for example, or even the Toclafane? You could keep the Ood, but swap the location; instead of the Ood Sphere, what might the adventure look like when set in the lavish apartments of New New York, all with an Ood as standard, of course?



FURTHER ADVENTURES

- If the Ood are spread across three galaxies then it's a safe bet some people will be less keen with letting their Ood go than others. How do the others all get back safely? Do they all want to? Are there other free Ood worlds out there? Other Ood Brains even? How does humanity deal with the sudden loss of its involuntary workforce? From working with Ood priests to guarding Ood on the pilgrimage home, there's a lot to for the Friends of the Ood to do.
- In the distant future the Ood have evolved to become an early warning system of sorts for the galaxy, their song reverberating across space, connecting everyone who hears it in a telepathic web that supports and uplifts them. But something's wrong: everyone connected to the Song is having bad dreams. Dreams of a black hole, and the cackling, hideously distended form of a man orbiting it. The Beast is awake. The Beast is calling. The Ood will have to answer.

PLANET OF THE OOD

KLINEMAN HALPEN

AWARENESS	2	PRESENCE	3
COORDINATION	3	RESOLVE	4
INGENUITY	2	STRENGTH	3

Mr Halpen has had enough. His family have run the company for generations and all it's got him is bald and miserable. At least Ood Sigma is always there for him...

SKILLS

Athletics 3, Convince 6, Knowledge 4.

TRAITS

Adversary (Minor) – The Ood Brain: There are days where all he wants to do is kill it. There are days when he wonders why he hasn't yet.

Dark Secret: Halpen is keeping the Ood Brain enslaved and cut off from the other Ood.

Selfish: Halpen always looks after himself first.

Dependency: Halpen is addicted to hair tonic. Little does he know that it is turning him into an Ood.

TECH LEVEL: 7 **STORY POINTS:** 1

DR RYDER

AWARENESS	4	PRESENCE	2
COORDINATION	3	RESOLVE	4
INGENUITY	4	STRENGTH	3

Dr Ryder is a member of Friends of the Ood and has been secretly working to free the Ood for over a decade.

SKILLS

Athletics 2, Convince 4, Knowledge 5, Medicine 5, Science 5, Technology 4.

TRAITS

Boffin: Dr Ryder can make gadgets.

Brave: Dr Ryder risks it all to help the Ood.

Friends (Minor): Friends of the Ood are everywhere and whilst Dr Ryder leads a double life, he always has people to call on.

TECH LEVEL: 7 **STORY POINTS:** 1

THE SONTARAN STRATAGEM/THE POISON SKY

'No, the Sontarans are fed by probic vent in the back of their neck. That's their weak spot. Which means they always have to face their enemies in battle. Isn't that brilliant? They can never turn their back.'

SYNOPSIS

London, England, 2009

At the Rattigan Academy, journalist Jo Nakashima was thrown out by the headmaster. Luke Rattigan was a teenage genius and one Jo was convinced was up to no good. She drove to UNIT HQ but the ATMOS navigation system in her car, designed by Rattigan, crashed her into the river instead...

The Doctor received a call from Martha Jones asking him to return to Earth. He introduced her to Donna and the two hit it off. She'd called him to Earth to help investigate the central ATMOS plant. ATMOS, invented by teen genius Luke Rattigan, was a revolutionary system fitted to every car on the planet that removes all carbon emissions. UNIT became concerned when, the previous day, 52 people around the world were simultaneously poisoned to death in their cars. Suspecting the ATMOS technology was alien, UNIT had moved in.

Martha introduced the Doctor to Colonel Mace, the new head of UNIT, and they got to work. Unbeknownst to them, Harris and Gray, two UNIT privates, found something unusual in the basement of the building. Two strangely calm employees were blocking a door and when the soldiers ordered them to move aside they did, but only on the orders of their mysterious 'employer'. The two soldiers found a tank of liquid with a humanoid creature inside it and called for backup. Their radios were jammed and a short alien in a spacesuit appeared. The pair mocked him but he disabled them with ease. Taking his helmet off, the alien introduced himself as General Staal of the Tenth Sontaran Battle Fleet and explained that he had need of them...

The Doctor examined the ATMOS equipment and concluded that it wasn't alien, but was highly advanced. Donna arrived and explained she'd examined the factory office and noticed something odd. No one had taken a sick day. Ever. The Doctor decided to go and visit Luke Rattigan, the inventor of ATMOS, and Mace insisted he take protection. Reluctantly, the Doctor agreed and he and Private

Ross Jenkins set off for the Academy. Donna hitched a ride to go and see her family, after being warned by Martha to look after them whilst she was travelling with the Doctor.

After they left, Harris and Gray found Martha and brought her to the basement, claiming Colonel Mace was there. Instead she was kidnapped and connected up to the creature in the tank.

Donna returned home and let her grandfather know where and when she'd been. Wilfred was delighted but insisted they didn't tell her mum, Sylvia. At the Rattigan Academy, the Doctor and Ross met Rattigan. He was an arrogant, petulant teenager who had assembled a group of the best and brightest minds in the world. The Doctor seemed blithely impressed and wandered through to Luke's office where he played with a large, tunnel-like structure. He identified it as a teleport pod and teleported to the Sontaran battle cruiser in orbit.

The Sontarans noticed him, the Doctor teleported back, sabotaged the device and confronted the Sontaran who followed him through; Staal. Stunning him with an extremely well placed ricochet, the Doctor and Ross fled. Staal recovered, fixed the teleport and ordered his second, Skorr, to begin the invasion. Skorr visited Martha, explained they needed a clone of her and knocked her out, copying her memories and appearance to the clone.

Staal attempted to kill the Doctor and Ross by using the ATMOS to drive their car into a river. They escaped but Staal assumed they were dead and conferred with Rattigan. Luke assured him the test run on ATMOS, which had caused the 52 deaths, was perfect and the system was ready.

On Earth, the Doctor went to pick up Donna and was recognised by both





Sylvia and Wilfred. The Doctor called UNIT to warn them that the Sontarans were behind ATMOS and reached Martha. Unaware she was a clone, he told her to warn Colonel Mace and she agreed, but did nothing. At Donna's house, the Doctor examined the ATMOS in more detail and found something unusual. He triggered a poison gas release from the device but stopped it. Unfortunately, the Sontarans detected the release. Wilfred tried to move his car as the Doctor realised there were 400 million cars on Earth and the Sontarans had made them all into weapons. He tried to warn Wilfred, as Staal ordered every ATMOS car deadlocked and the converters activated. Wilfred began to choke to death as ATMOS units triggered all over the world...

Wilfred was saved by Sylvia, who smashed the windscreen with an axe. Ross arrived in a non-ATMOS vehicle and took the Doctor and Donna back to the factory. There, the Doctor realised the ATMOS technology had components a second out of sync with the rest of the universe and asked Donna to wait in the TARDIS.

The Doctor planned to take the TARDIS to negotiate with the Sontarans but the clone of Martha had it teleported up to the ship before he could use it. Making contact, the Doctor tried to negotiate but Staal refused to talk. The Doctor subtly let Donna, watching in terror, know he knew she was there and cut the line. To his horror, Colonel Mace decided to

use nuclear weapons against the Sontarans. Clone Martha, who had access to the launch codes, stopped the launch at the last minute and continued to do so every time communications were re-established. The Sontarans mobilised to protect the Martha clone and Colonel Mace ordered his men to engage, despite the Doctor's orders. They were all killed, including Ross.

Back at the Rattigan Academy, Luke Rattigan returned to gather his students and told them of the new world the Sontarans had for them. Horrified, they abandoned him and he shamefacedly confessed his failure. Staal told him it was all a lie and his pupils were going to be slaughtered anyway. Rattigan teleported away before the Sontarans could kill him and Staal ordered the teleport locked to stop him returning.

On Earth, UNIT regrouped, using the Valiant's engines to blow the ATMOS gas away. Using steel jacketed bullets that didn't react to the Sontarans' weapon jamming technology, they staged a counter offensive. The Doctor walked Donna through getting out of the TARDIS and finding and re-opening the teleportation system, all the while taking 'Martha' to look for alien technology in the basement. There they found the original Martha and the Doctor revealed he had known from the start that she'd been replaced by a clone. He yanked the umbilical from Martha's back and the clone screamed and collapsed. As she died, the original comforted her, using the memories they



shared to persuade her to change sides. The clone admitted the gas was actually feed; the Sontarans were planning on making Earth a clone farm.

The Doctor finished guiding Donna to the teleport and teleported her away just as she was discovered. He then moved all of them to the TARDIS and, from there, to Rattigan's school. There he cobbled together an atmospheric converter that ignited the ATMOS gas and caused a wave of fire to sweep the atmosphere. It was a gamble but it worked; the skies were now clear.



The Doctor steeled himself and said goodbye to Donna, Martha and Rattigan who he told to "do something clever with his life". He explained he was going to the Sontaran vessel because he had to give them a chance to surrender even though he knew they wouldn't. He teleported away, confronted Staal and a stand-off ensued; the Doctor, armed with an atmospheric converter that would burn the air in the ship, and Staal backed up by his Sontarans. Just as they were about to open fire, Rattigan modified the teleporter, explained he was doing 'something clever' and swapped places with the Doctor. He triggered the atmospheric converter and died along with the Sontarans.

With the crisis averted, the Doctor and Donna prepared to leave. Donna asked if Martha wanted to come along but she refused. Then the TARDIS was yanked into flight. They were moving, but no one was at the controls...

CONTINUITY

- Jo Nakashima is clearly a graduate of the Sarah Jane Smith School of Journalism.
- The ATMOS devices are a temporal pocket one second out of sync with real time. Davros uses the same trick to hide his base in the Medusa Cascade (see *The Stolen Earth* on pg. 217).
- This is Martha Jones' first appearance since she left the TARDIS (see *Last of the Time Lords* on pg. 161). In the meantime she has finished training to become a doctor, joined UNIT, worked with Torchwood and got engaged to Tom Milligan.
- The Doctor has not faced the Sontarans since his sixth incarnation (see *The Two Doctors* in *The Sixth Doctor Sourcebook*). They have used hypnosis to control humans before (see *The Time Warrior* in *The Third Doctor Sourcebook*).
- Whilst wearing a gas mask, the Doctor asks Colonel Mace "are you my mummy?" (see *The Empty Child/The Doctor Dances* in *The Ninth Doctor Sourcebook*).



RUNNING THE ADVENTURE

The Sontarans' twisted concept of honour is one of the (emission-free) engines that drives the story and if you get them right, then everything else will fall into place. Here are the three things to remember with them:

- The Sontarans are psychopathically rambunctious. They live for war and die for it too if they're very lucky. They are completely at peace with this idea, to the point of being positively evangelical about it. The Sontarans love to fight, they love to die and they love to talk about the joy of this to the very people they are fighting, killing or being killed by. They are, in short, a Gamemaster's dream; a villain who is physical, ruthless and adores to monologue.
- Under the oddly charming, baked potato-faced exterior, they're all warrior. The Sontarans will kill you, or die trying. They see no honour in surrender and boundless honour in death. They're the most gregarious, and ruthless, enemies your players will face.



- These two things mean they also have a bit of a complex about dishonour. And their height. And their probic vents. Sontarans are very easy to provoke and, if your players do it right, they'll be easy to outwit. Stopping them? That's another story.

UNIT'S INVOLVEMENT

Then there's UNIT, who are presented in a really interesting, post-Harold Saxon way here. An organisation who, in the past, were almost a passive/policing/investigation group are now overtly militaristic and, on several occasions, completely outmanoeuvred as a result. The adventure does a really good job of paralleling Colonel Mace's understandable, if wrong, approach with General Staal's. Neither man (or Sontaran) is an idiot, but both are stuck in a militaristic mindset. Colonel Mace moves outside his comfort zone, just a little, and wins. Staal doesn't and dies. Keep that complex, nuanced view of them central.

If you're running a UNIT-focused campaign this adventure is the perfect starting point for a series of adventures leading to the development of the Osterhagen Project.

THE HUMAN FACTOR

Finally, as ever with the Doctor, there's the human cost. Ross' death, the two UNIT privates hypnotised by Staal, Clone Martha and Donna's family all provide a much-needed human perspective on events. Focus on the cost of Staal's attack this way, make sure each decision has weight and make sure those decisions remain in the players' hands, not UNIT's. Don't be afraid to roll with the consequences of their decisions, either. If UNIT launch the nuclear weapons, then Earth will have a ring of radioactive debris in orbit, a serious dent in its communications satellites and, most importantly, be at war with the Sontaran Empire. That's fertile ground for a campaign all by itself.

CHANGING THE DESKTOP THEME

In this adventure, a group of aliens are using a child genius to terraform the Earth so they can use it to farm clones for their war effort. With this set up it's easy to substitute a different, but equally warlike, alien race: the Daleks, the Cybermen, the Zygons or even the Flesh all spring to mind as plausible candidates working behind the scenes. You could also swap the Rattigan Academy and ATMOS out

for another institute, duped by the aliens. Perhaps a government think-tank, working on a source of clean energy, is secretly being controlled by the terraforming aliens. Or maybe an environmental group, working on a device to clean the oceans, is really a front for the invaders, and the device will actually introduce harmful new chemicals into the world's water.

CLONES

The Sontaran's clones are exact duplicates of whoever they sample, but are utterly loyal to the Sontarans and have the following traits: Enslaved, Dependency (if the link between them and their original is cut they will die).



ATMOSPHERIC CONVERTER (MAJOR GADGET)

The Atmospheric Converter is a fast and dirty version of one of the later Gallifreyan terraforming tools. It's essentially an atomic workshop; breaking down the atoms of the atmosphere around it and using the energy released to power their conversion into a more desirable element. In a lot of cases it's completely harmless. This is not one of those times.

Traits: Convert (ATMOS gases), Zap (Major), Restriction (can only be activated in person).

Story Points: 2

FURTHER ADVENTURES

- The Rattigan Academy is ripe for takeover and rehabilitation. Maybe The Mr Copper



Foundation make an offer? Or perhaps Jack buys it and rebuilds it as a finishing school for future Torchwood Officers. Either way, it's a lovely chance to introduce plot and show the consequences of the players' actions.

- The first reports come in a week after the sky burns. A vigilante, active in Bristol. Physically apt. Insanely tough. Ridiculously short. UNIT are

dispatched there and soon discover the truth: Frix is a Sontaran. He's a Sontaran defector, the first in the history of the race. Disgusted by his clone brothers' actions, Frix escaped the ship when the atmosphere burned and has vowed to defend humanity. But Frix isn't alone. Other Sontarans have survived and want to bring him back.

COLONEL MACE



AWARENESS	4	PRESENCE	4
COORDINATION	3	RESOLVE	4
INGENUITY	3	STRENGTH	3

Colonel Mace is in charge of the British division of UNIT. Although initially overawed by the Doctor, he found himself clashing with the Doctor's dismissal of his military tactics.

SKILLS

Athletics 3, Convince 3, Fighting 3, Knowledge 2, Marksman 3, Medicine 1, Science 1, Subterfuge 2, Survival 2, Technology 2, Transport 2.

TRAITS

Brave: +2 to all Resolve rolls.

By the Book: Colonel Mace deals with his frequently impossible job by sticking to protocol.

Friends (Major) – UNIT: Mace can call down anything from an infantry squad to the Valiant.

Military Rank – Colonel

Obligation – UNIT

Voice of Authority

TECH LEVEL: 5

STORY POINTS: 6

LUKE RATTIGAN



AWARENESS	5	PRESENCE	2
COORDINATION	3	RESOLVE	4
INGENUITY	6	STRENGTH	3

Luke is a genius, inventing the Fountain Six search engine when he was just 12, making him a millionaire. He's underappreciated here on Earth, however, which is why he's sold out his world to the Sontarans, who seem to appreciate how great he really is, in exchange for Earth-Point-Two.

SKILLS

Athletics 2, Convince 5, Knowledge 6, Science 5, Technology 5.

TRAITS

Boffin: Where does he get such wonderful Gadgets? He makes them. With a little help...

Dark Secret: Luke is secretly working with the Sontarans to betray his people.

Technically Adept: +3 on all Technology rolls.

Outcast: Luke is NOT good with people.

Selfish

TECH LEVEL: 5

STORY POINTS: 6



THE SONTARAN STRATAGEM/THE POISON SKY



SONTARAN TROOPER



AWARENESS	3	PRESENCE	4
COORDINATION	4	RESOLVE	6
INGENUITY	3	STRENGTH	6

SKILLS

Athletics 2, Convince 2, Fighting 5, Marksman 5, Medicine 1, Science 4, Subterfuge 3, Survival 4, Technology 2, Transport 3.

TRAITS

Adversary: The Sontarans have been at war with the Rutans for thousands of years.

Alien

Alien Appearance

Brave: A Sontaran fears nothing! They receive a +2 bonus to any Resolve rolls against fear.

By the Book: A Sontaran never disobeys an order from their superior officer.

Tough: Being bred for war means that they are incredibly tough, reducing any damage to Attributes by 2.

Weakness (Minor): The Sontaran's only weak spot is the probic vent on the back of their necks. A single hit will disable a Sontaran (effects like a normal Stun). Hitting the vent is tricky though and the Sontaran needs to be facing away. There is a -4 penalty for aiming for the vent.

EQUIPMENT: Shock Staff (S/S/S), Armour - Sontaran body armour is incredibly strong, reducing any damage taken by 5.

TECH LEVEL: 7 STORY POINTS: 3-5

GENERAL STAAL

General Staal has the same stats as a Sontaran Trooper, with the following additions:

Attributes: Awareness 4, Ingenuity 5, Presence 5.

Skills: Convince 4, Subterfuge 4, Technology 4.

Traits: Voice of Authority: General Staal is in charge of the fleet and none disobey him, +2 to Presence rolls to command.

Story Points: 12

COMMANDER SKOR

Commander Skor has the same stats as a Sontaran Trooper, with the following additions:

Attributes: Ingenuity 4

Skills: Subterfuge 4, Technology 3.

Traits: Impulsive: Skorr leaps into battle without a care for the consequences, even if it is against unbeatable odds.

Story Points: 10

PRIVATE ROSS JENKINS

AWARENESS	3	PRESENCE	2
COORDINATION	3	RESOLVE	3
INGENUITY	2	STRENGTH	4

Ross is assigned to Operation BLUESKY. He was killed when his weapon was jammed by the Sontarans.

SKILLS

Athletics 2, Convince 1, Fighting 3, Marksman 2, Medicine 1, Subterfuge 2, Survival 3, Technology 2, Transport 2.

TRAITS

Brave: +3 to all Resolve rolls.

Friends - UNIT

Obligation - UNIT

Tough: Ross ignores the first 2 levels of damage to get through any armour.

TECH LEVEL: 5 STORY POINTS: 1

THE DOCTOR'S DAUGHTER



'Love the running!'

SYNOPSIS

Messaline, 24th July 6012

The TARDIS was yanked off course and careened through space. The Doctor, Martha and Donna hung on for dear life, the Doctor noticing that his severed hand, which Jack had returned to him was excited about it.

They arrived in what seemed to be a maintenance tunnel and were immediately apprehended by human soldiers. Their leader, Cline, noticed their hands were 'clean' and dragged the Doctor over to a machine which grabbed his arm and removed a skin sample. The Doctor pulled his hand out and he and his companions watched, stunned, as a nearby cabinet

opened and a young woman stepped out. She was made from his genetic material, his daughter. She smiled and said "hello Dad."

The area was overrun by Hath, fish-like aliens that attacked the humans. A gunfight broke out and Cline ordered the tunnel destroyed. The Doctor refused to do it, but his daughter obeyed. In the battle, Martha was captured by the Hath whilst Donna and the Doctor escaped with the humans. The Doctor and Donna both wanted to rescue Martha but the Doctor's daughter wrote her off as 'collateral damage'. Cline took them to General Cobb for interrogation.

On the other side of the rubble, Martha woke up to find herself next to an injured Hath, Peck. She treated him, despite his comrades' initial hostility. Realising she could be trusted, Hath Peck reassured its comrades and, realising she was safe, Martha demanded to know what was going on. She was taken back to their camp and welcomed for her role in saving Hath Peck.

On the other side of the rubble, Donna talked to the Doctor's daughter. The Doctor pointed out she was born with military knowledge but no name. Describing her as a generated anomaly, he inspired Donna to name her Jenny, which she rather liked and adopted. As they chatted, Donna found out the Doctor had been a parent and that Jenny, ripped from his DNA, didn't count as far as he was concerned. Donna, and Jenny, both thought differently. They arrived at the camp, which, to Donna's surprise was, a theatre.

The two introduced themselves to General Cobb, who was amazed to see their hands were clean. He explained that the buildings were built into the ground when colonists first arrived on the planet, named Messaline, because the surface was inhospitable. The Hath and the humans came there together but began to quarrel and war broke out. Five generations later, the Hath and the humans were at war over an artefact called the 'Breath of Life'. They had a shared myth that a goddess had created the universe, sighed and that sigh was caught and was somewhere in the tunnels. Whoever got to it first would win the war. The Doctor studied a holographic map that



THE DOCTOR'S DAUGHTER

Cobb showed him and realised there was secret information encoded into it. He hacked the map and revealed the extra data; a map that seemed to point to the Breath of Life. Unbeknownst to them, the Hath were accessing the same map and the Doctor's hack revealed the same information to them. Both sides prepared to launch an attack the location the next morning, despite the Doctor, Donna and Martha's attempts to persuade them otherwise.

The Doctor tried to reason with Cobb but he ordered the Doctor, Donna and Jenny arrested. In the cell, Donna noticed a plaque similar to those she'd seen everywhere else. The Doctor and Jenny discussed escape plans and Jenny laughingly pointed out that for someone who wasn't a soldier the Doctor was an awful strategist. The Doctor mocked Jenny and retorted that he always tried to stop violence without fighting himself. Jenny replied that every soldier wanted that. Changing the subject, the Doctor upgraded Donna's phone and called Martha to reassure her. She told him the Hath had the map too and, realising time was running out, the Doctor advanced their escape plans. Donna, tired of the Doctor refusing to acknowledge Jenny wasn't his daughter proved she had two hearts. Together, the three of them escaped and headed for the temple.

At the Hath base, Martha and Hath Peck looked at the holographic map to try and find a way to the Breath of Life. Martha realised that by going across the surface she could beat the humans to the temple, but couldn't stay up there for long due to the radiation.

Hath Peck reluctantly went with her and, when Martha was caught in quicksand, sacrificed his life to save her. Grief-stricken, Martha made it back below the surface.

At the human base, Jenny seduced the guard, grabbed his gun and ordered him to release them. They escaped and made their way to the secret entrance to the temple, closely pursued by Cobb. Along the way, Donna noticed more plaques and the Doctor and Jenny bonded. The Doctor asked her to come with them and she joyfully agreed. Realising the Doctor needed time to get the temple defence systems shut down, she faced off with Cobb and distracted him. Back flipping through the reactivated defence system, she rejoined Donna and her dad, as well as Martha. They made it to the temple and discovered it was actually the original colony ship and weirdly well maintained. Far too well maintained for a vessel five generations old...

Then Donna figured it out. The numbers she'd been seeing were completion dates, the city built outwards in sections from the spaceship. Amazingly, the city had only been finished a week ago. The Doctor realised that 'generation' didn't mean what they thought it meant. The clone technology could produce twenty generations in a day and each successive generation had less idea of just how long the war had been going on. The war had barely lasted a week.

Smelling flowers, the group rushed off and found themselves in a huge botanical garden. In the centre



of it was the 'Source' and the Doctor finally figured out what it was; a terraforming seed. When released it would render the planet inhabitable almost instantly and the Doctor, declaring the war over, smashed it in front of both armies. The soldiers, awestruck by the change in their world laid down their weapons. But Cobb, unable to accept peace, shot at the Doctor. Jenny leapt in front of the gun, sacrificing her life to save her dad.

The Doctor held his daughter and comforted her as she died. His last shred of hope that she might regenerate gone, he strode over to Cobb, took his gun and pointed it at the soldier's head. Then, he handed it over and told him he never would. The Doctor demanded both armies build their world on that basis of peace and then, dejectedly, sat down next to his daughter's body.



Later, as they were preparing to leave, the Doctor realised that Jenny was the reason the TARDIS had brought them to Messaline, but it arrived too soon thus ensuring she would be created. He agreed to let Cline and the others give his daughter a proper burial and took Martha and Donna home.

Back on Messaline, regeneration energy was expelled from Jenny's mouth and she sat up. Grinning, the Doctor's daughter took one of the escape shuttles, heading off into the universe to save planets, rescue civilisations, have adventures and do a hell of a lot of running.

CONTINUITY

- The Doctor used to travel with his granddaughter, Susan (see **The First Doctor Sourcebook**). Jenny is not Susan's mother, however. Until now, the Doctor did not know if he had any living relatives (see **The Tomb of the Cybermen** in **The Second Doctor Sourcebook** and **The Curse of Fenric** in **The Seventh Doctor Sourcebook**).

- The Doctor has talked about parenthood before (see **The Empty Child** in **The Ninth Doctor Sourcebook** and **Fear Her** on pg. 103).
- The Doctor lost his hand in a sword fight with a Sycorax (see **The Christmas Invasion** on pg. 52). Captain Jack returned it to him when they were reunited at Malcassairo (see **Utopia** on pg. 157).

