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THE ELEVENTH DOCTOR SOURCEBOOK

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" My Eleventh Ends on the Fields."

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INTRODUCTION

'There's something you'd better understand about me – I am definitely a mad man with a box.'

When Amelia Pond was seven years old, she had an imaginary friend – the raggedy Doctor who crashed into her garden in his blue box. When she grew up, on the night before her wedding, her imaginary friend came back to take her on the adventure of a lifetime. On his adventures with Amy, Rory, River and Clara, the Doctor would rise higher than he'd ever risen before, before falling so much further. He'd save the world, get married, meet his TARDIS in person, even team up with his past incarnations to save his own people... but can he save himself and avoid meeting his destiny on the Fields of Trenzalore?

Just remember – bow ties are cool.

HOW TO USE THIS BOOK

The Eleventh Doctor Sourcebook is primarily a Gamemaster's resource for running adventures either with or in the style of the Eleventh Doctor. While players will certainly benefit from the background information on the Doctor and his companions, all of the rules needed to create or portray the Eleventh Doctor's companions are found in the main **Doctor Who Roleplaying Game Core Rulebook** or in this book (that said, it's always helpful to have access to **The Time Traveller's Companion**).

This book is designed to be a primer on capturing the feel of the Eleventh Doctor's era and incorporating it into your adventures. **Chapter One** is packed with character sheets and information on the Doctor and his companions. **Chapter Two** discusses what makes an Eleventh Doctor adventure different from those experienced by his other incarnations and introduces a number of new rules to help you evoke the era, as well as new traits and gadgets, while **Chapter Three** looks at some of the Doctor's recurring enemies. Finally, **Chapters Four** describes the Eleventh Doctor's adventures, as well as the longer story arcs.

Each adventure has the following sections:

- **Synopsis:** Where did the TARDIS materialise? Who did the Doctor meet? And what trouble did the travellers get into there? This section summarises the key events of the adventure as experienced by the Eleventh Doctor and his companions.

- **Continuity:** This bit discusses how the adventure relates to the Doctor's other adventures, both in this and other sourcebooks. It also serves as a fantastic repository of mostly useless facts to impress your mates with.

- **Running the Adventure:** Next, we discuss how to run the adventure. We get into the nuts and bolts of plotting and Gamemastering, how to adapt the adventure to different Doctors or different groups of player characters, and how to use bits and pieces of the adventure in your own games.

- **Characters, Monsters & Gadgets:** If there are important non-player characters, interesting monsters, or shiny new gadgets in the adventure, you'll find them here.

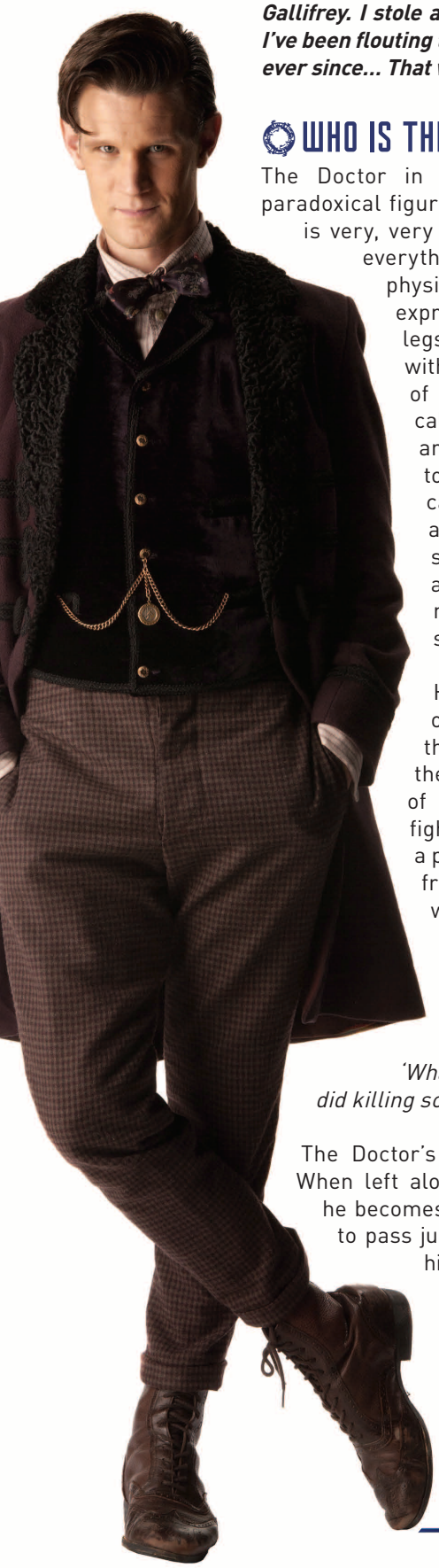
- **Further Adventures:** So, what happens after the Doctor leaves? (Or what happened before he arrived?) These further adventure seeds give ideas on spin-offs, sequels and alternate histories that expand on the Doctor's initial adventures.

There are lots of ways to use these adventures. You can use our suggestions for Further Adventures, or build your own adventures using the material provided. In fact, if your players aren't familiar with all these stories, then you can substitute your own characters for the Eleventh Doctor and his companions and 'rerun' the adventures.

Maybe your characters will take other paths and make different decisions – how will they escape the trap set in ***The Pandorica Opens***? Can they defeat the machinations of the Silence in ***Day of the Moon***? And what awaits them at Trenzalore in ***The Time of the Doctor***?

CHAPTER ONE
THE ELEVENTH DOCTOR AND COMPANIONS

'I'm the Doctor. I'm a Time Lord from the planet Gallifrey. I stole a time machine and ran away, and I've been flouting the principle law of my own people ever since... That wasn't quite what I meant to say...'



WHO IS THE DOCTOR?

The Doctor in his eleventh incarnation is a paradoxical figure. His body is very young, yet he is very, very old, and both aspects collide in everything he says and does. He is a very physical Doctor, constantly in motion, expressing thoughts with his arms and legs as if engaged in a constant dance with the universe, and yet is capable of moments of great stillness and calm. He is deeply empathetic, with an instinctive sense of how to relate to children in particular, but he is capable of hugely inconsiderate acts and a general disinterest in social convention. He swings back and forth between extremes in moments, and seems eternally surprised by himself.

He is also the first incarnation of the Doctor to fully embrace the swathe he has cut through the universe. A long, long lifetime of standing against injustice and fighting back the dark has given him a powerful, ominous reputation, and from almost his first moments he was willing to use that reputation as a weapon as he never had before, standing up and declaring himself to turn back in fear any who dared to cross him.

'What happened to you, Doctor? When did killing someone become an option?'

The Doctor's great vulnerability is isolation. When left alone, his restraint falls away and he becomes colder and harsher, more ready to pass judgment, more ready to punish. In his last days with Amy and Rory he spent a lot of time alone, and his treatment of others became more ruthless: he arranged for space pirate Solomon to die without hesitation or care, although he did hesitate in pulling the trigger after deciding to execute war criminal Kahler-Jex. When he's feeling isolated, the needle on his moral compass starts to spin. So does his sense of self and well-being. He isn't ever truly happy unless he's with a friend.

'Because you were the first. The first face this face saw. And you're seared onto my hearts, Amelia Pond. You always will be.'

From the start, the Doctor felt a very deep and very strong connection to Amy. Their friendship was incredibly close and deep, and it took a while for Amy's husband Rory to feel at home with them both.

This Doctor travelled with many other friends and companions over his long life, but he shared with none of them the connection he had with Amy, not even River Song, Amy's daughter who was trained to kill him before becoming someone he loved and eventually wed.

The Doctor hates endings. He has been known to rip the last pages out of books so he is forced to leave them unfinished. This meant the Doctor could drag things out far more than even his immediate predecessor managed; for example, he spent hundreds of years evading the fixed point in time that was his death at Lake Silencio, before working out how to escape it. It also meant he could be devastated when endings were forced upon him, as happened with Amy. When she fell victim to a Weeping Angel, it nearly destroyed him. However, in the last period of his life, he made his peace with both endings, and with losing Amy. He became energised by the mystery of Clara Oswald, 'the impossible girl', and he chased that mystery all the way to Trenzalore – where he was doomed to die. This time, he did not evade his fate, but settled in to spend centuries defending an ordinary community from threat after threat, growing old and weak.

He was ready for the very end of his life. However, Clara was able to win him a new cycle of regenerations from the Time Lords, and he accepted the end of his eleventh incarnation with equanimity, enjoying a final vision of Amy before being restored with a new face and a new beginning.

The Eleventh Doctor's character sheet represents him towards the end of his era. A version of the Eleventh Doctor during his earliest adventures is included in the ***Doctor Who: Adventures in Time and Space Eleventh Doctor Edition****, and is also available for free download on the Cubicle 7 website.*

THE ELEVENTH DOCTOR

STORY POINTS 8

ATTRIBUTES

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

SKILLS

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

TRAITS

Boffin
Brave
Charming
Face in the Crowd
Feel the Turn of the Universe
Friends (Major: UNIT, River Song, the Paternoster Gang)
Indomitable
Keen Senses (Major)
Photographic Memory
Quick Reflexes
Psychic
Run for your Life!
Talk to Everything
Technically Adept
Time Lord
Time Lord, Experienced x11
Time Traveller (All)
True Connection (Amy)
Vortex

Adversary (Major) – Too many to list
Code of Conduct
Eccentric
Impulsive
Insatiable Curiosity
Obsession – See amazing places
Weakness – Being alone too long

STUFF

Psychic Paper
Sonic Screwdriver
TARDIS
Amy's reading glasses

Time Lord 10

BIODATA

PERSONAL GOAL

To explore, to discover, to see amazing places and to hold back the darkness.

PERSONALITY

The Eleventh Doctor is a madman with a box. He constantly chats in a wild stream of consciousness and prefers to make his plans up on the fly. He is restless and jittery. He is charming and charismatic and handsome. In fact this Doctor has – perhaps on purpose – unlearned a great deal about how people get along, and he sometimes comes across as careless, rude and clueless. There is a darker side to this Doctor. He hates endings. He is capable of deep periods of depression and self-imposed isolation, and he has shown a ruthless streak on multiple occasions. This Doctor was feared throughout the universe for a reason.

BACKGROUND

The Doctor is the last guardian of the universe. He has saved it more times than he cares to remember and now looks younger than ever, although he is at least 1200 years old. He travels time and space taking the very weight of the universe on his shoulders.

THE ELEVENTH DOCTOR'S COMPANIONS AND ACQUAINTANCES

AMY AND RORY

Amy Pond met the Doctor as a young girl, and he let her down, badly. She spent her life thinking about her Raggedy Doctor, unsure if he was real, until one day he returned and revealed that not only was he real but her ordinary world wasn't. There were aliens all around her, and her little village was where the world was saved. Then the Doctor disappeared again. When he returned, years had passed and Amy was about to marry her childhood friend Rory Williams. Amy went adventuring with the Doctor at last, and soon Rory joined her, and after their wedding they continued to have adventures as a married couple.

However the adventures came at a cost. Amy and Rory had a daughter, but she was stolen from them as a baby, unwittingly growing up to become their childhood friend Mels, who then in turn became River Song. Losing their daughter was deeply traumatic, but discovering they in fact had known her her whole life eased this trauma, and in time they embraced the strangeness of their relationship with River.

They continued to travel with the Doctor, but after an unsettling experience in the Minotaur's labyrinth, things changed. The Doctor decided to disengage from them both, to protect them from the dangers arising from being his companions. The Doctor gifted them a home and reduced the frequency of his visits, and the married pair began to build lives for themselves, finding employment and making commitments with their friends. It took them a while to find the right balance between adventures with the Doctor and their own lives, but shortly after they did they fell victims to a Weeping Angel, their adventures through time at an end.

The statistics given on pg. 11 are for Amy and Rory near the end of their time adventuring with the Doctor.

CLARA OSWALD

Clara was bright and happy and had a practical intelligence and a quick mind that allowed her to keep up with the Doctor. She grew up in a happy family in Lancashire. As a young woman she went to London, and made plans to travel the world, keeping as her bible a precious book, *101 Places To See*. However, these plans kept being postponed, as one thing after another kept her in place. Then she met the Doctor. Suddenly she was caught up in a life-or-death adventure.

The Doctor offered her a chance to travel, and she accepted. She was attracted to him, and amazed by what he could show her, but she kept a measure of distance between them, always returning home after each amazing escapade. Eventually she realised that there was a reason the Doctor had sought her out – there was something unusual about her. On Trenzalore she discovered the truth, when she jumped into the Doctor's timeline to save him from the Great Intelligence. The Doctor brought her back, but she left echoes throughout time and space. Not long after this, she was there for his death – and, incredibly, his sudden rebirth.

RIVER SONG

River's timeline is, to say the least, tangled. If that wasn't complicated enough, her life has been thoroughly intertwined with that of the Doctor, whose life is anything but straightforward. And the chronology of their relationship is out of order. It's a great big mess and, as the icing on the cake, at several key points in her life she was affected by the memory-wiping powers of the Silence. Still, the overview is clear. River Song was conceived in the TARDIS, a child of time with the ability to regenerate. She was born while her mother, Amy Pond, was held captive on Demon's Run. She was raised in secret by the Silence to kill the Doctor. Along the way, she met her mother and father when they were young and grew up with them.

When she finally met the Doctor, she poisoned him, but he convinced her she was wrong to do so, and she gave up her future regenerations to save his life.

Believing herself free of the Silence, she trained as an archaeologist to learn about the Doctor's movements through history. However the Silence were not done with her, and she was pulled back into the Doctor's life to complete their original plan. She would not kill the Doctor, but reality splintered around her refusal; the Doctor had to convince her again, but this time to kill him. And yet he survived.

She spent time in prison for his murder, keeping the secret of his survival, frequently escaping to have adventures and to spend time with him. Eventually the charges against her collapsed, as the Doctor seemed never to have existed. She became a Professor. She spent more time with the Doctor. And then, one day, one adventure, she died to save him. Even this was not the end. She remained as a ghost in the machine, and was able to visit her love one last time, on Trenzalore, where she spoke his name, and where he said farewell.

The statistics on pg. 12 are for an early version of River Song. Statistics for Professor Song at the end of her life can be found in ***The Tenth Doctor Sourcebook****.*

THE PATERNOSTER GANG

Surely one of the more unusual sets of friends the Doctor has developed, the Paternoster Gang was formed when a Silurian named Vastra emerged from hibernation in 1880s London to take bloody vengeance on the humans who had disturbed her and accidentally killed her family. The Doctor stopped her, and persuaded her to abandon her vengeance.

Vastra began solving mysteries and investigating strange events. She formed a special relationship with her maid Jenny Flint, who in time became both her investigative ally and her lover.

In 1888 the Doctor called in Vastra's debt, and she and Jenny went to Demon's Run to fight for him. They survived, and met a Sontaran named Strax, a warrior who had been repaying his own debt to the Doctor by serving others in a very un-Sontaran way. He was badly injured but Vastra and Jenny managed to heal him, and he agreed to come back with them to London. The three of them continued to solve mysteries, working closely with Scotland Yard and gathering private clients. Vastra and Jenny married, and Strax served loyally as their eager butler, bodyguard and soldier.

A few years later, in 1892, the Doctor came to London and retreated from society there, relying on the Paternoster Gang to ensure he stayed undisturbed. In time the Doctor emerged from his dark mood and left them behind, but in 1893 they met him again, inexplicably reunited with a young woman they had seen die at Christmas. This run of strangeness came to a head soon after, when Vastra heard about the Doctor's greatest secret from a condemned murderer. She contacted two of the Doctor's friends but the gang was already the target of one

of the Doctor's enemies, and they were dragged to Trenzalore to witness the ultimate confrontation between the Doctor and the Great Intelligence.

BRIAN WILLIAMS

Brian is Rory's father and Amy's father-in-law. He was introduced to his son's unconventional life when the Doctor materialised the TARDIS around him and carried him off to a Silurian Ark. Before that point he'd never been interested in travel, but after a special request to the Doctor for a view of the Earth from space, he changed his mind and began to travel around the world. He even made at least one trip with the Doctor to the planet Siluria in the future. His relationship with travel through time and space was tested by the increasingly unstable lives of Amy and Rory. Although he clearly saw the cost of their adventures, he encouraged them to keep travelling with the Doctor, recognising that it was a very special opportunity. While the Doctor invited him to join them, he declined, preferring to stay at home and water his plants.

SEXY (IDRIS)

Whilst visiting a bubble universe, the TARDIS' matrix was sucked into a host body. This was an opportunity for it to talk to the Doctor, something that is just not possible when the matrix is in its normal state. The TARDIS was in a female body named Idris, but she soon took on the name "Sexy". It took a while to figure out what was going on, and she ran around excitedly for a time, talking incessantly and trying to figure out how to experience linear time and what physical bodies were good for. Sexy wasn't around for very long. Almost as soon as the matrix appeared in that body, it started to break down. A few hours was all the time she had. She made the most of it.

CANTON EVERETT DELAWARE III

Canton Everett Delaware III was never going to lead a straightforward life. Despite undeniable excellence as an FBI agent, a public commitment to a relationship that was both interracial and homosexual pushed the establishment too far. In 1969, Canton was shown the door. His life was about to become vastly more complex. Just six weeks later Canton was recommended to the President for a private job. He met the Doctor, and was pulled into an adventure involving alien conspiracies, time machines, lost children and subverting the Apollo 11 mission. While his formal role was unclear, the President's good word ensured his reputation was repaired. The White House owed him a favour. Decades later, in 2011, Canton as an old man was once again called into the Doctor's life. This time it was to bear witness to his end at the hands of the Impossible Astronaut at Lake Silencio.

CRAIG OWENS

Craig is an average guy who made a very, very interesting friend in the form of the Doctor. Craig's life turned upside down when the Doctor took a room in his flat as his lodger. Next thing you know he was risking his life to end the threat of a strange spaceship hiding above his flat, and acting all emotionally courageous with the woman he liked. The Doctor disappeared and life went all normal again, but a new kind of normal, the sort of normal where you have a girlfriend and you travel to exciting places.

In time Craig and Sophie had a child. Then the Doctor showed up again, and Craig (now with little Alfie in tow) dove in to help his friend, and ended up relying on his love for Alfie to end the Cyberman threat entirely. He was sort of a hero! But a very ordinary sort of hero, which was just the way he liked it. He's touched the strange and miraculous twice now through the intervention of the Doctor, but it hasn't really changed him. That might be why the Doctor likes him so much. The Doctor telepathically shared knowledge with Craig. Some of this is still in there, so Craig can stumble across scraps of knowledge about aliens from time to time.

KATE STEWART

Kate's father was Brigadier Alistair Gordon Lethbridge-Stewart. As an adult she decided to follow in his footsteps by joining UNIT. Though her father was in the military, she never forgot his advice that "science leads", something her father learned from the Doctor. As she climbed the hierarchy she was able to turn UNIT into a more science-led organisation; and a key part of that was to re-establish contact with UNIT's most unusual scientific advisor. She made contact with the Doctor for the first time during the Year of the Slow Invasion, and she was pleased to find he lived up to his reputation. He swiftly grew to like her as well, and worked out her parentage just as quickly. Kate is Head of Scientific Research at UNIT. She deals with the most complicated and dangerous problems that arise in Britain and the world. She has access to incredible technologies and resources, but perhaps the most useful resource of all is the Doctor.

AMY POND

STORY POINTS 12

ATTRIBUTES

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

SKILLS

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

TRAITS

Attractive
Brave
Empathic
Indomitable
Run for your Life!
True Connection (Rory)
Voice of Authority

Argumentative
Distinctive
Impaired Senses (Minor): *Reading Glasses*
Impulsive
Insatiable Curiosity

STUFF

Superphone

5

BIODATA

PERSONAL GOAL

To travel with the Doctor, to explore, to have fun.

PERSONALITY

Amy is a spitfire. She is arch, quirky and enjoys a needling sort of banter. She is brave and headstrong, and is willing to make big decisions quickly. She is comfortable being the centre of attention, although she doesn't seek it out. She is devoted to her husband Rory, although she can treat him roughly from time to time. Her relationship with the Doctor is complicated and deeply tied up with her childhood hopes and dreams. She loves him deeply, but she doesn't hesitate to call him out when he gets something wrong.

BACKGROUND

Amy met the Doctor when she was a little girl. His sudden departure hurt and confused her, and only when he returned to her life over a decade later did her life snap into focus. She relished the chance to step out of the world and travel with him, first alone, then with her partner Rory too.Eventually Amy and Rory stepped back to part-time adventuring and established normal lives. Amy had difficulty settling into a career (model? travel writer?), and home life had its difficulties, but they were happy enough as long as the Doctor kept coming to visit from time to time.

RORY WILLIAMS

STORY POINTS 10

ATTRIBUTES

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

SKILLS

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

TRAITS

Another Lifetime (Major): Spend a Story Point to gain +1 Presence, +1 Resolve, +2 Fighting, +1 Marksman, Voice of Authority for one scene.
Brave
Death Habit
Empathic
Face in the Crowd
Run for your Life!
Time Traveller (Tech Levels 2-5)
True Connection (Amy)

Code of Conduct
Unlucky

STUFF

Nursing Supplies
Superphone

5

BIODATA

PERSONAL GOAL

To have adventures and keep Amy safe.

PERSONALITY

For most of his time in the TARDIS, Rory was there because Amy was there. She was passionate about time travel, and he was passionate about her. In time, however, he began to love it just as much as she did. This was something of a surprise, as Rory had an easy-going nature and preferred simplicity in his life, and life-risking escapades didn't fit with that too well.

BACKGROUND

Rory grew up with Amy, but it took a long time for her to realise his feelings for her. They became a couple and stayed together from then on, and Rory stayed devoted even after Amy pulled him into a mad world of time travel and extraterrestrial threats, where he ended up dying, not once but several times.

CLARA OSWALD

STORY POINTS 12

ATTRIBUTES

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

SKILLS

ATHLETICS	3	MEDICINE	0
CONVINCE	2	SCIENCE	3
CRAFT	0	SUBTERFUGE	1
FIGHTING	0	SURVIVAL	1
KNOWLEDGE	2	TECHNOLOGY (Computers +2)	3
MARKSMAN	1	TRANSPORT	2

BIODATA

PERSONAL GOAL

To travel and see the universe! (And protect the Doctor.)

PERSONALITY

Clara is chirpy, happy, energetic and whip-smart. She is forthright and likes to take control of any situation. She considers the Doctor her most trusted friend, and would sacrifice herself to save him – something she's already done once.

BACKGROUND

Clara always wanted to travel, but ended up helping out friends after their mother died. The Doctor offered her all the travel she could want – but she insisted on always returning to her responsibilities. She cares deeply for the Doctor, and sacrificed herself to save him by diving into his time stream. He in turn rescued her, but not before she had left echoes of herself throughout time and space.

TRAITS

Attractive
Brave
Friends (Major): The Doctor
Lucky
Technically Adept

Adversary (Minor): *The TARDIS*
Caregiver
Insatiable Curiosity
Obligation (Major): *The Maitland children/Coal Hill School*
Phobia: *Becoming lost*

STUFF

Motorbike

5

RIVER SONG

STORY POINTS 7

ATTRIBUTES

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

SKILLS

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

BIODATA

PERSONAL GOAL

She wants knowledge so she can find the Doctor again. Of course, the life of a scholar cannot fully satisfy her urge for adventure, so she eagerly undertakes field trips and personal investigations in pursuit of other goals. It would hardly be out of character if some of these took a turn for the dramatic...

PERSONALITY

River's time as a student was a happy and optimistic period of her life. She balanced the diligence of study with a new appreciation for life and freedom, and a growing maturity that promised much for the future.

BACKGROUND

River was her own person, for the very first time. She had burned up all her regenerations and she intended to make the best use of the one lifetime she had left.
That meant one thing: she wanted more Doctor in her life. Enrolling at Luna University in the 52nd century, she began a doctorate in archaeology. She learned to read the warp and weft of time, and to spot the marks left on history by the Doctor. She wasn't sure when their paths would next cross, but she would be ready.

TRAITS

Attractive
Boffin
Brave
Charming
Friends (Major): The Doctor
Keen Senses (Sight)
Run for your Life!
Technically Adept
Time Traveller (Tech Levels 5 and 8)
Scion of Gallifrey: Her regenerations are gone, but history is opening up to her.
Vortex

Argumentative
Distinctive
Dark Secret (Major): *She killed the Doctor, as she was meant to, then gave up her regenerations to bring him back.*
Insatiable Curiosity

STUFF

Blue Diary

8

MADAME VASTRA

STORY POINTS 5

ATTRIBUTES

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

SKILLS

3	ATHLETICS	2	MEDICINE
3	CONVINCE	3	SCIENCE
0	CRAFT	3	SUBTERFUGE (Disguise 5)
4	FIGHTING	3	SURVIVAL
4	KNOWLEDGE	3	TECHNOLOGY
3	MARKSMAN (Tongue 5)	1	TRANSPORT

BIODATA

PERSONAL GOAL

To solve mysteries, uncover secrets and stand against all dangers to her adopted home.

PERSONALITY

Vastra is a skilled and insightful detective and draws great satisfaction from her successes. She is open-minded and delights in defying convention, and she has found love for a human. Nevertheless, she is a reptile, not a mammal, and deep down retains a streak of ruthless cold-bloodedness..

BACKGROUND

Vastra awoke from hibernation in the early 1880s, and killed several Underground workers in vengeance for the deaths of her sisters. The Doctor found her and calmed her rage, setting her on a new path, that of protectress of London and humanity. Her maidservant Jenny Flint became, in time, her investigative companion, then lover, then her wife, a sign of how far her views on humanity had changed.

TRAITS

Alien
Armour (5)
Environmental: Extreme heat
Friends (Major, The Doctor)
Friends (Major, Paternoster Gang)
Quick Reflexes
Special (Tongue Attack): Range 3m, S/S/S or mutation venom (Strength + Resolve, diff. 12, every hour or mutate)
Telepathy (with Jenny only)
Time Traveller (Tech Level 4)

Alien Appearance (Major)
Code of Conduct
Dark Secret: *Liking for human flesh.*
Last of My Kind
Owes Favour (Major): *The Doctor.*
Weakness: *Cold*

STUFF

Mask or veil
Katana 4/**8**/12

JENNY FLINT

STORY POINTS 5

ATTRIBUTES

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

SKILLS

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

BIODATA

PERSONAL GOAL

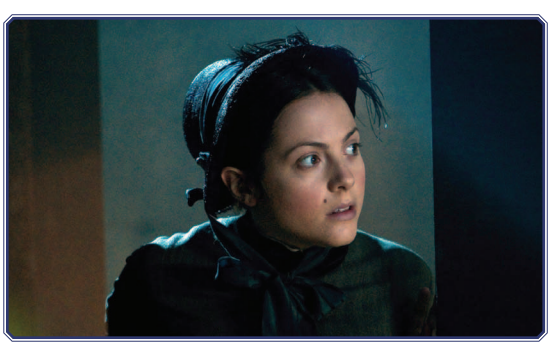
To protect the vulnerable and root out evil wherever it may hide. All in a day's work!

PERSONALITY

Jenny is quiet and reserved, but she has a fiercely open mind and a taste for adventure. Also, she has married another woman, and a reptilian one at that. Jenny understands the importance of keeping up appearances but is not willing to allow conventional expectations to limit her life or her choices.

BACKGROUND

Born in London's East End, becoming a maidservant was a great success. Improbably, this was just the beginning for Jenny, who shortly found herself the trusted companion to a reptile detective. Her life became full of adventure, wonder and, finally, love.



TRAITS

Brave
Empathic
Friends (Major, The Doctor)
Friends (Major, Paternoster Gang)
Keen Senses (Major): All senses.
Telepathy (with Vastra only)

Obligation (Major): *Protect Madame Vastra.*

STUFF

Leather body glove (Armour 1)
Sword 2/**5**/7
Scanner glove (Minor gadget, Trait: Scan, Story Points: 1)

STRAX

STORY POINTS 7

ATTRIBUTES

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

SKILLS

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

TRAITS

Alien
Brave
Friends (Major): The Doctor.
Friends (Major): The Paternoster Gang.
Time Traveller (Tech Level 4)
Tough: Reduce any damage to Attributes by 2.

Alien Appearance (Minor)
By the Book
Eccentric
Owes Favour (Major): *Strax is forever in the Doctor's debt.*
Special – Probic Vent
Weakness (Major) – Coronic Acid

STUFF

Sontaran Rifle (4/L/L), Shock Staff (S/S/S), a whole armoury of other weapons.
Battle armour (5)
Medical scanner (Minor gadget; Trait: Scan, Story Points: 1)

7

BIODATA

PERSONAL GOAL

Strax does his duty, and looks for opportunities to use his devastating martial prowess against all enemies.

PERSONALITY

Strax is driven to excel in battle, and where that fails he'll do his best to be a good butler, or cab driver, or nurse. He has drifted far from the norm for Sontarans, experiencing something like friendship for his current commanding officer Madame Vastra. He is now accustomed to being mindful of civilians, helping the weak and mixing with non-Sontarans.

BACKGROUND

After his clone batch was defeated by the Doctor, Strax pledged to regain honour by following the Doctor's instructions. He duly became a nurse, an occupation that is anathema to any Sontaran. He was helped by Madame Vastra and Jenny Flint and joined them as the third member of the Paternoster Gang, where he follows their orders and provides much-needed tactical advice.

BRIAN WILLIAMS

STORY POINTS 7

ATTRIBUTES

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

SKILLS

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

TRAITS

Face in the Crowd
Resourceful Pockets
Sense of Direction

Slow (Minor)
Unadventurous

STUFF

Trowel.

5

BIODATA

PERSONAL GOAL

Brian wants to do things right, learn new things and look out for the welfare of those closest to him.

PERSONALITY

Brian is careful and methodical and practical and, he would happily admit, a bit boring. Admittedly, he's a bit less boring now he's started travelling the world and even crossing time and space. He's a problem-solver and a helper to any who need it, and that's good enough for him.

BACKGROUND

While in the village of Leadworth, Brian had a son named Rory who was a bit useless really. Rory and his wife ended up in London, and Brian moved there too, and life was very ordinary until one day it wasn't any more. Suddenly there were dinosaurs and lizard people and robots and spaceships, and the world seemed full of possibility, and Rory seemed full of possibility too.

SEXY (THE TARDIS)

STORY POINTS 8

ATTRIBUTES

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

SKILLS

ATHLETICS 0	MEDICINE 3
CONVINCE 4	SCIENCE 6
CRAFT 0	SUBTERFUGE 0
FIGHTING 0	SURVIVAL 5
KNOWLEDGE 8	TECHNOLOGY 4
MARKSMAN 0	TRANSPORT 4

BIODATA

PERSONAL GOAL

Bond with the Doctor, learn about being in a physical body and relish every moment of a new perspective on the universe.

PERSONALITY

Sexy was trusting and enthusiastic and would try anything that anyone suggested. All of this made her seem quite, quite mad. She had a good excuse, of course: when you're used to existing simultaneously across all space and time, it's a bit disconcerting to be squished down and jammed into one little body.

BACKGROUND

Sexy has been with the Doctor a very long time indeed.Yet for all that time, Sexy has been unable to really talk to the Doctor. She has known him, and yet not known him at all. Any chance, however fleeting, to step directly into his world and talk to him? That's precious. Don't waste a moment.

TRAITS

Alien
Feel the Turn of the Universe
Precognition
Psychic
Telepathy
Time Traveller (All)
Vortex

Eccentric
Insatiable Curiosity
Last of My Kind
Weakness (Major): *Cannot survive for long in a host body.*

STUFF

None.

11

CANTON EVERETT DELAWARE III

STORY POINTS 12

ATTRIBUTES

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

SKILLS

ATHLETICS 4	MEDICINE 2
CONVINCE 5	SCIENCE 3
CRAFT 0	SUBTERFUGE 4
FIGHTING 4	SURVIVAL 3
KNOWLEDGE 0	TECHNOLOGY 1
MARKSMAN 4	TRANSPORT 3

BIODATA

PERSONAL GOAL

Canton's wants to live as he sees fit, without censure or restraint. This involves a homosexual, interracial relationship that is beyond the pale for his contemporaries, but he is uninterested in bowing to public expectation.

PERSONALITY

He has the wit and ability to be a star performer in the FBI, but his social fearlessness and disregard for authority tend to make more of an impression on people. He is calm in a crisis and responds as a law enforcement professional. If he hears a cry for help, he will respond. If he is unsure of someone, he will question them. If he feels threatened, he will ready a firearm, and will not hesitate to pull the trigger.

BACKGROUND

Canton Everett Delaware III was pushed out of the FBI for his relationship. Almost immediately he ended up working for the President on a special job where he met the Doctor. The adventure that followed changed his life, and his connection to the Doctor would continue until he was an old man.

TRAITS

Brave
Empathic
Owed Favour (Major): The White House
Quick Reflexes
Voice of Authority

Argumentative

STUFF

Colt Python snub pistol (2/5/7)
Special ammunition (Stun damage only)

5

CRAIG OWENS

STORY POINTS 15

ATTRIBUTES

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

SKILLS

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

BIODATA

PERSONAL GOAL
Craig wants to be a good dad, and a good man, and sure he'll help out the Doctor if he's ever around, but apart from that he wants a nice ordinary happy life thanks very much.

PERSONALITY
Craig is still a very average guy despite two extremely unusual adventures with the Doctor. He's down to earth, loyal and devoted to his family. He has no interest in adventure for its own sake, but if the Doctor's around, he'll do what he can to help.

BACKGROUND
Craig's life turned upside down when the Doctor took a room in his flat. Next thing you know he was dealing with aliens and spaceships, risking his life, and talking about his feelings. He and Sophie had become parents by the time the Doctor turned up again, and this time Craig's fatherly love ended the danger.

TRAITS

* The Doctor shared some information with Craig telepathically, giving him some knowledge of aliens and improving his technical skills (as noted above).

Face in the Crowd
Run For Your Life!
Technically Adept
True Connection: His son, Alfie.

Inexperienced
Unadventurous

STUFF

A mobile phone, some spare change and a papoose.

5

KATE STEWART

STORY POINTS 12

ATTRIBUTES

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

SKILLS

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

BIODATA

PERSONAL GOAL
Defend the Earth.

PERSONALITY
Kate Stewart is cool, collected and efficient. She can make big decisions swiftly and with confidence, with the fate of the nation or even the world on her shoulders. She is a skilled leader, and part of that is knowing when she needs help. The Doctor gives the kind of help she can't get anywhere else.

BACKGROUND
After some time finding her own way in life, Kate fell back into the orbit of her father, Alastair Gordon Lethbridge-Stewart. She joined UNIT after him, but followed a more bureaucratic path, advancing in the hierarchy and dragging the institution towards science and away from its military structure. She is now Head of Scientific Research.

TRAITS

Brave
By the Book
Friends (UNIT, The Doctor)
Indomitable
Technically Adept
Voice of Authority

Obligation (UNIT)

STUFF

Mobile phone, any mission-specific Gadget.

5

HENRY AVERY

STORY POINTS 12

ATTRIBUTES

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

SKILLS

3	ATHLETICS	0	MEDICINE
4	CONVINCE	1	SCIENCE
0	CRAFT	0	SUBTERFUGE
3	FIGHTING	3	SURVIVAL
2	KNOWLEDGE	0	TECHNOLOGY
5	MARKSMAN	5	TRANSPORT

TRAITS

Brave
Owed Favour (Major)
Sense of Direction
Technically Adept
Time Traveller (Tech Level 6)
Voice of Authority

Obligation (Major): *Toby*
Obligation (Minor): *Pirate Crew*
Owes Favour (Major): *The Doctor*
Outcast (Minor)
Weakness (Minor): *Greed*

STUFF

Flintlock (2/4/6)
Cutlass (5)
Commandeered spaceship

3

BIODATA

PERSONAL GOAL

With his crew, he roams through space (and on at least one occasion, through time) in search of a cure for his son. Are they still pirates? Yes, of course – but what kind of pirates? That question they will answer as they go.