RUNNING THE ADVENTURE

The first big element of this story is the ethical dilemma. The war itself is fascinating, the compressed perception of time the clones have combining with the enclosed environment to create a very memorable situation. The inherently pacifistic nature of the Doctor makes for a fascinating choice for any group; do you stop a war by executing its leaders or do you stop a war by stopping all executions? Why are the Hath helping out? Why was Cobb so intent on the war? Why did they come to Messaline? What's waiting out there? There are no easy answers and if you wanted to, there's a string of adventures you could run on Messaline. It's all good, crunchy, military science fiction for your players to get their teeth into. And that's before we get to Jenny.



THE QUESTION OF JENNY

There are two issues to deal with here; the idea of including a family dynamic as part of your group and the fact that she's at least partially a Time Lady. The first is something you can dial up or down very easily depending on the makeup of your group. Here are a few ways to do it:

- **Brand New:** Jenny, or a flash clone, is a perfect way to introduce a new player. It gives them a natural means of interacting with the group and ensures that your adventures all feel like they have consequences.
- **Runner:** No one plays Jenny but you. Having an NPC in the group is a little risky but gives you the chance to both interact with them directly and steer them along if they're going off beam.



- **Double Act:** If you have a couple of players who naturally get along, it make sense to give one of them a flash clone to play. It plays up the familial dynamic and means you can naturally drop it into adventures. Alternatively, and this is a riskier proposition, you could take two players who aren't especially close and give one the flash clone of the other's character. The potential for failure is higher there but so is the potential for reward.

CHANGING THE DESKTOP THEME

The underlying military theme is actually secondary to the main plot of this adventure – to the extent that the location and the aliens involved could be readily substituted for any other alien race or world where humanity might be caught in a conflict – the Sontarans and the Rutans, for example, or the Daleks. The real story revolves around the Doctor's relationship with Jenny. As discussed above, this can be changed up depending on the personalities in your own party. But consider, instead of having the Doctor produce an off-spring, what about one of the other companions? They're just as 'clean', after all.

HATH

The Hath are a race of aquatic humanoids, who became allies of humanity in the 61st century. Together they and the human race mounted a joint colonisation effort to bring both of their people to the stars. To a human, the Hath are a very strange species. They stand a little taller than the average human but are significantly bulkier and a little stronger. What makes them odd is that they are not descended from land dwelling creatures, like much life in the galaxy. Instead they have evolved from fish, very similar to Earth Lungfish. Unlike fish, the Hath have developed hands and feet like a human, although they still need to breathe water rather than air. This requires them to wear a special breathing mask filled with a nutrient liquid, when on dry land.

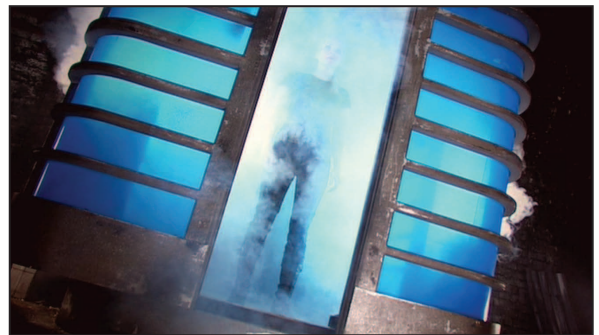


The fluid in their mask has a greenish tinge but this is due to purification chemicals that recycle the water and make it more pleasant to breathe. Without their mask, a Hath can breathe air for around five minutes before beginning to suffocate. However, if they can get to any form of reasonably clean water in that time they will be fine.

As they usually wear a mask, the Hath are unable to speak in the same way humans do. Underwater, they use a language that relies on body movement and signals as much as it does a sub-vocal gargling. When wearing a mask the bubbling is muted and less distinct, making the Hath use greater body language to communicate. The limitations of communicating through their masks have made the Hath extremely empathic when it comes to body language. They are able to understand even the most confused attempts at communication from other species far better than most. Unfortunately, few other races share this ability, making it often a one-sided communication. Sadly, despite their appearance, the Hath are very much like humans when it comes to paranoia and violence. Misunderstandings can lead to warfare as easily as it can with humans, even though both races are capable to great courage, decency and empathy.

FLASH CLONE MILLS

Flash cloning was developed to aid in rapid colonisation of inhospitable worlds. The idea was simple; instead of waiting around the 16-18 years for colonists to have children and those children to be old enough to pitch in, the clones would simply accelerate the process. A cell sample is combined with a programmable skill set and the cell sample of a willing partner and in seconds, a clone 'child' is created. In theory, the process is flawless.



The truth is that the flash clones still need what every child needs; guidance. They appear fully formed and mature, with skills already learned, but have no sense of time or morals. As a result, as the Messaline War showed, they can turn-in on themselves very easily.



FURTHER ADVENTURES

- Jenny is a whole plot arc waiting to happen. Leave it a few adventures then have reference made to her in the myths of a planet the characters visit. Or maybe a TV show based on a legendary blonde superhero who saved the world in its hour of greatest need. After all, there's no way she's not going to get her hands on a time machine sooner rather than later – it's in her DNA, after all.
- The Seed is a lovely, and horrifying, piece of technology that you can have all sorts of fun with. Imagine an entire system being forcibly terraformed to the same standard or one detonated inside a ship, causing the entire thing to become a huge pressurised jungle.

GENERAL COBB



AWARENESS	4	PRESENCE	4
COORDINATION	3	RESOLVE	5
INGENUITY	4	STRENGTH	4

Cobb has wanted a war his whole life. But how long has he been alive?

SKILLS

Athletics 3, Convince 5, Medicine 6, Science 5, Technology 5.

TRAITS

Code of Conduct: Cobb wants his war and wants to win it. He'll do so at any cost.

Military Rank – General

TECH LEVEL: 7 STORY POINTS: 1

HATH



AWARENESS	3	PRESENCE	3
COORDINATION	3	RESOLVE	4
INGENUITY	3	STRENGTH	4

The following are statistics for a Hath soldier (like Peck). Individual Hath might come from a variety of other professions, for which you should adjust their skills accordingly.

SKILLS

Athletics 3, Fighting 3, Knowledge (Weapons +2) 3, Marksman 3, Science 1, Subterfuge 1, Survival 2, Technology 2.

TRAITS

Alien

Alien Appearance: They're walking, talking fish-men.

Armour – Flak jacket: Reduces damage to the chest by 4 points.

Empathy

Environmental (Minor) – Aquatic

Special: The Hath all wear breathing equipment on dry land. This acts as a filter that makes them immune to most toxic gases or to suffocation. Effectively, it is as if they are wearing a gas mask and have their own air supply.

EQUIPMENT: Flame Rifle (4/L/L)

TECH LEVEL: 7 STORY POINTS: 3-5

THE UNICORN AND THE WASP



'Go on, buttle off.'

SYNOPSIS

Eddison Manor, England, 1926

The TARDIS arrived outside a country estate in the UK in the 1920s. The owner, Lady Eddison was just about to start a garden party and the two time travellers gatecrashed.

They weren't alone though. Other guests included Lady Eddison's husband, Colonel Hugh, and their son, Roger. In addition, academic Professor Peach and local priest Reverend Golightly arrived as did society darling Robina Redmond. The Doctor was starstruck by Agatha Christie, Donna managed to inadvertently inspire one of her books and everything went swimmingly. Until Professor Peach was clubbed to death. With an iron pipe. In the library. By a giant wasp.

Springing into action, the Doctor and Donna posed as Scotland Yard investigators and began to search for clues. The Doctor discovered morphic residue, a byproduct of shapeshifting, and that something odd was going on. He also took the opportunity to work with Agatha Christie, one of his favourite authors, whilst sending Donna off to look around upstairs.

The Doctor and Agatha Christie called the guests together and questioned them. It became clear

they all had something to hide; Lady Eddison was drinking, Robina was loading a pistol, Roger was spending time with his lover, Davenport, one of their servants; Colonel Hugh claimed to be reading military history but was actually looking at racy pictures whilst only the Reverend Golightly seemed to have been telling the truth. With little to go on, the Doctor mused about Poirot, again inadvertently inspiring Agatha Christie. He also had a flashback of his own, remembering an adventure in Belgium looking for Charlemagne. He and Agatha Christie bantered and the Doctor revealed he saw her hide a clue. It was a burnt piece of paper with most of the word 'maiden' written on it.

Upstairs, Donna discovered a locked door. She questioned Greeves the butler who explained Lady Eddison had ordered the room locked 40 years ago, after convalescing in it from a bout of malaria. Donna persuaded him to open the door and discovered children's toys inside and an unusual buzzing noise being caused by a vast wasp just outside the window. It attacked Donna and she used her magnifying glass to burn it, distracting it long enough for her to escape. The Wasp's immense sting broke through the door as the Doctor and Agatha Christie arrived. The Doctor took a sample of the venom and told them that a wasp that size would regrow its sting.

Elsewhere, Miss Chandrakala, Lady Eddison's Maid, realised what Professor Peach was killed for and ran to find Lady Eddison, but she was killed by a falling



gargoyle before she could find her. The Doctor, Donna and Agatha Christie found her and heard her last words: "the poor little child". Seeing the wasp nearby, they chased it only for it to vanish and resume its human form.

Again, the Doctor called everyone together and Lady Eddison begged Agatha Christie to solve the murders. Feeling pressured, Agatha Christie left for the garden. Donna followed her and they bonded over their recent partner troubles. Donna also, again, inadvertently gave Agatha Christie information about the future that also seemed to help. Heartened, Agatha Christie spotted a clue; some trodden flowers nearby... Discovering a box, the two took it to the Doctor who opened it and found a thief's tools inside. The Unicorn, a legendary criminal, was present at the party.

The Doctor explained that the venom was from a Vespiform, a race of aliens who lived in hives in the Silfrax Galaxy. What didn't make sense was why it was on Earth and acting like a murderer from one of Agatha Christie's books. Someone attempted to poison the Doctor's drink. Agatha Christie deduced the poison was cyanide and Donna helped the Doctor find ginger beer, walnuts, anchovies and finally a shock to trigger his detox reflex. He spewed noxious smoke and recovered, to Agatha Christie's astonishment.

Later that night, at dinner, the Doctor revealed he'd put pepper in the soup, a substance traditionally used as an insecticide. Lightning flashed, a window broke and the wasp appeared. Panic followed but when the lights came back on, the wasp was nowhere to be seen. Neither was Lady Eddison's necklace, the Firestone. Even worse, the wasp had killed Roger. Frantically trying to learn the truth, the Doctor was overjoyed when Agatha Christie gave him the clue he needed. He told her her books were so good because she knew the human mind and if anyone could solve the case, it would be her. Newly inspired, Agatha Christie asked for the survivors to gather in the sitting room. The time had come to unveil the murderer. In short order, the following became apparent:

Robina was the Unicorn. Agatha Christie spotted her common language and realised she was pretending to be a society *débutante*.

Colonel Hugh wasn't disabled. He stayed confined to the chair because he thought it was the only way he'd keep his wife.

Lady Eddison told the story of finding the Firestone and Agatha Christie deduced she was pregnant when she returned from India. She had concealed the child with the aide of Miss Chandrakala and that was the information Professor Peach had discovered.

It was no ordinary pregnancy either. Lady Eddison had seen a purple shooting star land nearby and the following morning had met a young man named Christopher. They fell in love and he revealed he was a Vespiform. Uncaring, Lady Eddison accepted him but he died in the great monsoon later that year. The Firestone was her only memory of her love and Lady Eddison kept it, but put her baby up for adoption. The Doctor then deduced that Lady Eddison was such an admirer of Agatha Christie's work that it had an unusual effect. She was reading a Agatha Christie novel the previous Thursday night when the killer discovered their true identity...

That same night that Reverend Golightly subdued two burglars in his church. Despite them being younger, stronger and outnumbering him. The Reverend had become angry for the first time in his life, breaking the genetic lock on his form and changing for the first time. The terrified thieves fled and the Reverend realised the truth about his nature.

The Doctor revealed that the Firestone was actually a Vespiform telepathic recorder that contained the personality and essence of Golightly. When he transformed for the first time all that information was beamed to him, along with the template of Agatha Christie's work. Because Lady Eddison was wearing the Firestone whilst reading the novel, the narrative structure became part of the Reverend's personality. He became a killer because he thought that was what he should be. Golightly tried to plead his innocence but finally admitted he wanted the Eddison inheritance and changed form.

Horrified by what her work had inadvertently caused, Agatha Christie grabbed the Firestone and fled in a car, vowing to stop Golightly. The Doctor and Donna followed her to the nearby lake. There, Agatha Christie called Golightly to her using the stone. The Doctor pled with Golightly to spare Agatha Christie but, unable to take the risk, Donna hurled the stone into the lake. Golightly jumped in after it and drowned. Agatha Christie collapsed and the Doctor realised the two were linked; if Golightly died, so would Agatha Christie.





Then, at the last second, a purple glow surrounded her. The Doctor realised Golightly had cut the connection to save Agatha Christie's life. Agatha Christie would survive but the psychic trauma was the reason for her famous disappearance. The two helped her aboard the TARDIS and delivered her to the Harrogate Hotel, ten days in the future, to ensure history stayed on course.

As they left, Donna was saddened that Agatha Christie never saw how good her work was. The Doctor comforted her by pulling a chest of souvenirs beginning with 'C' from the TARDIS. Aside from the Carrionite globe and a Cyberman chest plate, he pulled out a copy of *Death in the Clouds*, an Agatha Christie novel. The printing was from the year five billion and there was a giant Wasp on the cover. Not only was Agatha Christie the most popular writer in human history but she never quite forgot what happened...



CONTINUITY

- The Doctor can tell the time period by its smell.
- The Doctor tells Donna to stop putting on an accent, as he has done to Rose (Scottish – see *Tooth and Claw*) and Martha (Elizabethan English – see *The Shakespeare Code*).
- Writers seem particularly adept at seeing through the Psychic Paper. Charles Dickens, William Shakespeare and Agatha Christie all perceive it as blank.
- Donna comments that meeting Agatha Christie is like meeting Charles Dickens, surrounded by ghosts, at Christmas (see *The Unquiet Dead* in *The Ninth Doctor Sourcebook*).
- When the Doctor is looking for his Agatha Christie novel in his chest of things beginning with C, he throws aside a Cyberman chest plate and the sphere he's imprisoned the Carrionites in

- Sir Hugh says he fought in the Boer War at the Relief of Mafeking. The First Doctor was also there (see *The Daleks' Master Plan* in *The First Doctor Sourcebook* and *The Invasion of Time* in *The Fourth Doctor Sourcebook*).

◉ RUNNING THE ADVENTURE

There are few adventures easier to run than a whodunnit. The genre is so universal that everyone at the table will instantly get it and have fun with it too. The Vespiform commits a murder at Lady Eddison's dinner party and the characters all investigate, try to find the truth and try very hard not to die next. This is pretty much how the Doctor's own adventure plays out, and if you go this route fully embrace the genre, add in loads of suspicious characters – each with their own motive for murder – properly ham it up and have loads of fun as the players try to solve the mystery.

You could even take inspiration from the players' own guesses, letting them spend Story Points to introduce clues, make their own deductions and eliminate suspects – whoever they decide is the murderer, you decide is the murderer too!



◉ VESPIFORM

These insectoid creatures are very similar to wasps (bearing a close resemblance to a 'Yellow Jacket' which are also known as genera *Vespula*), meaning they have classic attributes such as a three-part body (head, thorax and abdomen), compound eyes, yellow and black markings, hind and fore wings, large antenna, six legs and a sting that re-grows after use. What sets them apart from a normal wasp, besides being over two metres long, is their ability to morph into other creatures. After they have transformed they leave behind a trail of morphic residue.



FURTHER ADVENTURES

- There's lots of potential for some lovely paranoia here. How many wasps on Earth are actually Vespiforms? Why are they here? What attracts them?
- Shakespeare began with *Love's Labours Won*, Agatha Christie continued with the work with

Death in the Skies. Countless others followed, each adding an annotation here, a word there. Each one helping build the DNA of a virus made of words, wrapping tighter and tighter around the human brain. And the first word in that virus is 'Carrionite'. It's Halloween 2015 and tonight, at a reading given by the characters' favourite authors, the Carrionites will return.

AGATHA CHRISTIE



AWARENESS	6	PRESENCE	5
COORDINATION	4	RESOLVE	5
INGENUITY	5	STRENGTH	3

The greatest author in human history and a deductive genius, Agatha Christie is a woman struggling with her demons. She never expected that struggle to be physical though...

SKILLS

Athletics 2, Convince 5, Craft 6, Knowledge 5, Medicine 4, Science 4, Subterfuge 5, Technology 2, Transport 2.

TRAITS

Empathic: Agatha Christie has made a career of her interest in people.

Keen Senses: Agatha Christie is always on the look out for what's really going on.

Quick Reflexes: Agatha is a woman of action.

Sense of Direction: +2 to any rolls involving navigation.

Weakness – Self Confidence: Agatha is crippled by a lack of self belief.

TECH LEVEL: 4 STORY POINTS: 5

VESPIFORM



AWARENESS	3	PRESENCE	2
COORDINATION	3	RESOLVE	3
INGENUITY	3	STRENGTH	4

SKILLS

Craft 2, Knowledge 3, Marksman 1, Medicine 2, Survival 3, Technology 2, Transport 2.

TRAITS

Alien

Alien Appearance

Keen Senses – Sight: The Vespiform gains +2 to rolls when using their sight.

Natural Weapons – Stinger: The Vespiform's stinger is sharp, providing +4 to Strength in damage, but it also delivers a deadly poison that is usually lethal (4/L/L) if the stinger does enough damage to penetrate armour.

Shapeshift: The Vespiform can appear as another form to blend into a planet's society. When angered, it will usually transform back to its natural form.

Weakness – Water: The Vespiform cannot swim and falling into water is fatal.

TECH LEVEL: 6 STORY POINTS: 4-6



THE UNICORN AND THE WASP

LADY CLEMENCY EDDISON

AWARENESS	4	PRESENCE	4
COORDINATION	3	RESOLVE	6
INGENUITY	3	STRENGTH	3

Lady Eddison is the wife of Hugh Curbishley and mother to Roger Curbishley and (secretly,) Arnold Golightly. She makes it her business to know everything. But what secrets is she keeping?

SKILLS

Athletics 3, Convince 5, Medicine 6, Science 5, Technology 5.

TRAITS

Dark Secret: Lady Eddison fell in love with a Vespiform named Christopher. She gave up their son Arnold to an orphanage.

Voice of Authority: +2 to all Presence and Convince rolls.

TECH LEVEL: 4 STORY POINTS: 1

REVEREND ARNOLD GOLIGHTLY

AWARENESS	3	PRESENCE	2
COORDINATION	3	RESOLVE	3
INGENUITY	3	STRENGTH	3

The Reverend Golightly is a very English vicar. But he's also a Vespiform, born from the tryst between Lady Eddison and a Vespiform named Christopher. A genetic lock has kept Golightly's true heritage hidden, until he gets angry for the first time...

SKILLS

Athletics 3, Convince 3, Knowledge 3, Transport 2.

TRAITS

Code of Conduct: Reverend Golightly is a man of God and holds himself to high moral standards.

Dark Secret: Reverend Golightly is not only Lady Eddison's child, but also a Vespiform.

TECH LEVEL: 4 STORY POINTS: 2

DAVENPORT

AWARENESS	3	PRESENCE	3
COORDINATION	4	RESOLVE	5
INGENUITY	4	STRENGTH	4

Roger's lover. A brave young man whose love for his murdered partner is tempered with sadness that he cannot mourn openly for him.

SKILLS

Athletics 4, Convince 2, Fighting 3, Marksman 3, Medicine 2, Subterfuge 4, Transport 2.

TRAITS

Brave: +3 to all Resolve rolls.

Dark Secret: Davenport is secretly Roger's lover.

TECH LEVEL: 4 STORY POINTS: 1

ROBINA REDMOND/ADA MULLINS

AWARENESS	4	PRESENCE	3
COORDINATION	4	RESOLVE	5
INGENUITY	5	STRENGTH	3

Robina Redmond is really the alter-ego of Ada Mullins, the Cockney master thief known as the Unicorn. She is at the party to steal the Firestone.

SKILLS

Athletics 4, Convince 5, Fighting 1, Marksman 3, Medicine 3, Subterfuge 5.

TRAITS

Charming

Dark Secret: Robina is actually the Unicorn, master thief, adventuress and society warrior.

Face in the Crowd: Adept at blending in.

Quick Reflexes: The Unicorn always moves first in her turn.

Resourceful Pockets: Ada can spend a Story Point or roll a double on two dice to find just what she needs.

TECH LEVEL: 4 STORY POINTS: 1



MISS CHANDRAKALA

AWARENESS	3	PRESENCE	4
COORDINATION	3	RESOLVE	5
INGENUITY	3	STRENGTH	3

Lady Eddison's faithful retainer and loyal to the death.

SKILLS

Athletics 2, Convince 3, Craft 4, Knowledge 4, Medicine 2.

TRAITS

Dark Secret: Miss Chandrakala knows the truth about Lady Eddison's son and will take it to her grave.

Obligation: Miss Chandrakala serves Lady Eddison first, the house second.

TECH LEVEL: 4 **STORY POINTS:** 1

GREEVES

AWARENESS	4	PRESENCE	4
COORDINATION	3	RESOLVE	3
INGENUITY	4	STRENGTH	4

The butler. But what did he do?

SKILLS

Athletics 3, Convince 4, Craft 4, Knowledge 4.

TRAITS

Keen Senses: +2 to all Awareness rolls. A butler is always ready.

Obligation: Greeves is intensely loyal to Lady Eddison and her family – to the point of incriminating himself.

Sense of Direction: Greeves knows all the secrets of the house.

Voice of Authority: +2 to all Presence and Resolve rolls.

TECH LEVEL: 4 **STORY POINTS:** 1

COLONEL HUGH CURBISHLEY

AWARENESS	3	PRESENCE	5
COORDINATION	3	RESOLVE	5
INGENUITY	3	STRENGTH	4

The Colonel's war is over. So why is he still keeping secrets?

SKILLS

Athletics 3, Convince 5, Fighting 5, Marksman 4, Subterfuge 3.

TRAITS

Dark Secret: The Colonel is not really confined to a wheelchair, but fears his wife would leave him otherwise.

Indomitable: The Colonel is not easily cowed.

Tough: The Colonel is a veteran of the Boer War.

Voice of Authority: A +2 on all Resolve and Presence rolls.

TECH LEVEL: 4 **STORY POINTS:** 1

ROGER CURBISHLEY

AWARENESS	3	PRESENCE	4
COORDINATION	3	RESOLVE	5
INGENUITY	4	STRENGTH	4

The heir apparent has a tragic secret: he is in love with Davenport, a love that cannot be spoken aloud in his day.

SKILLS

Athletics 3, Convince 4, Fighting 3, Marksman 3, Subterfuge 4.

TRAITS

Brave: +3 to all Resolve rolls.

Dark Secret: Roger is secretly in a relationship with Davenport, one of the servants.

Tough: Roger's had to be tough to survive in the time he lives in.

TECH LEVEL: 4 **STORY POINTS:** 1

SILENCE IN THE LIBRARY/FOREST OF THE DEAD



SILENCE IN THE LIBRARY/FOREST OF THE DEAD



'Hello, sweetie!'

SYNOPSIS

The Library, 51st Century

A little girl sat in session with her therapist, Doctor Moon. He asked her to describe her dreams. She talked about a world of books; peaceful, endless and deserted. Aside from a panicked Doctor and Donna, running from... something...

Slightly earlier, the TARDIS arrived on a planet-sized library called, appropriately, the Library. They had been called there by a message on the Psychic Paper and wandered the stacks happily, exploring the massive library. After talking to a node, an information point with a face donated by a benefactor, they found out they were the only people on the planet. That was odd. The lights going out was much more unsettling.

Fleeing from, something, the Doctor and Donna sprinted into a room, barred the door and began talking to a circular, floating camera. A camera the little girl perceived as herself. The Doctor examined it with his Sonic Screwdriver and the little girl screamed at the noise it made. On the camera, a

message begging for the Doctor to stop appeared and he did so.

The doors opened and a group of astronauts appeared. One, Professor River Song, recognised the Doctor even though he'd never seen her before. They revealed they were on the Library to find out what had happened to the last people on the world a century ago. One message had been sent before the world was quarantined: 4022 saved. No survivors

Realising what was chasing them, the Doctor ordered the team to set up a circle of protective light. Whilst that was being set up, River chatted to the Doctor and revealed a blue book with a cover that resembled the TARDIS. It was her diary, given to her by the Doctor. River revealed she and the Doctor knew each other very well, and was surprised at how young he looked. She described him as opening the TARDIS doors with a "click of his fingers" and talked of their adventures even though he'd never met her before. Horrified at what that might mean, she changed the subject and the Doctor began hacking the camera. It worked and, in the little girl's reality, the Doctor and River's team appeared on a television set.

The Doctor tried to talk to the little girl as, unnoticed, Miss Evangelista, Lux's PA, opened a secret door



and went off exploring. She was killed by the Vashta Nerada. They were the creatures hunting them in the shadows; tiny, implacable, unstoppable. Miss Evangelista's skeleton was discovered and, to Donna's horror, she was still talking. Her consciousness had been recorded by the communication device in her suit and Donna tearfully comforted the young woman as the pattern wound down and finally died.

In the little girl's world, Doctor Moon took her to one side and explained there are two worlds; dreams and reality. Except her dreams were real and her reality was an illusion and only she could save the people in the Library...

Back in the Library, the Doctor proved the Vashta Nerada were real by throwing a chicken leg through an apparently empty shadow; it landed as a bone. As he was ordering the team around, Donna and River began chatting. Donna asked whether she was with the Doctor in the future and River couldn't answer her... Donna pressed her for answers but, before she could, the Doctor pointed something out. Proper Dave, the team pilot, had acquired a second shadow...

The Doctor used his Sonic Screwdriver to ramp the density of Dave's suit up and was amazed to see River had a Sonic Screwdriver too. The Doctor dragged Donna to the nearest teleport pad, explaining that they needed to leave and she had no suit. He tricked her into going first then ran back to the others. Donna appeared in the TARDIS and then, apparently, disintegrated. Elsewhere, Proper Dave was killed by the Vashta Nerada. Worse, they were able to move using his suit. The others were cornered until River used a Squareness Gun to open a hole in the wall. Escaping, the Doctor stopped and asked a node where Donna was, realising he hadn't been told she'd got to the TARDIS safely. The node had Donna's face. She had been 'saved'.

Donna woke up in a hospital being treated by Doctor Moon. She was confused and frightened but Doctor Moon reassured her she'd been there for years under his treatment. Slowly, Donna realised that time moved how she willed it, not how it should. She appeared by the river after Moon suggested they go for a walk but was reassured by him that this was normal. He introduced her to another patient and, in seconds, the pair had fallen in love, got married and had children.

But something still bothered Donna and when a hooded figure contacted her and asked to meet she realised what it was. The figure was Miss Evangelista,

whose consciousness had been transferred to the new world when she had died. She warned Donna this world wasn't real but Donna refused to believe it. Until she realised every child in the playground where they were talking was identical...

The little girl panicked, as she saw what was happening, causing both Doctor Moon and her father to disappear.

In the Library, tensions were running high. Seeking to calm him down, River whispered something to the Doctor and he was staggered, suddenly trusting her implicitly. However, Anita had also gained a second shadow. Both Daves were dead and the others fled, whilst the Doctor faced down the Vashta Nerada. He discovered the truth; they had come to the Library as spores on the books and hatched.

The Doctor finally realised the significance of the number 4022, transmitted by the Library shortly before it shut down. It was the amount of people there, who the Library had 'saved' to its hard drive when the Vashta Nerada attacked. They were still alive, which meant Donna was too.

The team travelled to the computer core of the planet and discovered the truth: the little girl was the hard drive, given the name and personality of Lux's youngest daughter, Charlotte Abigail Lux (or CAL, the symbol the Doctor had seen on the Library computers). She was dying and Lux admitted he'd made her an imaginary world to live in and every book ever written for her to read. He also created a 'doctor moon', a planet-sized AI to look after her, but the stress of carrying everyone inside her mind was too much. She was in agony and had triggered her self destruct.

The Doctor realised that she didn't have enough memory to restore those she'd saved and decided to connect himself to the core to give her the extra memory. River refused to let him, explaining it would kill him. He sent her and Lux away and River ordered Anita to watch him to make sure he didn't do anything stupid. The Doctor then explained to Anita he was planning on evacuating the planet and leaving it to the Vashta Nerada. He also revealed he knew Anita was already dead and he was talking directly to them. He dared the Vashta Nerada





SILENCE IN THE LIBRARY/FOREST OF THE DEAD



to try something, suggested they look him up and they backed off, agreeing to give him one day to get everyone off world.

River returned, found Anita dead, and knocked the Doctor out. He woke up handcuffed to a wall and saw River about to link her mind to the computer. Frantically pleading with her, he admitted she told him his real name and that meant they were connected in a way neither could quite say out loud. She smiled sadly and explained that for all the time they'd spent together and would spend together, this was always going to be the moment when she died. She linked her mind to the computer and was killed.

In the Library, those that had been saved returned, including Donna. She was unable to find her 'husband' and as the evacuation began, found the Doctor. He was looking at River's diary, musing about his future lives and the pair agreed they were 'fine' in a secret Time Lord way that meant not actually fine at all. The Doctor decided to leave the diary, and River's Sonic Screwdriver, in the Library and the pair turned and left...

...only for the Doctor to come sprinting back. If he knew River's fate, then his future self would have had years to find a way to save her and if that was the case then why would he give his Sonic Screwdriver without a very good reason? The Doctor looked around the

device and found a hidden relay. River's data ghost was held on the chip but fading fast. The Doctor sprinted off to the computer core, just getting there in time. River woke up in a virtual reality created by Charlotte, reunited with her team.

With the hard drive repaired, Charlotte could provide a home for the team. River settled into her new life, reading Donna's children, and Charlotte, stories about the Doctor. Out in the real world, the Doctor stood in front of the TARDIS and clicked his fingers. The doors opened, just as River said they would. He smiled and entered the ship, leaving the Library behind forever.

CONTINUITY

- The Doctor has received a message on his Psychic Paper before (see **New Earth** on pg. 58).
- This is the first time the Doctor meets River and this is the last time she meets him. Although that isn't quite true (see **The Time of the Doctor** in **The Eleventh Doctor Sourcebook**).
- River has an extremely heavily modified version of the Tenth Doctor's Sonic Screwdriver, not the Eleventh Doctor's. River knows the Doctor's real name, something it's only implied his wife would know. As we have seen before (see **The Shakespeare Code** on pg. 121) and will see again later (see **Time of the Doctor**, in **The Eleventh**



Doctor Sourcebook), names have real power, and the Doctor's doubly so. It's a long while yet before we discover River's true relationship to the Doctor (see *The Wedding of River Song* and *A Good Man Goes to War* in **The Eleventh Doctor Sourcebook**)

- When checking her diary, River mentions visiting the end of the universe with the Doctor (see *The Big Bang* in **The Eleventh Doctor Sourcebook**) as well as the crash of the Byzantium (see *The Time of Angels/Flesh and Stone* in **The Eleventh Doctor Sourcebook**).
- The Doctor tells Donna to use Emergency Programme One to take her home (see *The Parting of the Ways* in **The Ninth Doctor Sourcebook**).
- River knows what will become of Donna (see *The Stolen Earth/Journey's End* on pg. 217).
- Another future companion of the Doctor's, Clara Oswald, was present during this adventure too (see *Time of the Doctor* in **The Eleventh Doctor Sourcebook**).
- River comments that sometimes "everybody lives", something the Doctor has said before

(see *The Empty Child/ The Doctor Dances* in **The Ninth Doctor Sourcebook**).

◉ RUNNING THE ADVENTURE

Feeling daunted about running this adventure? No one would blame you if you were. This is a massive adventure, with colossal implications for the Doctor's future, immense ideas and a planet-sized library filled with microscopic killers.

It is a huge adventure with huge implications but use some of these ideas, or your own and you'll find it's not only completely accessible, it's also something you can play with the consequences of for weeks after it's done. It might seem like intimidating stuff to get right but you can, and will, by taking things one step at a time.

WHO IS RIVER SONG?

First off, let's talk about Professor River Song. Her introduction here is perfect,



PROFESSOR RIVER SONG

AWARENESS	4	PRESENCE	4
COORDINATION	4	RESOLVE	5
INGENUITY	6	STRENGTH	3

River Song is an exuberant archaeologist, a woman who loves very little more than shaking the past by the ankles and seeing what falls out of its pockets. She's been everywhere, seen everything and is absolutely secure in her own abilities to survive. But today is the day she has been dreading most of all – not because she is going to die, but because she is going to see her beloved Doctor and he is not going to know who she is.

SKILLS

Athletics 2, Convince 4, Craft 1, Fighting 2, Knowledge 5, Marksman 4, Medicine 2, Science 5, Subterfuge 4, Survival 3, Technology 5, Transport 2.

TRAITS

Attractive

Brave: River stoically faces her future – even though she knows what it contains.

Keen Senses – Sight: +2 to all Awareness rolls involving sight.

Run for Your Life! +1 bonus to Speed when being chased.

Charming: Brilliant, witty and cheerfully flirtatious, River is a disarming conversationalist.

Technically Adept: +2 to all Technology rolls.

Time Traveller (All): River is a seasoned time traveller, and has been all her life...

Vortex (Special) Argumentative

Distinctive: Due to her past, Professor Song is easily recognisable.

Dark Secret: More like, Dark Secrets.

Insatiable Curiosity: River is a shoot first, ask questions later kinda girl.

EQUIPMENT: Blue diary (Spoilers!), Sonic Screwdriver, Squariness Gun (see **Doctor Who Roleplaying Game Core Rulebook** for stats).

TECH LEVEL: 8

STORY POINTS: 6



barrelling through the doors of the Library with plot in one hand and swagger in the other. Used right, she's phenomenally good fun and her and her team are the key to the entire story. Through them, and Donna, you get a sense of the human scale and cost of what went wrong in the Library. The team's deaths are each hard, meaningful and, in the end, sacrifices important for the greater good. These people may not know it, but they're all heroes. River, once she realises when the Doctor is in their relationship, knows it and knows what she must do to save the man she loves.

In the context of the adventure, River is your best friend. She knows the plot, she knows what needs to be done, she can seed other adventures as she goes and she's 'on stage' just long enough for you to miss her when she's gone. Lean on her to steer the adventure straight.

This adventure is a huge nexus point for the Doctor's next life. Change something here and you spin things off into a drastically different timeline. It's daunting, but it has so much potential for fun gaming experiences that it's worth considering. Make some changes, have some fun. River certainly is.

HOW TO HANDLE THE VASHTA NERADA

Then there's the Vashta Nerada. Treat them exactly as they are here; a force of nature that, once they've taken over a host, can at least be negotiated with. It's all about a fear of the dark with the Vashta Nerada, tapping into that age-old primal fear again. Make the players jump at shadows – especially their *own* shadows. Constantly mix up how you're using them to keep your characters on their toes, too. Here are some things for your bag of tricks:

- Keep track of the time of day – the lower the sun, the longer the shadows.
- The Vashta Nerada start turning the lights off.
- The players find themselves trapped in a cupola and must climb up the stacks, avoiding the Vashta Nerada to manually open the blinds and let the sun in.
- The Vashta Nerada hold a character hostage.
- The Vashta Nerada might also be negotiated with. The ideas above are just the start, and there's lots of fun to be had with the Vashta Nerada as everything from the bogeyman in the shadows to an unusually militant set of librarians wearing oddly new looking encounter suits...

VASHTA NERADA

In the darkness, in the shadows, lie the Vashta Nerada. You can see them sometimes, the motes in beams of sunlight, but it is when you cannot see them that you should be the most afraid. They are a swarm of darkness, a killing shadow. They have a hundred names on a million different planets and every name is fear and death. They are the reason that we fear the dark.

Vashta Nerada are microscopic organisms that hunt in swarms. Each individual Vashta Nerada seems to absorb light and, when they are swarming in great numbers, it is as if the dark itself is hunting you. However, they are so minute that when they gather in small numbers they are almost invisible.

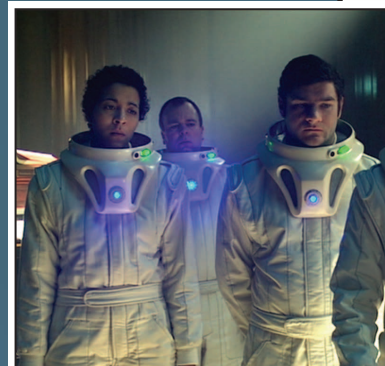
When they hunt, they are looking for one thing: flesh. Unlike most microscopic organisms, they are entirely carnivorous; existing only to consume meat in any form they can find it. In smaller numbers, they exist on road kill and anything else they find that cannot

ENCOUNTER SUITS (MAJOR GADGET)

51st century archaeology is an action science. A full contact combination of espionage, swashbuckling, archaeology and adrenalin, it requires vast resources, vast planning and suits that will keep you safe long enough to get tenure. Encounter Suits are designed to both keep their users safe in hostile environments and protect them from potential predators. The suits' molecular density can be altered, allowing them to withstand up to 1000 atmospheres of pressure and sustained assaults from the elements, pressure or alien beam weaponry. What they do not provide protection against, however, is a swarm of Vashta Nerada...

Traits: Armour [5], Environmental [Major], Slow.

Story Point: 2



defend itself. In very large numbers, the swarm is so dense that they can turn a human being into nothing more than a bleached skeleton in a matter of seconds.

Luckily, Vashta Nerada are usually found in small numbers. They are an arboreal creature mostly found in forests. Plenty of people wander in such places and get little more than a rash, as the Vashta Nerada are only strong enough to consume a layer or two of skin. In most cases they are only numerous enough to hunt the remains of other animal's kills, or the slower moving, older animals. It is easy to

SPACESUIT ZOMBIE



AWARENESS	3	PRESENCE	3
COORDINATION	1	RESOLVE	4
INGENUITY	3	STRENGTH	4

SKILLS

Athletics 1, Fighting 2, Subterfuge 2.

TRAITS

Alien

Alien Senses

Fear Factor (2): A skeleton in a space suit gets +4 to actively scare someone.

Immunity: All physical attacks.

Natural Weapon: Release swarms of Vashta Nerada (4/L/L).

Networked

Slow

STORY POINTS: 3-5

VASHTA NERADA

AWARENESS	3	PRESENCE	1-4
COORDINATION	3	RESOLVE	1-3
INGENUITY	1-8	STRENGTH	0

(Variable values change depending on the size of the Swarm. That changes depending on how much trouble you want your players in.)

The 'Shadows that melt the flesh' don't really need any specific statistics. They are a force of nature rather than an alien you can fight off. In game terms it is easier to think of them as an area effect weapon than a living being. You can't even negotiate with them unless some piece of technology or advanced psychic power is available, making their Presence immaterial. They fear little or nothing (although the Doctor's reputation gave them pause) so Resolve is no use.

Their Ingenuity is dependent on the size of the swarm but even so they will only be concerned with eating and hunting. However, Awareness can be used to determine if the Vashta Nerada have noticed you and Coordination to decide how long it will be before they get to you.

SKILLS

Athletics 2, Subterfuge 5.

TRAITS

Alien

Alien Senses

Fear Factor (2): Vashta Nerada give good reason to be afraid of shadows, +4 to any attempts to actively scare.

Flight (Minor)

Immunity (all Physical attacks)

Natural Weapon: Touching the swarm or an 'infected' shadow does 4/L/L levels of damage.

Networked

Special – Almost Invisible: The Vashta Nerada are very difficult to detect in shadows.

STORY POINTS: 3-5



SILENCE IN THE LIBRARY/FOREST OF THE DEAD

identify the places they exist in greater numbers, as the area will be curiously devoid of animal life. When they exist in vast numbers, few people ever return to tell anyone else what the signs of their presence might be.

FURTHER ADVENTURES

- What about River’s ‘pre-Doctor’ adventures? It certainly seems like she has been with this crew for a while – what other scrapes might they have gotten themselves into?

- The Library, and the Vashta Nerada that now own it, is rife for future exploration. Perhaps there’s a single copy of a book somewhere on the Library that’s vital to saving the galaxy. The characters must choose between breaking in and trying to avoid the Vashta Nerada or negotiating with them. But what might they want in return?

MR LUX



AWAIRENESS	3	PRESENCE	3
COORDINATION	3	RESOLVE	6
INGENUITY	3	STRENGTH	3

Strackman Lux is the grandson of the creator of the Library, Felman Lux. He has waited a century to get his family’s business back, and it has taken three generations of the family to break the seals to gain access to the Library, but now he can finally find out the truth of what happened here.

SKILLS

Athletics 3, Convince 5, Knowledge (Library +2) 4, Technology 3.

TRAITS

Unadventurous: Mr Lux does not intend to deviate from Professor Song’s agreed mission in the slightest.

TECH LEVEL: 8 **STORY POINTS:** 1

MISS EVANGELISTA



AWAIRENESS	3	PRESENCE	2
COORDINATION	3	RESOLVE	3
INGENUITY	2	STRENGTH	3

Miss Evangelista is Mr Lux’s personal assistant. She is mocked by the rest of the crew for being dumb, but when she’s saved to CAL’s hard drive a transcription error moves the decimal point in her IQ and she became super intelligent.

*Post death Miss Evangelista adds 2 to her Awareness, Resolve, Presence and Ingenuity.

SKILLS

Athletics 3, Convince 3, Craft 2, Knowledge 2, Technology 2.

TRAITS

Attractive

Empathic: +2 on all rolls involving reading people’s emotional state.

Screamer: Miss Evangelista knows how to attract attention.

Unlucky

TECH LEVEL: 8 **STORY POINTS:** 1



MIDNIGHT



'Taking a bus full of strangers across a diamond planet called "Midnight", what could possibly go wrong?'

SYNOPSIS

Midnight, The Future

The Doctor and Donna had come to the planet Midnight for a holiday. Donna was happy sunbathing (Under 15 foot thick glass to protect her from the planet's endless, X-tonic sunlight) but the Doctor wanted to go and explore. He signed on for a bus tour out to the Sapphire Falls and, when Donna refused to join him, settled in to get to know the other passengers. This, along with his fondness for Italian, annoyed the tour Hostess but as her passengers relaxed around one another she accepted it.

The other passengers included a family Val, Biff and their teenage son Jethro Cane; Professor Hobbes, an expert on Midnight, and his assistant Dee Dee Blasco; finally, Sky Silvestry kept herself to herself, a quiet, polite woman who had just broken up with her partner. As they talked and bonded, it became clear just what an odd place Midnight was. Hobbes

and Jethro both made the same point; the planet's surface couldn't be walked on safely due to the X-tonic radiation so, in a sense, whilst humanity lived on Midnight, it had never seen the world.

The bus stopped and the Doctor, concerned, went into the cockpit. There, Joe and Claude, the driver and mechanic, explained that there was nothing wrong with the bus. They shouldn't have stopped. They reassured the Doctor that a recovery vehicle was coming and he persuaded them to open the front visor just for a moment. The three men gazed in awe on a planet bathed in constant sunlight and gleaming like a colossal diamond. Then, Claude noticed a shadow moving towards them.

The Doctor returned to the cabin and reassured the passengers. He repeated the white lie Joe and Claude had told him; that the fuel needed balancing. Dee Dee, who was the daughter of a mechanic, knew this wasn't true and panic began to spread through the passengers. The Doctor calmed them down.

Then, something began to knock on the hull. The passengers panicked again and continued to do so as the knocks began moving down the hull towards a



MIDNIGHT

door. It got even worse when the knocks responded to a passenger knocking on the hull. Professor Hobbes tried to explain but no one would listen and the knocks closed in on an increasingly terrified Sky. A dent appeared in the door Sky was standing next to and the knocks stopped abruptly. The lights went out, the bus shook and when the lights came back on, Sky had... changed. The seats near her had been ripped off the floor and she was hunched over, refusing to turn around. As the passengers tried to talk to her, the Hostess opened the door to the cabin and only saw X-tonic light. The entire cabin had been ripped free. Joe and Claude were dead.



The Doctor tried talking to Sky and she began repeating everything he said. The passengers began to panic once again when they realised that Sky had started repeating everything they said too. Suddenly, she was saying it at the same time they were. The Doctor warned the passengers that the next stage would be her stealing a voice but no one listened

The passengers discussed throwing Sky out, to the horror of the Doctor. When he tried to reason with them they threatened to throw him out too, punching holes in all his usual white lies. They demanded to know his name, where he was from, what he was doing there, why he seemed excited by the way events had gone. A confrontation built but was diffused when

Sky began repeating just what the Doctor was saying. The Doctor returned to Sky and offered to help her find a voice of her own but it was too late. She was saying what he was saying before he said it.

Unable to move, the Doctor could only repeat what Sky was saying. The creature used her words and the perceptions of the other passengers to imply the creature was now in the Doctor and they should throw him out. The passengers agreed and the Doctor was hauled towards the airlock, unable to do anything. The only passengers who believed him were Dee Dee and the Hostess but no one listened. It was only when Sky used the Italian phrases the Doctor had said earlier that the Hostess was convinced. Sky had stolen his voice. She was the entity. The Hostess grabbed Sky, opened the airlock and the two were sucked out onto the planet's surface. They died instantly, the Doctor was freed and the horrified passengers realised what they had been about to do.



Back at the spa, Donna hugged the Doctor and asked what he was going to do. The Doctor decided to tell the Leisure Palace company to leave the planet and Donna realised she had no idea what the Doctor would be like without a voice. She repeated 'Molto bene' but the Doctor, still haunted by events, asked her not to do that again.

HEIGHTENING THE TENSION

One way you can heighten the tension amongst the group is by keeping it ambiguous who amongst the passengers is the bad guy. If the passengers are all NPCs, then this is quite easy to do – just make sure they all arouse the players' suspicion at various times. But, if the other players are taking on the roles of the passengers, how do you maintain the mystery then? Make sure they all have good motives for acting suspiciously, and then pass one of them a secret note when they become possessed. Or make some cards, one of which says 'Possessed' on it, then deal one out to each of the players so that even you don't know who's been possessed until that moment. You might even instruct them to swap cards occasionally as the entity changes hosts.



X-TONIC RADIATION

X-tonic radiation is one of the most lethal forms of radiation in the galaxy. Any organic matter will be destroyed if exposed to X-tonic rays for more than a few seconds. Non-organic matter is unaffected. Midnight, bathed in perpetual X-tonic radiation, has been settled and mined for the priceless crystals on its surface. Without a suit, characters will take 4/L/L damage every turn they're exposed to it.

CONTINUITY

- Rose is seen briefly on the monitors in the bus. She's clearly yelling 'Doctor!' and trying to attract his attention.
- The Doctor mentions Rose when he and Sky are talking about significant others who have left them.
- Dee Dee's dissertation on the Lost Moon of Poosh was what attracted Professor Hobbes to her potential. Oh look, another lost planet... [see *The Stolen Earth* on pg. 217].
- The Doctor is alarmed by the appearance of a strange shadow, perhaps recalling his recent encounter with the Vashta Nerada [see *Silence in the Library* on pg. 202].

⚙️ RUNNING THE ADVENTURE

There are a couple of different ways you might choose to handle this adventure. You might choose to run it as solo story to use for a week when most of your group can't make it, or as a fallback adventure in case something else doesn't work out. Or, you might run it for your regular group but hand the other players character sheets for the other bus passengers.



Either way, this adventure allows you to turn the focus entirely on the Doctor and what happens when he's no longer in control. Be aware though, this is a nasty, dark paranoid adventure and players should be comfortable with in-character conflict. This is a story designed to test the Doctor and the people around him to their limits, and those limits are cold, dark places. Consider sitting your group down beforehand, explaining what's going to happen

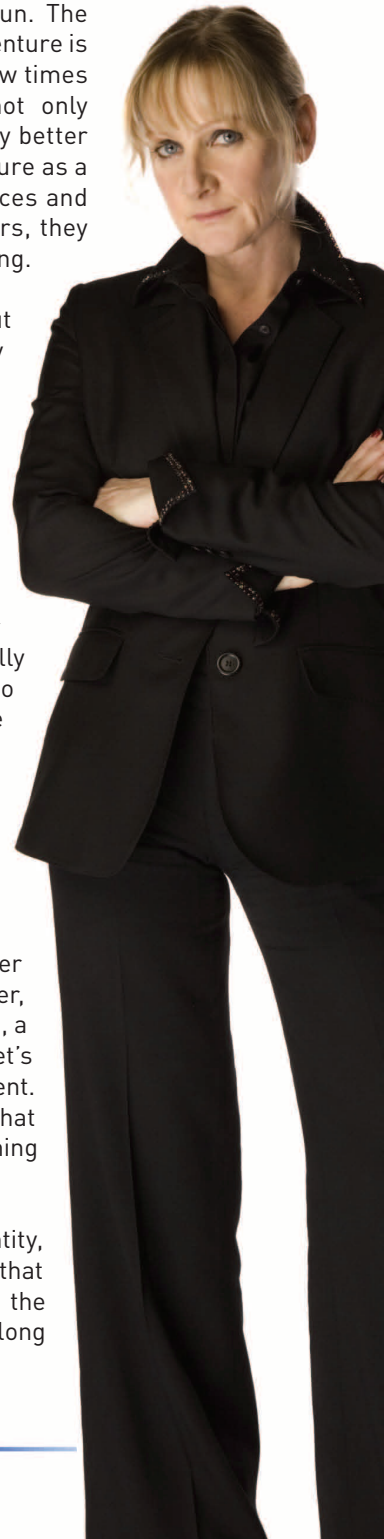
and talking about boundaries and how to ensure everyone still feels comfortable and has fun. The other thing to consider with running this adventure is its lack of closure. This is one of the very few times the Doctor encounters something and not only doesn't beat it but doesn't understand it any better once he's survived. It's a fascinating adventure as a result, and it's crammed full of consequences and implications, but if your group likes answers, they may find this adventure somewhat frustrating.

This is an adventure that no one comes out of looking good. Pull no punches, especially if you pre-warn your group and emphasise the implacable, gleeful malevolence of whatever the thing on Midnight is. If you do that, whatever it is won't matter. What will be your players will have stared into the abyss and will remember that for a long time.