PERSONALITY

Avery is a pirate, and has done many awful things for base motives. However, there is a nobility to him as well. He is a rare combination of practical and intelligent, and has adapted to very different horizons. He is quick with his flintlock, handy with a cutlass and says things like "To the fore, you dogs! Avast! Heave ho you bilge rats!"

BACKGROUND

Henry Avery blackened his own name. He was a Naval Officer who lost his commission and turned pirate. Captaining the *Fancy* under a black flag, Avery's great triumph was the seizure of the Mughal fleet and its treasure. Avery was the most successful pirate on the seas. His luck turned, hard. Laden with Mughal treasure, the *Fancy* was becalmed, then preyed upon by a demonic figure. Then a man named the Doctor pulled Avery into a shocking new world. Avery and his crew exchanged the *Fancy* for a futuristic ship capable of moving among the stars.

THE WAR DOCTOR

STORY POINTS 8

ATTRIBUTES

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

SKILLS

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

TRAITS

Boffin
Brave
Feel the Turn of the Universe
Indomitable
Photographic Memory
Psychic
Resourceful Pockets
Technically Adept
Time Lord
Time Lord (Experienced x8)
Time Traveller
Vortex

Adversary (Daleks)
Code of Conduct

STUFF

Sonic Screwdriver
TARDIS

Time Lord 10

BIODATA

PERSONAL GOAL

End the Time War.

PERSONALITY

Older and more weary than his more recent incarnations, the 'War Doctor' has seen the worst of Time War, experiencing the horrors committed by both sides and can only see one solution to war. One terrible solution. The burden of this decision weighs upon him and while this will give the impression of a darker, more-thoughtful Doctor, his usual exuberance is still in there, rising to the surface at the slightest hope of a less-drastic solution.

BACKGROUND

A Renegade Time Lord from Gallifrey, the Doctor has regenerated into a warrior. Born to end the Time War, this 'War Doctor' was custom regenerated by the Sisterhood of Karn to put an end to the constant battles that threatened the survival of the universe itself. Having battled the Daleks for years, it was at the brink of the fall of Gallifrey itself that the War Doctor broke into the Omega Arsenal to steal the Moment, a weapon of last resort to finally put an end to the Time War.

THE ELEVENTH DOCTOR'S TARDIS

Damaged during his regeneration and forced to regenerate along with him, the Eleventh Doctor's TARDIS reflected the mad, eccentric personality of its owner. Its console room spiralled and arced around, with steps leading up and leading down, and the console itself was a Victorian-esque wonder in its own right.

During the lifetime of his eleventh incarnation, the Doctor gets to know the ins and outs of his TARDIS more than he ever has before. He learns some of its tricks (such as how to close its doors with a snap of his fingers or how to make it materialise silently) and explores parts of it to which he's never been before – he even gets to meet his TARDIS in person for the first time, when its matrix was forcibly removed and placed in a mortal body. While this manifestation was not to last, the Doctor and Sexy's (his name for the TARDIS) adventure together brought them even closer.

Under his tenure the TARDIS sees honeymoons, conceptions and even newborn infants within its walls, and as well as the Doctor it formed a close bond with several of its other companions – including Tasha Lem and the "child of the TARDIS", young Melody Pond. Never Clara though, who developed a rivalry with the TARDIS, referring to it unaffectionately as a "grumpy cow". But there was a darker side too for the TARDIS also bore witness to some of the Doctor's greatest defeats – including acting as his tomb at Trenzalore, itself dying, where its bigger on the inside had spilled onto the outside.

THE ELEVENTH DOCTOR'S TARDIS

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

SKILLS
Knowledge 8, Medicine 3, Science (Temporal Physics +2) 6, Survival 5, Technology 4, Transport 4

TRAITS
Clairvoyance, Face in the Crowd, Fast Healing, Feel the Turn of the Universe, Forcefield (Major), Lucky, Psychic, Scan (x4), Resourceful Pockets, Sense of Direction, Telepathy, Tough, Transmit, Vortex, Argumentative, Impulsive, Restriction (Tricky Controls, Six Pilots, Can Only be Refuelled at a Time Rift).

ARMOUR: 30

SPEED: 12 (Materialised)

STORY POINTS: 20

HIT CAPACITY: Thousands

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 ELEVENTH DOCTOR'S ERA

'Geronimo!'

ELEVENTH DOCTOR-STYLE ADVENTURES

STYLE AND TONE

Even though the TARDIS can go anywhere, each Doctor has adventures with a shared rhythm and style. Lock your adventures into the Eleventh Doctor's era with a sprinkling of the features below. Don't go overboard, though, or you'll end up with parody!

FAIRY TALES

Many of the Eleventh Doctor's adventures felt a little bit like fairy tales: dark and mysterious, tinged with magic, with solutions coming from childish ingenuity and faith. The TARDIS was more than ever like a wizard's box, producing endless miracles and providing a portal to adventure. The Doctor himself was an imaginary friend who came through the portal and dragged you off into a more exciting world. Adventures often happened in an Old London Town straight out of classic children's books (even if it was on another planet the whole time). Amy Pond even brought the universe back to life by believing in it hard enough. In your adventures, a gentle touch of fairy tale imagery will go a long way towards making the game feel part of the Eleventh Doctor's era.

- Introduce characters with some fairy tale job descriptions – cobblers mending shoes, pig farmers farming pigs, toymakers making toys.
- A child's bed-time story could unlock the mysteries of a puzzling adventure.
- Use magic from a fairy tale as inspiration for a high-tech equivalent, like an industrial plant that uses matter dispersion and elemental trade-offs to spin straw into gold.

SEEING IS POWERFUL

Careful where you look! For several of the most memorable enemies of the Eleventh Doctor, where you put your eyes marks the difference between survival and destruction. The Weeping Angels could only be contained by an unblinking gaze; the Silents could only be remembered while they were seen; the Minotaur's fears would overwhelm their victims who laid eyes upon them; the Krafayis couldn't be seen directly at all. Use what you look at, what you see and what sees you to inspire new problems and creatures for your adventures.

- An alien creature rewinds time by 30 seconds each time you see it.
- An interstellar cat burglar has a device that freezes your perception in a snapshot – you can still see, but what you see is the world as it was when she used the device a few minutes ago, not what's actually in front of you now.
- A time ripple is only visible in your peripheral vision, never straight on.

PROCESSES CAUSE PROBLEMS

Frequently, the Eleventh Doctor found himself facing problems that did not arise out of malice or greed or any other villainous motivation, but rather from systems that were trying to be helpful but ended up having unexpected effects. The 'Curse of the Black Spot' was an overenthusiastic medical system. The Gangers were the side effects of a poorly understood duplication process. The people trapped in George's doll's house were victims of an over-sensitive defence mechanism. Amy was trapped in the Two Streams facility by an overzealous quarantine system. In your adventures, look for ways to put the characters in jeopardy with automatic processes that don't stop to ask questions.

- The characters are targeted by an automated taxation system when they enter Usurian space, and it dispatches tax collector drones to enforce the law with extreme prejudice.
- The characters stumble into a future mental health institution, and they can't convince anyone they're not actually delusional.
- An interstellar entertainment show tricks the characters into singing on camera, and they become viral video heroes – until automated intellectual property systems detect a violation and start trying to delete them.

SWITCHING TIME ZONES

Many of the Eleventh Doctor's adventures begin in one interesting time and place, but only spend a short time there before zipping off to wherever the real action is going to be. The Doctor and Amy visit the Musée d'Orsay in the present before being led back to Vincent Van Gogh's past, and they are on Planet One when they find there directions to Roman Britain and the Pandorica. There are numerous short encounters in other places before the Doctor's friends converge on Demon's Run, and the battle with the Angels of Winter Quay starts

nearly a hundred years in the future. Try starting your adventures with a prelude sequence set in a very different locale to the main event.

- Sit a mystery in a museum display or an old history book, and let the players jump back to see it in the flesh.
- Present the characters with a hostage situation to resolve, then reveal the hostage-taker is being manipulated by a dimension-hopping crime syndicate. Stopping them is the real adventure.
- Ask the players to choose anywhere in the universe to spend some relaxation time, then have an injured Dalek time-warp into their holiday and beg them to accompany it back to prehistory to save the universe.

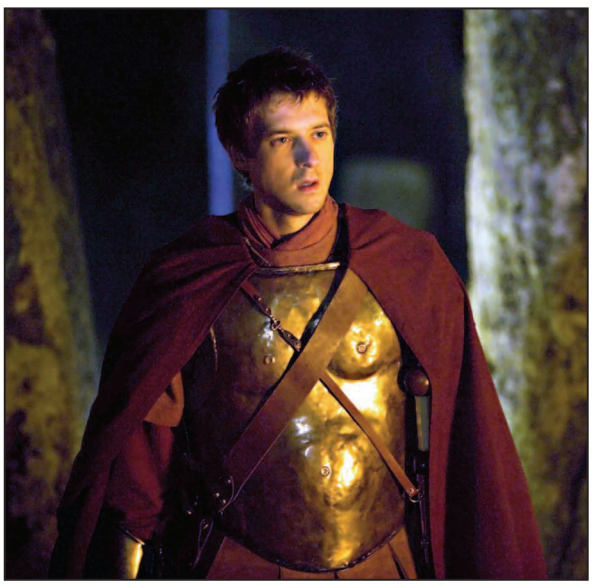
MEETING YOURSELF

Amy met herself when the TARDIS started playing up. Clara did the same, for the same reason. Amy also met herself, more traumatically this time, at the Two Streams facility on Apalapucia. The Doctor met himself in the form of a Ganger, and on several other occasions when his timeline got a bit mixed up – he even had an adventure with two former incarnations. Rory watched his older self die in Winter Quay. The Doctor and Clara both met themselves as horrifically injured casualties in the centre of the TARDIS. Kazran Sardick met himself too. Meeting yourself can have disastrous consequences, but it can also tangle up an adventure in some fascinating and exciting ways. For advice about having characters meet themselves, see the section **Time and its Discontents**, below.

- The characters meet future versions of themselves at the start of an adventure, and get some advice about what they are up against.
- The characters enter a sultry tango dance-off with the fate of the universe on the line. On the far side of the dance floor, out steps the couple they have to beat: their future selves.
- A character discovers the confused robot helping them isn't actually a robot, it's a temporary home for an injured person's mind. Then they realise the injured person is them, after some awful future accident.

PEOPLE AS PUZZLES

The Doctor couldn't resist a puzzle, especially if it was also a person, as happened with Amy (twice!) and Clara. The Doctor also presented a mystery with his impending death at Lake Silencio, as did Rory when he disappeared into a time crack. Wrapping your characters in mysteries can add a whole new layer of interest to your adventures.



- A character is killed then turns up alive and well in the next scene – but how?
- A character starts making short TARDIS-like time hops all by herself – but why?
- The group go to the very end of all time and space, and find there a statue of one of the characters – who created it, and what does it commemorate?

EVENTS OUT OF ORDER

River Song and the Doctor live their lives out of sequence. This sort of thing sometimes happens in the Eleventh Doctor's adventures – middles come before beginnings and the ends happen in between. Amy and Rory watched the Eleventh Doctor die at Lake Silencio before an earlier version turned

up to carry on adventuring with them. The Doctor escaped the Pandorica and then arranged things so he could escape the Pandorica. And so on! It can be very confusing while it happens but there's a great sense of satisfaction when everything lines up at the end. For advice about making this kind of temporal jigsaw into a workable game, see the section **Time and its Discontents**, below.

- The characters bounce back and forth through the life of one family, watching them grow and change and learn – but out of order.
- An enemy takes revenge on the Doctor before he's even done whatever offensive thing he's being blamed for.
- The characters are locked up in the most secure prison in the galaxy, and then escape it almost without trying – now they have to go back in time and arrange for the escape they just pulled off.

COMMUNICATION ACROSS TIME

The Doctor and River both enjoyed scrawling messages to each other on the fabric of history. River left a message on Planet One to bring the Doctor to the Pandorica. The Doctor commissioned a message on an antique vase so River would know to send him a locking signal. The Ponds sometimes encountered the Doctor in their history books. You can use these historic missives in your own adventures as well to get people information when they need it.

- An archaeological dig at Goatswood Mound is opened amid much angst and fanfare. A "happy anniversary" card is sitting on the tombstone. It plays a tune when opened, and the message reads "Reservations at Tavern on the Green for 8pm yesterday. Dress to impress."
- SETI detects a radio signal from a planet in the Kepler zone. It decodes into a reminder note: "Don't forget to wind your watch."
- The Doctor is imprisoned in a cell. Over many months his breath reacts with a chemical imprinted on the metal walls when they were manufactured, revealing instructions for his escape.

COMPANIONS AT HOME

The Eleventh Doctor enjoyed an unprecedented level of fine control over his TARDIS. This allowed him to adopt a new way of engaging with his travel companions. Amy and Rory, and then Clara, maintained ordinary lives on Earth, only joining the Doctor in the TARDIS for occasional adventures. The clash of tones between home and TARDIS life could provide may interesting scenes in your adventures.

- What happens when an important life event clashes with heading off in the TARDIS?
- Maybe the TARDIS is completely changed the next time it turns up to collect its crew. When they open the door, they are shocked to see the Doctor is changed as well – what happened while they were away?

MARRIAGE HAPPENS

The Eleventh Doctor's life was shaped by two strong and unconventional marriages: the one between Amy and Rory, and the one (or more) between the Doctor and River Song. There were a few other important marriages along the way, such as when the Doctor married Marilyn Monroe (***A Christmas Carol***) and when Amy married Henry VIII (***The Power of Three***).

Elsewhere, Vastra and Jenny Flint got married, Craig Owens and Sophie didn't get married but did live together and have a baby, and Canton Delaware's troubles began because he wanted to marry the wrong person. In your games, remember to include marriage to make the world around your characters feel more complete.

- The girlfriend or boyfriend of one of the characters proposes marriage.
- The research station's head of science and head of security happen to be a married couple.
- A golden wedding anniversary becomes the anchor point for a disrupted time stream.

REALITY IS FRAGILE

Over and over again, the Eleventh Doctor had to confront changes in reality itself. The destruction of the TARDIS led to a reboot of the universe. A breach of the fixed point in Lake Silencio collapsed all of time in upon itself. The Great Intelligence moved to thwart the Doctor throughout his own past, and Clara had to intervene to save him and the vast swathes of the universe that depended on him. Reality breaches were still not commonplace, but they were much more frequent than they'd ever been before, and they can have a place in your adventures too.

- Start an adventure with a completely different set of companions in the TARDIS, and play them as they track down a time disturbance to discover their reality shouldn't even exist.
- When a character violates the normal order of time, instead of resolving the paradox by minimising or handwaving it, spin it out into a colossal reinvention of reality itself.
- Have a villain pin the characters in a time loop around the moment of a lethal attack. Every time the characters evade the lethal attack and survive, reality breaks further around them. To restore reality, do they have to let the attack run its course – even if they'll end up dead?

CAMPAIGNS

If you are launching a continuing campaign set during the Eleventh Doctor era, or inspired by it, consider these campaign options.

SECRETS AND LIES

During the Eleventh Doctor's adventures, the TARDIS was filled with secrets, the sort that changed lives when they came out. However, roleplaying games operate through sharing and communication, the exact opposite of secrecy. If you're careless with how you handle secrets, you can end up with confusion or even bad feelings around the table.

The biggest risk with secrets is they limit a group's ability to steer the game together. Two players might end up pulling the game in conflicting directions, unable to avoid frustration without revealing their character secrets. That could hurt everyone's enjoyment. To get on top of this risk, talk with your players to collectively decide three big questions.

Character Secrets

Question One: *will character secrets be a big part of the game?*

If the group is eager for secrets in the game, you can be proactive: tell the players they have all been given the Dark Secret trait. They only need to decide what their secret is. (They may decide to change it for another trait like Adversary or an Owed Favour, depending on the secret.) You might give them a suggestion or two, perhaps something that will tie into an adventure you have planned, but at this stage be very open to the ideas they give you. They don't even need to decide any of the details just yet – after all, it took a long time for the Doctor to work out why River was a convicted criminal.

Open or Closed Secrets

Question Two: *will character secrets be player secrets too, or will everyone at the table know them?*

If secrets are out in the open, then everyone experiences the full story as if they were reading a novel. However, everyone will need to keep the secrets they know as players separate from the things their characters know.

If secrets are kept closed, then you don't need to worry about keeping knowledge separate, and the players get to be surprised as much as the

characters when secrets are revealed. It is trickier to manage, though, and everyone should prepare for a bit of confusion and perhaps some suspicion.

Gamemaster Secrets

Question Three: *is the Gamemaster allowed to keep secrets about player characters?*

It is possible for a Gamemaster to create secrets about characters that even their players do not know. For example, when Rory came back as a Roman, the Gamemaster might have kept secret the fact that he was in fact an Auton.

This one gets into tricky territory. Many players will want full authority over what happens to their characters. Some players will be comfortable with the Gamemaster springing a surprise on them, but even then they wouldn't want the change to be irreversible. And some players will grin at the idea of being completely surprised, and will encourage the Gamemaster to bring it on!

Even if you have players who are up for a Gamemaster secret, be careful not to go too far. Consider the revelation that Amy had been replaced by a Ganger duplicate and was in fact both captive and pregnant. This would be a terrible Gamemaster secret: a storyline that gives a character a surprise pregnancy, then ends with the baby being stolen, is not something that should be imposed on any player.

How to use Secrets

Use secrets to entangle player characters in your developing plotlines. For example, if a secret suggests one character was part of a cross-time conspiracy, and you have a secret enemy group in your plot, combine them: the conspiracy was orchestrated by the secret enemy.

Use secrets to focus on experiences that will interest a player. A player who creates a shameful family secret for their character might respond to stories about personal relationships and the ways we flee our past. A player whose character broke the law and got away with it might be interested in stories about selfishness or the grey areas around illegality. Look carefully at each secret and see what kinds of themes it suggests.

Use secrets as pressure points during adventures. Make players squirm and sweat about secrets they are keeping. Make them desperate to learn the truth about secrets they don't yet know. Ensure their lives get difficult – you can always toss them some Story Points as compensation if it feels too mean! Some ideas for increasing pressure:

- They meet someone who clearly knows the secret they are keeping and isn't afraid to drop loaded hints to others.
- Evidence of the secret is found by the character's friends – not enough to reveal the secret, but enough to require some fast talking.

- They meet someone keeping a similar secret, and it is ruining their life.
- They meet someone with a similar secret who has used and abused it for power's sake, hurting innocent people along the way.
- Someone or something tricks them into giving up their secret into a recording device or a signed confession, and then uses the information against them.
- They are framed for a murder they didn't commit, and the investigator has an infallible lie-detector robot – who knows what they might let slip?

CHARACTER ARCS

The Doctor and his friends often went through very noticeable periods of change, where they grappled with particular questions and grew in the process. For example:

- Amy had to work out how to feel about her imaginary friend turning out to be very real.
- Rory had to get over his anxiety about Amy's relationship the Doctor.
- Later they both had to work out how to balance life with the Doctor and life at home.

Sometimes, a whole adventure would zoom in on specific characters and their problems, giving a showcase for character drama and forcing heart-wrenching choices.

Preparing for Character Arcs

For your campaign, when you sit down and think about the adventures you can present, don't just think about your big plotline where the Great Intelligence closes in on the Doctor's secrets. Give just as much attention to the players and the things they are interested in exploring. If you are using character secrets, then you have a head-start in figuring this out, but don't stop there.

Look at each character's goal. Check in with the players and see if the goals are up to date. Look at traits and skills and see if there are things that could be highlighted in the game.

Ask players what their characters are worried about and where they want to end up at the end of this run of adventures. Check in regularly, especially when characters are new, because it can take a few game sessions for players to really get a feel for their characters. Just asking is not enough, of course. Pay attention to what players do and the kinds of game elements they respond to. Do they thrive in fight scenes? Do they form close friendships with the first strangers they meet in a new location? Do they react badly whenever you have an authority figure disapprove of them? Note any patterns you see.

Using this Knowledge

All of this – character secrets, character goal, traits and skills, player advice, your observations – builds your understanding of the character in play. Your

job as Gamemaster is to design adventures that will put the spotlight on these diverse aspects of every character. Ideally, you can do so in unusual and unexpected ways.

There are two primary ways to use what you've learned.

- Take all the things you know about one character and build a special adventure that will focus on them. Use settings, dilemmas, concerns, characters, and so forth from the character's past. You don't need to actually use anything from the character's personal history if you don't want to – it is often more powerful if you design a completely new setting that echoes a character's issues.
- Prepare a handful of feature moments for each character, then sprinkle them through the campaign as a whole. This lets you flexibly apply character moments wherever they make sense, without needing to bend your game plan to fit.

TIME AND ITS DISCONTENTS

The Eleventh Doctor was constantly bending the laws of time, and sometimes they whipped back and smacked him in the face.

This section explores some of the tricky time travel conundrums faced by the Eleventh Doctor. You can find lots more information about time and its complexities in **The Time Traveller's Companion**.

SEEING AHEAD

All these tangled timestreams offer plenty of ways for characters to know what's coming before it happens. Flipping the pages of River's blue diary will reveal all kinds of spoilers, sweetie. Chatting to your future self can tip you off about what's around the corner. And some people have special perception that crosses time, like Sexy the TARDIS or anyone else with the Precognition trait. Seeing ahead creates some challenges at the table, but also some great opportunities for unusual game experiences.

The simplest way to respond to these challenges is just to ignore them. When time threatens to get tricky, just close the situation down. Use any kind of technobabble explanation: time interference makes Precognition non-functional! A causality bubble resets time if anyone reveals the future to someone else! You and your future self are out of phase with each other! Problem solved, more or less.

Foresight can also be managed with Story Points in various ways:

- **Using information from the future to help in the present:** The future-seeing player can spend a Story Point to use a skill belonging to any other character. They simply say that the other character shared the required information sometime in the future.
- **Predicting someone's future state:** The future-aware character can say something about how a character will be in the future (happy, sad, furious, desperate), and put a Story Point on the table. If and when the chosen player fulfils this prediction, they are able to allocate the Story Point to any character, including themselves. If the Gamemaster deems it appropriate, they may at this point award a Story Point to the future-aware character, or to any other character.
- **Foreshadowing the Future:** the Gamemaster might, at any time, give the future-aware character some information to share, hinting at some future plotline or the resolution of an ongoing sub-plot.
- **Answering a question before it's asked:** A precognitive player just announces an answer, and puts a Story Point on the table. Then another player can ask the corresponding question, and claim the Story Point for themselves. The Gamemaster might then choose to award the precognitive player with a replacement Story Point, but only if they judge it appropriate! (If no one asks the right question, the Gamemaster should take the Story Point and work the "answer" into the adventure elsewhere; for example, it might turn out to be a secret code to open a door.)

CIRCULAR TIME

Over and over again during the Eleventh Doctor's adventures, time became so tangled that causes and effects happened in the wrong order:

- The Doctor sought out Clara because he'd seen her time echoes. Because he sought her out, she ended up jumping into the time stream for him, which created the time echoes he'd seen.

- The Doctor convinced River Song not to kill him by revealing she would become heroic. As a result, she was motivated to become heroic.
- The Doctor took a fez from the Black Archive and threw it through a time portal into the past where it ended up in the Black Archive.

How can this circularity of cause and effect be worked into your games? Here's the short answer: throw caution to the wind, don't think too hard, and see what happens.

Don't worry, there's a long answer too...

First, identify some mysteries in your game that even you don't know the answer to (you can have some ideas about what the answers are, but don't commit to any of them). They don't even need to be big mysteries, they can be very small. You might want to make up new mysteries just for this!

- How can Clara have multiple lives in different times and places?
- How did River Song escape her assassination brainwashing?
- Why is there a fez in the Black Archive?

Second, decide the solution to this mystery is ahead of you all, in the personal future of the characters. You don't know what it's going to be exactly, but it's up ahead somewhere.

- Clara's going to do something that creates the time echoes.
- The Doctor's going to find some way to break the brainwashing.
- One of the time travellers is going to have a fez in the past.

Third, loop back in time. This one's obvious. You can't mess up causes and effects without making a circle. Now, the trick is – do you use your Gamemaster powers to make that loop happen, or do you just wait for any opportunity that might arise? If the mystery is important to the overall plot and the character, then make an effort to create the loop. Otherwise, just let it hang there until you suddenly spot the perfect moment.

- You create a special adventure featuring a nexus of time and space that could scatter Clara's echoes everywhere.
- You launch the confrontation between young assassin River and her target, the Doctor.
- You set a crucial chunk of the adventure with Queen Elizabeth, in the past of the Black Archive.

Fourth, resolve the loop. Except there's another decision to be made here, and it's an important one. As Gamemaster, you have a lot of influence over what happens in the game. So which direction do you push?

You can push towards completing the circle and settling the mystery, sure. But you can also push against it. It might seem strange, since you've just used steps one, two and three to get things arranged just right. You're almost there! But often the best thing to do now is try as hard as you can to tear that circle to pieces. Clara never gets multiple lives. River Song never escapes her brainwashing and kills the Doctor. There never was a fez added to the Black Archive!

If the mystery is inconsequential – if it isn't going to change the course of a character's history, if it's just a fun detail – then use your Gamemaster powers to make the circle complete. If you do this, then the players will probably enjoy seeing the pieces fall into place. They might even beat you to it!

If the mystery matters – if it is central to the fate or identity of a player character, perhaps – then use your Gamemaster powers to make the circle hard to close. The players will find themselves pushing back. They will be working to complete the loop, using every resource they have along the way.

And if they fail? Well, reality changes around them, and probably for the worse. Depending on the severity of the change, maybe all of time shatters. That's what happened when River couldn't go through with killing the Doctor on the shores of Lake Silencio.

MULTIPLE VERSIONS OF ME

During his adventures, the Eleventh Doctor and his friends met themselves with an alarming frequency. The Blinovitch Limitation Effect generally says this is a very bad idea, so much so that the universe itself tries to discourage it by making bad luck intervene. And if a person does meet their earlier self, a dramatic blast of Artron energy can make things very tricky for everyone. Of course, the laws of time can be fickle, and sometimes past and future selves can have a very nice uninterrupted hug (see ***A Christmas Carol*** on pg. 111).

Time trickery is usually the reason for characters meeting themselves, but there can be other explanations. For example, the Doctor encountered a Flesh duplicate of himself on one memorable occasion. If you have a double-up situation in your games, here's how to handle it:

Who Plays the Other Me?
Usually, you'll want the same player to control and speak for both incarnations of their character. This might be tricky in lots of ways (e.g. making clear which one of you is speaking at any given moment, or keeping track of which version has discovered what secrets, or simply having a conversation with your other self) but it does emphasise that both versions are the same person, and it makes sure they both act and talk in ways that feel right.

Sometimes you'll want to split up these duties – play the other self as a Gamemaster character, or hand it off to a guest player. This is a good idea if the second self is very different to the first one – perhaps it's a much older or much younger version, or one whose memory has been wiped.

Do I remember what happens next?
Nope. If you meet your past self, you might think you'd remember exactly what happened from their perspective, but it doesn't tend to work like that. Usually the Blinovitch Limitation Effect will time-lock those memories until the future has worked itself out. Sometimes bits and pieces of the memories will be around – just wisps or echoes or fragments – enough to give a sense of what happened but not enough to be useful.

What are the Statistics of the Other Me?
If the other version of your character is pretty much the same as you – from a few days in the past, or from a parallel reality, or from a computer simulation – then just use the same character sheet for both characters. Otherwise, adjust the character sheet.

If the character is younger, strip them of some skills, traits or even attributes, and give them the Inexperienced trait. If the character is older, give them the Experienced trait and spend the additional Skill and Character Points.

You don't have to sit down and work this all out in advance. Usually you can just use the same character sheet, modifying it as you go when a situation in the game suggests a way to show how this version of the character is different.

CHARACTER OPTIONS

USING REGENERATION ENERGY

Any character with the ability to regenerate can use Story Points to use their regeneration energy. It can be used in lots of ways, but in particular it allows the character to help someone else recover from physical trauma (like from a poisoning or a broken hand). However, there is no going back from this use of regeneration energy. Every use, no matter how small, has consequences.

The Gamemaster should decide the exact effects. This chart is a guide for using regeneration energy to fix injuries, but remember it can be used in other ways as well.

INJURY TO FIX	STORY POINT COST	REGENERATION COST
Damage to an attribute score (e.g. broken hand)	2	-3 on next regeneration roll
One attribute at 0 (e.g. shot and bleeding)	3	One future regeneration used up
Three or more Attributes at 0, or an L result that doesn't cause instant death (e.g. devastating poison affecting entire system with moments to live)	4	All future regenerations used up

NEW TRAITS

Another Lifetime (Minor/Major Good)
That's the thing about rebooting the universe. Some people manage to keep their memories of another lifetime – like, say, being an Auton copy of a Roman Centurion for two thousand years. Normally, these memories are only barely there, but can emerge in time of need.

Effect: The Minor Good version of this trait costs 1 Character Point. When you take it, it gives you up to 3 Character Points that can be spent on attributes,

skills and traits. However, you only get access to these extra abilities when you spend a Story Point, and the memories only last for one scene.

The Major Good version works the same way, but costs 2 Character Points and gives 6 Character Points of lost memories.

Example: *Rory has the Major Good version of this trait. When he spends a Story Point, he gains +1 Presence, +1 Resolve, +2 Fighting, +1 Marksman and the Voice of Authority trait. These bonuses only last for one scene – enough time to intimidate a Cyberman fleet or fight in the Battle of Demon's Run, say.*

Caregiver (Minor Bad)
The character is always looking after people. It is their nature to put their own needs second, and help other people first. They find it difficult walking away from people in need, and often end up postponing their own goals for far too long.

Effect: Whenever the character encounters vulnerable people needing help, they must put effort into helping them unless they can make an Awareness + Resolve roll at -2.

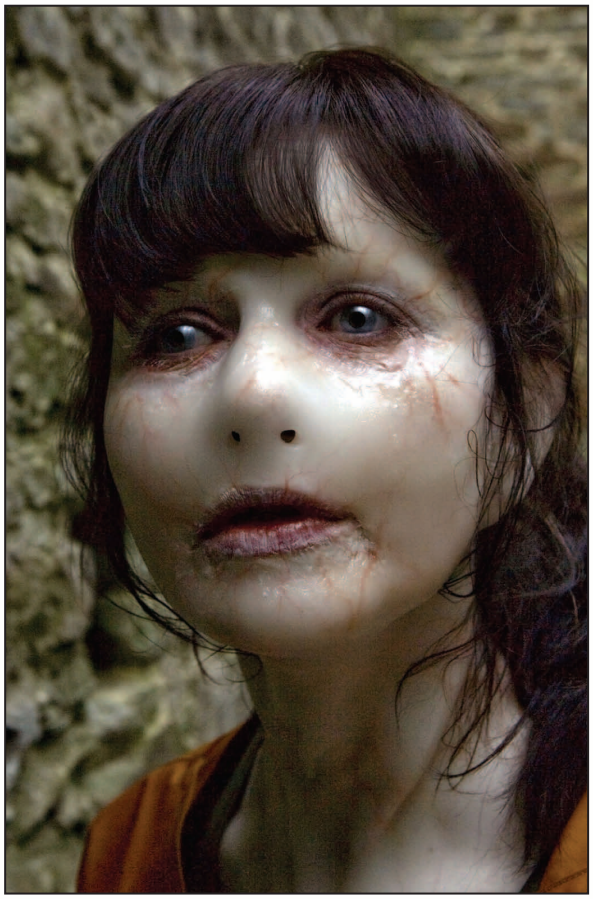
Death Habit (Special Good)
Prerequisite: The character has died and come back to life somehow.
Death is not always the end. There are many ways back from beyond the veil, including rewriting history and discovering it was all a dream. Once a character has crossed that marker once, they might find their relationship with death changes. It costs only 2 Character Points to purchase this trait, but the Gamemaster must approve the selection.

Effect: When the character dies, they immediately gain 5 Story Points to add to their current total, and they can spend these points either immediately or (with the Gamemaster's approval) at a later point. (This is in addition to any Story Points ordinarily earned by the character, e.g. for a heroic sacrifice.) This large infusion of Story Points allows the player to change the course of the adventure or perhaps to arrange for another unlikely return from death.

Disembodied Head (Special Bad)
The character is a living disembodied head. Unfortunately, this means they don't have a body and aren't up for running, playing tennis, or much of anything else. They cannot move themselves, and cannot manipulate objects except with teeth. The upside is that they're exceptionally portable. They now fit inside a large lunch box or a bag designed for carrying a bowling ball. Also, someone can easily carry them while running. Unfortunately, that also includes someone who wants to steal them.

Effect: The character is a bodiless head that can see, hear, smell, talk and use any psychic powers they might possess, but who lacks a body. The character has no legs, hands, tentacles, or other appendages and has almost no way to directly affect the world beyond talking. Disembodied Head is a Special Bad Trait worth 3 points.

Ganger (Special Good)
The character is made of the Flesh, a kind of fully programmable matter that can mimic everything from kidneys to clothes. However, Gangers have historically had a difficult time in society, and are frequently feared and abused by "normal" people. The character may try to keep their true nature secret, or may be very open about it in order to educate those around them.



Effect: Ganger is a 'Gateway' trait, allowing Co-ordination and Strength attributes above level 6 and the selection of traits that are normally closed to characters. (Particularly appropriate additional traits are Additional Limbs, Fast Healing, Natural Weapons, and Shapeshift.)

It costs 2 Character Points to purchase this trait. The Gamemaster must approve this selection.

Note: This trait is not a requirement for all Ganger characters. If your Ganger character has a stabilised human form, then no special trait is needed. Only use this trait if your Ganger character has access to some of the special properties of the Flesh.

Relentless (Minor Good)

The character does not stop. Ever. Until they catch their quarry.

Effect: +2 to any roll when chasing after someone or something in a pursuit situation. This includes rolling to increase Speed, pull a Stunt, repeat the quarry's Stunt, get through barriers and any other part of the chase.

Scion of Gallifrey (Special Good)

Scion of Gallifrey is a Special Good Trait that shows the character was conceived in a vessel within the flux of the Time Vortex, under the aura of Time Lord science.

Effect: The character can regenerate exactly like a Time Lord, and they automatically gain the Feel the Turn of the Universe and Vortex traits. They also gain a +1 to Ingenuity, which is no longer restricted to a maximum of 6.

This Special Trait costs 1 Character Point and reduces their maximum Story Points by 2.

Talk to Everything (Special Good)

Prerequisite: Psychic

There are plenty of creatures who can't say what's on their mind, like animals and babies. However if you listen carefully, and you're just a little bit psychic, you can communicate with them.

Effect: Talk to Everything costs 1 Character Point. It only works when you're at normal conversational distance from the creature you want to talk with.

Make an Ingenuity + Resolve roll (Difficulty 15) to work out how to chat with the baby or animal or anemone or whatever, and you can continue talking with them from that point on with no further roll.

Note: it is possible this ability doesn't work at all, and the character is just delusional, or playing an elaborate joke. It's not like anyone else can ask the animals/babies to check, right? Either way, it costs 1 Character Point to put it on your character sheet.