You might want to consider running a lighter adventure immediately after – this will really help get your group's overall mood back to normal. So if you haven't run an Adipose adventure or had a famous author drop in yet, now's the time. It'll help. Or, you could run *Turn Left* and really ratchet up the drama...

FURTHER ADVENTURES

- This can't be mankind's first encounter with the Midnight entity. A century earlier, when the colony was under construction, a mining outpost dug deep into the planet's surface before falling abruptly silent. The characters arrive just in time for that ill-fated shaft to be sunk and something horrendous to be released...
- Did the Hostess succeed in killing the entity, or just destroying its body? And does that mean the entity is still out there, in the desert, or has it somehow escaped along with the rest of the passengers...?





MIDNIGHT

THE MIDNIGHT ENTITY

AWARENESS	*	PRESENCE	6
COORDINATION	*	RESOLVE	6
INGENUITY	6	STRENGTH	7

*As per victim.

The Midnight entity was encountered on Midnight by the Doctor, when it possessed a passenger on the bus he was travelling on. It began its possession by mimicking the speech of others, but as it was psychic in nature it slowly started to repeat other's words before they had spoken them. Its host was eventually destroyed when it was sucked out of an airlock by the Hostess, although whether that actually destroyed the unnamed creature is unknown.

SKILLS

Convince 6.

TRAITS

Eccentric: The entity repeated the words of those around it.

Environment (Radiation): The entity lives on the radiation-bathed surface of Midnight.

Fear Factor (3): The entity delights in scaring its victims, gaining +6 when attempting to actively scare.

Hypnosis (Special): The Midnight entity can possess a victim, even through the thick steel of its hull (see below). As well as fully possessing a victim, it can also possess a victim, paralysing them and forcing them to say what it wanted – effectively 'stealing' their voice.

Precognition: The entity knew what its victims were going to say.

Psychic

Selfish: The entity enjoyed toying with its victims, but to what end remains unknown.

THE HOSTESS

AWARENESS	5	PRESENCE	3
COORDINATION	3	RESOLVE	6
INGENUITY	3	STRENGTH	3

For some people this is the trip of a lifetime. For the Hostess, this is just another (long) day of work and her patience is wearing increasingly thin. Although she initially believes the entity is in the Doctor, the Hostess is eventually convinced that it is still possessing Sky and sacrifices herself to destroy it.

SKILLS

Athletics 2, Convince 4, Fighting 1, Medicine 2, Science 2, Technology 2, Transport 4.

TRAITS

Brave: She eventually makes the ultimate sacrifice.

Charming: It's her job to keep smiling.

TECH LEVEL: 6 **STORY POINTS:** 1

SKY SILVESTRY

AWARENESS	5	PRESENCE	4
COORDINATION	3	RESOLVE	3
INGENUITY	3	STRENGTH	3

Sky Silvestry feels doomed. Abandoned by her partner, acrimoniously, and alone on an alien world. When a strange entity starts banging on the hull of the bus she is convinced that it has come for her, and it is drawn to her fear.

SKILLS

Athletics 2, Convince 4, Knowledge 4, Technology 3.

TRAITS

Face in the Crowd: Sky blends in amongst the other passengers.

TECH LEVEL: 6 **STORY POINTS:** 1



TURN LEFT



'There's something on your back.'

SYNOPSIS

Shan Shen and Parallel England, 2007-2009

The Doctor had taken Donna to the planet Shan Shen where the pair were enjoying the culture at a local market. Separated for a moment, Donna was enticed in by a fortune teller. The woman asked her a series of increasingly specific questions, each causing a vivid flash of memory. And then, something landed on Donna's back and...

... she was on Earth, months before she had met the Doctor for the first time. Donna was having a blazing argument with her mother, adamant that a job at a photocopy business would be better for her than temp work at H.C. Clements. Donna, the first time through, had insisted on H.C. Clements and turned left towards that job, and the future with the Doctor she knew and loved. This time, however, she turned right...

That Christmas, the newly promoted Donna watched in horror as the Webstar arrived over London and began to attack. Running towards the scene, she found a stretcher being pulled out of the base under

H.C. Clements. A nearby UNIT soldier reported that the Doctor had been killed before he could regenerate. Donna had no idea who the 'Doctor' was but watched in horror as a hand slipped from under the sheet on the stretcher and his Sonic Screwdriver clattered to the floor.

Heading home, Donna ran into Rose Tyler, sprinting frantically towards the scene. Donna comforted her and was surprised to see Rose vanish in the middle of a deserted street.

A few months later, Donna was let go from her job. The Thames had been drained by the Doctor and London was still cut in two. Her boss, Mr Chowdry, couldn't keep the business going. Donna was in the middle of clearing out her desk when news reports came in of the Royal Hope Hospital disappearing. Donna, too angry to care, stormed home.

That night, she saw the news. The Hospital had returned but only medical student Oliver Morgenstern had survived. A colleague of his, Martha Jones, had sacrificed her life to save him. Morgenstern also mentioned that a reporter, Sarah Jane Smith, had been on site and had successfully stopped some kind of bomb. She, along with her teenage charges, had died when the oxygen ran out. Donna, numb



TURN LEFT

with shock at the events of the day, went out to buy chips for her mum and granddad. She met Rose who told her the raffle ticket she had in her pocket was a winner and that she needed to take the family for a Christmas vacation that year.

Donna, increasingly disturbed, acted on Rose's advice. She and her family settled into a luxurious hotel but watched in horror as the Titanic fell out of the sky and obliterated the city.



A few months later, Donna and her family were relocated to Leeds as part of a refugee resettlement program. Crammed into a house with a dozen other people and sleeping in one room, they were miserable but eventually settled in. Things finally started to improve as the US announced an aid program for the beleaguered UK. Then in 2009, 60 million Americans died as they turned into Adipose. No aid would be coming.

With her mother slipping further into depression, Donna and her granddad did their best to keep everyone's spirits up. Until, one night, they heard gunfire and found soldiers firing on cars. Every car in the country was spewing poisoned gas and, seeing Rose arrive, Donna followed her. Rose explained that it was the ATMOS system and that, as they watched, a small team of fighters were trying to save the planet. The sky burned and Rose, almost detachedly, explained that was Gwen Cooper and Ianto Jones' last act. The only surviving member of Torchwood, Captain Jack Harkness was now being taken prisoner to the Sontaran homeworld.

Donna pressed Rose for her name but instead she told Donna where she was from. An alternate universe, drawn to Donna's because nothing was right about. Rose explained that Donna had met the Doctor and she was vital to the plan to save the world. Donna walked away but Rose told her she'd see her again in three weeks and that Donna would die.

Three weeks later, every non English refugee was taken to 'work camps'. Wilfred tearfully acknowledged just how bad things were getting and, that night, Donna found her granddad using his telescope. He'd noticed something awful: the stars were going out. As Donna watched, she saw this for herself, realised what was going on and told Rose that she was ready.

Rose whisked her away to a UNIT base run by Captain Erisa Magambo. There, Donna saw the dying TARDIS and the time mirrors UNIT had derived from it. They used the mirrors to show Donna the beetle on her back. Rose explained it fed on time and that Donna herself was unusual, reality bending around her just as much as the beetle. Donna realised other people had sensed the beetle, Rose included and, horrified, asked for the mirrors to be shut off.



The plan was simple; send Donna back to the decision she made to turn right and make her turn left. UNIT had built a one-shot time machine using the mirrors and Donna was hooked up to it. As the machine fired up, Donna jubilantly told Rose that she realised now she'd live. Donna watched, horrified, as Rose's face fell. All she could do was apologise.

Donna arrived in June 2007, with four minutes to go and half a mile to cover. Realising she'd never make it in time, she finally figured out what Rose had meant. For the world to live, Donna had to die. She stepped out into the road and was knocked down and killed. Less than half a mile away, her death caused a traffic jam and her old self, too impatient to wait, turned left.

As Donna died, Rose appeared and asked her to say two words to the Doctor...

On Shan Shen, the fortune teller recoiled in horror as the Time Beetle fell from Donna's back. The other woman fled, questioning just what Donna was as the Doctor arrived. He identified the Time Beetle



as part of the Trickster's Brigade and said that it normally affected just one person and the universe compensated around them. Instead, though, Donna found herself in an entire parallel universe. He mused that there seemed to be a lot of odd things about Donna; the parallel realities she was thrown into, the fact he'd met her and her grandfather again and again... He told her they were linked in some way and she was brilliant. That triggered the memory of Rose and she told him about the woman she'd met. The Doctor, starting to realise the truth, quizzed her until Donna finally remembered the two words Rose had asked her to say: Bad Wolf.

The Doctor sprinted out of the building and Donna followed. Every word on every poster and sign on the planet, and even the TARDIS, said 'Bad Wolf'. The TARDIS control room was bathed in red light, and the Cloister Bell was tolling. Donna asked what it meant and the Doctor replied, "the end of the universe."

CONTINUITY

- Donna not being present when the Doctor confronts the Empress of the Racnoss (see *The Runaway Bride* on pg. 111) proves her point about the Doctor needing someone to stop him. He dies beneath the Thames.
- Royal Hope Hospital is still taken to the Moon (see *Smith and Jones*), and the Plasmavore is stopped instead by Sarah Jane, but at the cost of almost everyone inside. Martha's last breath, in that universe, saves Oliver rather than the Doctor.
- Without the Doctor, Max Capricorn's plan (see *Voyage of the Damned*) is successful and the *Titanic* crashes into London, destroying the city.
- Without London, Matron Cofelia raises the Adipose in the US, causing death and destruction on a far larger scale.
- The world recovers enough for the ATMOS system to still be rolled out. However, in this

THE TIME BEETLE

AWARENESS	6	PRESENCE	4
COORDINATION	3	RESOLVE	5
INGENUITY	5	STRENGTH	4

The Time Beetle was a servant of the Trickster, a mysterious alien entity who delighted in causing chaos. It attached itself to an unsuspecting victim, changing a single event in their lives and soaking up the discord created. Normally only their lives changed, the rest of the world compensating instead. But if attached to the back of a temporally significant figure – such as a time traveller – a whole new parallel reality would be spawned by this change instead. The Time Beetle is invisible, except to psychically sensitive types, but could be revealed in a circle of mirrors.

SKILLS
Convince 8.

TRAITS
Alien
Alien Appearance

Feel the Turn of the Universe: The Time Beetle can feel the underlying fabric of time-space.

Immunity: The Time Beetle is immune to physical damage.



Invisible
Psychic

Special – Temporal Change: The Time Beetle can isolate a critical moment in someone's life and change it, feeding on the ensuing chaos as the universe compensates. To do so it must succeed at an opposed Resolve + Convince roll. If successful, the victim's life is changed in a manner decided by the Gamemaster.

Weakness: The Time Beetle can be seen by characters with the Psychic Trait. If successfully resisted, or the change to a victim's timeline reversed, the Time Beetle is destroyed.

TECH LEVEL: 5 **STORY POINTS: 15**



TURN LEFT

- reality Gwen Cooper and Ianto Jones sacrifice their lives to burn the ATMOS gas off the atmosphere, and Captain Jack Harkness is taken prisoner by the Sontarans.
- Presumably without the Doctor, the Master remains as Professor Yana, the last of the Time Lords... (see *Utopia* on pg. 157).
 - Wilfred observes that the stars are going out – have the Daleks succeeded in detonating their Reality Bomb (see *The Stolen Earth* on pg. 217).
 - A circle of mirrors was once used to reveal the Mara (see *Kinda* in *The Fifth Doctor Sourcebook*), as it revealed the Time Beetle.
 - The Time Beetle bears more than a passing resemblance to the Eight Legs – both races latch onto the backs of their victims and remain invisible (see *Planet of the Spiders* in *The Third Doctor Sourcebook*).
 - After Donna passes on Rose's message to the Doctor, all writing, everywhere, changes to read 'Bad Wolf' (see *Bad Wolf* in *The Ninth Doctor Sourcebook*).



🌀 RUNNING THE ADVENTURE

This is a great adventure to run if the Doctor's player isn't present one week. It's a great game of 'what if?' that will require some work to tailor it to the storylines of your own campaign, especially if you've not been running the adventures from this book. But that's no bad thing, as it's a fun exercise in itself. Here's how to go about building yourself a parallel timeline:

- Start by picking a character who has been central to your campaign – this will typically be a Time Lord, but it could be any of the group.
- Consider how the adventures in your campaign would have played out had that character not been present.
- Who might have died had they not been there to stop the villain?
- What would their enemies have done had they won?
- What would the world be like?

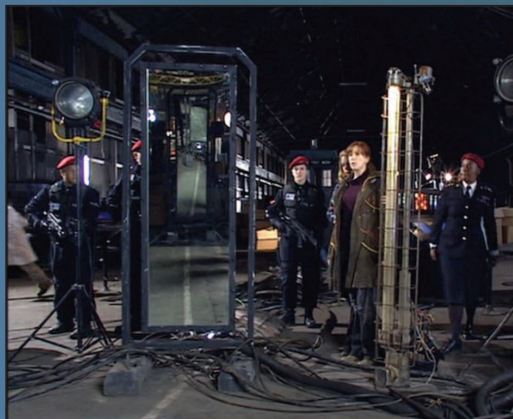
Don't play through the adventures, but explore the consequences to the wider setting. This is a great way to shine a spotlight on a character, emphasising their significance by the hole they leave when they're no longer present.

CIRCLE OF MIRRORS (MAJOR GADGET)

In Donna's alternative reality, UNIT had constructed an experimental time machine from the Doctor's dying TARDIS. In it, Donna could see the Time Beetle on her back, as well as travel back in time in an attempt to thwart its plans.

Traits: Scan, Vortex, One-shot.

Story Points: 2



FURTHER ADVENTURES

- Surely the presence of a second Donna Noble might spark UNIT to investigate how she travelled back in time, and perhaps set them on the path to creating their own time machine, one that requires the power of a solar flare or a supernova or a captive TARDIS...
- The Time Beetle was merely an instrument of the Trickster's Brigade. Was it employed opportunistically here, or did the Trickster deliberately target Donna? And what of the Doctor's other companions – who else's timelines might the Trickster have meddled with?



THE STOLEN EARTH/JOURNEY'S END



'I'm sorry. We're dead.'

SYNOPSIS

Earth, the Shadow Proclamation and the Medusa Cascade, 2009

The Doctor and Donna rushed back to Earth but all seemed well. The TARDIS appeared on a Saturday, they stepped outside, looked around and nothing was wrong. The moment they stepped back into the TARDIS though, all hell broke loose. By the time they got the ship back under control and the doors opened, they'd seemingly been hurled light years away. Then the Doctor checked the controls. They were still at Earth's coordinates. But Earth wasn't. Across the planet, the Doctor's companions struggled to make sense of what was going on. Martha, working with UNIT in New York; Jack, Ianto and Gwen at Torchwood in Cardiff; and Sarah Jane Smith and her son Luke all knew something awful was happening. The Earth had been stolen. 26 other planets now hung in the sky above them.

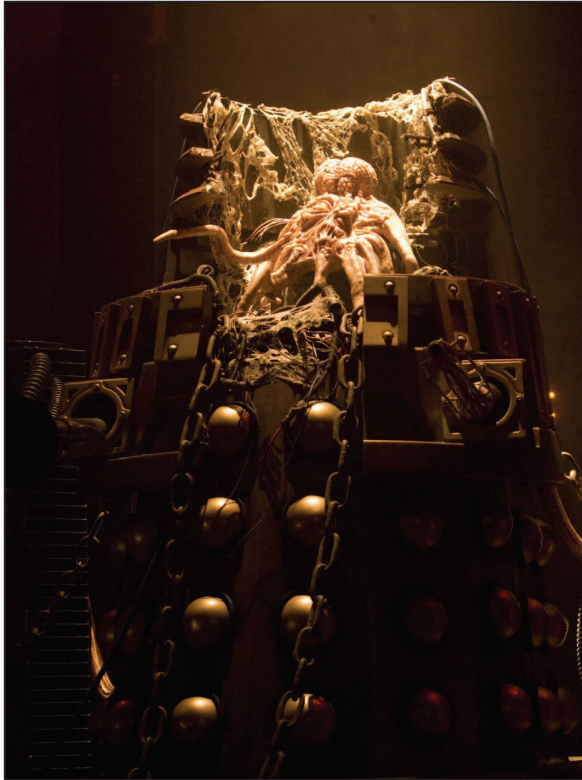
UNIT, Torchwood and Sarah Jane's alien computer, Mr Smith, all detected a massive fleet of ships heading towards Earth. As they braced to find out whether or not they were friendly, a single word

transmission was detected. Across the planet, the Doctor's companions reacted in horror; Sarah tearfully kissing her son, Martha recoiling and Jack embracing his last two surviving officers and telling them there was nothing they could do. A single word, repeated over and over: "EXTERMINATE!" The Daleks were coming for humanity.

Back in the TARDIS, the Doctor arrived at the Shadow Proclamation. He explained to Donna that they were essentially a deep-space police force, with the Judoon as their troops. They explained what was happening and the Doctor listed the missing planets. Realising that an earlier disappearance, of the planet Pyrovillia, was involved too he created a 3D simulation of the worlds. They moved themselves into formation and the Doctor pondered it, musing that someone had moved Earth once before...

On Earth, war had broken out and humanity was losing. The Daleks were swarming across the world, the Valiant had crashed and, in New York, Martha was given her orders by General Sanchez; get clear and, if needed, use the Osterhagen Key. Using an experimental teleport device called Project Indigo, Martha disappeared as the base was overrun. In Cardiff, Jack mourned his friend; the teleporter was incomplete. Martha was almost certainly dead.

On the Crucible, a vast space station at the heart of the planetary system, the Supreme Dalek ordered a ground invasion to begin. The Supreme Dalek conversed with an unusual figure who seemed both subordinate and superior. The figure commanded that the Supreme listen to Dalek Caan. Caan, his casing badly damaged, babbled insanely, "He is coming. The three-fold man, he dances in the lonely places... oh, creator of us all... the Doctor is coming!"



Back at the Shadow Proclamation, Donna heard an odd sound – a heartbeat. She was interrupted by a member of the Shadow Proclamation who consoled her about her loss still to come. Rattled, Donna mentioned the bees going missing and the Doctor realised this was a clue; some bees were aliens from the planet Melissa Majoria and were returning home. They used a very specific scale of electromagnetic radiation, the Tandocca scale, to communicate. By tracking that they could find the Earth. The Doctor and Donna raced off but were stopped by the Shadow Architect who declared war and demanded the Doctor lead their forces into battle. The Doctor tricked them, and the pair escaped, heading for Earth.

On Earth, the Daleks were rounding up humans for transportation. Wilfred and Sylvia Noble tried to escape but the Daleks detected them. They were saved by Rose who introduced herself and asked

them when they'd last talked to Donna. She took them back to their home, telling them they needed to talk to the Doctor.



The Doctor and Donna had followed the trail to the Medusa Cascade, an area of space surrounding a time and space rift. There was no sign of the planets and the Doctor had no idea how to proceed. The scattered forces on Earth were the same until, abruptly, Harriet Jones appeared on the Sylvia's laptop. She explained that this had been planned for and contacted Sarah Jane, Jack and Martha. This disappointed Rose as she assumed the fourth contact would be her. Martha explained that Project Indigo had used her own mind as the stabilisation signal it had been missing and brought her to her mum's house. Harriet explained they were using the Subwave Network, an intensely powerful computer system set up by The Mr Copper Foundation and designed to allow humanity to contact the Doctor. They realised that by using the Cardiff Rift as a power source and Mr Smith to tap into the global telecommunications network, they could use every phone on the planet to call the Doctor at once, breaking through the Daleks' interference. The one problem was that it would make the origin of the call, Harriet Jones' house, visible to the Daleks.



She ordered them to do it, and asked Jack to tell the Doctor he chose his companions well. The Daleks tracked Harriet down and, just before they arrived,



THE STOLEN EARTH/ JOURNEY'S END



she transferred control of the call to Torchwood. Then, Harriet Jones, former Prime Minister, stood and faced her death with absolute courage and her ID badge in her hand.

Harriet's sacrifice was not in vain. The call connected, the Doctor used it to track the Earth and the TARDIS was thrown around as they punched through into a pocket of space one second out of sync with the universe. All 27 planets appeared and the Doctor was heading for Earth when the signal cut off by a new voice spoke. Davros, the creator of the Daleks had returned. He explained that Dalek Caan had broken through the Time Lock protecting the Time War to rescue him. The Doctor mocked him and headed for Earth as Davros ordered the ground forces to find him. The Daleks began to mobilise both to the Doctor and Torchwood, now the centre of the call.

On Earth, Jack contacted Martha and got the teleport base code from her Indigo rig, which allowed him to zero in on her. He then grabbed a weapon, reactivated his Vortex Manipulator and teleported away. At the same time, Sarah Jane ordered Luke to stay in the house and set off to find the Doctor whilst Rose contacted her world's version of Torchwood and asked them to send her to the same spot. In Cardiff, Gwen and Ianto watched as the first Dalek assault battered, then broke down the door to the Torchwood Hub. They opened fire on the Dalek as it advanced...

The TARDIS landed and the Doctor and Donna stepped out, the Doctor clearly desperate to find Rose. Donna pointed out where she was and the pair ran towards one another. Suddenly, a Dalek appeared and shot the Doctor. Jack arrived a second later, killed the Dalek and they helped the Doctor into the TARDIS. There, Jack told everyone to step back. The Doctor was dying. The Doctor was regenerating.

Into, it turned out, himself. He explained to his stunned companions that he had used the regeneration energy to heal from the Dalek shot and then siphoned the rest off into his spare hand. His companions were hugely relieved, especially Rose as the two were reunited at last.

Nearby, Sarah Jane was rescued from the Daleks by Mickey and Jackie. In Torchwood, Gwen and Ianto were stunned to see their bullets frozen in mid-air and the Dalek motionless. They realised that their late colleague, Toshiko Sato, had perfected a Time Lock. They couldn't get out, but the Dalek couldn't get in.

Back at the TARDIS, the Daleks used a Chronon Loop to take it to the Crucible. With the TARDIS vulnerable, they had no choice but to face the Supreme Dalek and near certain death. As they filed out, Donna heard the heartbeat again and the door shut in front of her. The Doctor blamed the Supreme Dalek who denied responsibility and ordered the TARDIS be dumped into the core of the Crucible where it would be incinerated. Powerless to negotiate, the Doctor watched as his best friend was thrown to her doom.

In the TARDIS, already starting to burn up, Donna heard the heartbeat again. Unsure quite why, she touched the container the Doctor's 'spare' hand was in, and energy flowed from it into her. The container exploded and an exact duplicate of the Doctor formed from the hand. The Doctor's duplicate dematerialised the TARDIS just as it should have been destroyed. On Earth, Mickey, Sarah Jane and Jackie surrendered so they could be taken to the Crucible to find the Doctor. Elsewhere Martha teleported to a secret UNIT facility in Germany to bring the Osterhagen station online. She faced off with a local woman who begged her not to use it but Martha refused to back down and made her way to the facility.

Back on the Crucible, Jack got himself 'killed' to cause a distraction whilst the Doctor and Rose were taken to the Vault to see Davros. At the same time, Jackie, Mickey and Sarah were brought aboard and herded, along with the other humans into a 'test area'.

In the TARDIS, the Meta-Crisis Doctor began to figure out what he was. A combination of the regeneration energy in the hand, human DNA meaning he had a single heart and Donna's mannerisms, he was a biological metacrisis; a creature that had never existed before.

In the Vault, Davros explained to an imprisoned Doctor and Rose that the planets formed an energy pattern that could be used to focus Z-Neutrino energy into a 'reality bomb', sending a wave of destruction out through the Cascade and across the universe. The humans, including Jackie, Mickey and Sarah Jane, were being used as guinea pigs to test the bomb. Mickey and the others only escaped because



Mickey's dimension jump recharged just in time and were joined by Jack. Sarah Jane explained she'd been given a Warp Star, an explosion contained in a necklace and an unprecedented destructive force. It seemed like it was a good time to use it.

At the same time, Martha had successfully made contact with two other Osterhagen bases, one in China and one in Liberia. Like the Doctor would, Martha contacted the Daleks and gave them a chance to surrender. She explained the Osterhagen Key was used to activate a string of 24 nuclear weapons buried beneath the Earth's crust. If humanity's suffering was deemed too great, they would be detonated to destroy the planet and deny their enemies the satisfaction of destroying them first. The Doctor, overhearing this, was horrified. He was even more horrified when Jack, Mickey and Sarah Jane cut in holding the Warp Star and threatening to destroy the Crucible. Davros mocked the Doctor, saying he turned people into weapons whilst refusing to fight himself, and the Doctor was stunned by the truth of his claim. He remembered all the people who'd died for him as Davros ordered the others teleported into the room and disarmed. He then ordered the Reality Bomb to be activated.

At that moment, the TARDIS arrived and the Meta-Crisis Doctor and Donna attacked Davros. Both were knocked flying by Davros' electrical weapons and both Doctors and companions could only watch as the Reality Bomb counted down and then... Nothing.