True Connection (Minor Good)

The character has a deep, positive connection to another person that can help them in crisis situations. Parents might have such a connection for their children, or lovers for their partners, or it might develop between life-long friends.

Effect: The character has a +2 bonus on any social interaction roll with their true connection, for example to calm them down, inspire them or help them to break out of mind control. The character also has a +2 bonus to resist any compulsion or influence to harm or thwart their True Connection.

Whenever the character's True Connection is endangered, the character earns a Story Point by rushing to help regardless of any risk to themselves.

If the character neglects their True Connection, the Gamemaster can choose to apply a penalty, perhaps a loss of Story Points.

NEW GADGET TRAITS

Entrap (Minor or Major Good Trait)
This trait means the gadget is able to entangle, restrain, capture or otherwise hold a target.

Entrapment is equivalent to a 'Stun' result except it doesn't go away after 15 minutes. Instead, it remains in place until the target is released, or until they find a way to escape.

For the Minor version of the trait, escape will usually be a Difficult task. For the Major version of the trait, escape is usually an Improbable task.

Isomorphic Controls (Minor or Major Good Trait)
This trait means the controls of the gadget only work for one person.

The Minor Good version of this trait allows other people to use the Gadget, but at a -3 penalty.

The Major Good version of this trait means other people cannot use the Gadget at all. (An Improbable result might be enough to get around this...)

Zap (Minor or Major Good Trait)
This turns the Gadget into a ranged weapon. The Minor Good version of this trait has two versions: either the zap does 4/L/L damage on people, or it does 4/8/12 damage but can also make things explode and burn.

The Major version of the trait also has two versions. Either the zap can hit multiple targets standing close together with a single shot, or it is strong enough that it can blast vehicles or even spaceships.

NEW GADGETS

Emergency Beacon (Minor Gadget)
This small device with a flashing light will put an instant alarm in front of the Doctor so he can respond immediately. He only gives these to very close friends.

Traits: Transmit.
Story Points: 1

Infrared Sunglasses (Minor Gadget)
These sunglasses allow the user to see in the infrared spectrum, providing a form of night vision.

Traits: Alien Senses (Infra-red).
Story Points: 1

Nursing Supplies (Major Gadget)
This collection of medical tools from throughout time and space greatly enhances what can be done to help injured people.

Traits: Skill (Medicine 5), Restriction (User must have Medicine 2 or better).
Story Points: 2

Shield Grenade (Minor Gadget)
This device detonates to throw up a small forcefield, sufficient to block a large doorway or stairwell.

Traits: Force Field.
Story Points: 1

Superphone (Minor Gadget)
This is an ordinary mobile phone, modified to communicate across time and space. Getting a signal can be a pain sometimes, however.

Traits: Transmit.
Story Points: 1

CHAPTER THREE
THE ELEVENTH DOCTOR'S ENEMIES

'You make them all so afraid.'

THE CHURCH

By the 51st century, the Christian churches of Earth had developed into a rather different organisation. The various sects combined into a unified Church that provided practical as well as spiritual aid. The Church's core, the Papal Mainframe, was centred in a spaceship that roamed the universe going wherever faith was needed. The various sects each engaged with the universe in their own ways: the Anglican Church, for example, transformed into a military organisation popularly known as "the Clerics".

After detecting a strange message on Trenzalore, Mother Superious Tasha Lem decreed that the Church should dedicate itself to keeping the Doctor silent, knowing that his words could open the way for the Time Lords to return and restart the Time War. It became known from that moment as The Church of the Silence.

Hundreds of years later in the long siege of Trenzalore, the Papal Mainframe ship was infiltrated and overtaken by Daleks. Following this the Church sent its own forces to aid the Doctor on Trenzalore, but it is unclear whether the Church as a whole can survive such a blow to its heart.

KOVARIAN'S SECT

After the siege on Trenzalore bogged down into a stalemate, Madame Kovarian – a high-profile, outspoken member of the Church – and her allies became frustrated with the delay. While the Doctor lived, the universe was unsafe. Her sect began an audacious plan to destroy the Doctor to ensure his silence.

One version of this plan involved the destruction of the TARDIS, causing cracks in time to appear – cracks that threatened to cause the very thing the Silence sought to prevent. This attempt was successful, but was ultimately undone when the world rebooted to fix the damage.

Another version of this plan was more elaborate. Kovarian's team would assassinate the Doctor before he ever got to Trenzalore. To make it stick they would ensure his death became a fixed point in time. They needed to abduct a child who was time-sensitive, brainwash her into becoming an assassin, then put her in a suit that would resist interference from time eddies.

They abducted Melody Pond. To the best of their knowledge, their plan worked. The Doctor was killed by their assassin on the shores of Lake Silencio, and the Doctor was presumed dead.

USING THE CHURCH

The Church is a huge and diverse institution, and that means it can be used in all sorts of ways in your adventures. You can include Church representatives in any adventure in the appropriate time period, where agents of the Church could be doing almost anything. Does your adventure need a military force? It can be part of the Church. Are there guards to the asteroid city? Hired mercenaries from the Church. A mission to an abandoned planet? Sponsored by the Church.

The Church could even be encountered in the process of providing spiritual leadership! However the Church can also be the focus of an adventure in its own right. It's big, so powerful, and so riven by factions, that the Church can provide some solid antagonism for your next adventure.

ADVENTURE IDEAS

- An ambitious Bishop uses the resources of the Church to assert control of an entire star system and cut it off from the rest of space. However, after he looks too long into the heart of the star, a madness overtakes him and he prepares to force it to go supernova, cleansing all life on three inhabited planets...
- A circle of evangelical missionaries move into an untouched star system and proceed to find inhabited planets and forcibly convert them to worship. This forcible colonisation violates countless protocols and agreements, but the missionaries are convinced it is for the greater good. The Doctor and friends get tangled up in a Church inquisitor's mission to bring the missionaries to justice, but they don't yet know that one of the missionaries has been corrupted by a malefic intelligence from beyond space and time, and an upcoming mass will rip the planet in half...
- The Church maintains a secret philosophy ship where ancient theological questions are interrogated using the latest thought machines. The latest project is to come to terms with the nature of evil. As the philosomonks explore their subject, one of the thought machines decides to become the embodiment of evil. Instead of helping the monks understand evil, however, it ends up torturing them and, one by one, killing them.

TASHA LEM, MOTHER SUPERIOUS

AWARENESS	4	PRESENCE	6
COORDINATION	3	RESOLVE	5
INGENUITY	4	STRENGTH	3

Mother Superious of the Church, Tasha was proud, intelligent and worldly. She knew the Doctor well (across multiple incarnations) and would go to great lengths to save him; however, she also knew the danger he posed to reality and realigned her entire institution in order to stave off disaster. During the siege of Trenzalore, Tasha was captured by the Daleks and tortured, ultimately becoming a Dalek puppet. She rebelled, however, and managed to help fight off the Daleks.

SKILLS

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

TRAITS

Adversary (Major) – The Daleks
Attractive
Code of Conduct: Tasha is dedicated to the Church.
Feel the Turn of the Universe
Friends (Major) – The Doctor
Immortal (Major): She doesn't age.
Indomitable: Tasha Lem was able to fight back against the Dalek puppetry.
Psychic Training: She can see through holograms and other psychic trickery.
Unadventurous: Tasha Lem is cautious in her approach.
Voice of Authority
Vortex: Learning to handle the TARDIS was easy compared to learning to handle the Doctor.

EQUIPMENT: Tasha Lem has the resources of the entire Church at her disposal. She can be equipped with just about anything she pleases.

TECH LEVEL: 8 **STORY POINTS:** 9

MADAME KOVARIAN

AWARENESS	3	PRESENCE	5
COORDINATION	3	RESOLVE	6
INGENUITY	6	STRENGTH	2

Madame Kovarian assembled the alliance that fought the Doctor at Demon's Run. She was ruthlessly pragmatic in her plans, viewing hundreds of loyal Church soldiers as cannon fodder. Kovarian considered herself a leader of the sect, but the Silents did not agree – as she learned in the parallel reality, they were only too ready to discard her. She died in the parallel reality but she may still be alive in this universe, depending on the outcome of her alliance with the Silents.

SKILLS
Convince 3, Knowledge 4, Marksman 2, Medicine 2, Science 6, Subterfuge 6, Survival 3, Technology 4

TRAITS
Adversary (Major) – The Doctor, Amy Pond: Nobody tries to get to the Doctor through his friends and gets away with it.
Obligation (Major) – The Silence: Madame Kovarian is in thrall to the Silents.
Psychic Training
Time Traveller (All): Madame Kovarian led her sect back in time to stop the Doctor.
Vortex
Voice of Authority: When Madame Kovarian barks orders, people listen.

EQUIPMENT: Eye Drive (Gadget)

TECH LEVEL: 8 **STORY POINTS:** 12

CLERIC

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

SKILLS
Athletics 4, Fighting 4, Marksman 4, Medicine 2, Subterfuge 3, Survival 3, Technology 2.

TRAITS
Brave
Code of Conduct (Minor – Anglican faith)
Obligation (Major – the Church)
Run for your Life!

EQUIPMENT: Energy Rifle (3/7/10)

TECH LEVEL: 8 **STORY POINTS:** 2-3

BISHOP

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

SKILLS
Athletics 3, Convince 4, Fighting 3, Knowledge 3, Marksman 4, Medicine 3, Subterfuge 3, Survival 3, Technology 2.

TRAITS
Brave
By the Book
Code of Conduct (Minor – Anglican faith)
Military Rank (Special)
Obligation (Major – the Church)
Run for your Life!
Voice of Authority

EQUIPMENT: Energy Rifle (3/7/10), Med Scanner

TECH LEVEL: 8 **STORY POINTS:** 4-6

COLONEL

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

SKILLS
Athletics 2, Convince 4, Fighting 3, Knowledge 4, Marksman 3, Subterfuge 2, Survival 3, Technology 2.

TRAITS
Brave
By the Book
Code of Conduct (Minor – Anglican faith)
Military Rank (Major x3)
Obligation (Major – the Church)
Run for your Life!
Voice of Authority

EQUIPMENT: Energy Pistol (3/6/9)

TECH LEVEL: 8 **STORY POINTS:** 8-12

ORDER OF THE HEADLESS

Most people are stunned to learn that the Headless Monks are, in fact, headless. They take that name, the story goes, because they disdain the head as the domain of doubt and listen instead to the heart, the domain of faith. This is true, but they disdain the head so much they chop it right off.

The Headless Monks are a religious order that originated within the Church. Their supreme authority is the Papal Mainframe, which has established a strict order of heresies that the Monks punish directly and immediately. For example, it is a level 1 heresy to lower the hood of a Headless Monk, and the Monk will not hesitate to apply the fatal punishment. As divine computers go, She is especially unforgiving.

Like most Christian-derived faiths in the 52nd century, the Order of the Headless were happy to work with other sects such as the Anglican Clerics. They allied with the Clerics in an elaborate plan to attack the Doctor, giving the Clerics full access to Demon's Run. The Papal Mainframe even allowed an exception to the heresy of pulling back a monk's hood. As part of this plan, the Monks ambushed the Doctor and his friends. They didn't expect to defeat the Doctor, but did hope to hurt his friends and allies and instil in them some doubt. In this aim they were successful.

LOSING YOUR HEAD

For an order with such an extreme entrance requirement, the Monks are surprisingly large in number. They demand that any group that accepts their help offers members for conversion. Converts tend to be surprised at their fate, but by the time they know the truth they aren't really in a position to complain.

The heads do survive removal. "Donations" are set along shelves in chapels and transepts (or, for the wealthy, in appropriately sized boxes). Fresh heads retain their identities and can talk freely and keep up with events through a media chip and wireless connection, but as they rot away their humanity is lost, leaving skulls that chatter and gnaw on any living thing they come across.

ENCOUNTERING THE ORDER OF THE HEADLESS

The Headless Monks might lend their support to any number of missions, if the Papal Mainframe deems them worthy. Whether the Monks themselves have any greater agenda is unknown, and the subject of much speculation.

It is also possible that "Headless Monks" might be encountered who are not actually part of the Order, as the technology used by the Monks might be stolen or re-purposed. A marauding gang of headless, berobed sword-swinging anarchists would cause all sorts of mayhem wherever they landed.

HEADLESS MONK

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

SKILLS
Fighting 4, Knowledge 4, Marksman 5, Medicine 5, Subterfuge 4, Technology 3.

TRAITS
Alien
Alien Appearance (Minor): They're, quite literally, headless.
Code of Conduct (Major): The Order of the Headless are sworn to uphold the beliefs of the Church.
Dark Secret (Minor – Headless): Most people think their name is figurative.
Fear Factor (2): The Monks know they intimidate people and they never fail to take advantage of this. They spend most of their time completely silent (being headless and therefore mouthless helps with this), but at certain times they will begin to chant their prayers so everyone can hear. The sound of an army of Monks chanting attack prayers is enough to make anyone doubt themselves – if the Monks begin their keening attack song, their Fear Factor increases to 3.
Immunity (Fear, Persuasion)
Networked
Obligation (Major – Order of the Headless): Once you join the Order of the Headless, you join for life.
Psychic
Natural Weapon — Energy Blasts: The Monks combine ancient knowledge with futuristic technology, to good effect. They command a dangerous red energy and can summon it forth at will. It enhances the deadliness of their blades, and they can fire it out from their hands like a missile.
Special — Flatline: The Monks, despite being fully animated bodies, do not actually give off any life signs. They do not register as life forms to any standard scan.

EQUIPMENT: Sword 4/7/L, Energy Blast 3/6/9

TECH LEVEL: 8

STORY POINTS: 4-8

THE SILENTS

You can't remember them, but they're out there. You've seen them. If you could remember them, you'd know what they look like. Humanoid, about seven-feet tall, with faces like skulls and skin like a business suit made out of leather. They speak – when they want to talk – with voices that sound like they come from miles underground.

The Silents originated as genetically engineered Confessional Priests, developed by the Church. The modifications to their memory, which originally swallowed whole the confessed secrets of those who spoke with them, eventually grew and turned outward to affect the memories of others. As their powers grew, the Church began to use them in new ways (for example, a contingent of Silents joined the Doctor in his centuries-long defence of Trenzalore).

As the Silents continued to develop, they moved beyond simple obedience to the Church. Some joined splinter groups such as Madame Kovarian's conspiracy, or fell under the sway of other organisations. Eventually many of these Silent groups developed their own goals and motivations and became fully independent, sometimes violently seizing control of the splinter groups they had once served. These independent Silents have time ships and a contempt for other species. Their danger to humanity, and to any other alien species they encounter, is still enormous.

TECHNOLOGY PARASITES

The Silents have no technological developments of their own. They were engineered to work with the provisions of others, and they continue to do so. They steal and adapt existing technology, and if they

need something that does not exist, they use their hypnotic powers to influence the creation of that technology for their needs.

SILENCE WILL FALL

A number of the Silents joined with Madame Kovarian for her sect's plan to destroy the Doctor. They took the lead on several aspects of the plan, including raising the abducted child in the appropriate way to make her an assassin, and arranging for the equipment needed to prepare the child to kill the Doctor.

In time, this splinter group of Silents expanded their motivations. They committed themselves to the plan utterly, and began to see Madame Kovarian and the other humans as unnecessary and expendable. They spread their influence throughout planet Earth to help bring about the perfect conditions for the assassination. They planned to follow the death of the Doctor by seizing control of Earth.

YOU SHOULD KILL US ALL ON SIGHT

In 1969, the Doctor successfully tricked a Silent into recording a message that he then spliced into the transmission of Neil Armstrong landing on the Moon. Everyone who saw that transmission or watched the recording later received the post-hypnotic suggestion to kill the Silents. This sparked a quiet revolution that drove the Silents away from Earth and its subsequent colonies, relinquishing their control. This sect of aggressive, conquering Silents remains at large, somewhere in space and time.

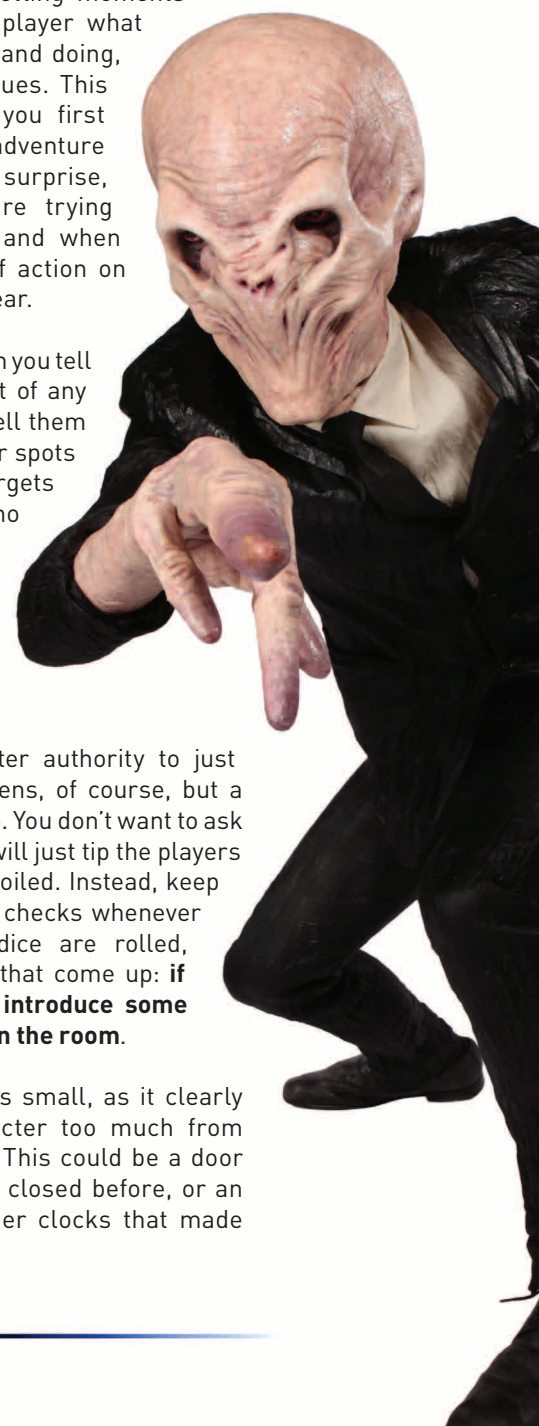
Remember, there's a good chance the characters in your game have been affected by this transmission, and their reaction to the Silents might be to unwittingly attack them on sight.

MEMORY PROOF

The Silents are memory proof, which can be tricky to bring into your game in a satisfactory way. There are two basic ways to handle the memory effect of the Silents, and you might want to switch back and forth between them depending on the scene.

- **Method One:** The player knows all. When a character meets a Silent, just play out the encounter as normal. When the character turns away, tell the player they just forgot everything that just happened – hand them a Story Point to encourage them. This method is useful for an early encounter in the adventure so everyone gets a vivid reminder of how the Silent's memory powers work, and also when the Silents are going to force a decision and the player will need to make that choice, and also when the adventure is coming to a climax because you need to know how that works out!

- **Method Two:** The player doesn't know what's going on. In this case, you as the Gamemaster know there are Silents about, and the character is seeing them, but forgetting moments later. You don't tell the player what their character is seeing and doing, but you can give them clues. This method is useful when you first introduce Silents into an adventure and you want it to be a surprise, whenever the Silents are trying to avoid direct conflict, and when the character's course of action on seeing a Silent is fairly clear.



If you use Method Two, what can you tell the players? Well, at the start of any encounter, you don't need to tell them anything at all. If the character spots a Silent, gets scared, then forgets what they saw, there might be no evidence that anything's amiss apart from their own raised heartbeat. To preserve the surprise you don't need to tell the players anything until there is something to notice.

You can use your Gamemaster authority to just decide when something happens, of course, but a smoother way is to use the dice. You don't want to ask for an Awareness check, that will just tip the players off and the surprise will be spoiled. Instead, keep playing as normal, asking for checks whenever appropriate. Whenever the dice are rolled, though, look at the numbers that come up: **if the result is a double, then introduce some evidence that the Silents are in the room**.

- **Double 6:** The evidence is small, as it clearly didn't distract the character too much from whatever their task was. This could be a door that's open now that was closed before, or an apparent fault in the timer clocks that made them skip a few seconds.

- **Double 1:** The evidence is big and ominous, and it's probably the reason why the character screwed up their action. Their gun might have been fired, they could find themselves hiding behind an upturned desk, or one of their friends might be missing.

- Follow this pattern when you devise evidence for the characters to notice. Lower numbers on the double result mean more extreme and obvious signs of trouble.

Once the characters are aware that Silents are in play, you can forget about the sleight of hand involved in spotting doubles on an unrelated check. Start asking for Awareness + Ingenuity rolls to work out how the situation is progressing without remembering any of the important bits. You can also encourage the players to come up with their own solutions. The Doctor and his companions had a few ideas, from tally marks on their skin to subdermal recorders and Eye Drives, but your own players will no doubt come up with more.

USING SILENTS

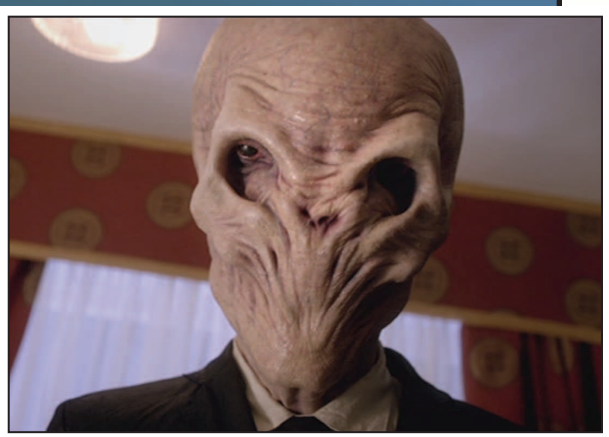
The Silents make excellent adversaries for creepy adventures in weird, lonely settings. They have time travel technology, so they can appear in any time or place. Best of all, you can easily adjust them to suit almost any adventure idea. Their history shows that they became more and more diverse and splintered over time, and as a result they can be used as allies or enemies, henchmen or masterminds, depending on what best suits your adventure idea.

ADVENTURE IDEAS

- Every time the Doctor and friends land in a new time zone for an adventure, they spot signs that something is amiss. People disappear without explanation, electrical devices short out, strange messages are scrawled on walls. Across a series of adventures it becomes clear that this trouble is following them wherever they go. Even after using a randomiser to shake off any other time ship that might be following them, the strange interference appears again.

SILENT

AWARENESS	4	PRESENCE	4
COORDINATION	2	RESOLVE	5
INGENUITY	3	STRENGTH	6



SKILLS

Athletics 1, Convince 5, Fighting 1, Knowledge 2, Marksman 3, Science 3, Subterfuge 5, Technology 5.

TRAITS

Alien
Alien Appearance
Fear Factor (2): Silents get a +4 bonus on rolls to actively scare its victims.
Hypnosis (Major): Silents are able to plant hypnotic suggestions into a victim's subconscious mind when the target is looking at them, with a +3 bonus to their roll.
Natural Weapon (Major) – Electricity: A Silent is able to absorb even the smallest amount of electricity from the atmosphere, amplify it thousands of times and discharge it from their hands as a devastating blast (4/L/L).
Obsession (Major): Silence will fall.
Special – Memory Proof: The Silents have a powerful ability to be instantly forgotten the moment the witness looks away (see pg. 39). There is no resistance to this effect short of using an Eye Drive to constantly remind the viewer of their existence.
Technically Adept: While the Silents are not capable of making their own technology, they are experts at manipulating others to make just what they need.
Tough

TECH LEVEL: 8 STORY POINTS: 5

Finally, in a climactic adventure, the Doctor and friends realise their stalkers are Silents, and the reason they always turn up in the same places is because they have constructed a nest within the TARDIS itself. For months now the TARDIS crew have been seeing Silents walking through the TARDIS corridors, forgetting about them a moment later. Even the TARDIS itself cannot detect them. But now the secret is out, and it is time to hunt down the Silents in their lair deep in the heart of the TARDIS, and stop them from conquering the end of time itself.

- A prison has had excellent results in keeping its inmate population under control, to the delight of government ministers. However, an escapee tells the Doctor and friends that something strange is happening in the prison. There is a special punishment that none of the inmates remember, and anyone who gets the punishment cell comes back... different. The prison, it turns out, is infested with Silents, who are using the prisoners as breeding stock for a bio-engineered worm that will help them invade the future.
- The Silents know that the original footage of the moon landing will prevent them from ever being safe around humanity. Their only hope is to replace that footage with something else, something safer. The Silents embark on an ambitious plan to bring a famous filmmaker to a top secret facility in the Nevada Desert, so he can film a fake moon landing...

THE GREAT INTELLIGENCE

The Great Intelligence was a disembodied mind existing outside regular space and time which had, for hundreds of years, made many attempts to gain physical form on Earth. It failed on each occasion, and more than a few of those failures were due to the Doctor.

The Great Intelligence had been absent from the Doctor's life for a very long time when the Eleventh Doctor stumbled upon its plans in London, Christmas 1892. This sparked a series of very different encounters, culminating in an attempt to take its final revenge on the Doctor even though it meant sacrificing itself. The Great Intelligence physically entered the Doctor's time stream to transform all his past victories into defeats, and was believed to have been destroyed in the process. Its influence over the Doctor's life was countered by Clara's own self-sacrifice.

The Great Intelligence existed outside the normal dimensions of human perception, and as a result it is difficult to describe. Every encounter revealed a slightly different perspective on the Intelligence, and perhaps a different kind of Intelligence altogether. It isn't even clear whether the Intelligence was one entity or many, and perhaps not even the Intelligence itself knows for sure.

It is known that psychic alien snow fell to Earth in the mid-19th century and developed an identity as a reflection of the insecurities and dark thoughts of a boy named Walter Simeon. This snow was connected in some way to another psychic force that was, at that very moment, in psychic possession of a Tibetan Lama, a hold it would maintain until 1930. Together, these tendrils of self-awareness would combine and launch an elaborate invasion of London in the middle of the 20th century, and then another in the early 21st century. In each case, the Doctor thwarted these incursions, and the Intelligence finally abandoned its plans to attain physical form and instead decided to destroy the Doctor, expecting to die enacting its revenge.

While the Great Intelligence differs in the aspects of its form each time it is encountered, there are some consistent themes. It uses artificial bodies as foot soldiers, and directs its projects through one or two agents who are fully under its psychic control. The details of the artificial bodies and the psychic control vary greatly from invasion to invasion.

USING THE GREAT INTELLIGENCE

The uncertainty over where the Great Intelligence begins and ends is very useful for creating adventures. Each engagement with the Great Intelligence presented a different slice of a many-dimensional being. This means you can, and should, devise your own interpretation and twist on the Intelligence. You can even try a different version every time you use this enemy in an adventure! You don't need to point this out to the players, of course, just let them walk away from every encounter with the Great Intelligence just a little bit thrown by what they have had to

deal with. That's pretty much what happened every time the Doctor encountered the Great Intelligence, after all...

In theory the Great Intelligence can move through time and space (of course, after jumping into the Doctor's timeline it ended up scattered throughout time, but that's a slightly different ability...). It exists outside of regular time and space, so there's no reason to assume it lives its life in the same boring chronological order as the humans it is so fascinated by. It has from time to time shown the potential to reach back and forward in time – for example, after being defeated in 2013, the Intelligence sent its Whisper Men to manipulate the Paternoster Gang in the 1890s. For the most part however, the Great Intelligence has submitted to the normal pattern of time. Similarly, the Intelligence can presumably move across space as it sees fit, and it has appeared in different places beyond Earth (such as Trenzalore).

This means that your adventures can be set anywhere at any time but the easiest way to make them resonate with the Doctor's other encounters with the Great Intelligence is to stick to its known time and place of operation: between the 18th and 22nd century on Earth, with a particular focus on London.

The Great Intelligence's plans often revolve around novel attempts to enter the world in physical form. Each version of the Intelligence has had a slightly different way of approaching that challenge, so you can devise any kind of manifestation plan imaginable. Sometimes, the plans are not focused on this overriding goal, but instead they serve a secondary purpose (the Spoonheads, for example, were used to gather minds as food for the Intelligence, not as part of a manifestation plot) or a new, temporary goal that the Intelligence has seized upon (such as the attempt to destroy the Doctor at Trenzalore). As before, the uncertainty around the Intelligence means you can come up with any goal that a malevolent disembodied intelligence might have, and it should work just fine for your adventures. Once you have settled on a location and a plan, you can create the Intelligence's controlled agent (the human who is the director of its plans) and its artificial servant (the robots who will do all the hard work). Then drop the TARDIS crew in the middle and watch the action happen!

ADVENTURE IDEAS

- The Great Intelligence seizes a young man who decrypts the wrong Internet file late one night. A copy of the full Intelligence drops into his head and the boy becomes capable of incredible psychic feats. Unfortunately he also becomes aggressively arrogant and paranoid. As he makes technological breakthrough after technological breakthrough, his fame grows, but his human mind is not capable of holding the entirety of the Intelligence for long. Like a mirror cracking, he becomes maniacal and bestial, until finally he is like a telekinetic beast seeking to harm those who stand in the way of his basest desires, while the Intelligence trapped in his mind reaches out desperately for rescue...
- The Intelligence ended its life by leaping into the Doctor's scar at Trenzalore. However, the Great Intelligence that did this was not the whole of this strange entity. There were other aspects to its extra-dimensional being that never became clear before. Now that the malicious side of the Intelligence is gone, its counterpart, the Great Emotion, can reach out into the world and enrich the lives of all those it touches. It loves everyone,

and it experiences love through everyone. It means no harm – but every being it touches is overcome with feelings they cannot control. The world starts coming to pieces in a tearful, joyful emotional apocalypse, as the Great Emotion tears down every barrier in people's hearts... Unless this is all a double blind, and the Great Emotion doesn't exist at all, and this is the Great Intelligence's final, terrible revenge?

- The Great Intelligence finally realises that there is one perfect body, suitable for all its needs, that has been under its nose many times. This body is the TARDIS. All it needs to do is force out the TARDIS's current operation system, then move right in. The Doctor, his friends, and an unexpectedly-mortal Sexy will then need to chase the TARDIS through time and space, then fight their way into the citadel of madness the Intelligence has created within its doors.

THE GREAT INTELLIGENCE

AWARENESS	3	PRESENCE	4
COORDINATION	N/A	RESOLVE	5
INGENUITY	7	STRENGTH	N/A

SKILLS

Convince 4, Craft 3, Knowledge 4, Science 4, Subterfuge 5, Technology 6.

TRAITS

Alien
Boffin
Dependency (Major): The Intelligence needs to feed on intelligent human minds in order to survive.
Fear Factor (2)
Hypnosis (Special): It can possess its victims, or use lesser forms of hypnosis as it sees fit.
Immortal (Major)
Photographic Memory
Psychic: The Great Intelligence is a creature of the mind.
Psychic Training
Technically Adept
Telepathy
Time Traveller (All)

TECH LEVEL: 8 STORY POINTS: 12

CONTROLLED AGENT

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

For each of its plans the Intelligence used at least one human as its catspaw. These agents carried out its plans and directed its efforts. Some of these agents were unwilling victims of possession, others were unaware of the extent to which the Intelligence had compromised their identity. The Intelligence did not change its agents easily – it often selected victims as children and maintained a hold over them for many decades.

There will usually be a controlled agent (or two) for every attempt by the Intelligence to reach into the physical world. These agents sit like spiders at the centre of the web and coordinate everything that happens. In extreme situations the Intelligence can manifest its powers directly through them to some limited extent.

SKILLS

Convince 3, Craft 2, Knowledge 3, Subterfuge 2, Technology 3.

TRAITS

Enslaved
Psychic Training
Voice of Authority

TECH LEVEL: 4-6 STORY POINTS: 5-10

ARTIFICIAL SERVANT

AWARENESS	2	PRESENCE	2
COORDINATION	3	RESOLVE	3
INGENUITY	1	STRENGTH	6

Whenever it manifested, the Intelligence liked to create and use a large number of artificial servants as labourers and soldiers. They varied greatly in appearance, including the ominous Yeti robots, the well-disguised "Spoonheads", and the sinister Whisper Men.

Use these statistics as a starting point, and customise them with an additional trait or two to reflect how they fit into the Intelligence's current plan.

SKILLS

Athletics 3, Fighting 3.

TRAITS

Alien Appearance: The Great Intelligence is uninterested in making servants that can pass as human when given more than cursory attention.
Alien Senses: The servant has a heightened ability to perceive the world, with specialist sensors appropriate to the environment.
Enslaved: The servants follow orders, and do not take action on their own.
Networked: The servant is under constant direction from the Great Intelligence or one of its agents.
Robot: The servant may be made of some other material than metal and wires, but it is essentially a robot.
Special: The Great Intelligence usually gives its servants a special power that helps them to accomplish their work.
Weakness: Servants of the Great Intelligence almost always have some weakness unique to the form they have taken.

TECH LEVEL: 8 **STORY POINTS:** 0-2

THE CYBERIAD

The Doctor's history with the Cybermen goes back to their origins on Mondas, and throughout their long history of endangering innocents throughout the universe he has battled them time and again. The Eleventh Doctor was the first to encounter a new stage in the development of his lumbering silver foes: the Cyberiad.

The Cyberiad was a unified network of cyber-minds. While the Cybermen had often deferred to a central control for strategic guidance and tactical management, for example during the invasion of Earth in alliance with Tobias Vaughn, those Cyber-Planners had themselves been relatively isolated and focused. The Cyberiad stretched far beyond these limitations. Now, all Cybermen and related agents were in constant contact with a group mind that constantly evaluated all incoming information and issued instructions accordingly. The Cyberiad was a massive achievement for the Cybermen, making possible a high-level efficiency across interstellar distances.

Under the guidance of the Cyberiad, the Cybermen were able to transform their war against humanity. They made huge advances and human society was forced into a paranoid retreat, knowing that any weakness discovered by a single Cyberman would be immediately shared with, and exploited by, the full power of the Cyberiad. At the same time, any effective weapon would be quickly made redundant by the Cyberiad's upgrade protocols. The battles became brutal, and the presence of a single Cyberman became sufficient grounds to sacrifice many innocent lives. Finally the Cyberwars were won by humanity, at the cost of the complete destruction of an entire galaxy. Only hidden tombs and isolated survivors remained.

Throughout the wars, the Cyberiad hungrily added to its processing power by building more and more Cyber-Planners for its network. The brains of children were especially desirable as they retained a degree of imagination and potential that could withstand the conversion process. However the Cyberiad never stopped seeking out minds that had even more to offer: special, unique genius minds like that of the Doctor.

USING THE CYBERIAD

The Cyberiad went into hiding after the Cyberwars, becoming once again a lost kind, shrouded in

mystery. In time, their memory will fade entirely. However the Cyberiad are not truly gone, and isolated secret hideouts of these supremely pragmatic planners will continue to turn up after the main force is destroyed.

Use the Cyberiad as a deadly-effective threat, a legend come to life that makes sensible people quake in their boots. This is the Cybermen at their greatest ever effectiveness, finally overcoming the weaknesses that had allowed the Doctor to defeat them so many times before. Now the best – perhaps the only – way to respond to the Cybermen is to run away and destroy the battlefield behind you. No one comes away from a battle with the Cyberiad with their ego intact.

ADVENTURE IDEAS

- As the Cyberwars dragged on, the Cyber-planners built a special autonomous spaceship their foes called the *Valkyrie*. The *Valkyrie* swooped into battlegrounds and collected critically damaged Cybermen, then took them away to secret locations where they could be repaired. An adventure could begin when a group of determined Cyberkillers manage to restore power to an old Cyber-helmet, then allow it to signal to the *Valkyrie* to come and collect it. When the *Valkyrie's* dark wings fill the sky, the humans sneak aboard, and get a free ride back to one of the hidden Cybertombs. Once there, they have a chance to destroy it utterly and give the Cybermen an enormous setback – or, if they can only decode the central algorithms, perhaps they can turn these Cybermen into allies in their struggle? When the Doctor's friends get scooped up along with the Cyberkillers, they all must decide how far they can go...
- The Cyber-Planners decide that their strategising will be enhanced by bringing in a new, alien mind to offer a fresh perspective on the challenges they face. Alien bodies are already used in creating Cybermen, but alien minds and alien wisdom remain untrustworthy. To determine the best way forward, the Cyberiad arranges for a grand contest between alien warriors. They abduct the greatest generals of a dozen species and have them fight it out on an alien planet. The winner will be converted and become the first non-human Cyber-Planner. Luckily for humanity there is a wild card in the game – an expedition to uncover a lost treasure trove on the planet, led by one of the Doctor's closest friends.
- One Cyberman, after being attacked through its communication channels, upgrades itself to filter out all incoming signals. As a result it is unexpectedly separated from the rest of the Cyberiad. As it seeks out human survivors to attack, its self-protective upgrades slowly re-engage long-lost aspects of its fundamental humanity – it begins to love, and to fear, and to desire. The prospectors on an old moon allow the strange Cyberman to become a

part of their small community, and all is well, until a Cyberiad ship enters the system. The characters must help the community hide and prepare for invasion, as the changed Cyberman must make a choice: reconnect with its mothership and have its upgrades wiped, or remain on the moon and be destroyed.

CYBERMEN (CYBERIAD ERA)

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

The Cybermen of the Cyberiad era show significant improvements over earlier models. Additionally, they are no longer limited to human bodies but can convert many humanlike aliens as well.

SKILLS

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

TRAITS

Armour (10)
Cyborg
Fear Factor (3)
Natural Weapons (Major): Electric grip (4/9/13), Particle Blaster (4/L/L).
Networked (Major): Unlimited, constant connectivity with the Cyberiad. Upgrades (see below) are shared automatically.
Slow: Speed is 2.
Special – Decompose: A Cyberman can detach body parts to perform specific functions independent of the rest of the body.
Special – Quicksilver: A Cyberman can move in short bursts of lightning speed, quicker than the human eye can follow. Each burst of speed costs 1 Story Point and gives the Cyberman a speed of 20 for one round.
Special – Upgrade: Any Cyberman damaged by a particular weapon or threat can spend a full round and 2 Story Points upgrading itself, at which point it gains the Immunity trait for that threat.
Technically Adept

TECH LEVEL: 6 STORY POINTS: 6

CYBERMITES

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

The Cybermites are a development and refinement of the old Cybermats. They are tiny, perhaps the length of a finger, and have the appearance of small metallic silverfish.

They usually travel in groups, and the statistics given below represent a small swarm of a half-dozen or so members.

SKILLS

Athletics 2, Medicine 2, Science 1, Subterfuge 3 Technology 4.

TRAITS

Networked (Major): Constant connectivity with the Cyberiad.
Robot
Special – Convert: A swarm of Cybermites can overrun a target and swiftly convert them into a Cyberiad asset (Coordination + Technology, resisted by the target's Resolve + Ingenuity). With enough time, they can convert them into a full Cyberman.
Technically Adept
Tiny (Major)

TECH LEVEL: 6 STORY POINTS: 2

SPECIAL BAD TRAIT: CYBER-PLANNER

Anyone with this trait has been converted by the Cybermen and is now one of their elite Cyber-Planners. Usually the Cyberiad targets children, but sometimes exceptional others are selected. This trait may only be taken with the Gamemaster's approval.

Effect: This trait gives the character Alien Appearance (Minor, the character is obviously marked with cybermetic circuitry) and Networked (with the Cyberiad) traits. The character's personality changes but is not eliminated – they become a harsher, more cynical and manipulative version of their normal selves. The trait also gives the character a bonus 4 Story Points that can only be used in the service of the Cyberiad's goals. These Story Points represent the immensely flexible resources available to the Cyber-Planners, and their efficiency in using them.

CYBERMATS

AWARENESS	4	PRESENCE	1
COORDINATION	4	RESOLVE	5
INGENUITY	2	STRENGTH	5*

Cybermats are small, cybernetic creatures used as vanguards, scouts and energy thieves by the Cybermen. They resemble a large silver insect or – from a distance – a rat. Beneath their metallic shell they have a real mouth taken from one of the Cybermen's victims. They have a rudimentary intelligence, and can 'play dead' to escape notice or fool their prey. They can be stunned by a zap by a Sonic Screwdriver, and a strong burst of electricity could scramble their brains.

*A Cybermat's Strength is for pushing or pulling only. Similarly, a Cybermat only does as programmed; its Technology and Transport skills are for seeking out the proper wiring or circuitry to destroy equipment or gadgets.

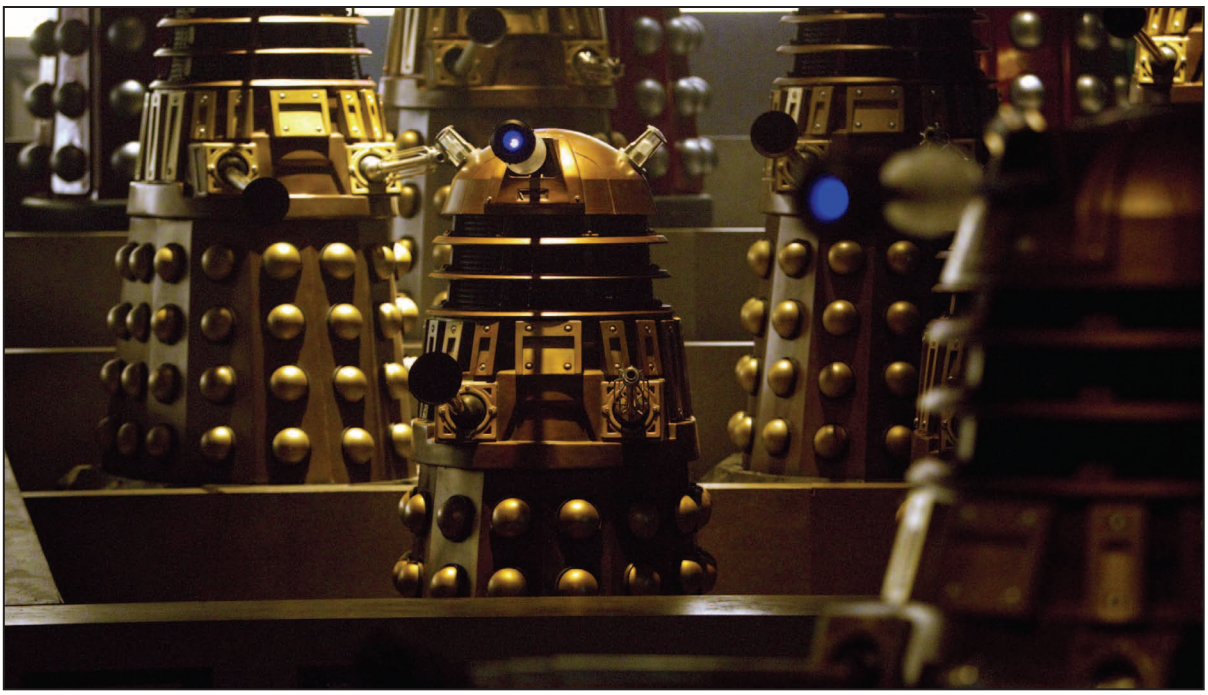
SKILLS

Athletics 5, Fighting 2, Marksman 4, Subterfuge 5, Survival 2, Technology 3*, Transport 3*.

TRAITS

Alien Appearance: Cybermats look like large metallic insects or rats.
Alien Senses: A Cybermat has a number of senses, including infrared and ultraviolet vision. It also has the ability to home in on human brainwaves.
Armour (Minor): The Cybermats' metallic armour reduces damage by 5. Cybermats are particularly susceptible to electric charges; their armour does not count against an electric charge.
Climbing (Major): The Cybermat can climb even smooth surfaces
Cyborg: While it looks like a small robot, a Cybermat is a partially-organic creature like the Cybermen themselves.
Enslaved: The Cybermats are servants of the Cybermen.
Jumping: A Cybermat's advanced hydraulics enable it to leap 5-6 feet in the air, perfect for landing on a humanoid's back or shoulder. By spending a Story Point, the Cybermat can automatically take an unsuspecting foe by surprise with this attack.
Natural Weapon (Bite): A Cybermat can bite an opponent, inflicting 1/3/4 damage. The bite often contains a corrosive or poison that ranges from damaging circuits to causing Stun (S/S/S) damage to causing Lethal (4/L/L) damage or to transmitting an artificial disease.
Natural Weapon (Electric Discharge): Larger Cybermats have the ability to discharge electricity at close range, delivering either Stun (S/S/S) or Lethal (4/L/L) damage.
Tiny (Major)
Weakness (Major): Cybermats have the same major weaknesses as their masters, such as solvents, liquid plastic, and radiation. A solvent is more difficult to administer to a Cybermat as it has to go through the mouth. They are also susceptible to electric charges (see Armour entry).

TECH LEVEL: 6 STORY POINTS: 1-2



THE NEW DALEK PARADIGM

At the end of the Time War, the Daleks were a defeated race, thought extinct by the rest of the universe. While that was not the truth, it was not far from it. Those Daleks that had survived had done so by hiding in the nooks and crannies of time and space, throwing themselves into the Vortex to escape and living as temporal refugees, hatching plans to restore themselves to greatness. They very nearly succeeded on a number of occasions – the Dalek Emperor, the Cult of Skaro, Davros, all came close to destroying the Earth and rebuilding what had been lost. But the Doctor defeated them, each and every time.

This was not the case with the Eleventh Doctor. After his regeneration, his first encounter with the Daleks led to his defeat, not theirs. The Daleks, regenerated by the Progenitor Device, escaped into a Time Corridor. The next time he encountered them, they were no longer refugees; they were resurgent, the once-scattered factions reunited in a Parliament of the Daleks, ruling over a new Dalek empire, subjugating human worlds with mighty fleets and using Dalek Puppets to infiltrate the ranks of their foes. This was the New Dalek Paradigm.

USING THE NEW DALEK PARADIGM

The Eleventh Doctor's encounters with the Daleks were markedly different from those of his predecessor. While the Tenth Doctor faced survivors of the Time War, desperately trying to rebuild what they had lost through some epic scheme, the Eleventh Doctor faced the Daleks as a unified, resurgent threat, far more akin to how they were in the First Doctor or Fourth Doctor's eras. These Daleks are not trying to carry out scattered schemes; these Daleks are back to the business of galactic conquest.

Yet, despite that, the Eleventh Doctor does not find himself caught up in this conquest either. The occasions when he does find himself facing off against the New Dalek Paradigm, they are very much the larger backdrop for another adventure – the Siege of Trenzalore, for example, or the Asylum of the Daleks. Instead of an enemy to be defeated, they are more akin to a force of nature or natural disaster to be survived. To evoke this feel in your own adventures, think of them in the same way. Your adventure should be against the backdrop of the New Dalek Paradigm – set on a subjugated world, perhaps, or involving a daring mission into a Dalek saucer – but not caught up in the intricacies of a single evil scheme.

ADVENTURE IDEAS

- The characters are captured by the Daleks and interred in a prison camp – right where they want to be. Somewhere in the prison camp is a scientist who will one day be responsible for a breakthrough key to humanity's future, but

only if the characters can spring him in a daring prison break. As well as the Dalek guards, they'll face dangers from within too – who knows who amongst them is secretly a Dalek Puppet? Perhaps even the scientist himself...

- The characters crash land on one of the most dangerous planets in the universe, a planet many thought destroyed in the Time War: Skaro. Supposedly long-since abandoned and ruined, there are things still living on Skaro, things inimical to human life. The characters must search through the ruins for a cache of old Dalek technology, with which to fix their craft, and escape the planet before they are noticed...
- The Daleks at peace are almost as dangerous to the rest of the universe as the Daleks at war – almost. It's election time in the Parliament of the Daleks and things are getting nasty between the various factions. Nobody wants an outbreak of a Dalek civil war, so the Daleks call upon the one man they know will be impartial to all sides, for he hates them all equally: the Doctor.

DALEKS (NEW DALEK PARADIGM ERA)

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

SKILLS

Convince 4, Fighting 4, Marksman 3, Medicine 3, Science 8, Survival 4, Technology 8

TRAITS

Armour (Major): The Dalekanium casing reduces damage by 10. This does reduce the Dalek's Coordination to 2 (already included in their Attributes).
Cyborg
Environmental: Daleks are able to survive in the vacuum of space, or underwater.
Fear Factor (4): No one who has faced a Dalek can consider them anything less than terrifying, getting a +8 to rolls when actively scaring someone.
Flight (Major): Daleks are able to fly. When hovering their Speed is effectively 1, when in open skies or space they have a Speed of 6.
Forcefield (Major): Bullets appear to stop in the air before 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 Success, and so on).
Natural Weapon – Exterminator: The legendary Dalek weapon usually kills with a single shot (4/L/L).
Scan: The Dalek 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 (3/6/9) levels of damage to those within 10m of the explosion.
Technically Adept: Daleks are brilliant at using and adapting technology.
Vortex: As a last, desperate measure, some of the higher-ranking Daleks can activate an 'Emergency Temporal Shift', literally throwing themselves into the Vortex to escape. There is no control over where they will emerge, and this usually exhausts most of their energy supplies, leaving them on emergency reserves.

TECH LEVEL: 9 **STORY POINTS:** 5-8

*The Dalek mutant inside has different Attributes when removed from the Dalekanium casing. Movement outside of the armour is incredibly limited (Speed 1) and they do not usually survive very long. If the mutant is exposed at any time, damage inflicted to the Dalek may bypass the armour.

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

SKILLS

As above.

TRAITS

Climbing (Minor)
Fear Factor (4)
Immunity (Radiation)
Natural Weapons (Minor) – Tentacles (2/5/7),
Technically Adept
Alien Appearance (Major)
Slow (Minor).

SUPREME DALEK

As a Dalek, with the following exceptions:

Presence 6
Skills: Convince 5
Traits: Voice of Authority
Story Points: 10

STRATEGIST DALEK

As a Dalek, with the following exceptions:

Awareness 4, Ingenuity 5

ETERNAL DALEK

As a Dalek, with the following exceptions:

Knowledge 4, Survival 5.
Traits: Indomitable

SCIENTIST DALEK

As a Dalek, with the following exceptions:

Skills: Science 9, Technology 9.
Traits: Boffin

DALEK PUPPET

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

One of the more horrific tools of the Daleks were Dalek Puppets. Originally humans who were captured by the Daleks, they were hollowed out by nanogenes and transformed into Puppets. They were near-perfect infiltrators, often oblivious to the hideous changes that had been wrought inside them, able to spy or get close to a target. When activated, an eyestalk would burst from their foreheads and a gunstick emerge from their hands, at which point any autonomy was suppressed and they fell under the complete control of their Dalek masters.

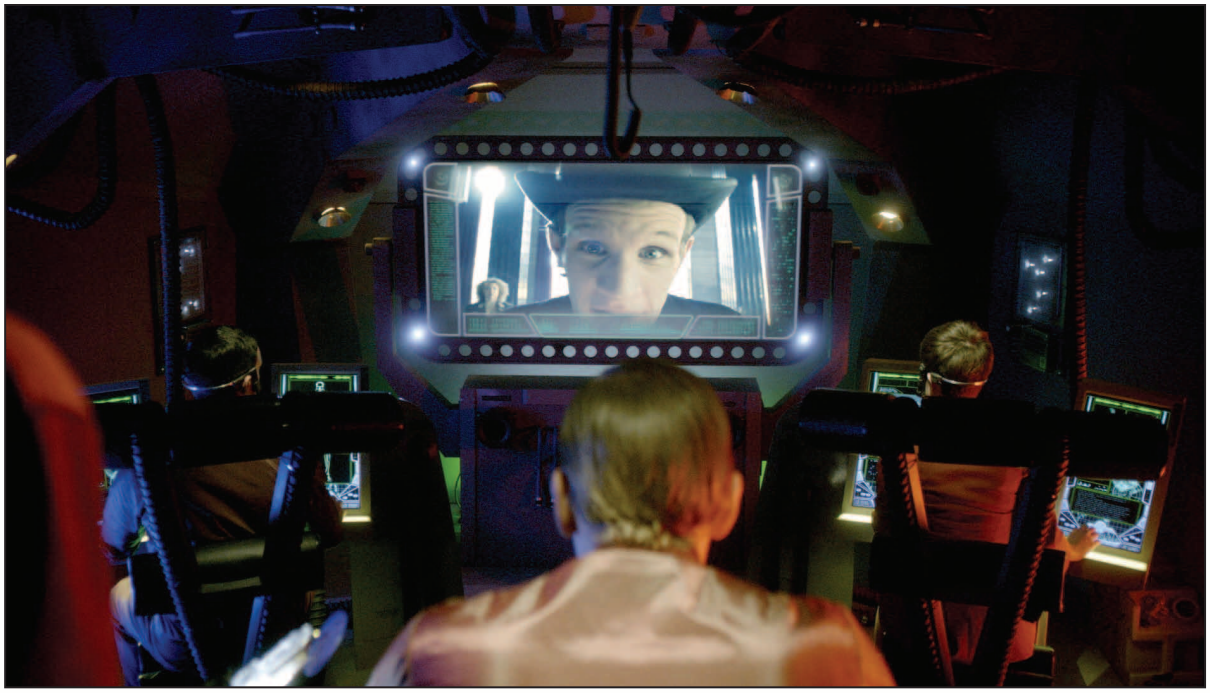
SKILLS

Athletics 3, Fighting 3, Marksman 3, Subterfuge 5, Survival 3, Technology 2, Transport 2.

TRAITS

Alien Appearance: In its undisguised form, with an eyestalk protruding from its forehead, a Dalek Puppet does rather stand out in the crowd.
Cyborg: Dalek Puppets were once humans, until the Daleks' nanogenes converted them into something... else.
Enslaved: The Daleks have complete control over their Puppets, granting them autonomy only when it suits their plans.
Fear Factor (1): The insidious threat of a Dalek Puppet — and by extension, its masters — is often terrifying, granting them +4 to rolls when actively scaring or intimidating someone.
Natural Weapons (Major) — Exterminator: Dalek Puppets have gunsticks in their hands, which they can use to kill (4/L/L) or stun.
Networked: All Dalek Puppets are connected to their Dalek masters, who can see through their eyestalks.
Shapeshift (Minor): Dalek Puppets make the perfect infiltrators, almost indistinguishable from a normal human except for slightly cold skin and the tendency for electrical items to flicker on and off in their presence.

TECH LEVEL: 8 STORY POINTS: 1-4



THE JUSTICE DEPARTMENT

The Justice Department is a future institution with one highly notable function: punishing history's greatest criminals without violating the timeline. It dispatches crews into history aboard specialist vessels like the *Teselecta*. These ships track down people who committed great crimes but died without being held to account, and makes them suffer.

The Justice Department is a highly structured organisation with a sophisticated chain of command, supported by a substantial bureaucracy. It presumably has a wealth of other duties within its native time period, but as none of those reach back down the timeline, its program of punishment is likely the only way it will encounter other time travellers.

The Justice Department is based in future human territories after the 52nd century. Its research wing has gathered extensive information from countless sources into a comprehensive database of historical events. Out of this huge mass of data it finds and flags criminals deserving of further punishment. The database is remarkably extensive: information about the Doctor, Melody Pond and the TARDIS was readily retrieved. The database was also programmed to cope with the complexities of time travel, recording known fixed points in time, giving automated warnings about potential paradoxes, and keeping data sealed from those who might learn knowledge of their futures.

The dictates of the database were always subordinate to the mission commanders, however. The commander (usually the Captain of the time vessel) was able to overrule any time protocols as they saw fit. The Justice Department put a lot of trust in its mission commanders, who could descend into history for weeks or months, operating completely autonomously the whole time.

USING THE JUSTICE DEPARTMENT

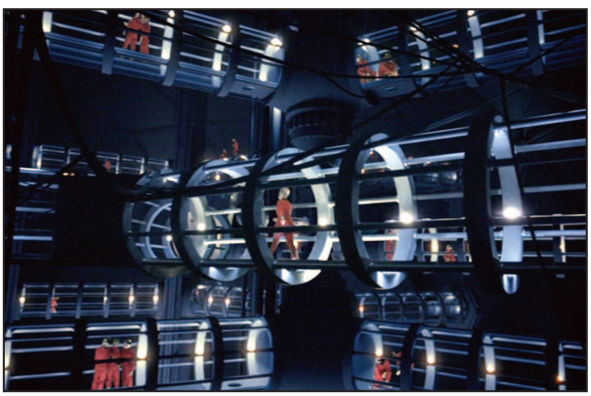
The Justice Department is a good source of opposition for any story in the cops and robbers template. A group of brave, civic-minded characters can end up in trouble with the Justice Department for the same array of reasons you've seen in lots of films and television stories: you've been framed, or you were in the wrong place at the wrong time, or you did the crime but you had a very good reason for doing so! It's also possible to end up on the wrong side of the Justice Department for uncovering corruption in its ranks – eliminating you before you spill the beans would be a high priority. And, of course, blundering time travellers might be the sort of threat the Justice Department might seek to apprehend.

The Justice Department is also a potential source of specialist information, an oracle to be consulted for insight into this or that mystery. This help will never come cheap – even after proving your good intentions, the Justice Department officers might ask you to do some jobs for them before sharing their

files with you. Freelance associates of the Justice Department could be used as confidential informants or undercover agents, answering questions before sending in a Justice Department Vehicle.

There are deeper issues with the Justice Department that might make a fascinating subject for some games. The Department has conquered time travel and is using its powers to reach into history. In some ways, the Department's activities are the seeds of a fully time-active society. Could they grow over the years to become a replacement for the Time Lords? The Doctor will no doubt have strong views on any progression in that direction, as will all those who understood the destructive conflagration that was the Last Great Time War.

Playing the crew of the *Teselecta* (or a similar Justice Department Vehicle) would be an interesting subject for a game. Adventures would feature travelling through time to investigate mysteries and punish criminals, while characters work together in a Naval-style command structure. The players should take on members of the bridge crew, although they might also have secondary characters scattered among the other areas of staff. They might even play a whole group of Justice Department Vehicles, each with a single tiny pilot operating a full-size robot version of them... The Gamemaster can use the overall structure of the Justice Department to co-ordinate and plan their missions.



If a player or a group want the *Teselecta* but do not want to play Justice Department members, this raises some concerns. The Teselecta is best treated as a special option like a TARDIS, and not as an ordinary vehicle or gadget. The Gamemaster will have to consider what it might add to the game, and what it might take away. If the player group end up going through every dangerous situation secure in the armoured bridge of their *Teselecta*, excitement might disappear from the game.

The *Teselecta* also has phenomenal powers of infiltration and attack, and an extensive knowledge database, which will resolve other problems with relative ease. Ultimately, any game with a *Teselecta* in it will eventually come to revolve entirely around the *Teselecta*.

CAPTAIN CARTER

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

Captain Carter is commander of the *Teselecta*. He is brave and idealistic, but these noble characteristics are shot through with the sadism needed to seek out people and inflict searing pain upon them.

SKILLS

Athletics 3, Convince 4, Fighting 4, Knowledge 4, Marksman 3, Science 4, Technology 4, Transport 6.

TRAITS

Brave
By the Book
Code of Conduct: Captain Carter is bound to operate within the strict parameters of the Justice Department.
Obligation (Major) – Justice Department.
Time Traveller (Major): Captain Carter is trained to operate at all technology levels.
Voice of Authority
Vortex

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

For this reason, the *Teselecta* and its sister ships are probably best used as short-term features. The unreliability and complexity of the technology, and the dogged bureaucracy of the Justice Department, are both good rationales for their departure from the game. Perhaps they are a last-ditch option, and more often used in the same manner as the TARDIS – to deliver regular-sized agents to a scene to investigate, then called in as back-up at the end.

ADVENTURE IDEAS

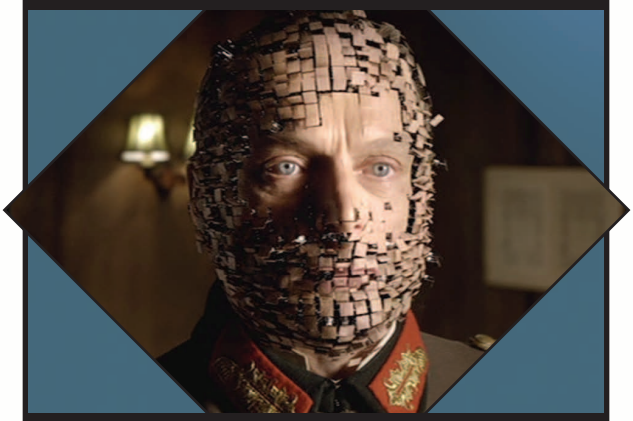
- A Justice Department Captain is given incorrect data on a mission, and orders the punishment of a historical criminal before he commits his crimes. Worse, the criminal has a weak heart and dies during the conflagration. The lowly research officer responsible for the data mix-up is thrown in the brig, while the rest of the crew assume the dead criminal's position in history, frantically trying to undo the damage before an entire thread of history comes unravelled. Can they bring themselves to carry out the atrocities in the historical record? If they fail, can they stop history breaking? And will the characters be able to find a better way?
- A Justice Department Vehicle is hijacked by history vandals, who set about inserting themselves into the most memorable visual moments of history and ruining the photographs. They aren't changing history in a significant way, so is this just harmless fun? The Justice Department is not inclined to look at it so charitably. Some voices whisper there are deeper motivations and a strange conspiracy is afoot. All these threads come together in the halls of the Vatican, as Michelangelo prepares to make a very unusual addition to the Sistine Chapel ceiling...
- It's time to step into the courtroom for proceedings against the bridge crew of the *Teselecta*. They are accused of mutiny against their commanding officer. Were they right to seize command from him? Was the Captain mad, bad, or simply misunderstood? Let's bring to the stand the accused ringleader of this insurrection, the ship's First Officer, known only as "the Doctor"...

THE *TESELECTA*

The *Teselecta* is a shapeshifting vehicle used by the Justice Department to pursue the aim of punishing history's greatest criminals. Disguised as a person, it can track its targets without drawing attention. When it finds them, its onboard weapons deliver painful (but non-fatal) punishment.

Inside, the *Teselecta* is cramped and confusing. Corridors criss-cross like gantries, the ceilings are low, rooms are lit by dim red lights, and there is little signage. Hundreds of crewmembers are required to run and maintain the *Teselecta*. Thanks to a compression field that reduces them all to miniature size, all 421 work right on board.

TESELECTA (JUSTICE DEPARTMENT VEHICLE)



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

SKILLS
Athletics 2, Fighting 2, Marksman 4, Transport 3.

TRAITS
Armour (5)
Distinctive: The Teselecta has a stiff and stilted manner to it.
Forcefield
Natural Weapon: Miniaturisation Ray (see overleaf).
Natural Weapon: Pain Blast (3/6/9).
Robot
Scan
Shapeshift (Major): Can even transform into a vehicle.
Transmit
Time Traveller (All)

TECH LEVEL: 10 STORY POINTS: 0

The Captain and four officers work from the compact bridge, where the Captain can talk through the *Teselecta* disguise.

The *Teselecta* can use a sophisticated disguise process ("tessellation"), easily changing its appearance to look like anyone, including faithful reproductions of other people. Some database entries contained enough appearance data to allow the *Teselecta* to mimic them. To mimic other people, the *Teselecta* needs to scan them first. Then, the various departments aboardship (art, costume and so on) create a complex and convincing illusion. The technology can also create detachable props, functional machinery (such as a motorcycle), and generate light displays (such as fireworks, muzzle flash, regeneration energy).

The *Teselecta* is usually accompanied by a carrier ship that stays out of sight in orbit. Should it become necessary, crew (some or all) can be teleported up to the ship and out of harm's way, although a team will later be sent to retrieve the *Teselecta*. The *Teselecta* has many other features:

- **Mission Database:** An extensive database of people throughout history, particularly historical criminals in need of punishment.
- **Miniaturisation Ray:** The right eyeball is mounted with a weapon that shrinks a nearby target and sucks them inside itself. One moment the target is standing close by, the next they are disoriented and woozy, waking up inside the eyeball.
- **Justice Mode:** The mouth is equipped to blast various kinds of pain at a target, including horrific non-consuming flames and merciless electrical arcs.
- **Target Isolation:** To ensure targets are pinned down for easier punishment, they are frozen in place by cylindrical force fields and isolated by soundscreens that prevent their screams and cries being heard.
- **Standby Mode:** If abandoned by its crew, the ship loses the ability to behave in a convincing manner. Unless given standing orders it will stand and wait for instructions.
- **Surveillance Mode:** The ship collapses and lies still, then scans everything happening nearby.
- **Time Scanning:** Sensors extend not just through the local environment but into the Time Vortex as well, picking up incoming disturbances from other time-active machines.
- **Memory Management:** To preserve crucial secrets, a target's memories can be wiped and reconstructed.

MINIATURISATION RAY (MAJOR GADGET)

This device shrinks a target down to a tiny size using a compression field, then sucks them into an appropriate holding area. The Teselecta has a miniaturisation ray mounted on its eyeball, and it sucks targets into the gantry within the eye.

Traits: Miniaturise, Teleport, Restriction (close range only).
Story Points: 2

TESELECTA ANTIBODIES

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

The interior of the *Teselecta* is guarded by many tiny guard robots called Antibodies. There are sockets all over the ship where they rest while not on alert, and they can appear swiftly whenever needed. These jellyfish-shaped robots are extremely dangerous to anyone small enough to fit inside the *Teselecta*! The Antibodies are programmed to challenge anyone whose privileges do not permit them to be at large in a given area. Anyone who is without privileges is given a short period of time to rectify the situation, or they are given a swift death. Privileges are given by a wristband worn by all those on board, which shines green when the person is approved to be in the area, and red when they are not.

SKILLS
Fighting 3.

TRAITS
Armour (Minor)
By the Book: Always obeys privileges.
Flight (Minor)
Natural Weapon: Tentacle Shock (4/L/L).
Robot
Scan
Slow (Minor): Speed is 1.
Tiny (Major)

TECH LEVEL: 10 **STORY POINTS:** 0

CHAPTER FOUR
THE ELEVENTH DOCTOR'S ADVENTURES

THE ELEVENTH HOUR

'An alien convict is hiding in your spare room, disguised as a man and a dog, and some other aliens are about to incinerate your house. Any questions?'

SYNOPSIS

Leadworth, England, 1996, 2008 and 2010

A big gloomy house, in the middle of the night. Something had kept young Amelia Pond awake – a crack in her bedroom wall, curved into a crooked smile – and she was praying for Santa to fix it, or to send a policeman, or...

Something fell into her back garden with a mighty crash, interrupting her train of thought. She went out to investigate, and found a blue box had landed on its back, crushing her shed to smithereens. The doors swung open, a grappling hook caught the ground, and a raggedy man climbed out. "Can I have an apple?"

He clambered to the ground, and sighed, emitting a puff of golden energy. Amelia interrogated him, amused by the Doctor but not at all freaked out. She asked if he'd come about the crack in her wall, then invited him in. She offered him an apple, which he accepted, but immediately spat out again, hating it. He explained that his mouth had changed, and he didn't know what he liked any more. Reasoning that she was Scottish, the Doctor challenged Amelia to fry something, and they tried several different foods before he eventually opted for a bowl of fish fingers and custard. The Doctor noted that Amelia Pond ("Like a name in a fairy tale!") was exceptionally brave – unfazed by the crushed shed, the infinite box, and the strange man who ate fish fingers with custard – and concluded that the crack must, therefore, be incredibly scary.

The Doctor inspected the crack, and realised that it wasn't embedded into the wall, but was a fissure in the skin of the universe itself. The quickest way to shut it would be to open it further to the point that it snapped back, so he forced the crack open with his Sonic Screwdriver. Through it, they saw a darkened prison cell, then a huge eyeball, repeating the phrase: "Prisoner Zero has escaped." As the crack snapped shut, he considered that Prisoner Zero might have escaped through the crack – but then, the cloister bell rang. The TARDIS' engines were phasing, it was going to burst. He dashed outside into the exploding TARDIS, but promised he'd be back. The engines just needed recalibrating, a short hop, five minutes into the future should do it. The box dematerialised, Amelia ran inside, packed her bags, and waited.

Twelve years later...

In broad daylight, the TARDIS reappeared at the bottom of Amelia's garden. The Doctor ran into the

house, calling for Amelia, shouting that he'd worked out where Prisoner Zero was hiding – when someone hit him with a cricket bat, knocking him out cold.

Meanwhile, at the Royal Leadworth Hospital, nurse Rory Williams was reporting a concern to a disinterested Dr Ramsden. He claimed that all the coma patients had started speaking, and they were asking after her – and right on cue, they all started chanting the word "Doctor." Dr Ramsden was a little surprised, but dismissed it when Rory mentioned he'd also seen the coma patients walking through the village. Dr Ramsden decided he needed some rest, and dismissed him from duty, effective immediately.

The Doctor woke up on the landing, handcuffed to a radiator. A policewoman with an English accent called for backup, and interrogated him. He challenged her to count the rooms on this floor: "one, two, three, four, five." "Six," he added, and told her to look where she never wants to look. There it was, an extra room. She walked in, and found the Doctor's Sonic Screwdriver, resting on a table and covered in goo. She retrieved the screwdriver, then realised Prisoner Zero was in there with her. She caught a glimpse of him, then fled, slamming the door behind. Prisoner Zero transformed behind the door, and emerged as a growling man walking a calm dog. As the Doctor bluffed threats, a voice from outside barked a genuine one: "Prisoner Zero will vacate the human residence or the human residence will be incinerated." The Doctor sonicked his handcuffs open, and they ran outside.

As they entered into the village, the Doctor deduced from the apparent age of Amy's replacement shed that he'd been away longer than six months. He asked the policewoman why she'd said six months, and she retorted – now in a Scottish accent – "Why did you say five minutes?!" In the village, the Doctor and the 19-year old Amy Pond ("What was wrong with Amelia?" "Bit fairy tale!") found the voice was broadcasting everywhere: through MP3 players, phones, and even the speakers of an ice cream van. They went into a neighbour's house, where an eyeball was on every channel, accompanied by the same message, in every language. Worldwide. The Doctor looked outside, sizing up the dimensions of the atmosphere, and estimated it'd take about 20 minutes for the Atraxi to incinerate the human residence: not Amy's house, as he'd first thought, but her entire planet! To Amy's embarrassment, her neighbours Jeff and Mrs Angelo both recognised the Doctor as Amy's "Raggedy Doctor," a character she'd been telling stories about since she was seven.

With renewed vigour, the Doctor and Amy ran onto Leadworth Common. The sunlight went funny – a forcefield, containing the atmosphere – and everyone videoed it, except one man. Rory Williams, the Doctor noticed, was taking a photo of a normal man with a normal dog. The Doctor seized his phone, and when asked to explain the photos, Rory confirmed the Doctor's suspicion: the man with a dog was really lying comatose in a ward at the hospital. An Atraxi floated over Leadworth, scanning the village for Prisoner Zero's extra-terrestrial technology, so the Doctor caused a fuss with his Sonic Screwdriver, blowing up the streetlights and activating a fire engine. The faulty Screwdriver exploded before the Atraxi could lock on, though, and Prisoner Zero escaped down a drain. The Doctor sent Amy and Rory away to the hospital, but stayed behind to find a laptop.