Donna reappeared and effortlessly used the Daleks' own control systems to shut down the bomb and disable them. The Doctor realised the regeneration had been a two-way process: Donna was now half-Time Lord just as the Meta-Crisis Doctor was half human. Just as the Ood had said, there was now a 'DoctorDonna'. Working together the three Doctors sent the other planets back home. Davros demanded

to know why Dalek Caan hadn't seen this coming and the Doctor realised he had. Caan had seen the Daleks for what they were and, horrified, had manipulated events to have them all destroyed.

The Supreme Dalek arrived and accused Davros of betraying his 'children'. The ensuing fight saw the Supreme Dalek destroy the equipment used to send the planets back, leaving Earth behind. Jack killed the Supreme Dalek whilst the Doctor tried to repair the equipment. The Meta-Crisis Doctor, seeing a chance, used it to destroy every Dalek and blow the Crucible up. Horrified at what his other self had done the Doctor ordered everyone into the TARDIS and faced off with Davros one last time. The demented scientist named the Doctor "the Destroyer of Worlds!". The Doctor fled into the TARDIS as Caan prophesied that one of the Children of Time would still die.

The Doctor used the energy of the Cardiff rift as a 'rope', a stable energy field that the TARDIS could use to tow the Earth back into place. With the help of Torchwood, Mr Smith and K-9, they towed Earth home with the Doctor's companions helping fly the ship. Well, most of them...



With Earth back, the companions went their separate ways. Sarah Jane returned to Luke, pointing out to the Doctor that for a lonely man he had a huge family. Jack headed out, along with Martha, after the Doctor disabled his Vortex Manipulator again. Mickey followed and told the Doctor there was nothing for him on the other Earth after his gran had died peacefully. He followed Jack and Martha. It was then time to return Rose and the Meta-Crisis Doctor to the other Earth.

When they arrived, he explained to Rose that the Meta-Crisis Doctor had committed genocide. He was brand new, full of rage and hate and anger, just like the Doctor had been when Rose had first met him.



He asked her to make him better, just as she had done with him, and the Meta-Crisis Doctor pointed out his single heart. He was human and would live as long as she did, complete with the memories of every adventure they'd had.

On the way back to their universe, Donna's speech began to slur. The Doctor grimly told her the truth; there was no way she could survive with his mind in her brain. Tearfully, she begged him not to take it from her but he had no choice. He suppressed her memories and then delivered her home to Sylvia and Wilfred. There, he explained she must never, ever know about him or the knowledge would kill her. Berating Sylvia for how badly she treated her daughter, the Doctor stayed until Donna woke up. She didn't recognise him and had no interest in anything that had gone on.



As rain began to fall, the Doctor left and Wilfred asked if the Doctor had anyone. He explained that his friends all had someone else and that was fine. Wilfred promised to look for the Doctor every night on Donna's behalf and the Doctor thanked the old man and then turned and left in his newly silent, empty TARDIS.

CONTINUITY

- Every missing planet is part of Davros' reality bomb: Callufrax Minor (a disguised part of the Key to Time; see *The Pirate Planet* in **The Fourth Doctor Sourcebook**), Woman Wept (visited by the Ninth Doctor and Rose; see *Boom Town* in **The Ninth Doctor Sourcebook**), Clom (twin planet to Raxacoricofallapatorius; see *Love & Monsters* on pg. 99), Pyrovillia (see *The Fires of Pompeii* on pg. 176), Adipose 3 (see *Partners in Crime*), the Lost Moon of Poosh (the subject of Dee Dee Blasco's research paper; see *Midnight*), Jahoo, Shallacatop and Earth, amongst others.
- The Shadow Proclamation is visited by the Doctor for the first time, although he has invoked their name on many occasions (see *Rose* in **The Ninth Doctor Sourcebook**, amongst others).
- Some of Earth's bees are revealed to be sentient aliens – Migrant Bees – who sensed the coming disturbance and fled the planet to their homeworld of Melissa Majoria.
- Harriet Jones was first encountered as MP for Flydale North (see *Aliens of London* in **The Ninth Doctor Sourcebook**) and was deposed as Prime Minister by the Doctor (see *The Christmas Invasion* on pg. 52). She clearly had time to dwell on what happened and has made her peace with both their mistakes.
- Rose has been using a Dimension Cannon to travel across dimensions – much as Pete Tyler and Mickey did at the Battle of Canary Wharf (see *Army of Ghosts/Doomsday* on pg. 106).
- Rose has not seen Captain Jack since she inadvertently made him immortal, and is surprised when he returns to life (see *Parting of the Ways* in **The Ninth Doctor Sourcebook**).
- Davros recalls meeting Sarah Jane before (see *Genesis of the Daleks* in **The Fourth Doctor Sourcebook**). Sarah Jane Smith now lives at 13 Bannerman Road with her teenage son, Luke. Sarah continued the sort of work she did during her time with the Doctor. Getting into trouble, righting wrongs, all the FUN stuff.
- The Doctor asks Gwen Cooper if she came from a long line of family from Cardiff, a reference to meeting one of her ancestors (see *The Unquiet Dead* in **The Ninth Doctor Sourcebook**).
- Davros has not been seen since the Seventh Doctor destroyed his ship with the Hand of Omega (see *Remembrance of the Daleks* in **The Seventh Doctor Sourcebook**). He was supposedly killed in the early days of the Time War when his ship flew into the jaws of the Nightmare Child. He has ever had a tempestuous relationship with his creations, and as he's kept prisoner in the Vault here that relationship does not look to have improved with time. He now has a metal claw in place of his hand, which was shot off by a Dalek (see *Revelation of the Daleks* in **The Sixth Doctor Sourcebook**).
- This is the first time the TARDIS is piloted by its optimum number of pilots (six).
- The Time Lock that surrounded Torchwood Three and saved Gwen and Ianto was devised by Toshiko Sato (see *Aliens of London/World War Three* in **The Ninth Doctor Sourcebook**), who had since been killed.
- The missing planets are returned by use of a Magnetron. The Time Lords once used a Magnetron to transport the Solar System to a



new location (see *The Mysterious Planet* and *The Ultimate Foe* in *The Sixth Doctor Sourcebook*).

- The Doctor's aborted regeneration turns out to not be such a 'free pass' – at the end of his eleventh incarnation's life, it is revealed to have used up one of his twelve regenerations (see *The Time of the Doctor* in *The Eleventh Doctor Sourcebook*).

◉ RUNNING THE ADVENTURE

This adventure is the culmination not just of this season's story arc but of a couple of big ones from previous adventures. It's a huge, huge adventure filled with massive ideas and characters and immense emotional and action beats. It's so huge in fact that it's difficult to know where to start. Here are a few ideas about how to handle all the various moving parts.

A CAST OF THOUSANDS

This adventure stars a lot of the Doctor's past companions – and some of their own companions too. You might opt to simplify it by just using companions from your own game instead. Of course, this also provides the perfect adventure to bring in guest players! Or, you might decide to include everybody, but relegate some of them to 'meanwhile...' style cut scenes where you describe what's going on elsewhere. This lets you give a sense of the scale of the adventure, but also allows you to keep the focus – and the plot – with the main characters.



STORY POINT SAVIORS

For the purposes of this adventure, you might choose to give every character 3 more Story Points. Each time they use one of those three, it allows them to introduce another character.

For example, one of the characters has been captured by the Daleks and the Reality Bomb is about to be tested on them. They spend a Story Point and reveal that Mickey and Jackie are in there with them, and their Dimension Cannons are fully charged. They rescue the character and get to play a part in the story.

Or, perhaps the characters are cornered by a squad of Daleks and spend a Story Point. Jack zeroes in on their location, kill the Daleks and help the characters escape.



This way the other characters get to feature in the story but they don't detract from the players themselves.

BREAK IT DOWN

Another approach to take is to expand how you run your game to accommodate the size of this adventure. Break down this adventure as three smaller ones and run each one with a smaller group of players, or maybe three entirely different groups:

- The Doctor and Donna
- Torchwood and UNIT
- Wilfred, Sylvia, Rose, Mickey, Sarah Jane and Jackie.

Each one allows you to focus on one particular thread. The Doctor and Donna work the Shadow Proclamation angle, Torchwood and UNIT let you do full-scale action as they fight the Daleks and Wilfred and co allow you to look at the human cost of the invasion. Work out three plot points where the three groups intersect.

For example:

- The Subwave Network
- The Dalek Ground Invasion
- The final battle onboard the Crucible

You can then build each one of the three adventures around those three points. When you get to each of these events, bring the groups together. That way everyone gets to interact on the big plot points and change the overall direction but also get to star in their own individual adventures tailored to that particular group. This sort of 'event'-style adventure is perfect for running at a games convention, or for teaming up with another Gamemaster at your local games store. If you've got good players, and plan well, it'll be unforgettable.

So that's the structure. Now, what about the three massive ideas this story drops in your lap: the Dalek invasion, DoctorDonna, and the Meta-Crisis Doctor?

THE DALEK INVASION OF EARTH

The invasion is, oddly, the easiest thing to deal with. This is absolute categorical proof of alien life. It's an immense, disaster movie of an event and the 'normal' characters are a vital lens to show its scale. Make sure you use something – or someone – else to give the adventure the emotional anchor. If your characters have always stayed in the same city whenever they're on Earth, have that overrun by the Daleks. If they have offices or homes, have them attacked. Everyone is under threat and not everyone will make it out alive, and your characters need to feel like it could be them at any minute. The invasion is both the canvas the adventure plays out against and the threat that's always around the corner. Never let your players forget that.



DOCTORDONNA

So, let's talk DoctorDonna. The implications are immense and should echo back and forward in your campaign. Firstly, if you want to use the story as presented here, then you need to walk a thin line between laying clues and being obvious. The Doctor

and Donna's timelines are tied together because of this event and its consequences, and that echoes all the way back to the *Runaway Bride* and up to *The End of Time*. Use the breadcrumbs that are laid through these stories, like Donna's ability with maths and the immense psychic strength she shows in *Turn Left* to show that something is... *off* about her. If you're not using Donna but have characters hitting similar marks then the same thing applies. Drop the clues and if they react to them, accommodate those reactions. There are plenty of places, and people, they could go to research what's going on with them and lots of opportunities for other adventures there. After all, River definitely knows what's about to happen and could be persuaded to help...

But then there's the fact that Donna 'dies', and the consequences of that have far more impact in a roleplaying game. It's definitely only a plot you should consider exploring with a player who wants to change characters, as it packs an emotional punch and is a very tragic end. If you don't have a player who's ready to change characters, then it might be a good idea to come up with an alternative plot... Of course you could always save her...

There are, like so many things with this Doctor, a vast array of ways to save Donna or at least keep her alive long enough to get her help. None of them devalue the danger of the metacrisis either, and that's vital. Another race being exposed to Time Lord regeneration energy is incredibly dangerous for everybody and a Meta-Crisis character should be living (albeit briefly if you don't move fast enough) proof of that.

Some ways to save a Meta-Crisis character might include:

- Encoding them into the Library or a similar sized Artificial Intelligence.
- Using a modified version of the Lazarus technology to stabilise them.
- Using a teleport system to hold them in stasis until they can be placed in a stable biological form.



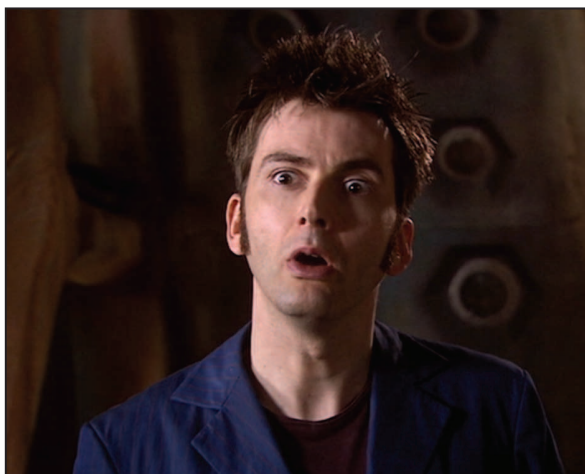
- Breaking the Time Lock and bargaining with the Time Lord High Council to give them a set of Gallifreyan regenerations so they can live.
- Using a Flash Clone mill to rebirth them into a more fitting body.

The Meta-Crisis certainly gives you the opportunity to 'upgrade' or 'promote' one of your characters if you save them in this way, effectively letting them take on the role of the group's Time Lord. Of course, it should cost your group a hefty number of Story Points to pull off such a feat – maybe that's why the Doctor could not save Donna, as he spent all of his Story Points saving the Earth!

Of course, if you're really looking to shake-up the group, how about having the Doctor save Donna by sacrificing his own life? This would be a massive change in the dynamics of your group but in narrative terms it could work really well. The destruction of the Crucible and the return of Earth is an epic moment and a perfect time for a Doctor to bow out and someone new to come along. On a more personal note, sacrificing their life for their companions is something the Doctor does, a lot, and it always has massive emotional weight to it. It also shifts the focus of the stories that follow it.

THE META-CRISIS DOCTOR

Then there's the second Doctor. Dramatically that means a couple of things, especially if you opt to have Donna saved and the central Time Lord regenerate. The second Doctor is a chance to not only revisit the previous character but has lots of potential to be a chaotic force in your campaign. Whilst he's clearly not evil, he's also far more ruthless and the idea of having to talk down a dark(er) version of your group's Time Lord has a lot of potential.



There are other ways to use him too:

- **Meanwhile...** Once in a while, you set an adventure on Pete's World and focus on the Meta-Crisis Doctor. Maybe that universe's Crucible was recovered intact and Rose and the Doctor are leading the team exploring it. Maybe they've joined a combined UNIT/Torchwood task force seeking out the aliens on Earth and working with them to create a galactic council. Doing this gives you the opportunity to take a break from the main campaign and fold in hints about what's to come. Maybe Rose finds the Meta-Crisis Doctor repeating the prophecy "he will knock four times" over and over, that sort of thing.
- **Backup:** Characters die. Sometimes forever. If you lose the Time Lord in your campaign, an adventure to go 'recruit' their Meta-Crisis double would be a lot of fun. Alternatively, a badly injured Time Lord might need help from the latent regeneration energy in their 'clone' to regenerate.



- **A Necessary Evil:** The Time Lords contact the Meta-Crisis Doctor and make him an offer. Bring the Doctor to them and they will give him a full set of regenerations and a new TARDIS. All he has to do is meet their agent, the Valeyard, in the remains of the Crucible...
- **Unnecessary Evil:** The Time Lords beg for the Meta-Crisis Doctor's help. The Doctor has gone mad one universe over, participating in the genocide of the Silence, threatening the integrity of time itself and holding the planet of Trenzalore to ransom. They can help him but to do that, he just needs to tell them his name.

There's so much in this adventure that these ideas just scratch the surface. Pick what you want, go with what works and don't be afraid to try new things. It's a huge adventure but you're up to the challenge.



PROJECT INDIGO (MAJOR GADGET)

Derived from Sontaran teleportation technology, Project Indigo rigs are built like parachutes, with two trigger handles on the shoulders. An onboard computer hooks into the global satellite network to pinpoint the exact coordinates the subject is to teleport to. However, the system isn't complete and the lack of a stabilisation code means that the subject is more likely to appear where they want to be, rather than where they're trying to get to.

Traits: Teleport, Restriction (target appears where they want to be, not where they need to go).
Story Points: 2

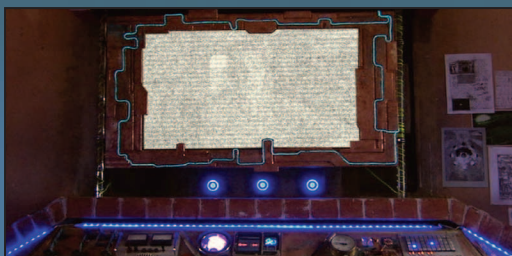
DIMENSION CANNON (MINOR GADGET)

Torchwood on Pete's World really excelled themselves with the Dimension Cannon. Their precision, real-time tracking of the people Rose needed to find allowed them to 'fire' her at their location with remarkable accuracy. It needs time to recharge after use, however.

Traits: Teleport, Recharge.
Story Points: 1

MR SMITH

A super computer powered by a sentient alien crystal called a Xylok, Mr Smith was initially a threat to Sarah Jane but is now a staunch ally. Built into the attic of her house, Mr Smith is the most advanced computer on the planet, able to connect with and control any system given enough time. He's also an Artificial Intelligence with a dry sense of humour and a growing fondness for his new 'family'.



THE OSTERHAGEN KEY (SPECIAL GADGET)

A weapon of last resort, the Osterhagen Key is a three-part launch key for a series of nuclear warheads. The warheads are buried at different locations around the world and, if the suffering of humanity is deemed too great, three UNIT staff members in three stations can agree to trigger the weapons and destroy the planet.

Traits: Delete (the Earth), Restriction (must be manually armed at each of four stations).
Story Points: 4



WARP STAR (MAJOR GADGET)

Warp Stars are the plutonic ideal of an explosion, contained. As destructive as they are rare, they are impossibly beautiful jewels that contain planet-cracking destructive power. Wars have started over Warp Stars and more wars have been finished by the threat of them.

Traits: Zap (Major).
Story Points: 2





THE STOLEN EARTH/ JOURNEY'S END

REALITY BOMB

The Reality Bomb used the gravitational lensing of the 27 stolen worlds and the Z-Neutrino core of the Crucible to unleash a wave of energy that would sever electrical bonds at the atomic level. This process will destroy everything in the universe and cannot be stopped once started. On a smaller scale, during testing on Dalek victims, it caused 8/L/L damage.

Stopping the Reality Bomb

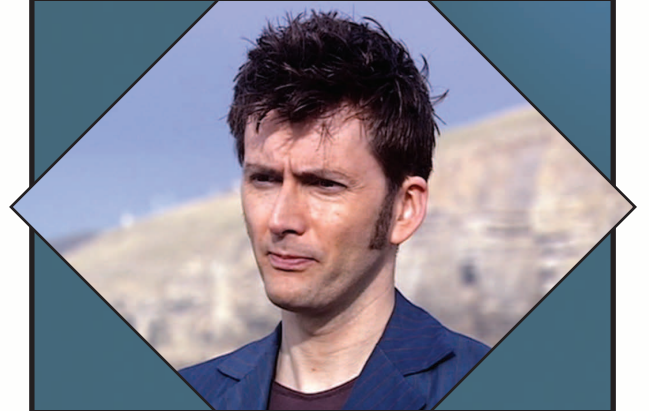
There are ways to stop it of course: using other planets to focus the wave back on the Crucible, moving the entire universe out of temporal sync or using Time Lord technology to 'carve' the Medusa Cascade off from the larger universe are all possibilities. Your players will have better, madder ideas. Run with whatever's going to be the most fun for all of you!



FURTHER ADVENTURES

- You could build an entire campaign out of helping repair Earth, especially if the TARDIS is damaged and the players can't go anywhere for a while. UNIT is broken, but not bowed. The organisation picks up from the ashes and begins salvaging equipment from the war to use for its own ends. As the *Valiant II* is built and the organisation spearheads relief efforts across the world, the characters are flown from country to country, assisting where needed. They must search the ruins of London, talk down a sentient Dalek bomb buried under the Eiffel Tower and rehouse an Adipose family trapped in the Arctic. The Earth wasn't the only planet that was stolen and, as the characters work, they find more aliens rallying to help them. Earth is changing. The 21st century is here. And the characters *are* ready.

THE META-CRISIS DOCTOR



AWARENESS	4	PRESENCE	4
COORDINATION	4	RESOLVE	5
INGENUITY	9	STRENGTH	3

Brilliant, flamboyant, argumentative and (mostly) human, the Meta-Crisis Doctor is everything the Tenth Doctor was at the start of his life. And everything the Ninth Doctor was at the end of his...

SKILLS

Athletics 3, Convince 4, Craft 2, Fighting 2, Knowledge 8, Marksman 1, Medicine 3, Science 5, Subterfuge 3, Survival 3, Technology 4, Transport 4.

TRAITS

Adversary: Davros, the Daleks.

Boffin: Can make Gadgets.

Brave: +3 to all Resolve rolls.

Charming: The Meta-Crisis Doctor is brimming with confidence and new knowledge.

Feel the Turn of the Universe

Impulsive: Brand new, the Meta-Crisis Doctor is prone to acting rashly.

Resourceful Pockets

Run for your Life! Gains a +1 Speed bonus when being chased.

Technically Adept: +3 on all Technology rolls.

Time Lord (Experienced)

Time Traveller

Vortex

TECH LEVEL: 9

STORY POINTS: 10



THE NEXT DOCTOR

'I'm the Doctor! Simply "the Doctor!" The one, the only, and the best! Rosita, hand me the sonic screwdriver!'

SYNOPSIS

London 1851

The Doctor arrived in London on Christmas Eve 1851 and took some time to enjoy the festive atmosphere. He was tired and alone and still grieving the loss of Donna but it was Christmas and everything looked better at Christmas and... someone was yelling his name.

The Doctor ran off and found a woman named Rosita Farisi calling for help. Rosita didn't recognise him and the Doctor was stunned to see another, taller, slightly older man arrive. He, it turned out, was also the Doctor and the two men raised their Sonic Screwdrivers and prepared to face their enemy.

Their enemy turned out to be a bestial looking creature with a brass Cyberman head that dragged them up a building and almost out the other side. Rosita saved the two and the two men began to chat. The new Doctor had no memory of his previous faces and said he had lost all memory of his past since encountering the Cybermen.

The two Doctors' investigation led them to the house of the recently deceased Reverend Aubrey Fairchild. The 'new' Doctor explained that his investigations had linked the Cybermen to a number of child abductions and murders in the city that had culminated with that of Reverend Fairchild. The first victim was a man named Jackson Lake. The name seemed to trouble the new Doctor but he was interrupted by the Doctor finding a pair of Infostamps in the Reverend's desk. He explained they were essentially external storage devices and when he activated one, information on the history of London up to the year they were in appeared on a nearby wall. The Doctor realised the truth: the Cyberman had continued their war with the Daleks in the Void and had won, but at huge cost. They were slow, primitive creatures now that needed to upgrade externally. Worse, the Daleks' Reality Bomb had allowed them to slip out of the Void.

The new Doctor remembered he had been holding an Infostamp the night he lost his memory and regenerated but, before they could discuss it further, the two Doctors were interrupted by a Cyberman. They were chased through the building and only saved when the new Doctor opened the Infostamp and used its energy core to destroy their attackers.





THE NEXT DOCTOR

At Reverend Fairchild's funeral, the heads of the local orphanages gathered to pay their respects. They were interrupted by Mercy Hartigan, a 'colleague' who mocked them savagely for their cruelty and hypocrisy. She unleashed the Cyberman on the mourners and had all but four killed. Those she fitted with EarPods. She had plans for them...

The two Doctors returned to the stables where the new Doctor was staying and were met by Rosita. They talked and, slowly and with tremendous care, the Doctor explained what he'd figured out. Jackson Lake and his family had been in the wrong place at the wrong time, their home invaded by the Cybermen and Mrs Lake killed. Jackson had, in desperation, grabbed an Infostamp and used it to defend himself. The stamp had contained information on the Doctor and had flooded Jackson's brain with information. Even worse, the sight of his wife's murder had triggered a fugue state and Jackson had simply shut down, embracing this new identity as a means to survive. The Doctor's final proof was Jackson's watch. It resembled a Gallifreyan fob watch but had initials on one side; JL. Jackson broke down, overwhelmed by the truth.

Screams echoed from outside and the Doctor and Rosita investigated. They discovered the converted workhouse owners leading their charges through the streets to a sluice gate in the Thames. There, Miss Hartigan confronted them and explained that

the Cyberman had offered her liberation and she was working with them voluntarily. She was using the children as a workforce to build something and ordered the pair killed. Jackson rescued them and explained the truth; that he and his family had moved to London and found the Cybermen in the basement. They returned to Jackson's old home and a Dimension Vault in the tunnels underneath; a piece of Dalek technology the Cybermen had used to escape the Void. The three headed into the tunnels and found their way to the Cybermen's base, where the children were being forced to construct something massive. Nearby, Miss Hartigan was betrayed by her 'allies' and forced to become the new mind of the CyberKing. She proved too strong though, resisted Conversion and destroyed the Cyber Leader, taking full control of the CyberKing.

The Doctor and friends began rescuing the children and almost all of them escaped before Jackson remembered the final piece of his missing memories; he had a son. He was alive. The Cybermen had taken him and, they realised, he was trapped at the top of the factory. The Doctor saved him just as the CyberKing rose.

The CyberKing was an immense Cyberman that stormed across London, firing weapons into the panicked streets. The Doctor got Rosita, Jackson and his son clear and then borrowed Jackson's hot air balloon. He rose to the height of the CyberKing's





head and pleaded with Miss Hartigan to stop. He offered her an abandoned world of her own where the Cybermen could live in peace. She refused and the Doctor used a barrage of Infostamps to sever her connection with the CyberKing. Horror-struck at what she'd become, Miss Hartigan went mad and the CyberKing collapsed. The Doctor triggered the Dimension Vault and returned the CyberKing to the Void just before it fell. On the ground, Jackson led a cheer for the Doctor.