He crashed into Jeff's room, and hacked into a conference call – all the world's experts on alien technology were gathered to discuss the strange happenings in the Earth's atmosphere. The Doctor proved to them that he was a genius, composed a virus on Rory's phone, and sent it to the scientists. He then gave the laptop back to Jeff, and asked him to win them over. Plan in motion, the Doctor commandeered a fire engine, and made his way to the hospital.

Amy and Rory were already there, and had gained access to a sealed area using Amy's police uniform. The hospital had been trashed, and a concerned woman emerged from a corridor, holding hands with her two daughters. She explained that Dr Ramsden had been murdered, along with all the staff – but as she spoke, she accidentally switched mouths. Amy and Rory realised Prisoner Zero was disguised as all three bodies, and ran to the coma ward.

The Doctor texted Amy's phone, "DUCK!" and smashed the fire engine's ladder through the window. As he climbed in, Prisoner Zero broke through the ward door. The Doctor stalled for time, keeping an eye on the clock. A minute passed, then the clock displayed 0:00. He revealed his plan: with the scientists' co-operation, his virus hadn't just infected that clock, but every clock and every screen, worldwide. The whole planet was broadcasting the number "Zero."

As planned, the Atraxi traced the virus to its original source – Rory's phone – and the ward illuminated with an Atraxi beam. The phone contained photos of all Prisoner Zero's identities for the Atraxi's perusal, but Amy suddenly fell unconscious and Prisoner Zero transformed into a new form, from Amy's dream, one that Rory hadn't snapped: young Amelia Pond with her Raggedy Doctor. The Doctor told the sleeping Amy to stop dreaming about the Doctor and to picture the creature she saw in her spare room. As she dreamt, Prisoner Zero returned to its own form, and the Atraxi beamed it up.

They left the planet, but the Doctor locked onto their signal and phoned the Atraxi back, demanding they return to the hospital. After changing his clothes, he went out to the rooftop, and confronted the Atraxi, eye to eye. He scolded them for attempting to burn the Earth, then challenged them to scan their data-banks: is the Earth defended? They saw records of umpteen different invading forces, then ten faces of the Doctor. Fully dressed, the Doctor stepped forward, and introduced himself. "Basically, run."

The Atraxi flew away, and so did the Doctor – dashing across Leadworth, because his TARDIS key was glowing: his old time machine was repaired, renewed and ready for action.

Two years later...

Ancient engines groaned in Amy's back garden, waking her up. The Doctor had returned. She ventured out once more, in her nightie. Again, the TARDIS engines had slipped, and he'd arrived much later than intended – but, no more. The Doctor invited her aboard. Goodbye Leadworth, hello universe.

CONTINUITY

- The Eleventh Doctor has only just regenerated, and still has some of the Tenth Doctor's mannerisms in his mouth. Notably, he tells Amelia that she's "had some cowboys in here," as he told Reinette in ***The Girl in the Fireplace*** (see **The Tenth Doctor Sourcebook**), and he's also retained the wibbly-wobbly, timey-wimey phrase his last incarnation coined (see ***Blink*** in **The Tenth Doctor Sourcebook**).
- During their confrontation, Prisoner Zero reveals that he didn't open the crack himself, and is openly amused that the Doctor doesn't know anything about it. He also threatens that the Pandorica will open, and silence will fall – but it's probably just bluster...
- The Doctor invokes the Shadow Proclamation as he confronts the Atraxi. He's been citing these intergalactic laws since he first met Rose Tyler (see **The Ninth Doctor Sourcebook**), and the Tenth Doctor finally visited the agency's headquarters in ***The Stolen Earth*** (see **The Tenth Doctor Sourcebook**).

RUNNING THE ADVENTURE

Well, this is it. The start of a new era. And what better way to do so than with a bang?

In many ways, ***The Eleventh Hour*** is the perfect introduction to a brand-new campaign, for it does away with everything that has gone before it. More than any other era – with perhaps the possible exception of ***Rose*** (see **The Ninth Doctor Sourcebook**) – this adventure starts things anew, with virtually no connections to the prior incarnation's era. A new Doctor, a new TARDIS, a new companion, a new setting. It makes for an opportunity to start afresh, to shuffle things about and give everyone a chance to play a brand-new character.

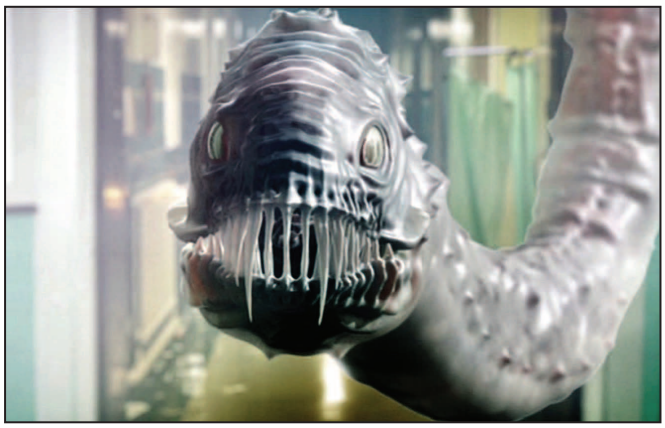
But as well as the start of a new campaign, ***The Eleventh Hour*** is also a cracking adventure in its own right. It starts with a mystery: the crack in young Amelia's wall. It then quickly escalates into a problem: something has escaped through the crack and into Amy's house, Prisoner Zero. Worse still, its prison guards – the Atraxi – want it back but can't find it, so are prepared to destroy its hiding place to get it back in its cell.

Right from the off, that's a fair amount for the players to deal with. But there are twists along the way: Prisoner Zero is hiding in a number of different places, starting with Amy's house and moving to the coma ward of the hospital. It makes for a great, rapidly evolving adventure; no sooner has the Doctor uncovered one mystery, another one presents itself. He discovers the crack. Something has come through. Someone is chasing it. The prisoner is hiding. The wardens will destroy the Earth. Boom, boom, boom. Each one another layer to the mystery, each one a more pressing threat than the last.

The prologue to the adventure also makes for a fantastic way to introduce a new companion. Not only is Amy – like so many other companions – caught up in one of the Doctor's adventures, in this case living in the house with the crack in it (and Prisoner Zero), but the Doctor has been part of all her life. And it's a motif that crops up again and again with the Eleventh Doctor (see also Melody Pond and Lorna Bucket, and the reverse is true for Clara Oswald). You can try this yourself; have one of your characters first meet the Doctor earlier in their lives, then join up with him again to have adventures when they're grown up.

PRISONER ZERO

AWARENESS	4	PRESENCE	2
COORDINATION	2	RESOLVE	5
INGENUITY	3	STRENGTH	6



Undisguised, Prisoner Zero is a wicked, translucent serpent, with terrible fangs and a slimy body. However, when it taps into a victim's subconscious, it can disguise itself as whatever they might be dreaming about, so long as they remain asleep. For this reason, it takes most of its images from the patients of the coma ward at Royal Leadworth Hospital: a half-living theatre of dreams on-demand. While its abilities are impressive, they are also limited. Although it can apply perception filters, as it does to the room it's seized in Amy's house, Prisoner Zero requires sustained exposure to a mind before he can access or influence it in any way. It can take the body of multiple lifeforms at once, so if a man dreams about a dog, Prisoner Zero can have a dog, but it cannot pilot them independently and often gets the voices mixed up.

SKILLS

Convince 3, Fighting 4, Knowledge 3, Subterfuge 5, Survival 4.

TRAITS

Alien
Alien Appearance: In its natural form, it looks like a giant, ethereal snake.
Face in the Crowd: Prisoner has a perception filter that lets it blend in.
Fear Factor (2): Prisoner Zero is locked up with good reason. It gains a +4 bonus when trying to actively scare or intimidate someone.
Flight (Minor): Prisoner Zero can hover in the air.
Natural Weapons – Fangs (4/8/12)
Psychic
Shapeshift (Special): Prisoner Zero can adopt the shape of any person it has established a psychic link with. In Leadworth, this included the patients on the coma ward and Amy Pond. It is also able to adopt multiple shapes at the same time (although they must remain connected) to confuse pursuers, such as a man with a dog or a woman with her two children. It can also use its psychic connection to adopt the form of anything its target is dreaming or thinking of – the Doctor eventually turns this power against it by forcing Amy to think of Prisoner Zero itself.
Telepathic: Prisoner Zero can establish a psychic connection with those nearby.
Quick Reflexes
Wanted (Major): Prisoner Zero is hunted by the Atraxi.

TECH LEVEL: 7 STORY POINTS: 8

ATRAXI

AWARENESS	5	PRESENCE	5
COORDINATION	3	RESOLVE	6
INGENUITY	2	STRENGTH	6

An interplanetary police force, the Atraxi are enormous levitating eyeballs, each one suspended in a crystalline ring. They're capable of unassisted space flight, and generally don't put themselves in any direct danger – in this adventure, they hover well above the planet, interacting by manipulating Earth's screens and speaker grilles. Their pupils can project shafts of light, which they can use to scan the ground or to display holographic images from their data-banks. They have access to a diverse litany of information, ranging from the complete history of planet Earth to all the Doctor's known identities. Although their justice system is strict, the Atraxi are entirely self-interested. They have no misgivings about burning a planet to eliminate a single fugitive, and view Earth's turbulent history, despite all its in-fighting and exploitation, as essentially benign – humanity has not wronged the Atraxi personally, and is therefore not guilty of any crime by their laws.

SKILLS

Convince 4, Fighting 2, Marksman 2, Science 1, Survival 1, Technology 2, Transport 2.

TRAITS

Alien
Alien Appearance: They're certainly amongst the strangest of aliens the Doctor has encountered.
Environmental (Space): The Atraxi can fly about in space.
Flight (Major)
Obsession (Major) – Detain prisoners: The Atraxi are prepared to burn a whole planet just to recapture one escaped prisoner.
Size – Huge
Voice of Authority: The Atraxi were able to broadcast their threats on every speaker and screen on the planet.

EQUIPMENT: Om-Com (Major Gadget – Transmit, Scan, Restriction – cannot detect multi-forms), Warp-Ship (Special Gadget, Forcefield – whole world, Delete – planet, Restriction – cannot undelete).

TECH LEVEL: 7 **STORY POINTS:** 3-5

FURTHER ADVENTURES

- We understand very little about the Atraxi. With their crystalline rings, extensive data banks and capacity to survive in a vacuum, they're either an utter marvel of evolution, or they're potentially cybernetic. If the latter, who invented the Atraxi? Are they being controlled remotely, are they being piloted from within? Maybe they achieved sentience, took over their inventors' planet and became a species in their own right. Enough speculating: the TARDIS has taken you to Trax Aeterna, at the heart of Atraxi space. Open those doors, it's time to find out.
- A corridor, deep within the bowels of a prison ship. Walls lined with monitors, Atraxi eyeballs on each one, maximum security. The Doctor marches past, to the deepest darkest cell. There, sat in the darkest corner, is the Raggedy Doctor. Holding hands with Amelia, sentenced to rot in the last body it copied – and the template's fading. The Doctor sonics the monitors. They go blank, and an alarm sounds, but how do you escape from an Atraxi ship when the cracks are sealed? Why wasn't Prisoner Zero executed, and what does it have that the Doctor so desperately needs?

THE BEAST BELOW

"Here, then, is the truth about* Starship UK*, and the price that has been paid for the safety of the British people. May God have mercy on our souls."

SYNOPSIS

Starship UK, 3295

Timmy reluctantly joined his friend Mandy at the back of the queue for his exam results. When his turn finally came, the Smiler told him he'd scored zero. In the next corridor, his friends were crammed into an elevator. A Winder turned him away – pupils who failed their tests weren't allowed to ride the Vators – but home was so far away...

"London, please", he asked of the Smiler in the next Vator along, and its head rotated to display icy disdain. The lift accelerated, hurtled way past London, right through to floor 0. The floor slid out from below Timmy, and the Smiler turned again, baring the face in the back of its head: twisted red with fury. Timmy fell.

Amy wandered out into the markets of *Starship UK*, and the Doctor challenged her to "Notice everything!" He took a stranger's glass of water and set it on the floor – inadvertently pricking the attention of the Winders – then directed Amy's attention to a girl sat on a bench, crying silently. He sent Amy to talk to the girl, and went off to lead his own investigation.

Amy followed the girl, Mandy, to a danker, murkier deck. Mandy's route home was blocked by a maintenance tent, but Amy was undeterred. She picked the padlock and sneaked in, to the chagrin of the nearby Smiler. Inside the tent, a tentacle had burst through the floor and was thrashing about. She scrabbled back to find herself surrounded by four Winders, whose rings produced a gas that knocked Amy out.

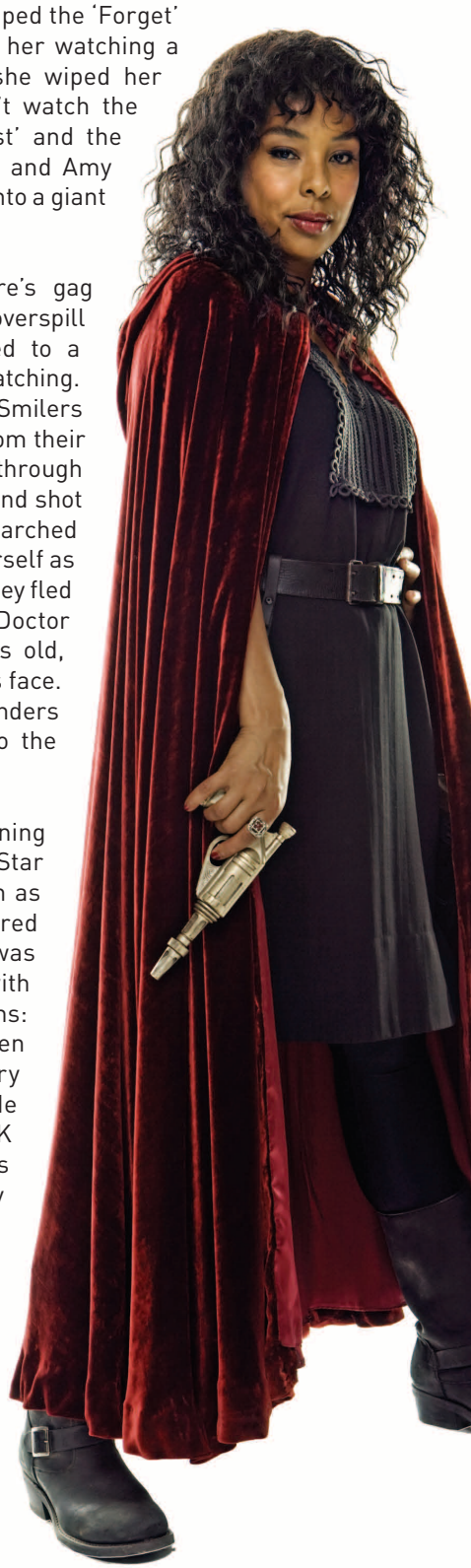
In the bowels of the ship, the Doctor checked the power links – all disconnected. A masked woman in a red cloak appeared, and confirmed his suspicions: the starship was flying without an engine.

Amy awoke in a voting cubicle, with a Smiler and a video screen. The broadcast promised to tell Amy the truth about *Starship UK*, and explained her options. She could press the 'Protest' button, and if just 1% of the electorate did likewise the programme would be aborted. Alternatively, if she chose 'Forget', the truth would be erased from her memory and she would be free to live in blissful ignorance – and the next thing Amy knew, she had thumped the 'Forget' button. The Doctor arrived to find her watching a message she'd recorded before she wiped her memory, and admitted he couldn't watch the video. Nonetheless, he hit 'Protest' and the floor split open beneath them. He and Amy fell down, through a feeding tube, onto a giant alien tongue.

The Doctor triggered the creature's gag reflex, and it ejected them into an overspill pipe. The only exit was connected to a 'Forget' button, with two Smilers watching. As the Doctor refused to forget, the Smilers frowned, then snarled, then rose from their booths. The masked lady burst in through a secret hatch, with Mandy in tow, and shot the Smilers to the ground. As they marched through the ship, she introduced herself as Liz 10: Queen Elizabeth the Tenth. They fled to the Queen's quarters, where the Doctor noted that the mask was centuries old, and yet precisely sculpted to fit Liz's face. As his mind raced, a group of Winders arrived, and escorted the group to the Tower of London.

A device was firing bolts of lightning into a creature's exposed brain – a Star Whale – and they used jolts of pain as an accelerator pedal. Liz 10 ordered the creature's release, but there was a seat already waiting for her, with a video screen, and two buttons: 'Forget' and 'Abdicate.' Every ten years, she'd investigated, and every ten years she'd sat down and made exactly the same choice. The UK depended on the Star Whale, and its release would sentence her country to death.

Amy was horrified that she'd voted for this, and the Doctor was horrified she'd voted for it, too. He set about actioning the most humane solution he could: he'd pass a massive current through the Star Whale's brain. Not enough to kill it, but just enough to mute the agony, and



put it into a waking coma. As he flipped switches, another tentacle burst out of a grate – and tapped Mandy on the shoulder! There were a lot of children, here, Timmy included. The Star Whale wouldn't eat them, and when she saw Mandy stroke the Whale's tentacle, Amy understood why. She ordered the Doctor to stop what he was doing, then seized Liz 10's hand and smashed the 'Abdicate' button. The ship rattled... then accelerated! Amy had sussed it out: the creature that had appeared at the UK's darkest hour and loved children that much must, surely, have volunteered. As deduced, *Starship UK* swam on.

CONTINUITY

- The Doctor tells Amy that he's an alien, a Time Lord, and the last of his species. This is the first Amy's heard of it, but we've known the Time Lords all died in the Time War since we met the Ninth Doctor (see ***Rose*** in **The Ninth Doctor Sourcebook**).
- The Doctor also reasserts that Time Lords don't look like humans; humans look like Time Lords – his species came first. His tenth incarnation told Lady Christina de Souza the same thing in (see ***Planet of the Dead*** in **The Tenth Doctor Sourcebook**).
- Amy still hasn't told the Doctor about her wedding, tomorrow. Maybe she's getting cold feet...

RUNNING THE ADVENTURE

This adventure is a classic bait and switch. What at first looks to be the threat instead turns out to be an ally; in this case, the titular 'Beast Below'.

The set-up is simple. The characters arrive at a fantastical place and investigate strange goings on: in this case missing children, an electorate voting to forget and the fact the starship was flying without an engine. Something suspicious is going on below decks; perhaps a monster lurks there? As the characters investigate further, they discover that there is indeed a monster buried deep below, but far from being a threat it is instead the victim.

The heart of this adventure is the moral question as to what they do when confronted with the terrible truth: that the UK only survives by the torture and enslavement of another creature; but if it is freed the UK is destroyed. On the face of it, the characters cannot save both; they must decide which to help, and live with the consequences. Of course, the Doctor (or rather, Amy) does manage to save both the Star Whale and *Starship UK*, but they do so by taking a massive gamble. In your adventure that might not even be an option; the characters have to pick one and only one to save.

In truth there is no real bad guy in this adventure; the antagonists are all working for what they believe to be the greater good. The theme here is sacrificing the few in the name of the many. This murky moral grey area can be fascinating to explore in your own adventures, especially if all the arguments seem so *reasonable*. You can even set them up so that different factions appeal to different characters, leading to inter-party disagreements as players take different sides and moral stances. You will need to bring things to a head, of course, by introducing some sort of time factor or deadline – unless you want to call for a vote, that is...

STARSHIP UK

When the sun erupted with blazing flares, the peoples of Earth set sail for the stars, but the United Kingdom was among the last to leave. *Starship UK's* a clockwork mess of skyscrapers and elevators, as wide as it is tall and held together by bunting and bubble gum.

All of the UK is enclosed within the starship – except Scotland, who insisted on building their own craft – and it's built to support life for as long as it remains necessary. Its public services are staffed by low-tech surveillance drones called Smilers, including the Vators: a series of London-Underground-like lifts that grant residents transport between floors, but as a privilege, not an entitlement; anyone who tries to ride the Vators without entitlement will be fed to the beast below. Although rumours of a creature living under the ship's decks persist into *Starship UK's* culture – and particularly its poetry – the government work hard to ensure nobody retains knowledge of the captive Star Whale the ship has instead of an engine.

FURTHER ADVENTURES

- If *Starship UK's* Star Whale is indeed the last of its kind, something terrible must have happened to its brothers and sisters. The event is likely to have been time locked, or at the very least it must be a fixed point, but the Star Whale in this adventure has been through a lot, and Liz 10 would like to say both "Sorry" and "Thank you" on behalf of the nation it saved. It might not be possible to rescue a second Star Whale, but Liz 10 knows a man who would want to find a way.
- When the Great British public find out what they voted for, they will be appalled. Revolutionaries will emerge to challenge the status quo, and trigger a tide of change that drives the Smilers out – but maybe the Smilers aren't programmed to "come quietly." How do you fight a foe that's all around you? Who will lead the charge against the enemy inside? And when the Winders suddenly find they're too close to the Smilers for their own good, whose side will they take? Cos those faces on the backs of their heads are beginning to look an awful lot like targets...

LIZ 10

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

Times have changed, and so has the British monarchy. Although they retain a lot of the pomp and majesty – all privilege and red cloaks – Liz 10 has more in common with her subjects than the first millennium of her predecessors did. She speaks in a broad Cockney accent, and eyes her own government with a healthy scepticism. She's worked out that the starship shouldn't fly, and sneaks through her kingdom by night, trying to solve its puzzling truth. What she doesn't know is that she's done this before.

Every ten years or so, she learns what her government is hiding, and voluntarily blanks her memory in the name of national security. Liz 10 is sincerely devoted to her country's citizens, and remains popular among her society.

SKILLS

Athletics 4, Convince 3, Fighting 4, Marksman 5, Subterfuge 5, Technology 3.

TRAITS

Amnesia (Minor): Every ten years, the Queen discovers the truth about *Starship UK*. And every ten years, she chooses to forget.
Brave: Liz 10 ploughs on into the underworld beneath her starship, heedless of any danger that might be found there.
Dark Secret: *Starship UK* only exists by the enslavement and torture of the Star Whale.
Distinctive: Without her mask, Liz 10 would be instantly recognised as the Queen.
Immortal (Major): Liz 10's body clock has been slowed down – to keep her looking like the stamps – and she has reigned for well over two centuries.
Indomitable: She is determined to find out the truth.
Insatiable Curiosity: There's something rotten at the core of her kingdom, and she's going to find out what it is.
Keen Senses: Like the Doctor, Liz 10 has spotted what most people miss.
Obligation (Major): Her entire life is devoted to her subjects.
Quick Reflexes: The Queen moves with cat-like speed.
Sense of Direction: She knows her kingdom like the back of her hand.
Voice of Authority: Basically, she rules.

TECH LEVEL: 6 STORY POINTS: 6

SMILERS

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

The Smilers are shabby automatons, robots of porcelain and clockwork. As long as all is well and everyone's obeying the law, a Smiler's face will remain fixed in a cheery grin, but as soon as someone commits a misdemeanour, it will rotate half-way, to reveal the face in the back of its head – grimmer, stern, a warning sign. If you're in big trouble, its head will turn once again, to reveal its third face: a vicious, red-eyed snarl.

SKILLS

Convince 3, Fighting 1, Knowledge 5, Survival 1, Technology 1.

TRAITS

Cyborg: The Smiler is a clockwork automaton containing a spark of human intelligence.
Fast Healing (Special): Smilers are designed to operate with the minimum of maintenance.
Fear Factor (2): The Smilers' rotating faces range from the sinister to the downright terrifying; their slow, inevitable rotation is enough to put most people in their place.
Keen Senses (Major): The Smilers always know what's going on throughout the ship.
Unattractive: The paint and varnish of the Smilers' heads is starting to chip and peel.
Voice of Authority: The Smilers' have a friendly but firm voice, and both teach the classes and make public service announcements onboard *Starship UK*.

TECH LEVEL: 6 **STORY POINTS:** 3-5

WINDERS

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

Cloaked agents who carry large keys around their necks, the Winders work with the Smilers as the government's eyes and fists. They aren't evil, and everything they do is by royal charter, but they are sly, shady and very secretive.

SKILLS

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

TRAITS

Cyborg: Winders share some of the clockwork machinery of the Smilers.
Obligation (Major): The Winders are tasked with maintaining *Starship UK*, as well as covertly working to further Her Majesty's interests – whether she knows it or not.
Voice of Authority: Winders act at the behest of the government and the Queen, and their commands carry great weight.

EQUIPMENT: Key: The Winder's Key is not just a sign of office. It is a high-tech Gadget that gives them access to every part of *Starship UK* and the ability to operate much of its machinery, Smilers in particular (Traits: Open/Close, Story Points: 1).

TECH LEVEL: 6 **STORY POINTS:** 3-5

VICTORY OF THE DALEKS

'They are my oldest and deadliest enemy. You cannot trust them.'

SYNOPSIS

London, England, 1941

An air raid siren sounded in the War Rooms, beneath London, as reports came in of a big wave of German bombers approaching. Winston Churchill arrived and announced that it was time to roll out the secret weapon.

A month later, the TARDIS materialised in an office. The Doctor emerged to find himself held at gunpoint by British soldiers. Churchill arrived to greet them and attempted to take the TARDIS key, as he always did. Churchill had rung the Doctor for help, but the Doctor was late as he was still running the newly regenerated TARDIS in. Another wave of German planes was approaching, so Churchill took the Doctor and Amy up onto the rooftop to show them his secret weapon. There they met Professor Edwin Bracewell, head of the Ironside Project. As the planes approached, energy bolts zapped out from behind an emplacement and destroyed them. The Doctor recognised the sound, commented that it was not human technology. At Churchill's command a Dalek, painted khaki and decorated with a Union Flag, rolled out. The Doctor questioned the Dalek as to its purpose, but it maintained that "I am your soldier." Bracewell explained further – it wasn't a Dalek, but an Ironside, a robot designed by Bracewell to defeat the Germans.

Churchill and Bracewell wouldn't listen to the Doctor's warnings. Churchill insisted that he would take any advantage he could to win the war and save London.

The Doctor and Amy investigated Bracewell's laboratory, questioning him about where the ideas came from. He answered that they just teemed from his head; hypersonic flight, gravity bubbles, and so on. As they investigated, a Dalek brought Bracewell some tea. The Doctor knocked the tray from its sucker and shouted at it. He began hitting it with a wrench, trying to provoke it into revealing its true nature.

It was only when the Doctor shouted, "I am the Doctor. And you are the Daleks," that the Dalek acknowledged him, confirming that his testimony was correct. It transmitted his testimony to a Dalek saucer hiding behind the far side of the Moon.

The Doctor's verbal testimony was accepted by the Daleks there, allowing them to activate the Progenitor Device. As Churchill ordered his soldiers in, the Dalek exterminated them. Bracewell ordered

it to stop as he had created them, but the Dalek blew off his hand to reveal wiring, announcing that it was the other way round – the Daleks had in fact created Bracewell. The Daleks teleported away.

The Doctor ran into the TARDIS, telling Amy to stay in the London Blitz, where it was safer. The TARDIS materialised on the saucer and the Daleks attempted to exterminate him, but he held up a jammy dodger and bluffed that it was really the TARDIS' self-destruct remote. The Daleks told the Doctor that their saucer had escaped their last encounter and fallen through time, before finding the Progenitor Device. It contained pure Dalek DNA and would allow them to rebuild the Dalek race – but they could not activate it, as it saw them as impure Daleks. But the Doctor's testimony about the Daleks would allow them to activate it.

The Daleks ordered the Doctor to leave or they would destroy London. The Doctor didn't believe they could, so the Daleks sent a signal that turned all of the lights on in the city, acting as a beacon to the Germans. Back in the War Rooms, reports came in of a new wave of bombers approaching. It looked hopeless, until Amy remembered the knowledge the Daleks had imprinted Bracewell with. She raced to find him and stopped him from killing himself in despair. She persuaded him that he was as clever as the Daleks and he began to work on something to send into space.

The Progenitor Device completed the reconstruction of the Dalek DNA and five larger, deadlier, purer Daleks rolled out of it: the New Dalek Paradigm. The new Daleks considered the other Daleks to be inferior and unclean, disintegrating them with impunity. The Doctor attempted to hold them at bay with his jammy dodger, but the Strategist Dalek saw through his deception.

Before the Daleks could exterminate the Doctor, a squadron of Spitfires – armed with Dalek exterminators and protected by Bracewell's gravity bubbles – strafed the saucer, attempting to destroy the transmitter dish. All but Danny Boy's Spitfire were destroyed, but the Doctor managed to disrupt the saucer's shields long enough for him to blow up the dish. London was once more blanketed in darkness. The Doctor ordered Danny Boy to blow up the saucer, but the Supreme Dalek told the Doctor to call off the attack or it would destroy the Earth – Bracewell was not just a robot, but also a bomb. The Doctor was forced to choose between destroying the Daleks or saving the Earth. He called off the attack.

The TARDIS returned to Earth but the Daleks activated the detonation sequence anyway before opening a time corridor. The Doctor tried to defuse the bomb, persuading Bracewell that he was human, not a robot. It didn't work. Amy made him remember the love of his life, Dorabella, and bomb deactivated, but the Daleks escaped.

The Doctor ignored Churchill's pleas and removed any trace of the Dalek technology. Whilst he knew he should deactivate Bracewell too, he gave the Professor time to run off. The Doctor, still concerned about why Amy had forgotten the Daleks, failed to notice the crack in the wall behind the TARDIS as it dematerialised.

CONTINUITY

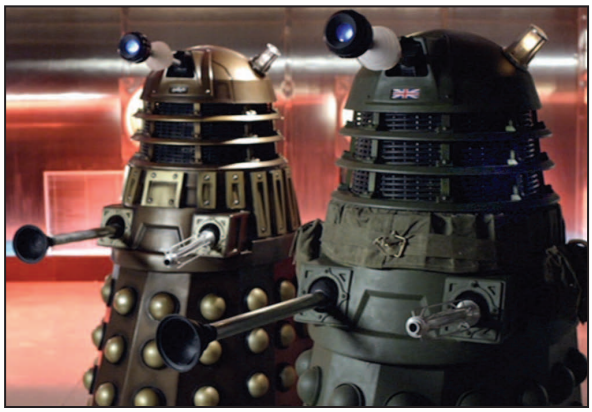
- Churchill has met the Doctor before – although not with this face. He'll meet him again, too, in a very different time and place (see ***The Wedding of River Song*** on pg. 169).
- Amy has an arch-enemy too – the woman outside Budgens with the mental Jack Russell.
- The Daleks here are survivors from the battle in the Medusa Cascade (see **The Tenth Doctor Sourcebook**, ***The Stolen Earth/Journey's End***). They are considered impure by the Progenitor Device because they were made from Davros' DNA.
- Once again the Daleks can recognise the Doctor despite his regeneration, as they did when they met him on Vulcan (see ***The Power of the Daleks*** in **The Second Doctor Sourcebook**). This is not always the case, however.
- The Daleks escape using a time corridor, the same method of time travel they have used before (see ***Resurrection of the Daleks*** in **The Fifth Doctor Sourcebook**).
- We don't see the Daleks again until ***The Pandorica Opens*** – and then only briefly. The next time the Doctor confronts them properly is in ***Asylum of the Daleks***, by which time they have a whole Dalek Parliament and even a Dalek Prime Minister.
- The Eleventh Doctor returns to this period of history again, albeit Berlin on the eve of war (see ***Let's Kill Hitler*** on pg. 146).
- Danny Boy later takes part in the Battle of Demon's Run (see ***A Good Man Goes to War*** on pg. 142).

RUNNING THE ADVENTURE

At the outset of this adventure, the Doctor is presented with a problem that only he can see: his greatest enemy, posing as an ally. They're operating in plain sight, but what are they really up to? The early part of the adventure sees the Doctor trying to find this out, and so is a mixture of investigation, interrogation and provocation.

In truth, the whole thing is – as anticipated, of course – a ruse, but not in a way that might seem obvious. It's a trap, and it was always going to be a trap, but the truth of the trap is that the trap is only sprung when it is loudly proclaimed to be a trap. The Daleks aren't up to anything, really – they're just deliberately acting suspiciously so that the Doctor calls them out in his usual, big-headed and loud-mouthed manner. And that's exactly what they want.

Once the trap is sprung, the whole adventure zaps off into a new direction. Multiplying aliens! Spaceships! Bombs! It's all go from here-on in, so make sure you pick up the pace and keep the players on their toes. Just as they think they've solved one problem, hit them with another. Keep doing so until you can enact the final part of their scheme – which is actually just to escape to plan for another day, and that sort of conclusion sets things up wonderfully for a sequel later in the campaign.



IT'S A TRAP!

Traps are great in roleplaying games, as players are suspicious sorts by their very nature. You can play with that knowledge and – as the Daleks do, knowing how much the Doctor despises them – use that to draw them into your web. Take a look

at the characters' Bad Traits and formulate a trap designed to take advantage of one of them. Does one of them possess Insatiable Curiosity? Then present them with a puzzle so insatiably curious that they'll just have to open it. How about By the Book? Have the enemy behave in such a way that they'll have to respond accordingly.

When players act on out-of-character knowledge, it's called metagaming; when you do it, it's called having a devious plan.

IMPOSSIBLE SITUATIONS, DIFFICULT CHOICES

Don't be afraid to throw the characters into a seemingly impossible situation (all alone against an army of Daleks) or present them with a gut-wrenchingly difficult choice (destroy the Daleks once and for all *or* save the Earth).

If the conundrum is tied in with the Bad Traits you were drawing on for the trap (see above), then that'll carry even more emotional punch. If it was their Insatiable Curiosity that triggered the trap, and the choice winds up being between saving the day or finding out the answer to the mystery, they're going to be cursing your name to the high heavens. But it's in these moments that they can really shine, when they rise above their own flaws and when true heroes are made.

THE REGENERATION GAME

It's not just the Doctor who gets a new face every now and again. The monsters do too. This happens all the time in the show (look at all the past designs of Cybermen to see what we mean), but rarely as overtly as in ***Victory of the Daleks***. The arch-enemies of the Doctor get an upgrade and a fresh lick of paint right there before our very eyes, announcing that they're back and badder than ever before. Try this out in your game too, putting a fresh new spin – and an added sense of menace – to a favourite enemy.

THE ONE THAT GOT AWAY

The Daleks' grand plan, once they've activated the Progenitor Device, is actually really rather straightforward: escape through the time corridor and rebuild the Dalek Empire. Don't be afraid to have your own bad guys escape, and not just when their backs are against the wall. Having them escape when the baddies seem to be winning can be a great way to throw your players off-guard and leave them with a nagging sense of unease that it can't be a good thing. Just don't do it too often, and make sure the characters do get the opportunity to have their victory, or else it can be frustrating for your players.

OBLIVION CONTINUUM (SPECIAL GADGET)

Daleks made use of Oblivion Continuums as power sources, a captured wormhole that provided perpetual power – in this case for the android Bracewell. If detonated, the rupture in space would cause the planet to bleed through into another dimension, shattering it. Fortunately, quick-thinking and compassion on the part of Amy Pond prevented Bracewell – and the Earth – from suffering this fate.

Effects: Needless to say, should the Oblivion Continuum detonate, then it's time to find a new home world. Luckily, it was part of a sentient robot, which allowed it to be 'talked down.' This can be played out as an extended, opposed Ingenuity + Convince conflict between the bomb disposer and the bomb itself (in this case, Bracewell), with each failed roll causing the detonation sequence to advance one segment. Five failed rolls and the bomb will detonate.

WINSTON SPENCER CHURCHILL

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

Undoubtedly Great Britain's most famous Prime Minister, Winston Churchill was in charge during much of the Second World War. It was his belligerence and stubborn refusal to give in, exemplified in his iconic speeches, that helped lead the Allied Powers to victory. He has met the Doctor on occasion before and, like his successors, knows to call him when something odd is afoot. Each time he tries to persuade the Doctor to give him access to the TARDIS, so desperate is he to emerge victorious over Germany.

SKILLS

Convince 4 (Leadership 6), Craft 3 (Writing 5), Fighting 2, Knowledge 2, Marksman 2.

TRAITS

Adversary (Major): Germany. All of it, but in particular Adolf Hitler. And, quite possibly the Daleks too.
Brave: Never give in, never surrender!
Distinctive: One of the most famous people of the 20th century is going to get recognised.
Friends (Major): The Doctor, amongst other, much less important people such as the King.
Indomitable: There's no stopping him.
Obsession: Victory, at all costs.
Voice of Authority: Churchill's rousing speeches inspired many.

TECH LEVEL: 4 STORY POINTS: 5

PROFESSOR EDWIN BRACEWELL

AWARENESS	4	PRESENCE	3
COORDINATION	2	RESOLVE	4
INGENUITY	6	STRENGTH	2

Head of the Ironside Project and a scientific genius, Edwin Bracewell was a 'Paisley Boy' who spoke with a distinctive Scottish brogue. In truth, Bracewell was really an android made by the Daleks as part of their plan to lure the Doctor into a trap. Powered by an Oblivion Continuum, once Bracewell had outlived his usefulness the Daleks turned him into a living bomb. Only by focusing on his happiest memories did he manage to deactivate the device.

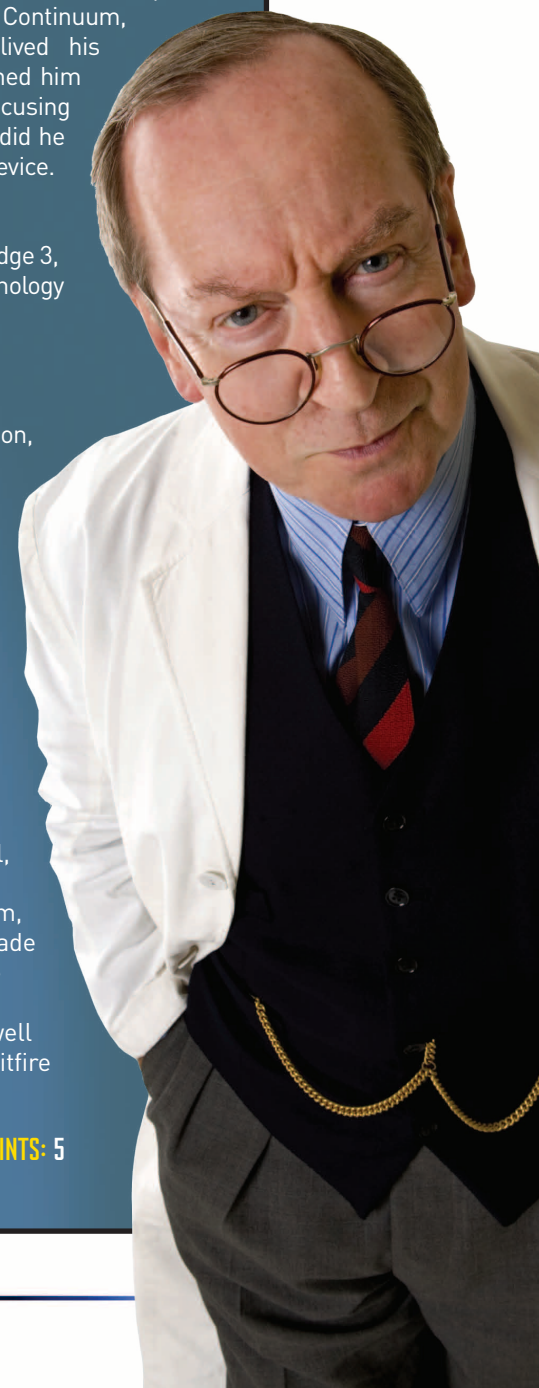
SKILLS

Convince 2, Craft 2, Knowledge 3, Medicine 1, Science 4, Technology 4, Transport 2.

TRAITS

Amnesia (Minor): Much of Bracewell's life is a fabrication, his memories implanted by the Daleks.
Boffin: Professor Bracewell is one of the foremost inventors of his age.
Dark Secret (Major): Bracewell is an unwitting part of the Dalek's masterplan. Oh, and he's a walking, talking, living bomb.
Photographic Memory
Resourceful Pockets: Well, resourceful lab, more like.
Robot: Unbeknownst to him, Bracewell is an android made by the Daleks, although he looks human.
Technically Adept: Bracewell can fix anything, from a Spitfire to a Dalek.

TECH LEVEL: 4 STORY POINTS: 5



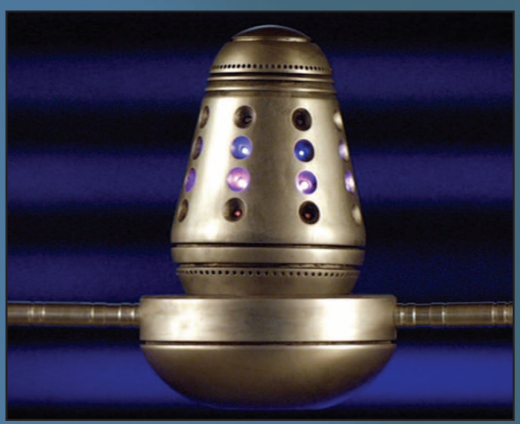
MODIFIED SPITFIRE

Armour: 5 ***Hit Capacity:*** 20
Speed: 15 ***Gadget Traits:*** Forcefield (Minor)
Weapon: Dalek Exterminator (4/L/L).

THE PROGENITOR DEVICE (SPECIAL GADGET)

The Progenitor Device was Dalek technology from the Time War. It contained within it pure Dalek DNA and, once activated, could spawn a theoretically endless number of pure-breed Daleks. The only catch was that it required a pure Dalek to activate it, or, failing that, the testimony of one of the Daleks' greatest foes.

Effects: This machine makes Daleks. Simple as that, really. Best not to leave it on while you get the washing in.



FURTHER ADVENTURES

- What *does* happen to Professor Bracewell after the Doctor leaves? We know that, in one reality at least, he's still working with Churchill (see ***The Pandorica Opens*** on pg. 102), and it certainly makes sense that he'd still be put to use in the war effort. What if more of those Dalek secrets pop up in the bath? Churchill might not have his Ironsides, but other Dalek technology would certainly help win the war well ahead of schedule, messing up the course of 20th century history in all sorts of spectacular ways.
- Perhaps the Doctor wasn't quite as thorough as he thought at removing the Dalek technology from Danny Boy's Spitfire – he shows up again with it later, after all. What if, with gravity bubbles and hypersonic engines, the space race starts 20 years ahead of schedule. What sort of trouble might Great Britain exploring the Solar System have? Which alien creatures might they have unwitting first contact with?
- In the time between ***Victory of the Daleks*** and ***Asylum of the Daleks***, those new Daleks must have been awfully busy. What has the New Dalek Paradigm been up to? It can't be good, whatever it is, and there's loads of opportunities for the characters to find out.

DANNY BOY

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

RAF pilots Danny Boy, Jubilee and Flintlock flew modified Spitfires, blessed with the addition of a gravity bubble to allow them to fly in space, as well as Dalek lasers under the wings, to engage the Dalek saucer.

SKILLS

Athletics 3, Marksman 3, Transport 3 (Aircraft 5).

TRAITS

Brave: Flying into space using untested technology to fight an alien invasion? Yeh, that's brave. But so's taking off to fight the Germans too.
Charming: It's fair to say this dashing pilot has more than a few fans back home.
Hotshot: Danny Boy gets a +2 bonus to Transport rolls.
Lucky: Danny Boy was the only one to come back alive.
Military Rank
Obligation – the RAF
Owes Favour – the Doctor: The Doctor calls it in when he attacks Demon's Run.
Quick Reflexes
Sense of Direction

TECH LEVEL: 4 STORY POINTS: 4

THE TIME OF ANGELS/FLESH AND STONE

'There's one thing you never put in a trap if you're smart. If you value your continued existence, if you have any plans about seeing tomorrow, there's one thing you never, ever put in a trap ... Me.'

SYNOPSIS

The *Byzantium* and Alfava Metraxis, 51st Century

A man in uniform stood in the middle of a field, a smudge of lipstick on his face. A man in evening dress walked up to him and confirmed that it was hallucinogenic lipstick. Elsewhere, River Song shot out the lock of a door with her pistol and began inscribing the surface of a box with a blow torch.

12,000 years later, the Doctor and Amy were visiting the Delirium Archive. The Doctor noticed the Home Box of an old starliner, covered in graffiti written in Old High Gallifreyan. It read: "Hello Sweetie". The Doctor played back its security recording and saw River winking into its security camera. She gave the Doctor her coordinates.

On the starliner *Byzantium*, River warned the Captain that it wouldn't reach its destination, before the airlock opened and she was blown into space, just as the TARDIS materialised behind her and the Doctor pulled her inside. The *Byzantium* warped off and the TARDIS gave chase. The TARDIS followed it to Alfava Metraxis, but the *Byzantium* had already crashed.

River radioed someone in orbit and four Clerics appeared. Their leader, Father Octavian, briefed them. There was a Weeping Angel trapped in the hold of the starliner. His team were there to neutralise it, and were being helped by River. River had obtained security footage of the Angel in the vaults of the *Byzantium*, looping it onto a screen for them all to see. Amy noticed that the Angel had moved. The hatch closed behind her, locking her in with it, alone.

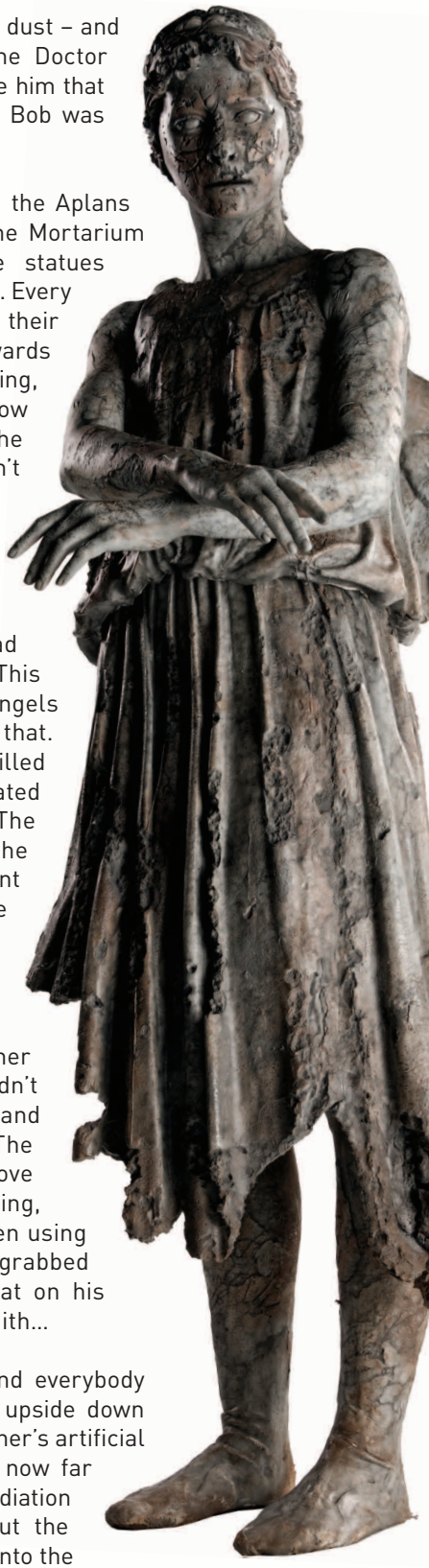
The Angel began to climb out of the screen. The Doctor told Amy to keep looking at it, but not to look into its eyes. Amy couldn't help it, but managed to turn off the monitor. Outside, the Clerics had blasted through into the Aplan Mortarium – a Maze of the Dead. The labyrinth was full of stone statues, making it the perfect hiding place for the Angel. Cleric Christian was killed by an Angel, who then used his voice to lure Angelo to his death too.

Amy had something in her eye – stone dust – and talked to River about the Doctor. The Doctor talked to Cleric Bob, trying to reassure him that being scared will keep him alive. But Bob was killed by the Angel too.

The Doctor, River and Amy discussed the Aplans – two-headed aliens who had built the Mortarium – realising only too late that the statues surrounding them all had just one head. Every one was a Weeping Angel. They turned their torches off and the Angels climbed towards them. These Angels were starving, dying, losing their form. But they were now feeding on the radiation spilling out of the *Byzantium's* drive burn; the crash wasn't an accident, it was a rescue mission to wake all the Angels up.

Bob contacted Octavian and the others on his walkie-talkie, telling them that Christian and Angelo had had their necks snapped by the Angels. This struck the Doctor as strange, as the Angels didn't normally kill their victims like that. Bob told the Doctor that he had been killed too, but the Angel was using his reanimated consciousness to communicate. The Doctor deduced that Angel Bob was the Angel from the *Byzantium*, which meant that there weren't any Angels in the wreckage. The Clerics hastened up towards the starliner to get away. As everyone else retreated, Amy couldn't move. Her hand had turned to stone. The Doctor tried to reassure her that it was all in her mind, but she didn't believe him. The Doctor bit her hand and she realised it was still her hand. The wreck of the *Byzantium* was high above them and their lights were all fading, including the Gravity Globe they'd been using to illuminate the caverns. The Doctor grabbed Octavian's gun and told everyone that on his signal they all had to jump; a leap of faith...

The Doctor shot the Gravity Globe and everybody jumped, finding themselves standing upside down on the hull of the *Byzantium*, the starliner's artificial gravity still operational. The Angels, now far below them, continued to feed on the radiation from the ship and began to take out the lights. Everybody followed the Doctor into the



Byzantium but the bulkheads into the ship closed. The outer hull was breached and, as the lights flickered off, Angels began to climb into the corridor too. The Doctor tried to open the bulkhead but to do so would have to route all the power to the door control, including the lights. The lights went out and the Clerics started firing continuously, the flashes of light from their guns buying the Doctor and Amy time to open the door.

Once on the secondary flight deck, they were trapped, but the Doctor, River and Octavian realised that they might be able to escape through the ship's oxygen factory – a huge, artificial forest – to get to the primary flight deck. As Octavian plotted a safe route, both the Doctor and River noticed that Amy was counting down. Bob told him that there was something in Amy's eye; a Weeping Angel. Angel Bob pointed out that the Doctor had missed the crack in the bulkhead wall, the same crack that had been on Amy's bedroom wall and elsewhere besides.

As everyone fled into the forest, an Angel caught the Doctor's jacket. But it didn't kill him, as all the Angels were reaching towards the crack. The Doctor theorised that it was pure time energy pouring through it from the end of the universe and, while the Angels were distracted, he slipped out of his jacket and ran after the others. Amy's countdown reached 4. An Angel was now visible in her eye, in her mind, and it was coming to kill her. The Doctor told her to close her eyes, to starve the Angel. The Doctor, River and Octavian headed off to the primary flight deck, leaving the surviving Clerics to watch over Amy.

As the Doctor scanned the crack in the wall – discovering that it was caused by a big explosion, on 26th June 2010 – Octavian explained that he had released River from the Stormcage Containment Facility and into his custody. They found a service hatch, leading into the flight deck, but couldn't open it. Elsewhere, the Angels began to rip the tree apart, causing the lights to go out. The Angels advanced on Amy and the Clerics, but there was a sudden flash of light and they vanished, running away. The Clerics, one by one, went to investigate; not only did they not come back, but the surviving Clerics had forgotten about them. Amy was left on her own.

River went through the hatch but, as the Doctor pondered the crack, one of the Angels seized Octavian by the throat. Octavian warned the Doctor not to trust River; that she had killed a good man. As the Angel killed Octavian, the Doctor dived through the hatch. There, River had found a teleport, but it was dead. The Doctor spoke to Amy, telling her to walk towards the flight deck. He upgraded her communicator with a proximity detector so that she could find her way using its sound, urging her to get away from the crack or else she'd be erased from history. Amy would have to walk like she could see; the Angels were running and if they thought Amy could see them they'd leave her alone. But she tripped and the Angels surrounded her... just as River activated the teleport.

The Angels drained the last of the ship's power and the flight deck's shield released. All the Angels were gathered there. Angel Bob told the Doctor that he had to save the universe by throwing himself into the crack. The Doctor told the others to get a grip, just as the ship's gravity failed and all the Angels plummeted down the length of the ship, into the crack. The crack closed. Later, the Doctor, River and Amy were back by the TARDIS. The Angel that was in Amy's mind had now gone, having fallen into the crack. Two Clerics arrived to take River back into custody, in handcuffs. As they did so, River told the Doctor that she'd see him soon, when the Pandorica opens.

The Doctor took Amy home, five minutes after they left. Amy told the Doctor she was getting married in the morning, but that she had decided who she really wanted. She kissed the Doctor and tried to undress him. As she did, the date on her alarm clock ticked over to 26th June 2010. The date of the big bang...

CONTINUITY

- The Doctor mentions the Headless Monks for the first time – they crop up again, at Demon's Run (see ***A Good Man Goes to War***).
- River can fly the TARDIS better than the Doctor. She says the groaning, wheezing noise it makes when it materialises is because he leaves the brakes on. She learnt to fly it "from the best",

later revealed to be the TARDIS herself (see ***Let's Kill Hitler***).

- This is only the second time the Doctor has met River (see ***Silence in the Library/Forest of the Dead*** in **The Tenth Doctor Sourcebook**).
- The Doctor does not like to be used as a taxi service (see also ***Earthshock*** in **The Fifth Doctor Sourcebook**, and ***Dinosaurs on a Spaceship*** on pg. 185).
- This is not the first time the Doctor has encountered the Weeping Angels (see ***Blink*** in **The Tenth Doctor Sourcebook**).
- From River's perspective, the Pandorica has already opened and the universe been rebooted (see ***The Pandorica Opens,*** on pg. 102).

RUNNING THE ADVENTURE

The initial premise of this adventure is very simple: something bad is trapped alone in a maze; It must be destroyed before it can escape. This same set up can be applied to all manner of different situations: what if it was a damaged Dalek, trapped in the sewers beneath Victorian London. Or a malfunctioning – but repairing – Cyberman, in the bowels of a space station in the far future. The characters must venture into the 'maze'; risking great danger to do so (radiation leaks, toxic gases, other hostile inhabitants).

There's a twist, of course. The monster isn't looking to escape. It's exactly where it wants to be, and it's only going to get stronger the longer it's left there. The Cyberman isn't malfunctioning, it's uploading its consciousness into the space station's computer network. The Dalek isn't damaged, its preparing to open a time tunnel to the future. This danger only serves to spur the characters on, making it a race against time to stop the monster – not to escape. And, of course, there's one final twist. The monster isn't alone either. The characters are surrounded. The Cyberman has already taken over the manufacturing plant on the space station and a shiny new Cyber Legion is at its command. The time tunnel is already open and the sewers are swarming with Daleks. The characters only realise this when it's too late, when they're already too far into the maze to turn back.

That's when you close the trap. Back them up against a wall, danger all around, no chance of escape, death a certainty. Because that's when your players can really shine, when they can come up with their most fiendishly clever plan, when they spend their Story Points to pull off the most outrageous turnaround. And it'll be all so much sweeter for them compared to how impossible it all seemed.

There's one thing you never, ever put in a trap, after all... and that's your players.

I'VE GOT SOMETHING IN MY EYE...

As if the main premise of this adventure wasn't horrifying enough, there's also the matter of Amy's infection to deal with too. This changes the race against time from plot specific to character specific. It's no longer just about stopping the Weeping Angels – a pressing need, I'm sure we can all agree – but it's now about saving Amy too. While you can use this dual threat to pull the characters in two different directions, getting them to weigh up which is the more pressing of the two dangers, you can also tie them really closely together. Solving one problem elegantly solves both. Fail to solve one problem, however...

A CHANGE OF SCENERY

The other interesting trick that this adventure pulls – helped, of course, by it being a two-parter – is to dramatically change location midway through (see also pg. 21). ***The Time of Angels*** is set in the dark, dank catacombs of the Maze of the Dead. ***Flesh and Stone***, on the other hand, is set in the bright, shiny corridors of the wreck of the *Byzantium*, all bulkheads and wiring and overhead strip lighting. Changing setting can be a powerful tool to underline that the action has shifted, that the plot has moved on. Think of it like the start of a new chapter in a book; the change of setting freshens things up, makes the players view the action in a different light.

And, as if that wasn't enough, the interior of the *Byzantium* itself features another juxtaposition of settings, but this time all at once: the forest of the hydroponics bay, complete with wiring in the trunks of the trees. This is something you can easily do in your own games, really reinforcing the alien nature of the setting but in a manner that players can comprehend: it's far easier to imagine trees with

wires in their trunks than it is the Fungax Plants of Malfafa III, after all. Blend together seemingly mundane (if you can call a spaceship mundane) settings to create something truly bizarre, but something that the players can easily visualise.

THE DELIRIUM ARCHIVE

The Delirium Archive was a museum in the far future and the final resting place of the Headless Monks. It was so big it took up most of an asteroid. The Doctor liked to visit it from time to time to "keep score." It contained, amongst other things, the Home Box of the *Byzantium*. Who knows what else of significance to the Doctor and his past victories it might contain?

THE MAZE OF THE DEAD

Amongst the many landmarks that the Aplans left on the surface of Alfava Metraxis were their Mortaria, known more commonly as 'Mazes of the Dead'. These are labyrinthine, underground structures decorated extensively with statuary, and were where the Aplans interred their dead. Each maze was built across six levels to represent the ascent of the soul.

The Maze of the Dead is the closest you'll come to finding a good, old-fashioned dungeon in *Doctor Who*. If you want to run a classic dungeon crawl, then there's no better place to do so. The maze is full of dark catacombs, cramped tunnels, winding staircases, crypts and tombs to explore – not to mention who knows what monsters and traps. Weeping Angels could just be the start of it.

THE WRECK OF THE *BYZANTIUM*

The *Byzantium* was a Category-four Galaxy-class starliner, designed to travel for years between planetfalls. It achieved this with an enormous forest inside it that could convert starlight into oxygen for the crew to breathe. The *Byzantium* crashed in the 51st century when a Weeping Angel it was transporting in its hold sabotaged it, the radiation from its damaged drive intended to regenerate the Angels on Alfava Metraxis.

Key Locations aboard the wreck of the *Byzantium*:

- **Corridors:** A vast maze-like network of tube-like metal corridors extend throughout the ship. The local artificial gravity orientates towards the floor, meaning that you can walk through the ship normally no matter its current predicament or orientation. But if the gravity should fail, all those corridors become nigh-bottomless pits and shafts.
- **Secondary Flight Deck:** In an emergency, the starliner could be controlled from here, but after the crash it's useful only for holing up in. It's where all of the corridors meet. The bulkheads can be sealed to prevent enemy forces getting in and, with the release of magnetic clamps, entry can be gained to the Oxygen Factory.
- **Oxygen Factory:** This vast, sealed vault was filled with a forest of treeborgs – trees plus technology – that formed the organic technology at the heart of the ship. Their branches became cables, which in turn were sensors on the hull. The trees themselves absorbed starlight, breathing it out as air, while the techno-forest's micro-climate caused it to rain, providing water. The vault was lit too, although the lights could be turned out by pulling up the cabling.
- **Primary Flight Deck:** The *Byzantium* was once flown from here, a chamber now filled with dead consoles. There's a teleporter here though, which might be made to work at a pinch.

ANGEL BOB

The Doctor named the Weeping Angel from the hold of the *Byzantium* 'Angel Bob', as it spoke to him using a reanimated copy of Cleric Bob's consciousness. It was the de facto leader of the Weeping Angels found in the Maze of the Dead. Angel Bob was more cunning than most Weeping Angels, using psychological tricks to torment and anger the Doctor and his companions. He tried to persuade the Doctor to close the crack in time by throwing himself into it, but was eventually erased from existence when the *Byzantium's* gravity failed and he fell into the crack.

Angel Bob has the same stats as a Weeping Angel (see the **Doctor Who Roleplaying Game**), but with Ingenuity 3, Presence 4 and Convince 2.

GRAVITY GLOBE (MINOR GADGET)

Used by the Clerics when operating in low-light environments, Gravity Globes floated above teams to illuminate a wide area. When they burst, the sudden, explosive release of gravity can cause a gravity updraft. Shooting out a Gravity Globe requires a Coordination + Marksman (Difficulty 18) roll, but gives everybody nearby the Flight (Minor Good) trait for the next round.

Traits: Flight (Minor), Transmit (Light), One Use.

HOME BOX (MINOR GADGET)

Like the black box on an aeroplane, a Category-Four starliner's Home Box recorded all of its flight data. In the event of a crash, it flew home to report the event. In time, it's guaranteed to show up in a museum.

Traits: One Use, Track (Major), Transmit.
Story Points: 2

FURTHER ADVENTURES

- How did the Weeping Angel come to be pulled from the ruins of Razbahan? There's the story of an expedition there, for sure. Did the Angel prey on the archaeological team that excavated the ruins, or was it playing the long game even then, waiting for them to retrieve it. What of the private collection it ended up in. Who owned it, and did they know what they had in their collection? Perhaps they were intent on unlocking the Angel's secrets. Perhaps they succeeded, and the characters must stop them – 'rescuing' the Angel could prove to be a challenge of its own.
- The last voyage of the *Byzantium* sounds like it would have all the makings of a great murder mystery. We know how it ended: the Weeping Angel, in the engine room, with the warp drive. But how did it begin? What if the characters somehow ended up as passengers on board. What other spies and agents might they find themselves rubbing shoulders with, apart from the mysterious Doctor Song? And what will they do when their fellow passengers start to go missing, the Angel sending them back in time one by one

FATHER OCTAVIAN

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

Father Octavian was a Bishop, Second Class, in charge of the hunt for the Weeping Angel that eventually led to the *Byzantium* and Alfava Metraxis.

SKILLS

Athletics 3, Convince 4, Fighting 4, Knowledge 3, Marksman 4, Medicine 3, Subterfuge 3, Survival 3, Technology 2.

TRAITS

Brave: Octavian was courageous, even at the end.
By the Book: Octavian believes in following orders and protocol.
Code of Conduct (Minor) – Anglican Faith: The Papal Mainframe instructs the Clerics in how they must act in both peace and war.
Empathic: It falls to Father Octavian to tell the families of the men who die in battle.
Five Rounds, Rapid: Father Octavian can shoot in both the 'runners' and 'doers' phase of a round.
Military Rank (Major x3)
Obligation (Major) – The Church: Father Octavian is bound to the service of the Church.
Tough: He has encountered a great many enemies in his time as a Cleric.
Voice of Authority: Father Octavian can urge the men under his command to great acts of valour.

EQUIPMENT: Energy Rifle (3/7/10)

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

THE VAMPIRES OF VENICE

it. They found a flower girl lying injured on the cobblestones with puncture wounds in her neck, and Francesco Calvierri swooping off into the distance. As Rory tended to the injured lady, Amy pursued Francesco through the streets, until she reached a dead end. Just a canal, with Francesco no longer in sight, seemingly disappeared. Meanwhile, the Doctor sonicked his way into the academy. He was inspecting a basement, lined with mirrors, when he heard a chorus of voices behind him. Five students had arrived to apprehend him, and they weren't showing up in the mirror. Spying a glimmer of fang, he retreated back into the city, where he bumped into a thrilled Amy and a terrified Rory. Reunited, they went to Guido's to plan their strategy.

'Ten thousand children, swimming around the canals, waiting for mum to make them some compatible girlfriends... ugh! I mean, I've been around a bit, but really?'

SYNOPSIS

Venice, 1580

Isabella stood nervously before the house of Calvierri. Headmistress Rosanna accepted her into the academy, effective immediately, and her father, Guido, was escorted off the premises.

With a flash of Psychic Paper, the guard stepped aside: the Doctor, Amy and new traveller Rory strolled into the most romantic city in the world: a wedding present, to get their relationship back on track. As they entered, a crowd of veiled girls walked past, and Guido rushed between them, trying to see their faces. When he found his daughter among them, another girl shoved him away, baring dreadful fangs and they continued on. The Doctor ran off to interrogate Guido, leaving Amy and Rory to explore Venice together.

Despite a prickly reunion, Amy and Rory quickly thawed, and made themselves at home in the 16th century. As Amy posed for a photo, a lady screamed a short distance away, and the couple ran towards

Despite the Doctor's misgivings, the best plan they could muster was to put Amy in harm's way and let her infiltrate the academy, and despite Rory's dreadful pitch, a tremendous reference on the Psychic Paper convinced Rosanna to accept her. Francesco gleefully inducted Amy into the academy.

Night fell, and as Amy explored the school by candlelight, the Doctor and Rory tried to break in from the outside. The Steward caught Amy as she unlocked an outside door, and took her to the room where the girls were converted. Rosanna Calvierri revealed she wasn't fooled by the Psychic Paper, and strapped Amy into a chair. Francesco drank her blood, but Amy kicked out, and damaged Rosanna's perception filter – it glitched, revealing Rosanna's true form. The Doctor and Rory entered through the unlocked door, and burst into the chamber. Isabella freed Amy from her shackles, and they all dashed out. Guido was waiting in the gondola, but the sun had risen, and Isabella had been converted too much. Unable to emerge into the daylight, Isabella was taken back into the academy, and sentenced to death.

The Doctor confronted Rosanna in her throne room. They addressed each other neutrally, diplomatically, with mutual respect – each fascinated by the other – until Rosanna let slip that she didn't know Isabella's name. The Doctor refused Rosanna's offer of

friendship, and pledged to defend the city of Venice from the invaders from Saturnyne.

The Doctor returned to Guido's house, where he healed Amy's bite marks, but the Vampire girls had followed him. They surrounded the building, levitating past the windows, but Guido held them off. Seizing the Doctor's ultraviolet wand, he led the Vampires to his basement, allowing the Doctor, Amy and Rory to escape. As they cleared the building, Guido lit the gunpowder, sacrificing his own life but taking all the Vampire girls along with him.

The Doctor returned to the academy and revealed to Rosanna that her women had been killed. Plan foiled, Rosanna activated a device in her throne, causing the skies to boil. Way across Venice, Amy and Rory were being accosted by Francesco. The struggle was brief, as Francesco's blade made short work of Rory's broom, but as Francesco pinned Rory to the ground, Amy focused a beam of light onto the Vampire with her pocket mirror, and he exploded into fishy paste.

Venice shook as the climate shifted. Amy and Rory were tasked with destroying Rosanna's throne, and the Doctor scaled the tower. Braving the boiling rain, the Doctor deactivated the device, and the weather returned to normal. Venice was saved.

The last female of her kind once more, Rosanna retreated to the canal. She tried to deactivate the perception filter, but to no avail – too badly damaged, but trapped in human form, she knew her sons would not be able to identify her. She challenged the Doctor, asked if his conscience could carry the weight of another lost species, and submitted herself to the hungry waters.

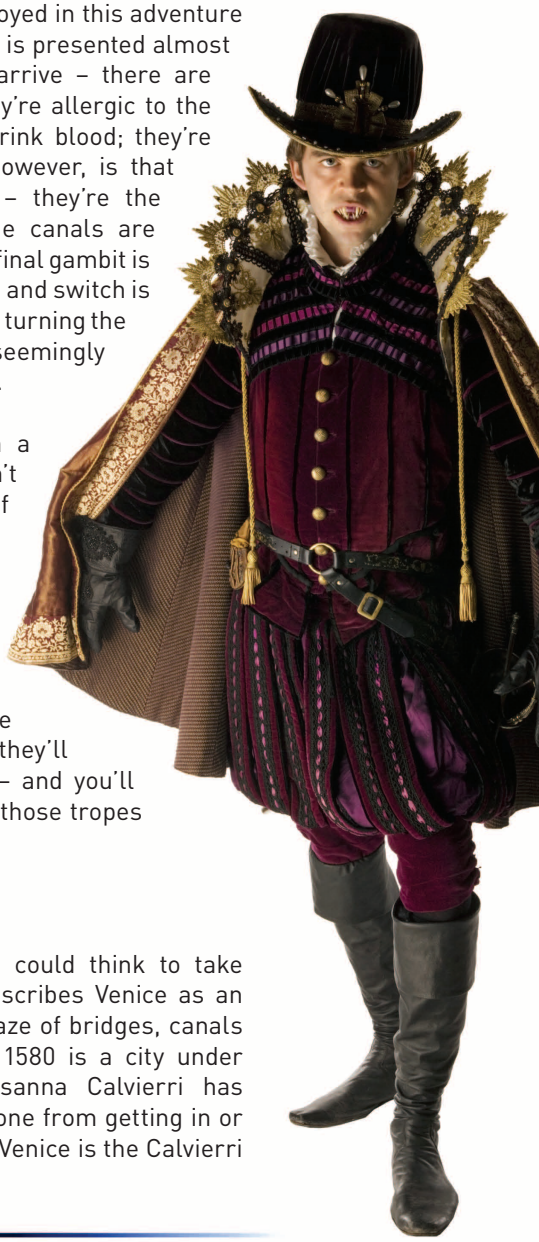
CONTINUITY

- This adventure follows directly from Amy's confession of love to the Doctor (see ***Flesh & Stone*** on pg. 71). The Doctor reveals to Rory that Amy kissed him, and he takes them to Venice to bring the pair closer together.
- The Doctor carries a very old library card with him, bearing the First Doctor's likeness. He gets it mixed up with his Psychic Paper and accidentally proffers it to the Vampires as ID.
- Rosanna Calvierri marvels that the Doctor survived the Time War, suggesting that he belongs in a museum... or, a mausoleum.
- Calvierri also reveals that Saturnyne was lost; the species fled through a crack, and that crack snapped shut behind them. Some of the cracks on Saturnyne brought Silence, and the end of all things – this is the first time since ***The Eleventh Hour*** that anyone's referred to the Silence, but we're sure it won't be the last...

RUNNING THE ADVENTURE

In many ways this adventure is a straightforward historical romp: the characters arrive in a historical time period purely to do some sightseeing, but they quickly see evidence of the supernatural and decide to investigate. Further investigations finds an ally whose relative has been taken by the supernatural threat, forcing the characters to infiltrate. On investigation, the supernatural threat is not at all what it first appeared; it is an entirely different threat.

An interesting technique employed in this adventure is that the supernatural threat is presented almost the moment the characters arrive – there are Vampires, here in Venice. They're allergic to the light, they have fangs, they drink blood; they're Vampires, right? The trick, however, is that they're not Vampires at all – they're the piranha-like Saturnynians, the canals are swarming with them and their final gambit is to sink the city. This sort of bait and switch is a great story tool for you to use, turning the players' expectations about a seemingly obvious monster against them.



It is a tool that comes with a quick caution, however: don't use it too often. The potency of it is gained when the players genuinely believe the monster is a vampire or a werewolf or a what have you, and therefore seek to use the tropes and fictional weaknesses of that creature in the story. If they're constantly being surprised, they'll stop looking for the obvious – and you'll no longer be able to embrace those tropes quite so easily.