Later, the two men returned to the Doctor's TARDIS and Jackson was allowed inside. He was amazed but decided he'd had enough adventures. He invited the Doctor to Christmas dinner but he refused, finally explaining that everyone who travels with him leaves and, in the end, they all break his heart. Realising how lonely his friend was, Jackson demanded he join them for dinner and, to his surprise as much anyone else's, the Doctor agreed. The two men left, the Doctor saying that of everyone who could have been 'him' he was pleased it was Jackson.

CONTINUITY

- The Cybermen were dragged back into the Void by the Doctor and Rose during the battle of Canary Wharf, along with the Daleks (see ***Army of Ghosts/Doomsday*** on pg. 106). They escaped when the catastrophic events in the Medusa Cascade damaged the fabric of the universe (see ***The Stolen Earth*** on pg. 217).

- The EarPods that Miss Hartigan uses to control her subjects are similar to those manufactured by Cybus Industries (see ***Rise of the Cybermen*** on pg. 83).
- The Doctor uses a cutlass to fend off the Cybermen. He has shown his swordsmanship off before (see also ***The Sea Devils*** and ***The Time Warrior*** in **The Third Doctor Sourcebook**; ***The Androids of Tara*** in **The Fourth Doctor Sourcebook**; ***The King's Demons*** in **The Fifth Doctor Sourcebook**; and ***The Christmas Invasion*** on pg. 52).

RUNNING THE ADVENTURE

This adventure makes for a fantastic one-shot, standalone adventure, that you can run at the drop of a hat without intruding on your wider story arc. You get a fantastic central visual, a strong couple of themes, a great villainess and some stompy Cyber destruction all at once.

However, it also offers an opportunity to a couple of other really interesting things:

Regeneration Two-Step: This is the perfect adventure to start a new campaign with, especially if you have a newly regenerated Time Lord in the party. The companions could be drawn from this time period (Jackson and Rosita would both make fine companions, as might a reformed and rescued Mercy Hartigan). The adventure neatly returns to



THE NEXT DOCTOR

INFOSTAMPS (MINOR GADGET)

The Infostamp is a small steel memory drive with data about different subjects. If the Cybermen do not have enough power to run their wireless network, they can rely on the Infostamp to share data. When plugged into a Cyberman's chest, the data is transferred into the Cyberman, giving it the data that was imprinted on the stamp. There can be adverse effects to the Infostamp if not handled properly. In the case of Jackson Lake, he accidentally caused one to backfire, flooding his mind with knowledge about the Doctor. Jackson was already in distress over the Cybermen taking his wife and son, and the data backfire caused him to actually believe he WAS the Doctor. With some fiddling, the infostamp can be used as a short burst energy weapon. The power unit can be opened, unleashing an energy wave strong enough to drop a Cyberman. The data inside a damaged infostamp can be restored by synchronising the energy within. This process is completed by the Cyberman gripping the Infostamp and modulating its own energy with that of the device.

Traits: Skill (Knowledge – Various Subjects), Zap (Minor), Backfire, One Shot.

Story Points: 1

Backfire: If a roll fails resulting in a Bad or Disastrous Result when trying to use an Infostamp, the information can backfire and actually replace some of the user's own memories. While the user gains a basic knowledge within the Infostamp, if the stamp is about a person they may actually think they are that person.

DIMENSION VAULT (SPECIAL GADGET)

Dimension Vaults are Dalek devices intended to allow rapid, mass dimensional transit. Designed around a Dalek manipulator arm they draw energy from the background radiation of the universe to essentially tear open a hole to the next dimension over. There's no subtlety to them and precious little ability to steer where you're going although the Vault does store the last dimension it was in as 'home' coordinates. Using a Dimension Vault requires an Ingenuity + Technology roll (Difficulty 15). When fired, it will create an expanding field that will draw anything in front of it into its 'home' dimension. Changing the destination or tailoring the field (say, to drag Void-drenched Cyber technology back whence it came) requires a roll of 20 to achieve, or a fair few Story Points.

Traits: Teleport, Vortex, One Shot.

Story Points: 2

the consequences of a previous one and also gives the players plenty of opportunity to work as a team.

Doctor Jackson: You could use the premise that Jackson really is the 'next' Doctor as the basis for a fantastic campaign. Jackson could play the role of the group's 'Time Lord', with his own companions. Where might Jackson's new memories take him? What adventures might he have in Victorian London – or beyond, perhaps, if he can get his TARDIS working... (not that we'd recommend taking a hot air balloon through the Time-Space Vortex).

Whether Jackson really is the Doctor, or whether it is the Infostamp as presented here, is left up to you – perhaps it could form the arc of your first season?

Flying Solo: This adventure is perfect if most of your group have to cancel at short notice. The solo Doctor, small cast and self-contained nature of the story mean it's a great choice for a single-session one-shot.

MERCY HARTIGAN

Before women's rights, there was an age of oppression in Victorian England. But a new age was coming, one of steel, led by Mercy Hartigan, a Matron of a local workhouse. She was abused and oppressed by the men around her and, when the Cybermen arrived in 1851, she orchestrated the manipulation of powerful men and helped the Cybermen acquire their child workforce, all so that



she could become more powerful than any man. When the CyberKing was completed, Miss Hartigan was betrayed by the Cybermen as they plugged her into the control mechanism, exposing her to all the glories of Cybermen knowledge.

However, Miss Hartigan's mind was so powerful and her hatred so deep that even as the CyberKing she kept hold of her own will. She offered to usher the Cybermen into a new age with the vengeance that burned inside of her. See pg. 39 for the CyberKings stats.

FURTHER ADVENTURES

- The characters receive a time-delayed letter from Jackson Lake, asking for their assistance. They arrive in 1871, and find Jackson the headmaster of the Lake Academy for the Exceptional. He and Rosita, now married, run the Academy as a means of helping identify and train people with the exceptional will of Jackson and the late Mercy Hartigan. The only problem is, the Academy seems to be haunted, by the ghost of Miss Hartigan...

ROSITA FARISI



AWARENESS	3	PRESENCE	3
COORDINATION	3	RESOLVE	5
INGENUITY	5	STRENGTH	4

The 'new' Doctor's faithful companion, Rosita had a rough life until she and Jackson found one another. Now she's fiercely loyal to him.

SKILLS

Athletics 4, Convince 4, Fighting 3, Knowledge 4, Survival 3.

TRAITS

Brave: Rosita isn't afraid of anything, Cybermen included.

Quick Reflexes: Rosita is quick on the uptake.

Screamer! Anything attacking her is stunned for a round.

TECH LEVEL: 4 **STORY POINTS:** 5

MISS HARTIGAN



AWARENESS	4	PRESENCE	4
COORDINATION	2	RESOLVE	8
INGENUITY	4	STRENGTH	2

SKILLS

Convince 5, Knowledge (London 5) 3, Subterfuge 4.

TRAITS

Attractive: Miss Hartigan is beautiful. She used this to seduce the men of London. She gains +2 when seducing men.

Brave: Mercy could stand around in the presence of Cybermen and not even flinch. She gains +2 to any Resolve test.

Distinctive: Miss Hartigan was well known for her bright red dress and her good looks. She always stood out in a crowd.

Obsession – Hatred of Men: So angered by oppressive men, Miss Hartigan was willing to destroy London to see them fall to their knees.

TECH LEVEL: 4 **STORY POINTS:** 3

PLANET OF THE DEAD



PLANET OF THE DEAD



'Oh, we were made for each other!'

SYNOPSIS

London, England, and San Helios, 2010

Lady Christina De Souza was having a busy night. She'd just stolen a relic from the International Gallery, had barely escaped the police and paid for a bus ticket with her diamond earrings. It had gone very well. Then the Doctor sat down next to her. And the police began chasing the bus. Then there was the wormhole.

The Number 200 bus was catapulted through a hole in space and landed in the middle of a desert. The wheels were buried, the engine was wrecked and the driver declared it unmovable. Christina and the Doctor took charge and the Doctor explained he'd been tracking the wormhole but had been surprised when it had grown large enough to swallow the bus. The bus driver, thinking they could simply walk back through, ran at the wormhole but was incinerated. On Earth, his flaming skeleton appeared out of thin air and DI Macmillan, realising that things were a bit more serious, called UNIT.

Back on the alien world, the Doctor and Christina took stock of who they were trapped with: Nathan and Barclay were two young men who were both

frightened but eager; Angela was a slightly older woman who was starting to panic; Lou and Carmen were an older couple. Carmen muttered about this being a planet of the dead and Lou explained that his wife was slightly psychic and they always won £10 on the lottery. The Doctor speculated that her powers were being accentuated by the alien sun. Carmen told them death was coming, riding on the wind, and the bus began to panic.

The Doctor calmed them down by reminding everyone of what they were going home to and he and Christina detailed them to start getting the bus moving. Exploring a little, the pair noticed plenty about each other and their surroundings; Christina was ridiculously well prepared and had a backpack full of equipment, whilst the Doctor was at home with the alien. The storm seemed to be getting closer.

The Doctor boosted a mobile phone signal and called Earth. He got through to the UNIT officers on site, Captain Erisa Magambo and Doctor Malcolm Taylor. The Doctor and Malcolm bonded and he asked the enthusiastic scientist to scan the wormhole for him. The Doctor and Christina went off exploring again but were captured by a fly-headed alien, a Tritovore. The Tritovore took them back to its own crashed ship and the Doctor persuaded it they were friends not enemies. The two surviving Tritovores sent a probe out into the storm and discovered the storm was



really made up of billions of colossal, carnivorous, metal-exoskeletoned flying stingrays: the Swarm. They were about to be fed on. They also found out just where they were; the Scorpion Nebula on the other side of the universe. The world, San Helios, had been a metropolis a year before. Then the swarm had come and eaten everyone and everything. The sand was all that remained. The Doctor realised the truth; the Swarm generated the wormhole through the speed and size of the atmospheric disturbance they created when they flew. Once they were fast enough, the wormhole would be big enough to let them through and they would feed on their next world, their metal exoskeleton protecting them during the journey. The next world was Earth. They were all running out of time.

Malcolm and Magambo called and revealed the wormhole was now four miles wide. The Doctor took another call from Nathan who explained that the petrol in the engine had been exhausted. The Doctor realised that they needed a crystal power source in the Tritovore ship to get off world and he and the Tritovore began working out how to get around the ship damage to get to it.

Christina found the shaft that led down to it, set up her rappelling gear and jumped. The Doctor barely disabled the security field in time, and Christina was almost killed by a Swarm creature that had been

trapped in the ship, but she retrieved the crystal. The Tritovores were killed by another Swarm creature and the Doctor and Christina fled back to the bus. There, the Doctor set up anti gravity clamps on the four wheels and steering wheel. He persuaded Christina to hand over the Cup of Athelstan, the multi-million pound relic she'd stolen, to help close the circuit and the bus took off!

They made it back through the wormhole, unaware that Malcolm had been ordered to close it but refused, and were pursued by the first wave of the Swarm. UNIT killed them, Malcolm closed the wormhole and the bus landed. The passengers were led away and Christina was arrested.

As Carmen left, she told the Doctor that his song was ending and "he will knock four times." Rattled, the Doctor watched Christina being led away and quietly unpicked her handcuffs for her. She escaped, ran past him and got on the bus, flying it away. She escaped and the Doctor was arrested by DI Macmillan. The Doctor 'arrested himself' into the nearby police box and he escaped.

CONTINUITY

- Captain Erisa Magambo is the UNIT field officer in charge of dealing with the wormhole. This is the same Captain Magambo Donna met in her





alternate timeline (see *Turn Left* on pg. 213). In this timeline she might be in a better job but is noticeably more ruthless, fully prepared to sacrifice the Doctor to save the planet.



- Malcolm is the Scientific Advisor for UNIT, a job the Doctor technically still holds too.
- "It is returning. He will knock four times." What does the prophecy allude to? Carmen's description of the Doctor's song ending echoes the Ood's (see *Planet of the Ood* on pg. 182).
- The Doctor admits to stealing the TARDIS from his own people (see *An Unearthly Child* in *The First Doctor Sourcebook*).
- The Psychic Paper doubles as an Oyster Card on London transport.
- This is not the first time the Doctor has encountered a flying bus (see *Delta and the Bannermen* in *The Seventh Doctor Sourcebook* and *Midnight* on pg. 209).

◉ RUNNING THE ADVENTURE

This adventure works brilliantly as either a fill in for a week where most of your group can't make it or as a break from the norm with everyone playing the people on the bus. It's a surprisingly versatile adventure and each approach to it has some real value.

A JUMPING OFF POINT

Using this adventure as a first adventure is great. It introduces UNIT, sets up a possible returning bad guy (the Swarm), a possible main character who you can build a group around (Christina) and has plenty of stuff for people to do. Plus you can dig into interesting stuff later on, like why these particular people were on the bus, how the Swarm knew how to find Earth and what connection that had with what Christina stole. This adventure also offers you a perfect way

to introduce a new companion to the group – simply have them be a passenger, in the wrong place at the wrong time and away you go! This Doctor might not have invited Christina onto his TARDIS, but another Time Lord might welcome a new companion from the Number 200.

You might also decide to use the Doctor as a catalyst for a new group of characters, but not necessarily starring him. He might show up to help out in this adventure, and return in the future, but ultimately leave the new group (and their flying, possibly time-travelling, bus) to embark on their own adventures. Here are some other ideas for using this adventure as the starting point for a new campaign:

The De Souza Affair: The players play Christina and her support team. Hired by a mysterious patron to steal pieces of...esoteric art. The only problem is, someone has been chasing them down for a while. Not just DI Macmillan either. Someone who wants these artefacts, knows what they really are and seems intent to let Earth be destroyed to get them. Think of this like a crime caper movie, but with the addition of time travel.



Above the Law: The players are Torchwood Officers assigned to investigate a series of disappearances in the area. They arrive just as the bus goes through and must work out how to not only close the wormhole but rescue the panicked civilians on the other side before it's too late.

Expeditionary Force: The wormhole has opened at exactly the same time for the last four nights. It has doubled in size every time. Now, as it opens again, UNIT are ready to send an expeditionary force through. The players each control two characters: one on the off-world unit, one on the increasingly harangued cordon set up around the wormhole.



In fact, there's a lot of potential in the idea of giving everyone more than one character. That not only gives the events on Earth added drama but allows them to potentially lose one or two and not feel left out...



KEEPING TO THE TIMETABLE

The key thing you have to keep in mind when running this adventure is the ticking clock that will bring the Swarm to the characters and then Earth. Because they're such a dangerous threat when confronted face on – more a force of nature than an enemy to fight – you will need to spend some time building up the threat and sense of foreboding. This is really easy to do, especially if you have a psychic character in the group. There are some extra incidents you can throw in too, like early, small waves of the Swarm breaking across them or the Swarm's motion actually causing severe weather events ahead of their arrival. Either way, make sure the characters never have time to relax, always have a problem to solve and always keep an eye on the horizon.

THIS SONG IS ENDING

This adventure also acts as a key point in the Doctor's final story arc, continuing to herald his coming doom. You can leave aspect of the story out if it does not serve your own campaign's needs, of course. You can run this adventure perfectly without Carmen's doom-laden omen but it does help quite a lot, creating a real air of doom and neatly setting up the end of the Doctor's life and what he's planning to do about it.

Whether or not you use it also dictates where you want to use this adventure. Running it at the start of a campaign adds a lot of urgency and danger, with the implicit threat of the Time Lord in your campaign regenerating. Putting it at the end gives it real weight as a character with a huge past in the game begins to face the end of their life.

THE SWARM

Vicious and brutal, the Swarm (their real name remains unknown) is the collective name for a huge flying species that moves through the air at great speed whilst gorging themselves on anything and everything that gets in their way. They soar like a billion-strong horde of locusts and, due to their numbers and speed, no one really stands a chance of escaping their gaping jaws. Each one is packed with razor sharp teeth that can bite their way through any material, no matter how dense – flesh, wood, concrete or metal.





Once they have devoured everything on a planet, they fly around the now-dead sphere gradually gaining momentum as they go. This creates a wormhole, a huge tear in space itself. The wormhole gets bigger and bigger until they are able to travel through this rip in space to another unsuspecting planet. From here they continue their simple lifecycle of digestion and progression. The creatures are constructed from a metallic exoskeleton, which is constantly renewed as the metal they eat from buildings passes into their bones. Because the metal is replenished and incredibly strong it protects their bodies as they pass through wormholes. They average just over 4.5 metres long, with tails that have sharp, serrated ends. These can be used to whip their victims to one side and also cause severe damage.

They have no remit, plan or grand evil scheme. They are merely carrying out their evolutionary role. When in flight, they emit a high-pitched scream that forewarns their intended victims, placing their prey even more on edge. When viewed from a distance they have been misinterpreted as a storm, because there are so many they resemble huge grey clouds. The Swarm needs only the slightest source of heat to take them out of their dormant stage.

It took the Swarm only a year to devour the inhabitants of San Helios, a planet in the Scorpion Nebula at the opposite side of the galaxy. Here they consumed everything: the 100 billion population, buildings, vehicles, roads, everything. All that was left behind was sand particles, the remnants of a once fertile race.

Three of the Swarm made it to Earth in 2009 via a wormhole but were eventually destroyed by the heavy artillery of UNIT.

WHERE ARE THEY NOW?

That's up to you. With the wormhole to Earth closed, the Swarm are trapped on San Helios, at least in the short term. Maybe they turn on each other or maybe they start flying again, building up a new wormhole to go somewhere different. Or, maybe they decide to try to reach Earth again...

TRITOVORES

Tritovores have fly-like heads complete with two, very large, compound eyes on either side of their

skulls. Typically for an insectoid creature, they possess mouths that have many parts and mandibles that can move independently of each other. They consume the waste product that other creatures excrete. Communication is via this 'mouth', and their native language is made up of various clicks with the tongue and slurps that sound as if it's making a sort of inverted belching noise.

The Tritovore skin colour is a mix of silver and grey, reflecting the light around them with a petrol-on-water effect, similar to that of an Earth blue-bottle fly. Two short antennae adorn the top of their head. Their hands are the same colour and only

TRITOVORE



AWARENESS	4	PRESENCE	2
COORDINATION	2	RESOLVE	3
INGENUITY	3	STRENGTH	4

SKILLS

Craft 2, Knowledge 1, Marksman 2, Medicine 1, Science 2, Survival 3, Technology 3, Transport 4.

TRAITS

Alien

Alien Appearance

Keen Senses – Sight: The Tritovore's compound eyes give them +2 to rolls when using their sight.

Technically Adept: Tritovore gain +2 to all Technology rolls.

Unattractive: The Tritovore looks like a giant fly, and may receive a -2 penalty on some social rolls.

TECH LEVEL: 7 **STORY POINTS: 4-6**

have three over-sized digits but are very pliable and able to use machinery and weapons. The Tritovores the Doctor encountered were called Sorvin and Praygat, whose spaceship had crashed on San Helios. They were there to trade with the inhabitants of the planet when one of the Swarm creatures was sucked into the ship's drives. Unfortunately, an awakened Swarm creature killed both Sorvin and Praygat.

ANTI-GRAVITY CLAMPS (MINOR GADGET)

Anti-Gravity Clamps are a modular system of metal, four-armed braces that the Tritovore used for internal power supply storage. Attaching one to the front and back of a vehicle is enough to create a unified AG field, but as most ground vehicles have four wheels, the clamps are most commonly placed on each wheel. A fifth, central unit can then be attached to the main steering system of the vehicle.

Traits: Flight (Minor).

Story Points: 1

FURTHER ADVENTURES

- The Swarm are an almost suspiciously efficient lifeform and very advanced too. There's a lot of fun to be had in a sequel involving the players (perhaps helping out on one of River's expeditions) going back to the planet to try and capture one for study. Likewise, a conspiracy theorist who has figured out where the Swarm started and where they're headed would be an excellent villain or patron for a series of adventures.
- The characters arrive on San Helios a year after the events of the story. They find the weather in chaos as the Swarm accelerates again and two off-world groups dug into the ruins. One is a cult that worships the Swarm, one is an archaeological team looking for something hidden on San Helios. As hostilities break out between them, the characters realise the Swarm are circling one spot in particular. The weapon buried a millennia ago on San Helios is waking up and it's calling to the Swarm, telling them the next place they need to go; the remains of Mondas, where their bio-cybernetic lives will be joined to the Cyber-Collective.

SWARM

AWARENESS	3	PRESENCE	2
COORDINATION	4	RESOLVE	3
INGENUITY	2	STRENGTH	5

SKILLS

Athletics 5, Fighting 5, Survival 5.

TRAITS

Alien

Alien Appearance

Armour: The Swarm's skin is made of metal and reduces damage by -10.

Flight (Major): The Swarm can fly at great speeds, building up enough energy to rip a hole in space.

Natural Weapons – Teeth: The Swarm can eat anything. Damage is Strength +2 for a bite but the Swarm acts as a whole and thousands of them can bite within a minute. Being exposed to the whole Swarm is usually fatal

Networked: The Swarm act as one massive entity.



Quick Reflexes

Special – Wormholes: The Swarm can travel so fast they can rip a hole in space, allowing them to travel to distant planets. This acts like the Alien Vortex Trait, only allowing the Swarm to move through space, rather than time.

STORY POINTS: 2-4



PLANET OF THE DEAD

DI MACMILLAN

AWARENESS	3	PRESENCE	3
COORDINATION	3	RESOLVE	4
INGENUITY	3	STRENGTH	4

Macmillan wants one thing: to arrest the notorious art thief Christina de Souza. He'll do anything he can to achieve that.

SKILLS

Athletics 3, Convince 3, Fighting 2, Marksman 2, Subterfuge 3.

TRAITS

By the Book: DI Macmillan operates strictly within the law.

Voice of Authority: +2 on all Convince rolls.

TECH LEVEL: 5 **STORY POINTS:** 2

CARMEN

AWARENESS	5	PRESENCE	4
COORDINATION	3	RESOLVE	3
INGENUITY	3	STRENGTH	3

Carmen is normally a little bit psychic. But under the alien sun of San Helios, she's a lot psychic. She can see the future, and it's frightening her.

SKILLS

Athletics 3, Craft 4, Knowledge 5.

TRAITS

Brave: +2 on all Resolve rolls

Keen Senses (Major): +2 on all Awareness rolls.

Psychic: Carmen is mildly psychic – enough to guess the lottery numbers correctly some of the time.

TECH LEVEL: 5 **STORY POINTS:** 2

PROFESSOR MALCOLM TAYLOR



AWARENESS	3	PRESENCE	2
COORDINATION	3	RESOLVE	3
INGENUITY	5	STRENGTH	2

UNIT's latest Scientific Advisor, Malcolm is immensely enthusiastic, brilliant and a huge fan of the Doctor.

SKILLS

Convince 1, Craft 2, Fighting 1, Knowledge 4, Medicine 3, Science 4, Technology 4, Transport 2.

TRAITS

Boffin: Malcolm can build gadgets like the best of them.

Clumsy (Minor)

By the Book: +2 Difficulty on Convince rolls to make him do something he shouldn't

Eccentric: Malcolm is what might best be described as a character.

Friends – UNIT

Insatiable Curiosity: Malcolm gets giddily excited at the prospect of investigating something new.

Obligation – UNIT: Malcolm is UNIT's Scientific Advisor, and his scientific discoveries.

Technically Adept: +3 to all Technology rolls.

TECH LEVEL: 5 **STORY POINTS:** 12



THE WATERS OF MARS



'For a long time now, I thought I was just a survivor, but I'm not. I'm the winner! That's who I am. The Time Lord Victorious!'

SYNOPSIS

Bowie Base One, Mars, 2059

The TARDIS arrived on Mars and the Doctor, revelling in the chance to be a tourist, set out to explore. That lasted as long as it took him to realise when he was: 21st November 2059. The day before Bowie Base One was destroyed. A fixed point in time. By the time he realised this, though, it was too late. He'd been captured by Gadget, the base robot, and was becoming part of history.

The station crew were led by Captain Adelaide Brooke who demanded answers from the Doctor. They were only just getting started when something went wrong in the Biodome and odd growls were heard on the intercom. Adelaide took the Doctor and station medic Tarak Ital to investigate.

They discovered one crewmember unconscious and apparently being attacked by the other. Technician Steffi Ehrlich analysed the growls they'd hear over the intercom and identified the voice: Andrew Stone,

the other crewmember. The situation deteriorated. Maggie, the crewmember who had been attacked, was infected with something that cracked her mouth and caused it to stream with water. Tarak was infected by Andrew and the pair pursued the Doctor and Adelaide out of the dome. The two men hurled impossible amounts of water at them but the airlock doors couldn't be opened. The Doctor, able to examine the infected men up close, realised that they were the perfect carriers for a water based viral lifeform; humans were 60% water already.

The Doctor super-charged Gadget to allow them to escape and the pair made it back to Control. The Doctor pointed out that water always wins and warned them that they wouldn't be safe long. The Doctor examined Maggie and spoke to her in an old Martian dialect. She recognised it and the Doctor hypothesised that they were dealing with an ancient Martian lifeform that the Ice Warriors had once encountered. They found a maintenance log from Andy showing a filter on the glacier the base drew water from had broken a few days previously. That was how the virus had got in. Any one of them could be infected.