VENICE

The most romantic place he could think to take Amy and Rory, the Doctor describes Venice as an impossible city. A beautiful maze of bridges, canals and corridors, the Venice of 1580 is a city under quarantine – its patron Rosanna Calvierri has invented a plague to keep anyone from getting in or out. At the heart of Calvierri's Venice is the Calvierri

Academy, a prestigious girls' school complete with towers, courtyards... and more than a handful of dungeons.

SATURNYNIANS (VAMPIRES)

The Saturnynians hail from the planet Saturnyne but were made homeless by the Crack in Time. They use perception filters to walk through Venice disguised as beautiful humans, but the perception filter isn't strong enough to conceal their dangerous fangs. Undisguised, the fangs belong to a creature somewhere between a fish and a lobster, human-sized, with spindly legs and a crayfish tail. Although they live in the sea, well away from direct sunlight, they can walk on land, and are capable of levitating several storeys up in the air.

Rosanna Calvierri

Rosanna Calvierri is the assumed identity of a fish-like matriarch from the planet Saturnyne. The only female of her species to survive the journey to Earth, she arrived in Venice somewhen around 1580, and went about infiltrating the upper echelons of Venetian society. By the time the Doctor arrived, she had become a woman of great influence: she'd put Venice into lockdown by reporting a plague, and founded a prestigious school for girls – in reality, a front for her scheme to turn Venetian humans into aquatic brides for her all-male brood. Though twisted by desperation, she has a great mind, intelligent enough to recognise Psychic Paper when she sees it, and reasonable enough to try and befriend the Doctor rather than fight him.

Francesco Calvierri

The only one of Rosanna's 200,000 sons to join her on land, this Vampire has chosen the name Francesco. A deeply unpleasant man, his primary role within Calvierri's academy is to assess prospective students like livestock, and – in the fullness of time – to mate with them. He is a capable athlete, and an incredibly dextrous swordsman, but does not appear to have inherited his mother's gift for strategy. His relationship with his "mummy" is, er, a little Freudian, by human standards, and insulting her is a guaranteed way of drawing his ire.

WEATHER GENERATOR (MAJOR GADGET)

The Calvierri throne conceals advanced terraforming technology, capable of changing the weather, boiling the sky, and triggering earthquakes. Although the throne is the primary hub, the device is threaded through the school's tower, all the way up to the secondary hub, right on top of the building. The secondary hub also contains the generator itself, so when Rosanna locks the throne, the only way to deactivate it is to destroy the throne then scale the building.

Traits: Special – Controls Weather, Bulky.
Story Points: 2

PORTABLE PERCEPTION FILTER (MINOR GADGET)

The Vampires attach their perception filters to their clothes. They appear to have a plentiful stock of them, enough to give to all the girls they convert. They manipulate brainwaves, rather than alter the Vampire's actual appearance, and can exactly replicate their users' pre-Vampire appearances. The technology is vulnerable to powerful shocks, and a strong kick is enough to make Rosanna Calvierri's sporadically flicker, and it eventually sticks on human.

Traits: Face in the Crowd, Restriction (doesn't disguise threats, vulnerable to shocks).
Story Points: 1

ULTRAVIOLET WAND (MINOR GADGET)

The Doctor carries a glowstick in his pocket, bright enough to ward off sun-fearing species. He uses it to defend himself from Vampire attacks, and later donates it to Guido, who takes the wand with him when he blows himself up.

Traits: Transmit, Restriction (Ultraviolet light only).
Story Points: 1

FURTHER ADVENTURES

- Rosanna claims her clan ran when they saw Silence through the Crack in Time. She's hazy on the details, but that's the Silents for you: what doesn't she remember about those days? Did the Silence come for Saturnyne, and if so, why?
- How do you get 10,000 carnivorous Venetian space-fish into a police box? Because Francesco's brothers are still down there, picking bits of Rosanna out of their teeth, and she was right – the Doctor doesn't want another genocide on his conscience. There may not be any more females in 16th century Venice, but the past is full of them... or is that paradox too icky for the laws of space and time?

GUIDO

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

A patriotic Venetian and proud father, Guido had just sent his daughter Isabella to the Calvierri Academy when the Doctor arrived, and quickly joined in their investigation. He liberated huge stockpiles of gunpowder from a former job, and used them to avenge his daughter upon the occasion of her death – obliterating his home, and killing himself and all the female Vampires in the process.

SKILLS

Athletics 2, Fighting 2, Knowledge 3, Transport 3 (Boats 5).

TRAITS

Brave: Guido isn't fazed by the Vampires of Venice – his only concern is getting his daughter back.
Sense of Direction: Guido knows his way around Venice.
True Connection: His daughter, Isabella.

EQUIPMENT: Stockpile of gunpowder.

TECH LEVEL: 3 **STORY POINTS:** 2

SATURNYNIAN

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

SKILLS

Athletics 3 (Swimming 5), Convince 1, Fighting 3, Knowledge 3, Medicine 1, Science 4, Subterfuge 3, Survival 3, Technology 3.

TRAITS

Alien
Alien Appearance: Without their Perception Filters, they look like big walking piranhas.
Additional Limbs (Arms)
Additional Limbs (Legs)
Dependency (Minor): They're called Vampires for a reason...
Environmental (Water): Saturnynian are most at home swarming underwater.
Flight (Minor)
Natural Weapons – Tooth and Claw: +2 damage in melee.
Special – Infection: Saturnynian are able to transform other species into Vampires with their bite.
Special – Camouflage: Saturnynians gain a +2 bonus when trying to avoid detection underwater.
Weakness (Major): Exposure to ultraviolet light, including daylight, is fatal to a Saturnynian.

EQUIPMENT: Portable Perception Filter (see pg.78).

TECH LEVEL: 7 **STORY POINTS:** 3-5

AMY'S CHOICE

'I know where your heart lies, don't I Amy Pond?'

SYNOPSIS

The TARDIS, Undefined Date

Five years on from their TARDIS adventures, Amy (very pregnant) and Rory (now a doctor) had settled into a quiet, bucolic life. Surprised by a visit from their old friend the Doctor, they took a walk through the village, until they suddenly and inexplicably fell asleep.

They woke up in the TARDIS. All three remembered the events in Upper Leadworth as a shared dream. The Doctor theorised they had jumped a time track, but then they all fell asleep again to wake in the village once more. They could not remain awake long in either reality, and each time they fell asleep in one they woke in the other. They tried to look for details that would betray one of the realities as a dream, but both the TARDIS and Upper Leadworth seemed entirely real. Both realities soon revealed dangers: the TARDIS had lost power and heat, while the Doctor sensed something sinister in the long-lived residents of the Sarn Residential Care Home.

In the TARDIS, the Doctor realised someone must have overridden his control. At that moment an intruder revealed himself: a man wearing an echo of the Doctor's clothes who called himself the Dream Lord. He was quickly revealed to be a projected image with no physical form, moving instantly around the console room as he talked. The Dream Lord revealed that he had created these events as a challenge for Amy. She needed to make a choice between the two men in her life: Rory and the Doctor. Amy insisted she had already chosen Rory, but the Dream Lord claimed he had seen her dreams and knew otherwise.

The challenge was to figure out which world was real, then escape the dream world by dying within it. If their choice was wrong, they would die for real. Making things more complicated, whenever they were awake in one world, their body was lying asleep and vulnerable in the other.

Amy, Rory and the Doctor faced immediate problems in both worlds. In Upper Leadworth, they discovered the old people were hosts to the Eknodines, aliens who had decided to destroy the Earth and would start by killing everyone around them. The Doctor hid from them in a butcher's freezer, while Amy and Rory fled to their house and barricaded themselves in their nursery. In the TARDIS, they learned they were drifting towards a cold star. The Doctor worked on a generator while Amy and Rory discussed which world was real and therefore which battle to lose.

The Dream Lord then separated the trio, keeping Amy awake in the TARDIS while the Doctor and Rory both woke in Leadworth. The Doctor drove a campervan around the village rescuing people and taking them to the church, then went to join Amy and Rory, who were besieged by the Eknodines.

In the frosty TARDIS, the Dream Lord tried to wear down Amy's faith in both the Doctor and Rory, urging her to make her choice between the two men and the two worlds. Then Amy went to sleep, waking with Rory and the Doctor in Leadworth. She felt her baby start to arrive, and then an Eknodine appeared at the window and used its deadly breath on Rory. He asked Amy to look after their baby as he crumbled to dust.

This horrific event sealed Amy's decision. She and the Doctor gave up on Upper Leadworth by driving right into the house. They awoke in the freezing TARDIS. The Dream Lord restored power and announced that Amy had made the correct choice. Defeated, he disappeared. The Doctor decided to blow up the TARDIS anyway, because he was convinced this world was also a dream, as the Dream Lord would only have power over dream realities, and he had worked out who the Dream Lord really was.

The Doctor, Amy and Rory all woke up back in the real TARDIS, the dream experience at an end. The Doctor revealed that they had all been in a dream state induced by psychic pollen that had fallen into the time rotor. The Dream Lord was in fact the Doctor's darkness and doubts given voice.

CONTINUITY

- The Doctor says he threw the TARDIS manual in a supernova because he disagreed with it. He had found it useful at least once before! (See ***Vengeance on Varos*** in **The Sixth Doctor Sourcebook**).
- The Doctor briefly suspects they have jumped a time track, as happened in his visit to ***The Space Museum*** (see **The First Doctor Sourcebook**). Time tracks are discussed in detail in **The Time Traveller's Companion** (pg.62).
- The Dream Lord tries to make Amy insecure by mentioning the Doctor's relationship with Elizabeth I (see ***The Day of the Doctor*** on pg. 241).
- The Dream Lord points out the Doctor has not shared his real name. The Doctor's name will prove very important during this incarnation's adventures (see ***The Name of the Doctor*** on pg. 236).
- Rory dies horribly in this adventure. (He gets better.) This is just the first of several deaths that Rory will experience while he travels with the Doctor. This time he doesn't retain any memory of his death, but he will not be so lucky every time.
- Is the Dream Lord the Valeyard (see ***The Trial of a Time Lord*** in **The Sixth Doctor Sourcebook**)? The Master's description of the Valeyard fits the Dream Lord quite well: "an amalgamation of the darker sides of your nature, somewhere between your twelfth and final incarnation." If the Dream Lord does later become the Valeyard, he undergoes some significant changes along the way, not least taking on physical form.
- The swimming pool is back in the TARDIS, after being misplaced in ***The Eleventh Hour***.

RUNNING THE ADVENTURE

The heart of this adventure is the choice Amy makes between adventure in the TARDIS and bucolic domesticity in Upper Leadworth; or, more pointedly, between her attraction to the Doctor and her love for Rory.

To run this adventure you need to tailor it to the specific characters in your game. Identify a character facing a defining choice and build the scenario around that decision. It will help to listen to your players and ask them about their characters. If you have used the suggestions in Chapter Two, the players may have created characters with such choices in mind.

This adventure particularly suits collaboration between players and Gamemaster. You could try this approach:

- Ask the player if they would appreciate an adventure with a focus on a dramatic choice faced by their character. Discuss the choice with them in general terms, and listen to how they describe the decision they face. Their understanding of the choice may be quite different to your assumptions, and the scenario will work best if you match their expectations rather than yours.
- Separately, ask two (or more, if appropriate) other players to "take sides" in this choice. Each of them can suggest a dream scenario that favours their side (for example, Rory's player could describe the domestic paradise of Upper Leadworth, while the Doctor devises a situation where only he can save the day).
- Begin the game, switching back and forth between the contrasting dream scenarios. As you go, "spike" both scenarios with increasing danger of your invention.

You'll also need to look again at how the adventure will be resolved. Amy's dream worlds could be escaped simply by dying in both of them, even if she hadn't made a choice. Create a different way to resolve your adventure, perhaps one of these:

- Dying in the dream world does not lead to escape. Instead, you enter a third dream-world, from which you cannot escape except back into one of the first two. The only way to escape the dream worlds entirely is by overcoming one or both of the threats.
- Death in the dream worlds doesn't stick. You wake up shortly after in the place where you began the dream, as if you were respawning in a video game. Within each dream is a resource that can solve the problems in one dream, at the cost of utter failure in the other. Which world do you preserve, and which do you allow to fall?
- One dream world contains the focal character's real friends, but the other contains evil dark doppelgangers who only seem like the real ones. The "right" choice will restore the friends to wakefulness, but the "wrong" choice will put the doppelgangers into their bodies instead.

PSYCHIC POLLEN

Psychic pollen is a mind parasite found in the Candle Meadows of Karass don Slava. It is a collective life form made up of tiny, glowing grains that are carried on great winds. Wherever pollen lodges it reaches out for vulnerable minds nearby. The reach and power of the pollen is limited except when it falls in large amounts. However, in certain circumstances (for example, when it falls into an energy source like the TARDIS' time rotor) the pollen's influence is magnified.

The pollen feeds on everything dark in its host, then gives it a voice and turns it against them. Usually this process is internal – the host would have an unusually powerful sense of self-doubt, and would experience increasingly strong dark urges. In special circumstances – such as when infesting the mind of a psychic individual – a more elaborate manifestation (such as the "Dream Lord") may become possible. This process relies on a host who has some psychic darkness on which the pollen can feed. If the target is reasonably well-adjusted, the pollen will starve to death. Therefore, set Difficulty levels to resist the pollen with an eye on the target character's history and nature. Although the life cycle of the pollen has not been clearly defined, one can speculate that the pollen uses the host's darkness as a cover for its own psychic intrusion into the host. If the host's psyche gives in to darkness, then the pollen is able to fully seize control of the host. It will then use the host's psyche to seed a new candle.

OTHER DREAM WORLDS

This adventure presents one way of using the dream world, but there are of course many others. For example:

- Present a dystopian, horrific situation that slowly overwhelms the characters. Force them to make choices but ensure that each choice makes the situation worse, until the player characters decide things are so bad they cannot possibly be real. The aim here is to force the characters to see the consequences of their actions and the terrifying responsibility on their shoulders. Such an experience might result in a character taking the Unadventurous trait.
- Use a dream world to show a character what would result if they elected to change their own history. For example, a companion of the Doctor who has the Unadventurous Minor Bad Trait, and thus is already having doubts about having adventures, might be lured by a compelling vision into changing their own history so they never met the Doctor. (Such a change was forced upon Jamie McCrimmon and Zoe Heriot by the Time Lords, but inexpert handling of such an alteration in time could lead to disaster.)
- Find a character who has had a difficult time of late, and trap them (with their friends) in a dream world in which everything starts working out for them and they become something of a superstar. Their friends will not only have to determine that reality is false, but they will also have to convince the character to give up all of their success and return to the misery and failure they left behind.

EKNODINE

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

The Eknodines are a very long-lived species who are capable of interstellar travel but remain concentrated on their homeworld. They have a highly developed culture and are not aggressive by nature, however their petrifying breath attack makes them very dangerous. They are a symbiotic species, physically nesting inside another creature's body and controlling it like a marionette. In peaceful times, the Eknodines find hosts who welcome this arrangement, but in extreme situations Eknodines can take over host bodies without permission.

SKILLS

Athletics 1, Convince 4, Craft 3, Fighting 1, Knowledge 2, Marksman 2, Medicine 2, Science 2, Subterfuge 2, Survival 4, Technology 4, Transport 1.

TRAITS

Alien
Alien Appearance (Major): The Eknodine usually hides its slender body within a host.
Fear Factor (2)
Natural Weapon – Disintegration Breath: The Eknodine's eye stalk can puff out a toxic gas that turns targets to dust (3/L/L).
Possess: An Eknodine initiates possession by physically climbing inside its host body.
Screamer: The Eknodine can emit an ear-splitting shriek.
Vulnerable: Outside a host body, an Eknodine's physical form is vulnerable. Double the amount of damage received by the Eknodine.

Host Body:
- The Eknodine must use the Coordination and Athletics scores of its host body if they are higher than its own scores. It can however use whichever Strength score is higher.
- The Eknodine takes on any relevant traits from its host body. For example, an Eknodine in a 90-year-old pensioner's body takes on the traits Clumsy, Face in the Crowd, Slow.
- The Eknodine must share its nervous system with its host body, so any damage to the host is equally felt by the Eknodine. However, it can climb out of a damaged host body at any time, leaving behind any damage effects.

TECH LEVEL: 6 STORY POINTS: 3-5

FURTHER ADVENTURES

- If there is psychic pollen, what strange creatures might serve as the great psychic bees, gathering the pollen from the Candle Meadows and delivering it where it might parasitise a sufficiently complex mind? What honey would they make? And what would it be like if the TARDIS materialised in one of their enormous, humming hives?
- As psychic pollen thrives by darkening the psyche of its hosts, any number of criminals might already be victims. A load of psychic pollen drifting into a maximum-security prison could have awful results. Even worse, psychic pollen taking hold of someone already doing battle with a dark side might be catastrophic: consider the effects of the pollen engulfing a group of werewolves (see ***Tooth and Claw*** in **The Tenth Doctor Sourcebook**).

THE DREAM LORD

AWARENESS	6	PRESENCE	4
COORDINATION	n/a	RESOLVE	5
INGENUITY	9	STRENGTH	n/a

The Dream Lord was a psychic projection of the Doctor's darker side, and conducted himself as a parody of the Doctor right down to his name (a mockery of the title "Time Lord"). Although it seemed his existence was contained within the effects of the psychic pollen, there were hints that he might have survived to continue an independent existence. These statistics describe an independent version of the Dream Lord who might be encountered in the future.

SKILLS

Convince 4, Craft 6, Knowledge 6, Subterfuge 5, Technology 5, Transport 4.

TRAITS

Adversary: The Dream Lord is unalterably tied to his mirror self, the Doctor.
Dependency: The Dream Lord's projections are always centred within some focal point in the real world, and destroying this focus will drive the Dream Lord away. Initially this was the psychic pollen in the TARDIS time rotor. Other possible focal points might include a psychic power battery, a spooky old house or a 3D painting.
Eccentric
Special – Dream Worlds: The Dream Lord can use the Craft skill to create vivid and convincing dream worlds, usually using elements drawn from his victims' minds by telepathy. Within these worlds, the Dream Lord can control the experience of his victims, for example by switching them around from one dream reality to the next at his whim.
Empathic: Although the Dream Lord has a malicious streak, he can't help but structure his dream worlds to reflect the anxieties of his victims. Although it is not his intention, his nightmarish fictions can serve as a kind of extreme therapy session for those trapped within them.
Hypnosis (Special): The Dream Lord can pull victims out of reality and into dream worlds of his own creation.
Immaterial: The Dream Lord has no physical body.
Psychic: The Dream Lord is a psychic creature, existing entirely in the realm of the mind.
Telepathy: The Dream Lord eagerly delves deep into the darkest subconscious of his victims, locating their deepest anxieties and doubts.
Teleport: The Dream Lord can move his projection about freely within the dream worlds he has created. In the real world, he makes short and unsteady hops through the Vortex to new points of focus.
Time Traveller (All): The Dream Lord is not an expert at time travel, but as he is a reflection of the Doctor he has an innate level of comfort and familiarity with the experience.
Vortex

TECH LEVEL: 10 STORY POINTS: 8

THE HUNGRY EARTH/COLD BLOOD

'You have to be the best of humanity! Decent, brilliant people. Nobody dies today, understand?'

SYNOPSIS

Cwmtaff, South Wales, 2020

In an isolated valley, a drilling project reached a depth of 21 kilometres. That night, worker Mo Northover was grabbed by the soil and pulled down into the earth.

The Doctor, Amy, and Rory arrived in a nearby churchyard. They had been aiming for Rio, but the Doctor was instantly intrigued by patches of unusual blue grass and a strangeness to the ground underfoot. Stranger still, Amy and Rory saw their future selves watching them from a nearby hill. The Doctor advised against going to say hello, and he set off to the nearby drill site to investigate. While Amy followed, Rory went back to the TARDIS to put Amy's engagement ring in a safe place. When he emerged from the TARDIS he was met by Ambrose Northover and her son Elliot, who mistook him for a police detective. They described strange events in the cemetery, where coffins and bodies had been discovered to be missing without the graves being disturbed. Rory gamely tried to figure out this mystery.

At the drill site, project leader Dr Nasreen Chaudhry and her senior engineer Tony Mack were puzzling over Mo's disappearance. The Doctor and Amy arrived, and the Doctor quickly impressed Nasreen and Tony with his technical ability. Mo's fate was swiftly revealed as holes opened in the earth, and this time Amy was swallowed up. The Doctor then detected signals approaching from deep under the earth. These were transports coming up hidden tunnels, and they would arrive in 12 minutes. Any chance of escape was also cut off by a huge force field dome that appeared around the valley.

Rory, Ambrose and Elliot joined the Doctor, Nasreen and Tony in the old church. Rory quickly noticed Amy's absence, and the Doctor promised that he would find her and keep them all safe. Ambrose and Elliot soon noticed that Mo was also missing. The Doctor put them to work setting up cameras to detect the arrival from below and channel a sonic pulse attack. However, a targeted energy surge cut the power, leaving them defenceless as the underground transports reached the surface.

Elliot was still outside the church, and he was taken by the intruders. Ambrose ran to look for him, and she was attacked by another intruder. Mack rescued her, but in the process a long reptilian tongue stung him in the neck, poisoning him.

The Doctor realised that they were facing the reptilian humanoids known as Silurians. He and Rory lured a warrior into a trap and questioned her in the church crypt. The prisoner, named Alaya, revealed that the drill was an attack and her people were going to wipe out the humans and reclaim the Earth.

The Doctor decided that the only way to prevent a war was to go underground and talk directly to the Silurians. He asked those in the church to keep Alaya alive, despite their emotions and her animosity. Nasreen elected to join him but before they could launch the TARDIS it was sucked under the earth. Emerging from the TARDIS, the Doctor and Nasreen discovered the drill had disturbed not a small tribal community, but an enormous underground city.

The Doctor and Nasreen wandered the deserted city. Eventually they entered a secured area. Automated systems identified them as hostile life forms, and guards rushed to surround them. Despite announcing they had come in peace, the guards subdued them with gas and took them prisoner.

Meanwhile, Amy woke up next to Mo. They were both secured for decontamination and dissection. As she protested, a reptilian surgeon approached her. The surgeon, Malohkeh, was interrupted by a call from the guards and left Amy and Mo behind. Amy had managed to steal the control device for her restraints, and swiftly freed herself and Mo. They set out to explore, and stumbled upon Elliot, who was locked in some kind of stasis chamber. Mo was distraught to see his son imprisoned, but Amy convinced him he was in no immediate danger.

Elsewhere in the subterranean city, Malohkeh subjected the Doctor to a painful scan and initiated a decontamination process. Acting in desperation,

the Doctor was able to convince Malohkeh that he was not human and decontamination would harm or even kill him. Intrigued, Malohkeh halted the process, to the dismay of military commander Restac. Restac perceived the intruders as an invasion force, following the drills that were attacking the oxygen pockets above the city. The Doctor and Nasreen said they were there only to rescue the other humans and would then return Alaya. Restac, who was already anxious over the fate of her gene-cousin Alaya, announced she would instead take the initiative by executing the Doctor.

On the surface, tensions had not eased. Ambrose discovered that Mack had been poisoned. She threatened Alaya with a taser, demanding the cure. Alaya goaded and taunted Ambrose until she used the taser at full strength. Rory and Mack raced to help, but they were too late, and Alaya died of her injuries.

Restac and her guards escorted the Doctor and Nasreen to the city court. There Amy and Mo leapt from hiding, threatening Restac with stolen weapons. Restac called their bluff, and Amy and Mo surrendered the weapons without using them. Restac contacted the surface and demanded to see Alaya or she would execute the prisoners. Ambrose threw the request back in Restac's face, so Restac ordered Amy's immediate execution. Before this could happen, Restac's superior Eldane appeared and called a halt. Restac reluctantly stood down.

Eldane had just been revived by Malohkeh in order to put Restac in her place. The Doctor gave those on the surface instructions on how to come down to the city using transport discs. Then the Doctor sat Eldane across a table from Amy and Nasreen and charged all three with figuring out a way to share the Earth.

Malohkeh and Mo went to free Elliot. An angry Restac killed Malohkeh and revived sleeping legions to begin a war. Rory, Ambrose and Mack arrived in the city with Alaya's body. Restac's soldiers seized control, and Ambrose revealed that the drill had been reactivated and would destroy the city unless they could go back to the surface to switch it off. Restac, beyond reason now, ordered an attack.

The Doctor helped Eldane and the humans escape and devised a plan. Nasreen agreed to blow up her beloved drill while Eldane suggested a toxic fumigation of the city to send the soldiers back into hibernation. Mack, who was in fact not dying but mutating, elected to undergo decontamination and enter suspended animation as well, and Nasreen decided to go with him. As toxic fumes billowed out, the others ran for the TARDIS. They were just about to enter when they saw the crack from Amy's bedroom. The Doctor, fascinated, reached into the crack and retrieved a piece of shrapnel, which appeared to be a fragment of the TARDIS. They were interrupted by a dying Restac, who shot Rory. Rory took the full blast, a fatal injury. The Doctor pulled Amy into the TARDIS as time energy from the crack enveloped Rory's body, and wiped him out of history. Amy forgot him.

Back on the surface, the group watched the drill explode. The Doctor made peace with Ambrose, and went with Amy to the TARDIS. The Doctor hid her engagement ring, while Amy waved to her future self on the hill – both of them alone.

CONTINUITY

- This isn't the first deep drilling project to stir up trouble – the Doctor previously dealt with the consequences of the Inferno Project, which sought to penetrate the Earth's crust (see ***Inferno*** in **The Third Doctor Sourcebook**), and the Torchwood Institute's drill to the core disturbed a buried Racnoss ship (see ***The Runaway Bride*** in **The Tenth Doctor Sourcebook**). A drill to the Earth's core was also essential to the Dalek plan when they invaded Earth (see ***The Dalek Invasion of Earth*** in **The First Doctor Sourcebook**).
- The Doctor has everyone take refuge in the church. He used exactly the same tactic in his previous adventure (see ***Amy's Choice*** on pg. 80) and had also done so several times before that (most recently in ***Father's Day*** in **The Ninth Doctor Sourcebook**).
- After a harrowing experience being scanned by Malohkeh, the Doctor asks for some celery to aid in his restoration. He carried celery everywhere during his fifth incarnation.
- The Doctor recounts the reason the Silurians went into hibernation: their civilisation was threatened with destruction by an oncoming planet, which in turn became the Moon. He learned this in his first encounter with the species. The Doctor also describes the sad outcome of that encounter (see ***Doctor Who and The Silurians*** in **The Third Doctor Sourcebook**).
- The Doctor arranges for the first meeting of representatives of the human race and Homo Reptilia. Although discussions begin well, they are soon wrenched off-course by events. However, the Doctor will return to this approach again in the future, with considerably more success, when he had Zygon and human representatives sit and talk (see ***The Day of the Doctor*** on pg. 241).
- Rory dies again, and this time he's still dead at the end of the adventure. This won't last (see ***The Pandorica Opens*** on pg. 102), nor will it be the last time he comes too close to death.
- The crack from Amy's bedroom wall reappears. This time it swallows Rory, erasing him from history, and Amy swiftly forgets him despite the Doctor's efforts to ensure she remembers. This won't be the last time Amy struggles to remember something crucial to her life (see ***The Big Bang*** and ***The Wedding of River Song***)

RUNNING THE ADVENTURE

CLASSIC STRUCTURE

The adventure leans heavily on elements that go back to the Doctor's earliest adventures.

- A small group of people are trapped in an isolated location and besieged by mysterious, inhuman enemies.
- Both the Doctor and a companion are mistaken for visiting authority figures and are promptly invited into the centre of the unfolding plot.
- There is an enticing mystery to capture the Doctor's interest (two, in fact: the disappearances of the dead bodies and Mo's disappearance, both locked-room mysteries).

- The Doctor and his companions are separated and then take turns getting captured.

These things may feel like clichés, but traditional plots give players easy handholds and allow them to act with confidence as they negotiate the adventure. Of course, some players may see them as a chance to subvert expectation and look for non-traditional solutions. Both impulses are great, just don't be surprised by either one!

The adventure also makes a late swerve when Rory is killed and then absorbed by the crack from Amy's bedroom. This shocking twist is all the more effective because the adventure has been so traditional up to that point. Your non-traditional plot twists will also gain extra impact if you drop them into an otherwise traditional adventure.

INTRACTABLE PROBLEMS

Usually when you put problems into your adventures, you anticipate them getting solved if the players do a good job. The players usually expect the same. However, the disagreement here can't be solved so easily. When you put intractable problems in your adventures, make sure you are ready to explore other ways for the characters to win, and make sure the players get the message so they don't get frustrated or despondent. In this adventure, simply getting to the negotiating table is a major success, so it's important that your description of the action lets the players appreciate how much they have achieved.

It's also worth noting that this adventure's big problem is one with echoes in the real world. Any glance at the international news will remind you of some parallels. However, don't overdo these parallels in your adventures. Definitely don't make your adventure situation a direct allegory for a real-world dispute! By all means take inspiration, but remember that real situations are far too complicated for use in a game like this. (Not to mention that your players aren't stupid, and they'll see parallels clearly enough without needing them underlined.)

WHO WILL YOU TRUST?

'I promise you, Ambrose, I trust the Doctor with my life. We stick to his plan. We keep that creature safe.'

This adventure is about big issues like justice and fairness and humanity's instincts, but it explores those issues through a simpler idea: trust. If you're running this adventure, you can use trust the same way. Whatever complicated issue arises, you can turn it into a dramatic moment by having a Gamemaster character pick one side and ask for everyone else to trust them. Or, have Gamemaster characters outright question whether characters deserve to be trusted in their choices.

When do Gamemaster characters start trusting the characters? As Gamemaster you can just decide, of course, but the social conflict rules also answer this question, as shown in the table at the bottom of the page.

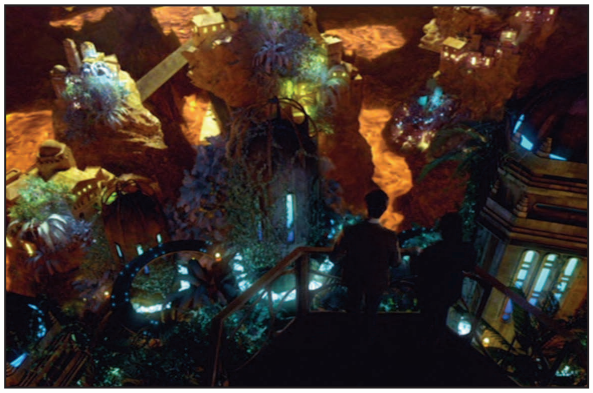
In an adventure like this where trust between characters is of particular interest, you might want to use these optional rules:

- Fine words aren't enough by themselves to win someone's trust. Before making a social conflict roll to win someone's trust, you have to take some action that demonstrates why you are worthy of it. (For example, when the Doctor evaluated the situation when arriving at the drill site, he impressed Nasreen and Mack with his insight, allowing him to quickly win their trust.)
- When someone screws up or is shown to have been untrustworthy, anyone they've been trying to win over can choose to instantly restore some or all of their damaged social score. (For example, when the Doctor forgot about Elliot and left him to get stuck outside the church, Ambrose's doubts about him returned in full force.)

HOMO REPTILIA

While many settlements of "Homo reptilia" consist of about a dozen family groups, this tribe resided in a huge underground city of walkways through huge fern-strewn caverns, chambers carved out

of the rock, bright pools of magma, and colourful bioluminescent fungi. The bright colours gave it the aspect of a strange fairyland, and it was just as vulnerable: oxygen pockets above the city would destroy everything if they were ignited.



The city had a shared authority, with an overall leader (Eldane) supported by a military commander (Alaya) and a chief scientist (Malohkeh). Both the military and scientific traditions tended to stay within family lines, and both struggled to accept human dominance of the planet's surface. Once, they had hunted apes for sport, and it was a challenge to accept them as deserving of dignity and respect.

REPTILE TECHNOLOGY

Eldane offered his people's technology as part of negotiations with Amy and Nasreen, alluding to many advances. Their technological achievements included fluid-based control systems, powerful and sophisticated sensor arrays, precise energy control (such as destroying tools with an energy surge and sending a communication signal through an unsuitable device) and climate control (ensuring heat was kept at manageable levels even deep within the earth).

Powered Transport Discs (Major Gadget)

Each disc projects a gravity bubble around itself and its rider. Geothermal energy currents then project the rider up and down through pre-existing rock tunnels. The discs can burrow through soil and packed earth, but not through solid rock.

Traits: Burrowing, Environmental: Extreme Heat.
Vehicle Ratings: Armour 2, Hit Capacity 6, Speed 10

Force Field Projector (Special Gadget)

Restac's forces were able to project a dome of force around the village, isolating it. The force dome could be controlled to be either transparent or opaque; in the latter case, no light could enter and it was like night within. The dome sparked with dangerous red lightning when touched. It was nearly impassable, even to as sophisticated a vehicle as the TARDIS.

Traits: Entrap, Force Field, Transmit (disrupt communications), Zap (does 4/8/12 to anything that touches it; makes things explode and burn).
Cost: 4 Story Points.

CONFLICT TYPE	CHARACTER ASKING FOR TRUST	UNSURE CHARACTER
Simple conflict	• Roll Presence + Convince • If you roll highest, they conclude you are worth their trust.	• Roll Resolve + Convince • If you roll highest, they conclude you will never be convinced to trust them.
Extended conflict (mostly using charm and charisma)	• Roll Presence + Convince • If you roll highest, temporarily reduce other character's Resolve by your Presence score. • If they reach zero, they conclude you are worth their trust.	• Roll Resolve + Convince • If you roll highest, temporarily reduce other character's Presence by your Presence score. • If they reach zero, they conclude you will never be convinced to trust them.
Extended conflict (mostly using wits and insight)	• Roll Ingenuity + Convince • If you roll highest, temporarily reduce other character's Resolve by your Ingenuity score. • If they reach zero, they conclude you are worth their trust.	• Roll Ingenuity + Convince • If you roll highest, temporarily reduce other character's Resolve by your Ingenuity score. • If they reach zero, they conclude you will never be convinced to trust them.

Bioprogramming Tool (Major Gadget)
Bioprogramming allows the control and manipulation of natural objects. Soil, for example, can be controlled to create and close tunnels, or suck things on the surface down into the depths. The technology is mainly used in engineering and construction. A typical bioprogramming tool might be a hand-held device that projects a dynamorphic field.

Traits: Burrowing, Entrap, Open/Close, Restriction (natural objects only), Shapeshift.
Cost: 2 Story Points.

FURTHER ADVENTURES

- When the Silurian city went into hibernation, the Doctor set the machines for a 1000-year wakeup. What will happen when this thousand years comes due? Earth is a very different place in 3020. Earth has been active across space for centuries and intergalactic travel is commonplace (see, for example, ***Terror of the Vervoids*** in **The Sixth Doctor Sourcebook**).

AMBROSE NORTHOVER

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

Ambrose was a practical-minded mum, dedicated to her community and family. Unfortunately her anxieties overcame her when a threat loomed and her actions endangered everyone. In the aftermath she pledged to raise her son to be the best of humanity, hopefully to do better than she herself had managed.

SKILLS
Convince 2, Knowledge 1, Marksman 1, Subterfuge 3, Survival 2, Transport 2.

TRAITS
Adversary – Silurians
Impulsive
Selfish: Ambrose puts the well-being of her family and children over just about anything else.
True Connection: Her son, Elliot.