Adelaide rounded on the Doctor and demanded to know how he knew so much about them. He asked



for her story in return and she told him; when she was 10, the sky changed. Her father went out to find her mother and never came back. She watched as what the Doctor recognised as a Dalek floated to her window, looked in at her and then flew away. She decided there and then to follow it to the stars. The Doctor explained about her future, the children she'd have and what they'd do. He also explained that this moment was fixed in time and that it was the loss of Bowie Base One that motivated humanity's move out into the stars. Adelaide was horrified but the situation deteriorated before they could discuss it further. Maggie escaped and joined with Tarak and Andy. Adelaide ordered the base evacuated and all but threw the Doctor out.

The Doctor walked back to the TARDIS as the crew fought for their lives. Tarak and Ital flooded the bases with water, infecting Steffi. Ed, sent to fire up the evacuation shuttle, was infected and blew the shuttle up to save Earth. Adelaide, Yuri and Mia were the only ones left and Adelaide had no choice but to set the nuclear reactor of the base to self-destruct. History was falling into place. The right people were dying at the right time.

Until the Doctor returned to save them, Panicked and near maniacal, he explained that he'd been told when he would die and this wasn't it because he didn't hear anyone knocking. At that exact moment,

one of the infected pounded on the door three times before the Doctor electrocuted him. The Doctor laughed, ranting about how he wasn't a survivor of the Time War, he was the winner and that meant he could do what he wanted. He rigged Gadget with a TARDIS key and drove him out to his ship as the bomb entered the final seconds of countdown. Bowie Base One was destroyed.

The TARDIS appeared on Earth outside Adelaide's house. Adelaide, Yuri and Mia were saved. History had been changed.

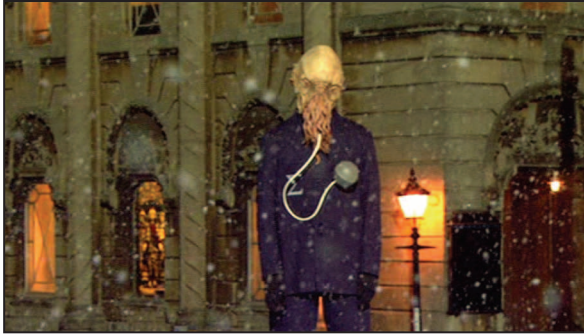
Adelaide was horrified both by what the Doctor had done and his callous description of how he'd saved 'little people' before but never someone of Adelaide's historical importance. The Doctor was unrepentant until Adelaide entered her house and shot herself.

The Doctor collapsed as history changed around him. He saw Adelaide's obituary change to reflect her mysterious death on Earth, saw Mia and Yuri break their silence and talk about what happened. Events still played out as they should have but with a much darker tone. He had done nothing but make things worse.

The Doctor looked up and saw Ood Sigma standing, somehow, across from him. The Doctor asked him



if he'd gone too far but Ood Sigma vanished. Numb with horror, the Doctor staggered back to the TARDIS, stared at the console and finally decided. He would run from his fate as long as he possibly could.



CONTINUITY

- The Doctor implies that the Ice Warriors (see *The Ice Warriors* in **The Second Doctor Sourcebook**) trapped the Flood in the ice.
- The Doctor gets even more use out of that spacesuit he got from Sanctuary Base Six (see *The Impossible Planet* on pg. 93).
- Adelaide remembers the Earth being stolen and encountering a Dalek when she was 10 (see *The Stolen Earth* on pg. 217).
- The Doctor says he hates funny robots – but makes an exception for a robot dog (see *The Invisible Enemy* in **The Fourth Doctor Sourcebook**, and *School Reunion* on pg. 72).
- The Doctor electrified bulkhead doors before (see *The Ark in Space* in **The Fourth Doctor Sourcebook**).

THE FLOOD

This is an adventure that changes completely dependent on whether you want to use the story arc or not. Without it, this is perfect for a mid-campaign one off, putting your players on the frontlines of history and forcing them to decide whether or not to interfere. They'll interfere. They always do.

Introducing the season story arc changes the adventure completely. The final scene is emotionally very heavy stuff and it's a huge challenge to not only communicate the weight of Adelaide's decision but also the impact it has on the Doctor. His arrogance has led to someone he hugely admired being forced to do the unthinkable. It's a cold glass of water to the face, the moment where his ego is finally stripped away. It's a harrowing experience and one that falls on you to properly convey. Make sure you talk with

your Time Lord player before the adventure, and at least warn them of what's coming. Likewise, the subject of Adelaide's suicide is something you need to discuss with players beforehand, as it's a very sensitive subject.

Its role in the story is vital, as it has to communicate the paradox of Adelaide's death, the horror of history rewriting itself and the Doctor's guilt at realising what's coming. Tread carefully.

Get as untidy as the players want you to and make sure there's always a hint of a way out, but tread carefully. This is a dark adventure even without Adelaide's fate. With it, for some groups, this will be too much to bear.

THE FLOOD

The Flood is a microbial organism that acts like a virus and lives inside water. Once ingested, the virus will travel to the brain stem of its victim and replicate, flooding its brain.



The victim is taken over and the Flood gains access to their memories and bodily functions. It then begins stripping its victim of any water their system contains. This causes immediate, grotesque



cracking of the skin around the mouth. The subject can then draw moisture from the air around them or their own body and use it as an offensive weapon. This includes using water to infect others and to flash-erode substances up to twenty feet thick.

In game terms, this means a lot of things for your characters, none of them good. Human characters will be infected in one round if contaminated water touches any part of their exposed skin. The only way to avoid this is to either spend a Story Point or use something terribly clever like jumping out into hard vacuum to freeze their body before they can be taken over.

Alternatively, if they can be put into stasis or given a massive electric shock by a quick thinking medic will halt the spread of the infection long enough to, maybe, find a cure.

If a character is infected, it may be possible to cure them, using teleportation filters, cloning, a full blood flush and so on).

Infected characters gain the following traits:

- **Alien Appearance:** Characters infected by the Flood have milky eyes and cracked, dry skin all around their mouths.
- **Environmental – Water**
- **Fear Factor (2):** Infected characters gain +4 to actively scare or intimidate their victims.
- **Natural Weapons – Water Blast:** Inflicts 2/4/L levels of damage, and anyone hit risks becoming infected unless they spend a Story Point.
- **Natural Weapons – Erosion:** 4/8/L damage to any structure or vehicle.

BOWIE BASE ONE

A prefabricated base made of hardened concrete and contained inside pressurised atmospheric domes, Bowie Base One was once the cutting edge of human technology in its day. As well as the usual locations you might expect to find on a frontier space base (control room, sickbay, crew quarters and so on), Bowie Base One also includes the following locations:

Access Corridors

Bowie Base One was infamous for its size. Constructed by huge robots, the base wasn't scaled for the relatively small crew who live there in 2059 with empty, hundreds of feet long, corridors connecting the various domes.



Biodome

Long-duration stays on Mars were only possible if the crew could cultivate their own food and oxygen. The biodome was designed to do just that; a stable environment crammed with plants, trees and cultivation equipment.

Glacier

Bowie Base One drew its water from a Martian glacier. The pump room was a huge hollow space built around the open glacier and much colder than the rest of the base.

GADGET

Built from the construction robots that put Bowie Base One together, Gadget is a small, square-framed and caterpillar-tracked robot. He is controlled via an auto glove and telepresence system worn by an operator.

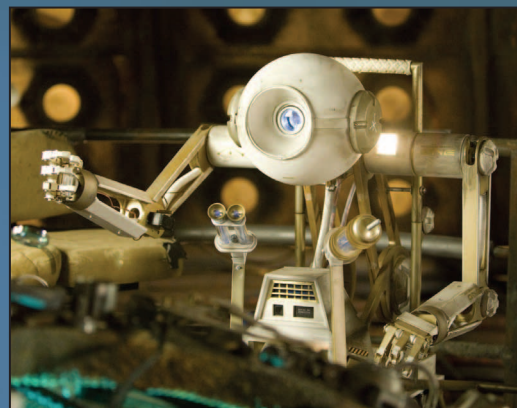
Armour: 4

Hit Capacity: 15

Speed: 5/20 (Sonic-enhanced turbine)

Strength: 8

Coordination: 2



APOLLO 34

The base shuttle, *Apollo 34* was a long-haul vehicle with room for the whole crew and a second stage to carry it to orbit. From there, the ship would fire its own engines and begin the long coast back to Earth.

Armour: 4 **Hit Capacity:** 100
Speed: 5/100 (In Og) **Traits:** Flight

FURTHER ADVENTURES

- Perhaps humanity *has* met the Flood numerous times. Maybe the Ice Warriors know what they shared their planet with because it's part of them, too. The Ice Warriors' biology could prevent the Flood's true capabilities but their militaristic culture would be a perfect fit for an organism that wants to spread. Perhaps the Flood really is everywhere, just waiting for the moment to strike...

YURI KERENSKI



AWARENESS	3	PRESENCE	3
COORDINATION	3	RESOLVE	4
INGENUITY	3	STRENGTH	3

Bowie Base One's nurse is also its chief joker. Yuri loves it on Mars. After all, it is the red planet. Before the Doctor interfered with his timeline, he was posthumously awarded the Hero of Russia title.

SKILLS

Athletics 3, Craft 3, Knowledge 5, Marksman 1, Medicine 4, Science 3, Technology 3.

TRAITS

Brave: +2 to Resolve rolls.
Charming: Yuri has a good sense of humour.
Empathic: Yuri's role is to look after the others.
Friends (Minor): Everybody loves Yuri.

TECH LEVEL: 6 **STORY POINTS:** 1

ED GOLD



AWARENESS	3	PRESENCE	4
COORDINATION	3	RESOLVE	5
INGENUITY	4	STRENGTH	4

Second in command at Bowie Base One, Australian Ed Gold is one of the best astronauts in human history. But he isn't Adelaide Brooke, and no one will ever let him forget that. Least of all Adelaide.

SKILLS

Athletics 3, Craft 3, Fighting 3, Knowledge 5, Marksman 3, Medicine 3, Science 3, Survival 4, Technology 3, Transport 5.

TRAITS

Brave: +2 to Resolve rolls.
Impulsive: Ed has something to prove, and that leads to him taking risks.
Quick Reflexes: Ed always goes first.
Technically Adept: +2 to all Technology rolls.
Voice of Authority: Ed is second only to Adelaide.

TECH LEVEL: 6 **STORY POINTS:** 2

- Mars is clearly colonised later down the timeline and Earth has plenty of encounters with the Ice Warriors. What became of the Flood? Is it a shameful secret? Are there isolated pockets of outbreak that characters might run into? There's a lot of potential for secret history there.
- Ten years after the loss of Bowie Base One, humanity honours the sacrifice of the crew. A memorial is erected at the site of Bowie Base

One and the command crew of Adelaide Outpost, its replacement, say a few words. The ceremony ends when an assassination attempt is made and water starts to pour from the ground. The Ice Warriors have arrived. But how can humanity meet them now when the first contact doesn't happen until the distant future?



THE WATERS OF MARS

MIA BENNETT



AWARENESS	3	PRESENCE	3
COORDINATION	3	RESOLVE	5
INGENUITY	5	STRENGTH	4

The base geologist, Mia's work is as vital as that of the botanists, her research proving that Earth plant life could grow in Martian soil. Together they'll work out whether Mars can support life. Her death was a fixed point in time, but the Doctor still saved her.

SKILLS

Marksman 2, Science 4 (Geology 6), Survival 4, Technology 3.

TRAITS

Boffin: Mia is as smart as they come.

Friends (Minor): Mia works closely with the crew of Bowie Base One, especially Andy.

TECH LEVEL: 6 STORY POINTS: 1

ROMAN GROOM



AWARENESS	3	PRESENCE	2
COORDINATION	5	RESOLVE	3
INGENUITY	6	STRENGTH	3

Second Technician Groom was a child genius who joined NASA at the age of 17. He built the robot Gadget from the remains of the drones that built Bowie Base One.

SKILLS

Knowledge (Robotics 6) 4, Science 4, Technology 5, Marksman 1, Survival 3.

TRAITS

Argumentative: Roman is convinced that he always right. He normally is, but not everybody appreciates being told that.

Boffin: Can make gadgets. Or in this case, Gadget.

Keen Senses – Dexterity: +2 to all Coordination checks.

Technically Adept: +2 to all Technology rolls.

TECH LEVEL: 6 STORY POINTS: 1



MARGARET CAIN

AWARENESS	3	PRESENCE	3
COORDINATION	3	RESOLVE	4
INGENUITY	4	STRENGTH	4

British astronaut Maggie is one of the two botanists on base. That makes her and Andy vital not only to the mission but the survival of the whole crew. She was the second British woman to walk on the Moon. She was infected by the Flood, and acted as the leader of the infectees.

SKILLS

Knowledge 4, Science [Biochemistry 6] 4, Technology 3, Marksman 2, Survival 2.

TRAITS

Charming: +2 on all Convince or Persuade rolls.
Empathic: +2 on all rolls concerning emotional health.

TECH LEVEL: 6 STORY POINTS: 1

TARAK ITAL

AWARENESS	4	PRESENCE	4
COORDINATION	4	RESOLVE	3
INGENUITY	3	STRENGTH	4

The base MD, Tarak's job is simple: keep his friends alive in the hostile environment they live in.

SKILLS

Knowledge 4, Marksman 1, Medicine [Space Medicine 6] 4, Science 4, Survival 4, Technology 3.

TRAITS

Empathic: +2 on rolls concerning emotional health.
Sense of Direction: +2 on all Navigation rolls.

TECH LEVEL: 6 STORY POINTS: 1

STEFFI EHRLICH

AWARENESS	3	PRESENCE	3
COORDINATION	3	RESOLVE	4
INGENUITY	4	STRENGTH	3

The Chief Technician, German astronaut Steffi is a scientific genius specialising in solid state physics.

SKILLS

Knowledge 4, Marksman 2, Science [Physics 6] 4, Survival 3, Technology 5.

TRAITS

Charming: +2 to all Convince rolls.
Friends (Minor): The crew of Bowie Base One.
Technically Adept: +2 to all Technology rolls.

TECH LEVEL: 6 STORY POINTS: 1

ANDY STONE

AWARENESS	3	PRESENCE	3
COORDINATION	4	RESOLVE	3
INGENUITY	4	STRENGTH	4

Lacking in formal qualifications, Andy learned a great deal about farming and botany through hardship and necessity in rural Iowa. He is one of two botanists on Bowie Base One, and the first victim of the Flood, having eaten a carrot washed with contaminated water.

SKILLS

Craft 4, Knowledge 4, Technology 3, Science 4, Survival 4.

TRAITS

Resourceful Pockets: Spend a Story Point or roll two dice and get a double. If you do, Andy found just what he was looking for.
Unlucky: Andy re-rolls double 6s.

TECH LEVEL: 6 STORY POINTS: 1

THE END OF TIME



THE END OF TIME



'It is said that in the final days of planet Earth, everyone had bad dreams...'

SYNOPSIS

London, England, 2009-2010, The Ood Sphere, 43rd Century, and Gallifrey, Last Days of the Time War

Just before Christmas, Wilfred Mott found himself in a church. He was oddly drawn to the window, which seemed to show a TARDIS. A mysterious Woman, dressed in white, explained that the church had been a monastery in the 13th century. A demon had fallen from the sky and they had been saved by someone called 'the sainted physician'. She mentioned he was returning and disappeared.

On the Ood Sphere, in the 43rd century, the Doctor finally went to meet his fate. Ood Sigma explained that something was sending ripples out across time and the Ood were evolving. The Doctor realised the process was moving too fast when he saw the Ood cities and their newfound ability to signal him across time. When he entered a trance with the Ood elders, he saw what they saw; Wilfred Mott, a businessman and the Master's laughing face. The Doctor bolted for the TARDIS and headed for Earth but it was too late. Cultists worshipping Harold Saxon had resurrected him and his wife, Lucy Saxon, had

sacrificed her life to try and stop him. She'd failed. The Master had returned. But he was broken and wounded. The Doctor tracked him down at a nearby junkyard and found his old enemy horribly changed. The Master was only partially regenerated, his life force enabling him to fly and shoot electricity from his fingertips, but at a terrible cost. Insatiably hungry, he was even more insane than before. He escaped and the Doctor was reunited with Wilfred and the 'Silver Cloak', the group of pensioners who had helped Wilfred find him.

The two men talked at a nearby cafe and Wilfred begged the Doctor to heal Donna. He explained he couldn't, and Wilfred consoled them both with the news Donna was engaged to a man named Shaun Temple and, whilst the pair were poor they were happy. They talked about their lives, and the Doctor's impending death. He was guilt-ridden by his actions and Wilfred did what he could to comfort him.

The Doctor left to continue his search and confronted the Master. Despite being injured by him, the Doctor reasoned with his old enemy and discovered something impossible: the drumming that the Master had always claimed he could hear was real. Before they could work together to stop it, the Master was kidnapped by a group of commandos and taken away in a helicopter.



The next day, Christmas morning, Donna gave Wilfred a book by Joshua Naismith but was unable to say why, just that "it seemed the sort of thing he should have". Unnoticed by Wilfred, the Woman from the church appeared briefly on the TV screen. The Doctor contacted him and Wilfred showed him the book. The Doctor recognised Naismith as the man from his vision and they set off for Naismith's estate.

There, Naismith and his daughter Abigail introduced the Master to the Immortality Gate, a piece of alien healing technology Naismith had stolen from the ruins of Torchwood. He asked the Master to work on it, explaining that the Gate's nuclear power source had to be monitored 24 hours a day by technicians in two booths. For one to come out, another had to be let in.

Seeing the Master, and panicking, Addams and Rossiter, two of the scientists working on the project, excused themselves. They were actually Vinvocci, aliens who had come to Earth to retrieve the Gate to sell. The two met Wilfred and the Doctor and explained what the Gate really did: it didn't heal an individual, but rather, a planet.

The Doctor realised what the Master was planning but it was too late. He got to the Gate room just in time to see the Master effortlessly slip his bonds and leap into the Gate. It sent a shockwave across the world. Everyone it touched began to convulse and, when they stopped, they were all the Master. He

had copied his genetic template onto every human alive. Only Wilfred and Donna were unchanged. But Donna's mother, Sylvia, and Shaun weren't so lucky...

Trapped behind the Time Lock, Rassilon recounted these events to the assembled Time Lords. He explained that the Master was just a small part of the final plan and that this was the day the Time Lords would return and time itself would end. The assembled Time Lords cheered and Rassilon and his entourage left to join the rest of the Council. They explained that the Doctor still possessed the Moment and that he could use it to destroy the Daleks and Gallifrey to end the war. Unable to find any solutions, Rassilon became enraged until a member of the Council pointed out an obscure prophecy: two Time Lords would survive the Time War and could be used to help bring about the return of Gallifrey.

Realising that that the prophecy must refer to the Doctor and the Master, Rassilon formed a plan. They would build a bridge to the present day and the first stage would be the endless four beat drumming that the Master first heard when he gazed into the Untempered Schism. It wasn't a symptom of madness, it was a signal; a Time Lord's heartbeat, driving him down his lives to this one moment. Rassilon sent a Whitepoint Star, a rare Gallifreyan diamond, through the Time Lock to land on Earth in the correct time and place, and waited. Once the Master found it, there would be a physical link between the two worlds and times. They could escape.





Back on Earth, the Master taunted Wilfred as he begged Donna to run for her life. She did so but was cornered, the Master effortlessly directing his copies to find her. At the last minute, a psychic shockwave erupted from Donna's head and the clones were knocked out. Her head filling with images of the adventures she couldn't be allowed to remember, Donna passed out too. The Doctor had not left his best friend defenceless, after all...

Wilfred and the Doctor were rescued by Addams and Rossiter, who teleported to their ship in Earth orbit. The Doctor sabotaged it, refusing to let them leave but rendering the ship undetectable. As he began to make repairs, the Woman appeared again, begging Wilfred to give the Doctor his old army pistol. Wilfred talked to the Doctor, who explained that to save himself he'd have to kill the Master and that wasn't something he could do. Devastated, Wilfred hugged the Time Lord. The Master transmitted a message to them; he'd found a Whitepoint Star.

The Doctor grabbed the gun and sprinted for the control room. He explained that the Time Lords were returning and that, whilst he chose to remember them as noble, they had been as horrific as the Daleks by the end of the war. The Doctor repaired the ship and, over the Vinocci's protests, dove towards Earth. Sending Wilfred and Rossiter to man the ship's lasers, the Doctor flew through a cloud of missiles towards the Naismith mansion on what seemed to be a collision course. At the last second he pulled up and leapt out of the ship, plummeting into the Gate room and confronting the Master and the Time Lord Council, who had arrived over the time bridge. Two members of the Council had voted against Rassilon's plan and, as punishment, were taken with him, hiding their faces like the "Weeping Angels of old".

Rassilon used his Gauntlet to revert humanity back to their original forms and mocked the Master when he attempted to side with the Council. Suddenly, the planet began to shake and something appeared in the skies above Earth. Gallifrey was leaving the Time Lock and appearing in orbit. There was panic in the streets and Addams and Rossiter, who had landed nearby, fled. Wilfred stayed to help out and let a technician out of one of the booths...

The Doctor told the Master that he hadn't just let the Time Lords and the Daleks through, but every abomination the war had spawned in its final days. The Master had opened Hell and whilst he claimed to be delighted by it, the Doctor told him not even the Time Lords could survive. Rassilon countered that

the Time Lords would win by destroying time itself, ascending to become beings of pure consciousness. The Master asked to join them and Rassilon mocked him. The Master was diseased, admittedly by the Time Lord's own making but that made no difference. Rassilon prepared to kill the Master and the Doctor moved between them, training Wilfred's gun on the President.



The Master and Rassilon both pled their case, the Doctor switching aim between the pair of them. He had no idea what to do until one of the Time Lords uncovered her face; it was the Woman Wilfred had met in the Church. She nodded to him and the Doctor shot the Whitepoint Star, destroying the time bridge. Rassilon prepared to kill him but the Master moved between them. Screaming with rage, he fought the Council back across the disappearing bridge and into the Time Lock. The bridge finally collapsed and the force blew the Doctor off his feet. He woke a few seconds later, amazed to be alive.

Then Wilfred knocked on the booth. Four times.



The Doctor slumped, finally realising this was why he and Wilfred kept meeting. Wilfred was always going to be the one to kill him and, as the Doctor looked closer, he saw how. The nuclear bolt that powered the Gate had gone past critical. If any control was



touched it would trigger a radiation leak that would kill whoever was in the booths. Wilfred begged him not to sacrifice himself, saying he'd had a full life and the Doctor raged against how unfair the situation was. Then, he walked to the booth, opened it, let Wilfred out and was engulfed with radiation.

He staggered out a few seconds later, and Wilfred was amazed to see his wounds from the fall heal. The regeneration was starting and the Doctor told Wilfred he'd see him one more time after he "got his reward".



His reward was meeting his friends one last time. He saved Martha and Mickey from a Sontaran they were chasing, and saved Luke Smith from being run over on the way home. In an off-world bar, the Doctor found a distraught Captain Jack and quietly introduced him to Alonso Frame. At a bookshop on Earth, he met Verity Newman, the great-granddaughter of Joan Redfern. Verity had written a book about her grandmother's adventure with the Doctor and he asked if she'd been happy, in the end. Verity was amazed when she recognised the Doctor but reassured him that Joan had lived a happy life.

Almost done, he visited Wilfred and Sylvia one last time, at Donna's wedding. There, he gave them a wedding present for Donna; a winning lottery ticket.

He'd bought it with a pound he'd borrowed a few years previously from Donna's late father. Overcome and realising they'd never meet again, Wilfred tearfully saluted the Time Lord as he left for one last stop...

Rose and Jackie Tyler stumbled home hand in hand on New Year's Eve. Rose saw a man in the shadows nearby and, assuming he was drunk, chatted to him briefly. As she left, the Doctor asked what year it was and she told him 2005. He smiled, told her she'd have a great year and collapsed.

Ood Sigma appeared and told the Doctor the universe would sing him to his sleep. The song rising in his mind, he dragged himself upright, staggered to the TARDIS and left Earth. The ship on course, the Doctor raised his hand and watched as regeneration energy began to form around it. He looked up, eyes welling with tears, and said his final words: "I don't want to go."

The regeneration energy burst out of him, ripped the TARDIS' console room to shreds. As the new Doctor appeared, marvelling at both his hair and his chin, he tried to remember what he was doing. Realising he was crashing, the new Doctor held on for dear life as the blazing TARDIS dropped back towards Earth...

CONTINUITY

- Rassilon is one of the most important figures in Time Lord history, returned to life from his tomb inside the Black Tower (see *The Five Doctors* in **The Fifth Doctor Sourcebook**) to help win the Time War.
- The Vinvocci are related to the shorter, redder, but still prickly Zocci (see *Voyage of the Damned* on pg. 168). They are not at all related to cacti (see *Meglos* in **The Fourth Doctor Sourcebook**).
- The Doctor is said to possess 'the Moment', with which he will end the Time War by destroying both Gallifrey and the Daleks (see *Dalek* in **The Ninth Doctor Sourcebook** and *The Day of the Doctor* in **The Eleventh Doctor Sourcebook**).
- The Time Lord Council is meeting at the same time as the General is trying to win the war on Gallifrey (see *The Day of the Doctor* in **The Eleventh Doctor Sourcebook**).
- The Immortality Gate was recovered by Torchwood from a crashed spaceship buried at the foot of Mount Snowdon. They found the Gravity Clamps there too (see *Doomsday* on pg. 106). UNIT later establish a base there too.
- The Doctor introduces Captain Jack to Alonso Frame (see *Voyage of the Damned* on pg. 168).



THE END OF TIME

- The Doctor meets Joan Redfern's great-granddaughter, Verity (see *Human Nature* on pg. 146).
- Whilst forestalling his meeting with Ood Sigma, the Tenth Doctor marries Queen Elizabeth I. This means he must have also helped a previous and subsequent incarnation save the world from the Zygons, and Gallifrey from the Time War, even though he does not remember it (see *The Day of the Doctor* in *The Eleventh Doctor Sourcebook*).



- This is not the first regeneration triggered by the Master (see *Logopolis* in *The Fourth Doctor Sourcebook*).

⚙️ RUNNING THE ADVENTURE

Here we are, the endgame, the end of not just the season arc but the Tenth Doctor's entire character arc. Very nearly everyone is back on stage. Don't be intimidated, just break it down into things you can use and do. There are three primary elements you have to keep in mind:

- The past. Whether it's Gallifrey's or the Doctor's companions.
- The end of the Doctor's life.
- The pay-off to the prophecy.

This entire adventure is built from the past: the Time Lords returning, the Master's origins, old companions getting one last moment to shine and this Doctor's life coming to an end. Go crazy with this, litter the adventure with it; have ATMOS relaunched without the Sontarans, the Doctor check in with Malcolm at UNIT about the Master being back on Earth or visit the The Mr Copper Foundation (see *Voyage of the Damned*) for some much-needed advice. Throw references and jokes and characters at your players because each one you add will not only ground the adventure but remind them of just how much is at stake and how much they may be about to lose. The

old saying about how we're the sum of our memories most definitely applies here. This is your chance to savour the history you and your players have created in your own campaign.

Then there's the end of the Doctor's life, which is a massive event in itself. If you decide to go with the four knocks as presented here, especially if Wilfred is an NPC, then it's very easy to do. He's faced with an impossible choice and he makes it, because that's what the Doctor does. This should be something you work with the Doctor's player to decide – how do they go out? And when?

However, gaming groups being gaming groups you may have the following happen: people will want to figure out a way to save Wilfred without having to sacrifice the Doctor or players will argue that Wilfred needs to be sacrificed. We've talked a couple of times before about not being afraid to let the consequences of your group's actions form the basis of the next few adventures. A Time Lord living past their allotted death is a temporal catastrophe waiting to happen and the consequences to the past and future would power an entire campaign, starting with Amy Pond never meeting the Doctor and finishing with the Doctor encountering the crack in time and space in increasingly bizarre and unsettling riffs on adventures that now he'll never quite have. Nonetheless, it's great dramatic material so don't be afraid to use it.

The sacrifice of Wilfred in the Doctor's place, on the surface, looks just as rife with potential. However, if you possibly can, avoid doing it. For a start the loss of Adelaide in the previous adventure should have tipped off any Time Lord to the horrors of tinkering with history on that level. Secondly, there's the fact that Wilfred should be a familiar – not to mention well-loved – presence at this point. The Doctor might do many things wrong, but sacrificing a friend to survive isn't one of them. Now, if the friend voluntarily sacrifices themselves? That's a different story and leads you back to the early adventures of the next Doctor playing out very differently.

Either way, the pay-off to the prophecy needs to be this moment, so make sure you give your players an answer and a problem all at the same time. And then there are three problems you have to solve:

- Gallifrey and when it should be.
- What to do if you don't want to regenerate your lead.
- Decide who the Woman is.



- Then there are the problems you have to deal with. First off, Gallifrey. As we find out in *The Day of the Doctor* (see **The Eleventh Doctor Sourcebook**), it falls no more, but that doesn't mean it can't be here. The end of the adventure, with Gallifrey returned to the last day of the Time War, is a necessary event to set up future adventures. That doesn't mean it went back tidily of course. There's plenty of opportunities for other Time Lords, Daleks, or any of the abominations the war gave rise to stepping across to Earth...
- She's The Rani (see **The Sixth Doctor Sourcebook** and **The Seventh Doctor Sourcebook**). We know the Master and Rassilon were both resurrected to fight in the Time War. The Rani would be a fine addition to the Time Lord army and, again, would have the ability to get a message out if needed.
- She's the White Guardian (see **The Fifth Doctor Sourcebook**). The Woman is wearing entirely white when Wilfred first meets her and there's a figure in a black hood, alone and silhouetted at the back of the church the whole time they talk. Plus, the return of the Time Lords and the Time War beginning again would be exactly the sort of thing that would force her hand.

Interestingly, Gallifrey becomes even more of a focus if you decide you don't want your Time Lord to regenerate. Without the impending death of the Time Lord this becomes an even more finely balanced moral dilemma. Does your Time Lord rescue Gallifrey from the Time War or condemn its people to oblivion for a second time? Again there's plenty of opportunity here for some interesting side adventures, especially hunting and rescuing any other refugees and last minute trips to Gallifrey to pull innocents off world.



Regardless of who you decide she is, it's her personal connection to the Doctor that helps him make the right choice. It's also the key to making this adventure work, especially if it's the swansong for a character. Make everything personal, everyone familiar. The characters aren't just fighting to save the world, it's their world. Make them feel it.

And then there's the Woman. We can guess at who she might be but not categorically who she is. She definitely has a connection with the Doctor, and the two clearly recognise each other, but that's all we know. She's probably best left as an enigma, but here are some ideas for you to consider:

- She's the Doctor's Mother. They know one another and she clearly feels great affection for him.
- She's Romana (see **The Fourth Doctor Sourcebook**). Left behind on Gallifrey and President before Rassilon's return, she'd have the ability, and knowledge, to contact the Doctor.

SHIMMER (MINOR GADGET)

Shimmers are designed to hide aliens from the local population. Wearable hologram projectors, they map and create an entirely average example of the indigenous population of a planet and project that over the wearer's face. This, combined with the way the suit uses the wearer's own features, makes them a surprisingly effective disguise.

Traits: Face in the Crowd

Story Points: 1



THE END OF TIME

THE IMMORTALITY GATE (SPECIAL GADGET)

Originally recovered by Torchwood from a downed Vinvocci ship buried at the foot of Mount Snowdon, the Immortality Gate is a tremendously powerful piece of healing technology, capable of overwriting and repairing the genetic code of everybody on a planet. The Master, of course, used it to overwrite all of humanity's DNA with his own, creating the Master Race. He no doubt spent a fair few Story Points to pull that one off too.

Traits: Shapeshift, Skill (Medicine 7), Transmit.

distances of space and time. It also allows functions as a naturally occurring circuit board, allowing the Whitepoint Star to be programmed to find a particular person or time. It also records its location prior to travel and, once recovered, and combined with a large power source, this can be used to open a time bridge to the original location.

THE HESPERUS

The Vinvocci's ship, the *Hesperus*, is a big, chunky, surprisingly manoeuvrable salvage vessel. It's designed to recover alien technology and the crew are equipped to pass as locals due to the Shimmers they wear.

Armour: 8

Hit Capacity: 150

Speed: 10/100 (Following the Doctor spending a Story Point to speed the ship up)

Traits: Flight.

WHITEPOINT STAR

A rare diamond found only on Gallifrey, the Whitepoint Star is one of the most incredibly durable substances in the universe. Its complex cellular structure means it can survive passage through a Time Lock and vast

ADDAMS AND ROSSITER

AWARENESS	4	PRESENCE	4
COORDINATION	3	RESOLVE	3
INGENUITY	5	STRENGTH	3

Addams and Rossiter are undercover Vinvocci and part of a salvage operation to recover the Immortality Gate before it falls into the wrong hands. Oops. Addams was cool and calm under pressure, but eager to press on with their mission and avoid trouble; Rossiter was a somewhat nervous individual who had never hit anyone, until he knocked the Master out; but it was Rossiter's concern for the Doctor that forced Addams to turn her ship around to rescue him.

SKILLS

Convince 3, Fighting 2, Knowledge 5, Marksman 1, Subterfuge 4, Survival 2, Technology 4, Transport 4.

TRAITS

Alien

Alien Appearance: They're both green and spiky, and have to use Shimmers to blend in.



Cowardly

Technically Adept: +2 to all Technology rolls.

Unadventurous: A -2 penalty to any Convince roll to do anything besides grab the Gate and run.

TECH LEVEL: 7

STORY POINTS: 4



FURTHER ADVENTURES

- The Silver Cloak and LINDA are fantastic entry points for characters and, in the wake of what Wilfred has seen, it would make sense for him to reach out to other groups and try and establish a support network of sorts for the Doctor.
- As cold opens go, having your players arrive on Earth to find the Master Race already in charge is one of the best. There's lots of potential for a race against time campaign to find anyone who escaped or to track down the source of

the epidemic. Even then there's still Rassilon to deal with...

- Naismith is a potentially brilliant patron and having an ally turned into an enemy like this has a ton of potential. Alternatively you could swap him out for Harold Saxon, or vice versa. Naismith as a power mad dictator using stolen Gallifreyan technology gives you lots to play with.

ABIGAIL NAISMITH



AWARENESS	3	PRESENCE	3
COORDINATION	3	RESOLVE	4
INGENUITY	3	STRENGTH	3

The daughter of a billionaire, Abigail Naismith doesn't want the world. That belongs to her already. No, she wants the future.

SKILLS

Athletics 3, Convince 3, Craft 3, Fighting 3, Knowledge 3, Marksman 3, Medicine 3, Science 3, Subterfuge 4, Survival 3, Technology 3, Transport 3.

TRAITS

Impulsive: Nobody stops Abigail from getting – or doing – what she wants.

Insatiable Curiosity: Abigail sees it as her right to know everything that's going on.

Obsession – Immortality

TECH LEVEL: 5 STORY POINTS: 2

JOSHUA NAISMITH



AWARENESS	4	PRESENCE	5
COORDINATION	3	RESOLVE	4
INGENUITY	4	STRENGTH	4

A billionaire responsible for the development of a new phone network, Joshua Naismith has money and power. He wants more. He wants to provide for his daughter. He wants to make her immortal.

SKILLS

Athletics 3, Convince 5, Science 4, Subterfuge 5, Survival 3, Technology 3.

TRAITS

Cowardly: Naismith did not get where he did by putting himself in danger. That's what he pays people to do.

Obsession: Naismith wants to make his daughter immortal. In doing so he unwittingly turns humanity into the Master Race.

Voice of Authority: +2 to all Resolve and Presence rolls.

TECH LEVEL: 5 STORY POINTS: 3



(The) 21st Century is when Everything Changes	27	Chip	63	(The) Family of Blood	149
42		[Agatha] Christie	199	[Rosita] Farisi	231
Continuity	141	The Christmas Invasion	52	Father/Mother of Mine	150
Further Adventures	143	Changing the Desktop Theme	54	Fear Her	103
(The) Mysterious Mystery of the		Continuity	53	Continuity	104
Mysterious Woman	143	Further Adventures	56	Further Adventures	105
Running the Adventure	142	Running the Adventure	53	Ionic Energy Sculpting	105
Synopsis	140	Synopsis	52	Running the Adventure	104
		Clockwork Robots	82	Synopsis	103
A		Clones	188	(Mr) Finch/Brother Lassar	75
(The) Abzorbaloff	100	[General] Cobb	195	The Fires of Pompeii	176
Addams and Rossiter	252	[Matron] Cofelia	174	Continuity	177
Adipose	174	(Tommy) Connolly	91	Further Adventures	180
(Father) Angelo	68	[Gwen] Cooper	36	Running the Adventure	178
Apollo 34	243	Cyber Controller	39	Synopsis	176
Army of Ghosts/Doomsday	106	(The) Cult of Skaro	42	[Acting Captain Zachary Cross] Flane	97
Changing the Desktop Theme	109	(Colonel Hugh) Curbishley	201	Flash Clone Mills	194
Continuity	108	(Roger) Curbishley	201	(The) Flood	241
Further Adventures	109	(The) CyberKing	39	[Midshipman Alonso] Frame	171
Running the Adventure	109	Cybermen	38	Futurekind	159
Synopsis	106	Cybershade	40		
(Dev) Ashton	142			G	
		D		Gadget	242
B		(Supreme) Dalek	45	Gadgets	
(Danny) Bartock	98	Dalek Caan	45	Anti-Gravity Clamps	237
(The) Beast of Krop Tor	95	Dalek Tommy Guns	134	(The) Archangel Network	165
(Lance) Bennett	114	Daleks	41	Atmospheric Converter	188
(Mia) Bennett	244	Daleks in Manhattan/Evolution of the Daleks	131	Bio-damper	114
(The) Biggest Family on Earth	26	Changing the Desktop Theme	134	Blood Control Matrix	56
(Major Richard) Blake	57	Continuity	133	Circle of Mirrors	216
Blink	152	Further Adventures	134	Dimension Cannon	225
Continuity	153	Running the Adventure	133	Dimension Vault	230
Easter Eggs and Other Surprises	154	Synopsis	131	Dimensional Transporters	109
Familiarity Breeds Boredom	153	(The) Damocles Gun	166	EarPods	87
Further Adventures	156	Daughter of Mine	150	EMP Bomb	87
New Characters	153	Davenport	200	Encounter Suits	206
Non-linear Storytelling	154	Davros	44	(The) Immortality Gate	252
Running the Adventure	153	[Lucius Petrus] Dextrus	181	Impact Chamber	170
Synopsis	152	(Mr) Diagoras	135	Infostamps	230
Theatrics	155	(Professor Alison) Docherty	166	Judoon Translator/Genetic Scanner	120
Bowie Base One	242	DoctorDonna	223	Light Chamber	70
(Thomas Kincade) Brannigan	130	(The) Doctor's Daughter	191	Limitation Field	101
(The) Brethren	67	Changing the Desktop Theme	194	Magna Clamps	109
(Captain Adelaide) Brooke	13, 22	Continuity	193	Multi-Grade Anti-Oil	81
		Further Adventures	195	(The) Osterhagen Key	225
C		(The) Question of Jenny	193	Paradox Machine	165
(Lobus) Caecilius	181	Running the Adventure	193	Perception Filters	165
(Margaret) Cain	245	Synopsis	191	Portable Brain	90
(Max) Capricorn	170	Double	87	Project Indigo	225
Carmen	238			(The) Psychograft	63
Carrionites	123, 125	E		Shimmer	251
(Penny) Carter	175	(Lady Clemency) Eddison	200	Sonic Pen	175
(Matron) Casp	62	(Steffi) Ehrlich	245	Teleport Bracelets	169
(Lady) Cassandra O'Brien.Δ17	62	Elton	102	Time Windows	80
(The) Chameleon Arch	150	(The) Empress of the Racnoss	115	Timey-Wimey Detector	154
(Miss) Chandrakala	201	(The) End of Time	246	(The) Torchwood Beam Weapon	56
Changing the Desktop Theme	28	Continuity	249	Warp Star	225
Chantho	160	Further Adventures	253	Waveform Prison	90
Chapter Five: The Tenth Doctor's Adventures	51	Running the Adventure	250	Weaponised Pipe Organ	139
Chapter Four: The Tenth Doctor's Enemies	37	Synopsis	246	(The) Gauntlet of Rassilon	50
Chapter One: The Children of Time	5	[Miss] Evangelista	208	(The) Girl in the Fireplace	78
Chapter Three: Torchwood	31	Evelina	179	(The) Clockwork Menace	80
Chapter Two: Playing in the Tenth				Continuity	79
Doctor's Era	24	F		Running the Adventure	79
Cheon	130	(The) Face of Boe	64	Synopsis	78

(Ed) Gold	243	(Yuri) Kerenski	243	Changing the Desktop Theme	60
(Reverend Arnold) Golightly	200	Kill Adventure, Kill The Moon	27	Continuity	59
Greeves	201	(Alex) Klein	56	Further Adventures	64
Gridlock	126	(Hal) Korwin	145	Running the Adventure	59
Changing the Desktop Theme	128	(The) Krillitane	74, 76	Science Horror	60
Continuity	127	Krillitane Oil	76	Synopsis	58
Further Adventures	129			Whoops, There Goes My Body	59
Running the Adventure	127	L		(The) Next Doctor	227
Synopsis	126	(Jackson) Lake	13, 22	Continuity	229
(Roman) Groom	244	Laser Screwdriver	47	Further Adventures	231
		Laszlo	134	Running the Adventure	229
H		(Professor) Lazarus	137	Synopsis	227
(Klineman) Halpen	184	(The) Lazarus Creature	138	(Kathy) Nightingale	156
(Novice) Hame	62	(The) Lazarus Experiment	136	(Larry) Nightingale	156
(Captain Jack) Harkness	10, 18	Continuity	137	(Donna) Noble	10, 18
(Mercy) Hartigan	230, 231	Further Adventures	139		
(Yvonne) Hartman	110	Running the Adventure	137	O	
Hath	194, 195	Synopsis	136	(The) Ood	14
(The) Heavenly Host	171	(Abi) Lerner	145	Ood Sigma	15
(The) <i>Hesperus</i>	252	(Erina) Lessak	145		
(The) Hostess	212	Lilith	125	P	
How To Use This Book	4	(Daniel) Llewellyn	57	Partners in Crime	172
Human/Dalek Hybrids	44	Love & Monsters	99	Changing the Desktop Theme	174
Human Nature/The Family of Blood	146	Changing the Desktop Theme	100	Continuity	173
Continuity	147	Continuity	100	Further Adventures	175
Further Adventures	151	Further Adventures	101	Running the Adventure	173
Running the Adventure	147	Running the Adventure	100	Synopsis	172
Synopsis	146	Synopsis	99	(The SS) Pentallian	142
Hypersonic Soundwave Manipulator	139	(John) Lumic	86	(Astrid) Peth	12, 20
		(Mr) Lux	208	Pig Slaves	43
I				Planet of the Dead	232
(The) Idiot's Lantern	88	M		Continuity	233
Changing the Desktop Theme	90	(Colonel) Mace	189	Further Adventures	237
Continuity	90	(Lady Isobel) MacLeish	71	(A) Jumping Off Point	234
Further Adventures	91	(Lord Robert) MacLeish	71	Keeping to the Timetable	235
Running the Adventure	90	(DI) Macmillan	238	Running the Adventure	234
Synopsis	88	Macra	128, 129	(This) Song is Ending	235
(The) Impossible Planet/The Satan Pit	93	(Mr) Maggie	91	Synopsis	232
Changing the Desktop Theme	95	Malcaissairo	158	Where are They Now?	236
Continuity	94	(Scootii) Manista	98	Planet of the Ood	182
Further Adventures	96	(The) Master	46	Changing the Desktop Theme	184
Running the Adventure	94	(The) Master/Harold Saxon	48	Continuity	183
Synopsis	93	(The) Master Reborn	49	Further Adventures	184
(The) Torchwood Archive	96	(Captain Kath) McDonnell	144	Running the Adventure	183
Infected Flesh	61	(The) Meta-Crisis Doctor	224, 226	Synopsis	182
Introduction	4	Midnight	209	(The) Plasmavore	119
(The) Isolus	105	Continuity	211	Playing the Tenth Doctor	6
(Tarak) Ital	245	Further Adventures	211	Plot Hooks	35
		Heightening the Tension	210	(Madame Reinette de) Pompadour	81
J		Running the Adventure	211	Putting the Team Together	34
(John Maynard) Jefferson	98	Synopsis	209	Pyrovile	178
(Private Ross) Jenkins	190	X-tonic Radiation	211	(Giant) Pyrovile	180
Jenny	12, 21	(The) Midnight Entity	212	(Young) Pyrovile	180
(Harriet) Jones, Prime Minister	55	(Dr Tom) Milligan	166		
(Ianto) Jones	36	Milo	130	Q	
(Martha) Jones	9, 17	(The) Model TT	129	Queen Victoria	69
(The) Judoon	118	Molecular Fringe Animation	151		
Judoon Captain	119	Moods	128	R	
Judoon Ships	120	(Mrs) Moore	85	(The) Racnoss	113
Judoon Trooper	118	(Wilfred) Mott	11, 19	Rassilon	50
				(Luke) Rattigan	189
K		N		Reality Bomb	226
K-9	77	(Abigail) Naismith	253	(Nurse Joan) Redfern	149
(Mr) Kennedy/The Absorbaloff	102	(Joshua) Naismith	253	(Robina) Redmond/Ada Mullins	200
Kenny	77	New Earth	58	Relations with UNIT	33



Ricky	86	Continuity	187	Tiny	29
Rise of the Cybermen/The Age of Steel	83	Further Adventures	188	(New Gadget) Traits	30
Continuity	84	(The) Human Factor	188	Bulky	30
Further Adventures	87	Running the Adventure	187	Convert	30
Networked World	85	Synopsis	185	Hungry	30
Running the Adventure	85	UNIT's Involvement	188	Slow	30
Synopsis	83	Sontaran Trooper	190	Recharge	30
TARDIS Power Crystal	87	The Sound of Drums/Last of the Time Lords	161	Zap	30
Through the Looking Glass	85	Continuity	163	Tritovore	236
Torchwood in Pete's World	87	Further Adventures	166	Turn Left	213
The Runaway Bride	111	Running the Adventure	163	Continuity	215
Continuity	112	Synopsis	161	Further Adventures	216
Further Adventures	114	(Lady Christina de) Souza	13, 21	Running the Adventure	216
Running the Adventure	113	Spacesuit Zombie	207	Synopsis	213
Synopsis	111	(Sally) Sparrow	12, 20	(Jackie) Tyler	17
(Dr) Ryder	184	(General) Staal	190	(Rose) Tyler	9, 16
		The Stolen Earth/Journey's End	217		
S		Break it Down	222	U	
(Lucy) Saxon	167	(A) Cast of Thousands	222	(The) Unicorn and the Wasp	196
(Orin) Scannell	145	Continuity	221	Continuity	198
(The) Scarecrows	151	(The) Dalek Invasion of Earth	223	Further Adventures	198
School Reunion	72	Further Adventures	226	Running the Adventure	198
Continuity	73	Running the Adventure	222	Synopsis	196
Further Adventures	76	Story Point Saviours	222	Ursula	102
(A) (Role) Call to Adventure	74	Synopsis	217	Utopia	157
Running the Adventure	73	(Andy) Stone	245	Continuity	157
Synopsis	72	(A) Storm at the Heart of the Sun	25	Further Adventures	160
Torchwood Involvement	74	(Peter) Streete	124	Running the Adventure	158
(Ida) Scott	98	(The) Swarm	235, 237	Synopsis	157
(William) Shakespeare	124	(The) Sycorax	54	What about the Silver Devastation and the Dark Mater Refs?	159
(The) Shakespeare Code	121	Sycorax Leader	54		
Changing the Desktop Theme	123	T		V	
Continuity	122	Tallulah	135	(The HMS) <i>Valiant</i>	165
Further Adventures	123	(Professor Malcolm) Taylor	238	Vashta Nerada	206
Running the Adventure	123	(The) Tenth Doctor	8	(Riley) Vashtee	144
Synopsis	121	(The) Tenth Doctor's Companions and Acquaintances	9	Vespiform	198, 199
Sibylline Priestess/Convert	181	(The) Tenth Doctor's TARDIS	23	Voyage of the Damned	168
Sibylline Sister	181	(Lady) Thaw	139	Continuity	169
(The) Sibylline Sisterhood	180	This Song is Ending, but the Story Never Ends	28	Further Adventures	171
Silence in the Library/The Forest of the Dead	202	(The) Time Beetle	215	Running the Adventure	170
Continuity	204	(The) Time Lords	49	Synopsis	168
Further Adventures	208	Toclafane	164, 167	W	
How to Handle the Vashta Nerada	206	Tooth and Claw	65	(The) Waters of Mars	239
Running the Adventure	205	Changing the Desktop Theme	67	Continuity	241
Synopsis	202	Continuity	66	Further Adventures	243
Who is River Song?	205	Further Adventures	70	Running the Adventure	241
(Sky) Silvestry	212	Kung Fu Scottish Monks? In the 19th Century?	68	Synopsis	239
(Dr Rajesh) Singh	110	Queen Victoria and the Psychic Paper	70	(Chloe) Webber	104
(A) Shining New Future	28	Running the Adventure	66	(The) Weeping Angels	155
(The) Sisters of Plenitude	62	Synopsis	65	(The) Werewolf	68
Size	29	(The) Torajii Sun	143	Whitepoint Star	252
(Commander) Skor	190	Torchwood 2.0	33	(The) Wire	92
Slabs	120	(Creating a) Torchwood Agent	34	Who is the Doctor?	6
(Mickey) Smith	9, 16	(History of the) Torchwood Institute	32	Y	
(Mr) Smith	225	Torchwood Rapid Deployment	96	Professor Yana	160
(Sarah Jane) Smith	11, 19	Field Dropship	96	Z	
Smith and Jones	116	Torchwood Side Arms	96	(Toby) Zed	97
Continuity	117	Torchwood's Taste	114	Zeus Plugs	80
Further Adventures	120	(New Alien) Traits	29		
Running the Adventure	117	Huge	29		
Synopsis	116	Infection	69		
Son of Mine	150	Invisible	29		
(Professor River) Song	205				
The Sontaran Stratagem/The Poison Sky	185				
Changing the Desktop Theme	188				