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

In this more cosmopolitan environment, the wakening Silurians could expect a fairer hearing from humanity, and the challenge of sharing the planet would perhaps be easier with other worlds on offer. However, politics being what they are, any number of conniving forces could try and make use of the waking Silurians to achieve their own nefarious goals. What if another alien species, perhaps the

DR NASREEN CHAUDHRY

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

Nasreen Chaudhry was highly accomplished, savvy and generous, confident but not arrogant, and quick to acclimatise to incredible new truths. After bravely venturing underground and carefully negotiating on behalf of humanity, she agreed to abandon her life's work and enter hibernation with the Silurians alongside Tony Mack.

SKILLS
Convince 3, Knowledge 4, Medicine 2, Science 4, Technology 4, Transport 2.

TRAITS
Brave
Charming
Insatiable Curiosity
Obligation (Major): Nasreen is responsible for the drilling project, both its success and its consequences.

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

Krillitanes (see ***School Reunion*** in **The Tenth Doctor Sourcebook**), secretly manipulate the newly awakened Silurians to claim Earth's resources for themselves?

- A thousand years is a long time. What if the Dalek invasion in the middle of the following century (see ***The Dalek Invasion of Earth*** in **The First Doctor Sourcebook**), which also involved a deep drilling project, disturbed the Silurian city and brought the sleepers out of hibernation early? The Silurians would encounter traumatised and disorganised humans slowly recovering from an awful occupation. Restac's successor as military commander would see the surface

ELDANE

AWARENESS	4	PRESENCE	6
COORDINATION	2	RESOLVE	5
INGENUITY	5	STRENGTH	3

The leader of the city was in hibernation until Malohkeh roused him to rein in Restac. He was a moderate, prepared to listen before acting and averse to unnecessary violence.

SKILLS

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

TRAITS

Alien Appearance (Major)
Armour (3)
Climbing
Code of Conduct (Major): Eldane maintains and demonstrates the nobility and fairness expected of a leader.
Environmental (Minor – Extreme Heat)
Obligation (Major): Eldane is the leader of his people, and bears the weight of their fate and wellbeing.
Special – Tongue Attack: Victims poisoned by this attack must make Strength + Resolve checks (Difficulty 12) every hour. Each failure raises difficulty by 3 and causes a mutation. Use 1/day.
Voice of Authority
Weakness (Minor) – Cold

TECH LEVEL: 6 STORY POINTS: 3

ALAYA

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

Alaya led the military expedition to scout out the surface. She was captured but refused to co-operate, offering only barbed insults and her confidence in a pending war.

SKILLS

Athletics 4, Convince 2, Fighting 5, Marksman 2, Subterfuge 2, Survival 3, Technology 1, Transport 4.

TRAITS

Alien Appearance (Major)
Armour (5): Full battle armour.
Brave: Unconcerned by danger or the prospect of injury.
Climbing
Empathic: She is good at guessing unspoken fears and motivations.
Environmental (Minor) – Extreme Heat
Obligation (Major): She is loyal to the military and to her people.
Obsession (Minor): She favours a defining, decisive war with the humans.
Special – Tongue Attack: Victims poisoned by this attack must make Strength + Resolve checks (Difficulty 12) every hour. Each failure raises difficulty by 3 and causes a mutation. Use 1/day.
Tough
Weakness (Minor) – Cold

EQUIPMENT: Sonic Blaster (3/6/9), Stun Gas Rifle (S/S/S), Mask (Major Gadget: Scan, Transmit).

TECH LEVEL: 6

STORY POINTS: 3

as ripe for conquest, and the survivors of the Daleks would be in no mood to negotiate with another set of inhuman beings. It could all go very horribly wrong, unless the characters can find a way to calm things down. They would have help from Nasreen Chaudhry and a mutated Tony Mack, and perhaps Susan Foreman might make an appearance. However the Dalek invasion might have left a few unsavoury surprises as well...

MALOHKEH

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

As chief scientist, Malohkeh did not enter hibernation. Working (mostly alone) for many centuries, he conducted a number of studies on humans.

SKILLS

Convince 2, Craft 6, Knowledge 4, Medicine 6, Science 4, Survival 5, Technology 4.

TRAITS

Alien Appearance (Major)
Armour (3)
Charming: Although Malohkeh tortured the Doctor, calmly dissected Mo, and tried to do the same to Amy, all of these become relaxed and friendly with him soon after.
Climbing
Empathic: It takes Malohkeh a while to really understand that humans have evolved, but even before this he is sensitive to their well-being.
Environmental (Minor – Extreme Heat)
Obligation (Major): Malohkeh is responsible for all scientific development and investigation in the city. The Silurians' advanced, highly technological society demands much from him, and has done all his life.
Special – Tongue Attack: Victims poisoned by this attack must make Strength + Resolve checks (Difficulty 12) every hour. Each failure raises difficulty by 3 and causes a mutation. Use 1/day.
Weakness (Minor) – Cold

TECH LEVEL: 6 STORY POINTS: 4

RESTAC

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

As military commander, Restac was obsessive about security. She was somewhat paranoid and ignored calls to restrain her instincts.

SKILLS

Athletics 3, Convince 1, Fighting 5, Knowledge 2, Marksman 4, Medicine 2, Science 2, Subterfuge 1, Survival 3, Technology 1, Transport 2.

TRAITS

Alien Appearance (Major)
Armour (5): Full battle armour.
Brave: Heedless of danger, to the point of recklessness at times.
Climbing
Environmental (Minor) – Extreme Heat
Impulsive: She reacts quickly and without second-guessing herself.
Indomitable: Accustomed to dominance, she bristles when anyone tries to call her to account.
Obligation (Major): The security and safety of the city is her responsibility.
Obsession (Major): Deeply worried about the threat posed by the apes, she tends to overestimate any threat.
Special – Tongue Attack: Victims poisoned by this attack must make Strength + Resolve checks (Difficulty 12) every hour. Each failure raises difficulty by 3 and causes a mutation. Use 1/day.
Weakness (Minor) – Cold

EQUIPMENT: Sonic Blaster (3/6/9), Stun Gas Rifle (S/S/S), Mask (Major Gadget: Scan, Transmit).

TECH LEVEL: 6 STORY POINTS: 6

VINCENT AND THE DOCTOR

'Doctor, my friend. We have fought monsters together, and we have won. On my own, I fear I may not do as well.'

SYNOPSIS

Paris, 2010, and Arles, France, 1890

The Doctor was treating Amy to a tour around the Van Gogh exhibition at the Musée d'Orsay when they noticed a terrifying face leering from the window of *The Church at Auvers*. The Doctor asked the museum's resident Van Gogh expert, Dr Black, to estimate the date of the painting, and plotted a course for the past.

A painting titled *The Café Terrace on the Place du Forum, Arles*, at Night in Amy's guidebook led the explorers to Vincent's favourite cafe, where the broke artist was trying to barter a self-portrait for a drink. The cafe owner wasn't having it, and Vincent wouldn't accept the Doctor's charity – but Amy bought herself a bottle of wine, and offered to share it with Vincent. The Doctor had barely touched the subject of churches when someone screamed outside. A woman's daughter had been murdered by an unseen culprit. The locals blamed Vincent, and he, the Doctor and Amy returned home.

Vincent was telling the Doctor about his art when Amy shrieked outside. Vincent armed himself with a pitchfork and thrashed around – apparently a fit of madness – but when something swept the Doctor off his feet, they realised Vincent was defending his new friends from a monster only he could see.

Once the monster had fled, Vincent sketched the creature he'd seen with charcoal, and the Doctor took the sketch to the TARDIS. He found an old Rear View Scanner, which he used to scan the creature. It couldn't decipher Vincent's painting, but when the Doctor left the TARDIS, the monster followed him, and the scanner identified it as a Krafayis. The Doctor ran as the Krafayis charged through Arles' back streets, and escaped by ducking around a corner.

In the morning, Vincent went to Auvers, accompanied by Amy and the Doctor. Hours passed and the sun set with no incident, but eventually – there it was! The Krafayis, inside the church. The Doctor ran in, armed with the Rear View Scanner and his Sonic Screwdriver. The Doctor could hear the Krafayis grumbling, but couldn't find it, and so it managed to sneak up on the Doctor and smash his mirror. At the sound of smashing glass, Amy rushed into the church to try and help, but they were both cornered and took refuge in a nearby wardrobe. The Krafayis heard them breathing and attacked, but Vincent rushed in and distracted its attention, wielding a chair. Amy and the Doctor ran to the next room and locked the heavy doors behind them.

The Doctor tried to reason with the creature and appeal to its better nature, but as he spoke, it crashed in through the window behind them. Vincent returned with his easel, threatening it

with the spikes on its legs. He noted that it was skulking around the edges of the room, feeling its way around, and the Doctor realised the creature was blind! The Krafayis charged again, oblivious to Vincent's weaponised easel, and impaled itself. As it lay dying, the Doctor heard that it was afraid, and soothed it to sleep.

On the way home, the Doctor and Amy were struck by a brainwave, and invited Vincent to join them in the TARDIS.

The TARDIS returned to the Musee d'Orsay, and Amy led Vincent to his own exhibition in 2010. The Doctor goaded Dr Black, asked him to talk about Vincent Van Gogh's contribution to art in as much detail as possible. Vincent listened in, and Dr Black's speech moved him to tears. Amy and the Doctor returned Vincent to his home time with a new-found joie de vivre.

Amy returned to the museum, believing they'd saved Van Gogh from his own depression – that with the knowledge of his own talent, he'd no longer be driven to suicide... but, not the case. Dr. Black's speech hadn't changed, it still ended with Vincent's death, and the same paintings hung upon the same walls – but that didn't mean they hadn't made a difference. The Krafayis' unearthly face had vanished from *The Church at Auvers*, and *Vase with 12 Sunflowers* sported a new dedication: *'For Amy.'*

CONTINUITY

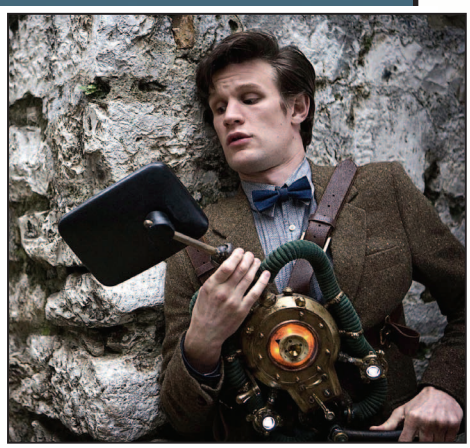
- Although unwoven from time, Rory Williams still looms large in the Doctor's memory, and while she doesn't know it yet, there's a part of Amy that remembers him, too. She keeps crying, and she doesn't know why. She *has* noticed the Doctor's been treating her suspiciously nicely, over the last few days...
- Amy mentions that the Doctor took her to Arcadia. He's referred to the Fall of Arcadia as a key event in the Time War, in the past, but Arcadia is on Gallifrey, and Gallifrey is time locked. Presumably, then, this is a different Arcadia, but the two may be related.
- The Doctor tests his Rear View Scanner by scanning his own face. It identifies him correctly, and flashes images of a couple of his early incarnations, in order.

RUNNING THE ADVENTURE

This adventure falls into a similar category as ***The Unquiet Dead*** (see **The Ninth Doctor Sourcebook**)

REAR VIEW SCANNER (MAJOR GADGET)

The Rear View Scanner is a wearable gadget, like a papoose with an adjustable wing mirror. The mirror allows its wearer to view and identify creatures that would be invisible to the naked eye. It failed to identify the Krafayis from Vincent's charcoal sketch, but upon scanning the creature itself it pulled up all sorts of useful data including its name and habitat. As it uses a mirror rather than a lens, it only displays reflections, and you can therefore only use it to see things that are behind you. This might have been intuitive for the two-headed godmother who gifted it to the Doctor so many years ago, but for monocephalous creatures like you, me and the Doctor, it's frustratingly cumbersome.



Traits: Scan, Special (Reveals invisible entities), Restriction (only works in reflection).
Story Points: 2

or ***The Shakespeare Code*** (see **The Tenth Doctor Sourcebook**), in that it rejoices in meeting a famous historical character and going on an adventure with them. Whilst you don't have to be as much of an art buff as Dr Black to pull it off, it helps if you've brushed up on your history to run an adventure like this. Don't feel you have to get the exacting details of the period correct – in fact, nothing will bore the socks off your players quicker than a lecture on 19th century France. Instead try to evoke the feel of the period by dropping in flavourful elements, such as locations and scenes that evoke Van Gogh's paintings.

Unlike those previously mentioned adventures – but totally in keeping with the Eleventh Doctor (see pg. 21) – the adventure starts in the modern day where a mystery is spotted in a Van Gogh painting. This is a fantastic plot hook, only made possible for time travellers of course! What other mystery might a character observe in a modern day museum, and then be inspired to travel back in time to solve? Of course, this notion is actively used by River on more than one occasion to deliberately attract the Doctor's attention.

Striking a similar – if not more tragic tone – to ***The Beast Below***, the 'enemy' of this tale is not an evil monster at all, but is a misunderstood, lonely, abandoned creature. Unlike in ***The Beast Below***, the Krafayis cannot be saved – but perhaps, if that's too sad for your own adventures, your own characters might have better luck of it than the Doctor did.

VINCENT VAN GOGH

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

To describe Vincent Van Gogh as a broke and self-medicating depressive would be accurate, but a gross oversimplification – practically a lie by omission. In the words of Dr Black, "He transformed the pain of his tormented life into ecstatic beauty", and despite his demons, Vincent Van Gogh will be remembered not for the bleakness he saw in his world but for the vibrance he saw despite it.

His illness does play into this adventure: he's inconsolable when he realises his time with the Doctor and Amy can't last, but he doesn't let it define him. Vincent shows pluck, loyalty and immense grace under extraordinary pressure. He becomes quick friends with the Doctor, but takes a particular shine to Amy, and with Rory out of the picture, it seems mutual.

Although he appreciates his own paintings, he expects nobody else to see value in them, and readily discards them as worthless. Vincent has incredible perception, and sees things other people can't – among them, the terrifying Krafayis.

SKILLS

Convince 2, Craft 4 (Painting 6), Knowledge 2.

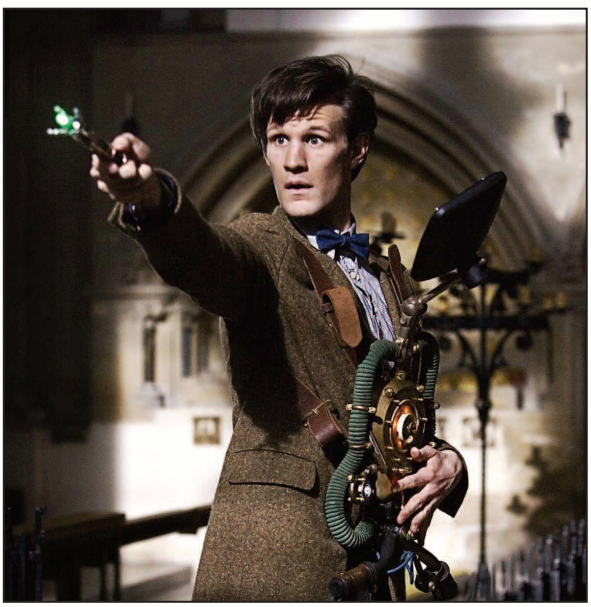
TRAITS

Dependency: Vincent drinks heavily to calm his nerves.
Distinctive: He does bear a certain likeness to a well-known self-portrait.
Eccentric: In his battles with his own sorrows and depression, he sometimes appears to be acting oddly to onlookers.
Keen Senses (Sight): Vincent has got a keen eye for the details.
Outsider: He is shunned by the townsfolk.
Psychic Training: Vincent can see things others can't.

TECH LEVEL: 4 STORY POINTS: 5

FURTHER ADVENTURES

- A dank rock orbits a dying star in some godforsaken nebula half way across the known universe. Arch Technician Lanniper of the Motuth Syndicate sets her four cloven feet on uncharted soil. The Motuth have identified the invisible Krafayis (from the Motuth word 'krafaya,' or 'whirlwind') as the ultimate bio-weapon: a creature that can annihilate entire colonies before anyone knows they're being attacked, so they're keeping their discovery a closely guarded secret. Lanniper has been sent to quietly uplift the Krafayis, to educate and weaponise them... but surely teaching monsters to fly spaceships can't end well?
- Alternatively! As Vincent knows all too well, people are more likely to lash out at what they fear than to try and understand it. The Krafayis in this adventure was dangerous, yes, but nowhere near as nasty as the Doctor's scanner suggested – maybe its writers just plain couldn't be bothered to study such an elusive and dangerous creature. Their home planet remains unidentified, and of course it does! The Krafayis are invisible. But there's this beautiful ghost town, on this gorgeous planet, and no one ever found the civilisation that abandoned it, and the Doctor can't stop thinking... what if it's not abandoned? What if the Krafayis who cross the galaxy don't just happen to be violent – maybe that's just what their culture does with their criminals! And if they're ejecting their dirty laundry into the universe and letting everyone else deal with the fallout, shouldn't someone try to stop them?



KRAFAYIS

AWARENESS	4	PRESENCE	4
COORDINATION	2	RESOLVE	3
INGENUITY	2	STRENGTH	6

The Krafayis are lumbering quadrupedal pack animals, and brutal hunters. Although their instincts are vicious and distinctly animal, they're an intelligent species, capable of space travel and of cogent speech. The Krafayis in this adventure was abandoned by its pack as they moved onto another planet, and it lurches across France blind and aggressive. Like Van Gogh's neighbours, it's lashing out not because it's nasty, but because it's frightened and confused. Vincent's Krafayis is as much a victim as it is a monster, and when it dies, it dies scared and alone.

SKILLS
Athletics 2, Fighting 4.

TRAITS
Alien
Alien Appearance
Environmental – Space
Impaired Senses: This Krafayis is blind.
Invisible: The Krafayis can only be seen reflected in a mirror.
Natural Weapons – Beak and Horns: +2 damage in melee.
Size - Huge
Vortex: When with the rest of its pack, a Krafayis can travel the stars.

STORY POINTS: 4

THE LODGER

'Annihilate? No. No violence, do you understand me? Not while I'm around. Not today, not ever. I'm the Doctor, the Oncoming Storm... And you basically meant beat them in a football match, didn't you? Lovely. What sort of time?'

SYNOPSIS

Colchester, England, 2010

As the Doctor exited the TARDIS in a park in Colchester, something exploded and he was thrown to the ground. The TARDIS dematerialised, with Amy trapped onboard.

One day later, a young man walked up Aickman Road. As he walked past number 79, a voice called out from the intercom for help. The man went inside and up the stairs to 79B to help. Sophie and Craig were in the flat below and noticed a strange, dark stain spreading across the ceiling. They heard banging from upstairs. Sophie left, hearing more strange noises coming from upstairs.

As she left, the Doctor arrived, introducing himself to Craig as his new lodger, handing him a paper bag full of money to pay the rent and showing him a reference from the Archbishop of Canterbury. Craig couldn't understand why the Doctor was here, as he'd only just put the advert up. The Doctor began asking Craig about upstairs and, after letting himself in, the mysterious stain. The Doctor told Craig that he shouldn't touch it.

The Doctor told Amy that the TARDIS was stuck in a materialisation loop. Amy said that whatever was stopping the TARDIS from landing was upstairs in the flat. Craig was listening in, but could only hear the Doctor talking gibberish – the Doctor told Amy that the man upstairs mustn't discover who the Doctor was, so he couldn't use his Sonic Screwdriver or any advanced technology, and could only talk to Amy if the device was scrambled. For now, the Doctor would just have to pose as an ordinary human being. What could possibly go wrong?

Outside, a woman walked up Aickman Road. As she walked past number 79, a voice called out for help, saying his little girl was hurt. She went inside and up the stairs. There was a bang, lights flashed upstairs and a woman screamed. The TARDIS was thrown into the loop again and the Doctor noticed a localised time distortion – the hands on his clock and watch were whizzing round and round.

The next day, while the Doctor was in the shower, Craig heard more banging coming from upstairs and went to investigate. The Doctor chased after

him, mistaking an electric toothbrush for his Sonic Screwdriver, but it was too late. Craig had opened the door to 79B... but the old man who lived there said he didn't need Craig's help. The Doctor then met Sophie, and joined Craig's pub league football team for a game.

Meanwhile, another woman walked up Aickman Road. As she walked past number 79, the voice of a little girl called out for help, saying she had lost her mum. The woman went upstairs too. As she did so, the Doctor noticed another time loop. Everyone was trapped in it but him. The TARDIS was in trouble again, its display showing a lot of 9s. The Doctor warned Amy that it could be flung into the Vortex and lost forever.

Later, the Doctor was building a device in his room out of a load of old junk when Craig knocked on the door to tell him that Sophie was coming round and he needed some space. The Doctor didn't get the hint. Instead, he gatecrashed Craig and Sophie's date and persuaded Sophie to go and work in an orang-utan sanctuary abroad. Craig disapproved, of everything.

The Doctor used his non-technological gadget to scan upstairs, but it all appeared normal. Amy urged him to go upstairs. The Doctor recruited a cat to spy upstairs for him. At the same time, Craig touched the stain and fell unconscious, the stain spreading up his arm. The Doctor concocted an antidote out of concentrated tea to reverse the enzyme decay, pouring it straight into Craig's mouth. Craig woke up, but the Doctor insisted he rest and not go to work. Craig woke up much later and, arriving very late for work, found the Doctor there in his place, impressing all of his colleagues.

Back at the flat, the Doctor's cat spy returned – the cat had seen lots of people go upstairs, but nobody came down. This was the final straw for Craig, who ordered the Doctor to leave. The Doctor knew he had to convince Craig, so imparted his memories to him telepathically... by headbutting him. By now, the Doctor had worked out what was going on upstairs too: the old man had a time engine and was using innocent people to try to launch it, but they were getting burnt up in the process.

At the same time, Sophie arrived. As she entered the flat, a little girl appeared at the top of the stairs asking for help. Sophie went to see what was wrong. As she went upstairs, Craig was caught in another time loop, which meant somebody was dying upstairs. But there couldn't be an upstairs, as it was only a one-storey flat. The Doctor and Craig raced upstairs into the time engine to find Sophie being dragged towards the console.

The old man suddenly appeared. He was the emergency crash program looking mindlessly for a new pilot for its ship – he had tried 17 so far, but six billion, four hundred thousand and twenty six remained to try. Craig rescued Sophie, but the Autopilot had now identified the Doctor as a suitable correct pilot instead. The Doctor insisted he was the worst choice, as he would be too much for the time engine to handle and would cause the Solar System to explode.

The Doctor worked out that as it needed to leave, it wanted people who wanted to escape – like Sophie. But not Craig. The Doctor told him to touch the panel and concentrate on why he wanted to stay. Craig confessed that he didn't want to leave because he was in love with Sophie. The two kissed, the Doctor was freed and the TARDIS landed safely.

The Autopilot activated the emergency shutdown and, as everybody fled the time ship, it imploded, revealing the flat to only be one storey after all. The Doctor left, assuring Craig that he would be back.

Amy then went back in time to put a note in the paper shop window to tell the Doctor which ad to answer. Before she did so, she went looking for a pen in the Doctor's jacket pockets... but found an engagement ring instead.

CONTINUITY

- The Doctor can talk with cats, using one as a spy upstairs.
- Is the crude attempt at building a TARDIS to do with the Silence? It certainly resembles the interior of their craft (see ***The Impossible Astronaut*** on pg. 116).
- The Doctor can impart memories and information telepathically... by headbutting the recipient.
- The Eleventh Doctor is really very good at football – see also the Fifth Doctor's skill at cricket (see ***Black Orchid*** in **The Fifth Doctor Sourcebook**).
- The Doctor learnt to cook in 18th century Paris.

RUNNING THE ADVENTURE

At its heart, this is an absolutely typical set up for a *Doctor Who* adventure: strange and alien goings on juxtaposed with an utterly mundane setting. Something strange is going on in number 79B Aickman Road; people keep going upstairs but never coming back down. Whatever's going on can't be investigated directly for fear that it will realise that time travellers are present.

The characters are going to have to play for time, which makes this a great opportunity to dig into their backgrounds some more, or explore the relationships between the TARDIS crew. In ***The Lodger*** it was Craig's life and his relationship with Sophie that were explored, but this is a fine opportunity to turn the spotlight onto some of the more down-to-earth aspects of your own characters' lives. Or introduce some guest companions and see what happens when a Time Lord comes to stay.

The Lodger shares several similarities with ***The Power of Three*** (see pg. 194) and ***Human Nature*** (see **The Tenth Doctor Sourcebook**), in that the Doctor must lie low on Earth while he investigates. What if the time travellers had to do the same - what if they were stranded, or otherwise incognito, in a time not of their own. Can they blend in? Can they investigate – or do battle with – the alien threat without recourse to their own anachronistic gadgetry?

Amy's involvement is limited, but what if the goings onboard the TARDIS were just as important – or if a pilot *was* onboard it. What adventures might they have whilst caught in the time loop? And what

if, as the Doctor fears might happen, the TARDIS really is thrown into the Vortex. It could turn into a race against time for both the characters stranded onboard the TARDIS and on Earth. Can they work together to solve the puzzle?

LAMMASTEEN TECHNOLOGIST (MAJOR GOOD TRAIT)

Prerequisite: Craft 3

The Lammasteen were a race of aliens who employed non-technological technology, building sophisticated gadgets out of non-technological items. The Doctor made use of similar principles to build a complicated scanner out of a traffic cone and an umbrella.

Effect: The character is skilled in the use and construction of primitive tools, or complicated gadgets out of otherwise crude or primitive materials. The character receives a +2 bonus on rolls involving the use of primitive items. Also, the character acts as if she has the Boffin trait when building and designing primitive gadgets. When using Lammasteen Technologist to build a gadget, the character uses Craft instead of Technology. In case you were wondering, this does mean that the Lammasteen can make something akin to a tank, only out of lumber and stone and powered by animals or people.

FURTHER ADVENTURES

- Where did that time engine come from, why did it crash and what was it the Silence had planned to do with it? It's likely it was part of their plan to stop the Doctor from answering the Question, so maybe it had something to do with his TARDIS detonating (see ***The Big Bang*** on pg. 107). Perhaps the characters wind up playing a part in stopping the Silence's time-travelling plans – maybe they're the reason it crashes in Colchester?
- The time engine never did take off again – with a choice of only humans and Time Lords, it could never find a compatible pilot. But what if, say, a group of time travellers who *were* compatible showed up, an alien or a Time Agent amongst them perhaps? Imagine what they could get up to with a prototype Silence time machine. Imagine what it could get up to with *them*.
- Bad things have a knack of showing up in Colchester – first the time engine, later the Cybermen. What else might turn up on Craig Owen's doorstep? Daleks for tea, perhaps? Slitheen for supper? Yet Craig has to survive to set the Doctor in the right path at the end of ***Closing Time*** (see pg. 166), so someone's going to have to turn up and save Craig.

SOPHIE

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

Sophie was Craig's best friend and, although they both fancied each other, they were both scared to admit it. The Doctor inspired her to follow her dream of travelling, unwittingly putting her in grave peril. Craig saved her from Flat 79B by admitting he loved her. By the time the Doctor next showed up in her life, Sophie and Craig were living together with their son, Alfie (see pg. 166).

SKILLS

Convince 2, Knowledge 2, Transport 1.

TRAITS

Empathic: Sophie is always a shoulder for her friends to cry on, and knows deep down that Craig cares for her too.

Impulsive: Although somewhat hesitant at first, the Doctor inspired her to quit her day job and go volunteer at an orang-utan sanctuary in Borneo.

Insatiable Curiosity: She can't help wonder what's going on upstairs.

TECH LEVEL: 5 **STORY POINTS:** 12

79B AICKMAN ROAD

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

79B Aickman Road turned out to be a time engine, created by the Silence as part of their plan to stop the Doctor. It had somehow crashed and its crew had been killed, leading to its holographic autopilot to search for a new crew. Both humans and Time Lords proved to be incompatible, however: humans were drained of too much energy by the ship and killed; Time Lords had too much energy to drain, causing it to hypothetically overload and blow up the Solar System. It was disguised as the – hitherto non-existent – second floor above Craig Owen's flat in Colchester, hidden by a perception filter.

SKILLS

Convince 4.

TRAITS

Face in the Crowd: The timeship has a perception filter that allows it to blend in, much like the Doctor's TARDIS. It appears as the top storey of Craig's flat.

Hypnosis (Major): The Autopilot can compel potentially suitable pilots to enter the ship and engage with the console, normally resulting in their (inadvertent) death. To do this, the Autopilot makes a Presence + Resolve test opposed by the victim's Ingenuity + Resolve as normal. The Autopilot gains a +2 bonus for each of the following traits that the victim possesses: Brave, Insatiable Curiosity, Impulsive, Outcast, Run for Your Life!, Sense of Direction, Time Agent, Time Traveller, Time Lord, Vortex. If successful, the victim is lured into the timeship and forced to engage its console, with the consequences listed below.

Immunity: The Autopilot is immune to most forms of physical damage.

Natural Weapon: A character who tries to pilot the ship but does not possess the Alien trait suffers 4/L/L damage as they are burned up by the timeship, left as little more than a nasty stain on the floor below...

Obsession (Major): The Autopilot is possessed with the single-minded obsession to find a new pilot and escape from this space and time. Its every action is geared towards this goal, but its simplistic programming prevents it from learning from its mistakes or ever truly concocting a workable plan.

Psychic

Restriction: The timeship cannot fly without a pilot who possesses both the Alien (so as not to kill the pilot) and either the Time Traveller, Time Agent or Vortex trait. However, if a pilot possessing the Time Lord trait attempts to pilot the ship, the timeship is liable to explode, destroying both the Earth and the Solar System. Best not to try that...

Robot: The Autopilot is an inbuilt computer program to the timeship.

Telepathy: The Autopilot can sense the minds of nearby creatures and establish an empathic link with them, allowing it to appear in a form more suitable to lure them in. Any attempt to scan the timeship or the Autopilot program will be taken as a sign of a suitable pilot and result in it redoubling its efforts to lure the character in.

Vortex: 79B Aickman Road is really a timeship and, with the right pilot, can fly through time. It sustained near-catastrophic damage in the crash, however, to the extent that other time-travelling devices that attempt to manifest nearby will suffer a serious malfunction, such as being thrown into a time loop (see **The Time Traveller's Companion**).

Weakness (Unadventurous): The Autopilot cannot affect characters who possess the Unadventurous trait. In addition, should a character with the Unadventurous trait engage with the console, it sustains Lethal damage, causing it to implode within D6 action rounds.

TECH LEVEL: 8 STORY POINTS: 6

THE PANDORICA OPENS

'So if you've got any plans on taking the Pandorica tonight, just remember who's standing in your way! Remember every black day I ever stopped you, and then, and then, do the smart thing: let somebody else try first.'

SYNOPSIS

Stonehenge, Earth, AD 102

France, 1890, and Vincent Van Gogh screamed in torment as Madame Vernet dismissed his latest painting as rubbish; in London, 1941, Bracewell brought Churchill the painting, saying that it was a message the Prime Minister had to deliver; in the Stormcage Containment Facility, 5145, River Song received a call meant for the Doctor before escaping; in the Royal Collection, Liz 10 confronted River stealing the painting; in the Maldovarium, River negotiated with Dorium Maldovar to buy a Vortex Manipulator, threatening him with micro-explosives in his wine.

Meanwhile, the Doctor and Amy arrived at Planet One, the oldest planet in the universe, where legend had it that letters 50-foot high were written on a cliff of pure diamond, a message from the dawn of time that nobody had translated. Until today. The TARDIS translated the message: "Hello Sweetie. ΘΣ ΦΓΥΔζ" The Doctor followed the coordinates from the cliff face to Britain, AD 102, where they arrived next to a Roman camp. Amy commented that Roman times was her favourite topic at school. A soldier ran up to them, his lips smeared with lipstick, and welcomed the Doctor – believing him to be Caesar – and said that Cleopatra was ready to see them now. In Cleopatra's tent, River greeted them, showing the Doctor Vincent's painting: it depicted the TARDIS exploding, and included the same coordinates that River had left the Doctor. Its title: *The Pandorica Opens*. River explained to Amy that the Pandorica was a legendary prison built to contain the most feared thing in all the universe; and that if it was real, it was here and opening. The Doctor reasoned that if it was buried its builders would have left a marker as to its location...

The Doctor led them to Stonehenge, the largest marker around, and their scans revealed evidence of past alien activity. River moved one of the giant stones to reveal a staircase leading into the Underhenge. As they all entered the Underhenge, a disembodied Cyberman head twitched into life. There they discovered the Pandorica – more than just a legend – and it was slowly unlocking from the inside. Amy commented that the story of Pandora's Box was her favourite story as a kid. The Doctor deduced that Vincent Van Gogh knew about it because the stones were great, big transmitters broadcasting a warning to everyone, everywhere, in every time zone.

River used the signal to scan Earth's orbit, discovering that there were at least ten thousand starships around the planet; Daleks, Cybermen, Sontarans, Sycorax, more: all here for the Pandorica. River urged the Doctor to run, but he insisted he would stay and fight.

River returned to the camp where the commander had returned and seen through her deception. As spaceships buzzed about in the sky above, River riddled with the commander about them being barbarians in the face of an advanced enemy, requesting he help the Doctor. He sent a Centurion to help, along with fifty men.

The Doctor continued to scan the Pandorica, but Amy produced the ring she had found in his pocket. The Doctor dismissed it as a memory of someone he'd lost. As they talked, a severed Cyberarm fired at them. Amy distracted it while the Doctor leapt upon it, scrambling its circuits with his Sonic Screwdriver. A cable wrapped itself around Amy's ankle, pulling her to the floor, as the arm electrocuted the Doctor, knocking him out. A Cyberhead tried to snap shut on Amy's head, but she knocked it against a stone and threw it away. It fired a poisoned dart at her. The Centurion appeared and skewered the Cyberman. He removed his helmet to reveal himself to be Rory. Amy collapsed.

The Doctor started talking to Rory, missing the obvious. Finally it dawned on him: Rory was here, alive. Suddenly, with a rumble, the Pandorica began to open. Amy woke up and the Doctor told Rory he had to be very brave. Amy didn't remember him. The Doctor explained that he'd fallen through a crack in time and now he had never been born.

The Doctor told River to fetch the TARDIS, but as she dematerialised it, it shuddered before lurching into the Time Vortex. The TARDIS landed in Amy's garden, 26th June 2010. As River rushed out, the screen cracked and a voice said "Silence will fall." River found scorch marks on the lawn and signs of a break-in, and rushing up to Amy's room books on Romans and Pandora's Box. The truth dawned on her. She explained to the Doctor that the Romans couldn't be real; they were in the book in Amy's house. Something was using her memories as a trap to get close to the Doctor. The TARDIS shuddered again; something else was controlling it. The Doctor, learning where and when River was, told her to get out but she couldn't open the doors.

Amy started to remember Rory. Suddenly a high-pitched noise echoed about Stonehenge and all the Romans slumped over, before reactivating, their hands flipping down to reveal guns. They were Auton Duplicates! Rory tried to resist, Amy helping him, but he shot her.

The Pandorica opened and the Roman Autons grabbed the Doctor, holding him before it as it scanned him. Daleks arrived, followed by the countless other aliens that formed the Alliance. They explained that they were going to save the universe from the

Doctor, who they had determined was responsible for the cracks. The Autons forced the Doctor into the Pandorica and it sealed closed with him inside.

River finally got the TARDIS doors open, to reveal a rockface. The TARDIS exploded, and with it every other star in the universe.

CONTINUITY

- Is the Royal Collection, housed on *Starship UK* and containing the painting ***The Pandorica Opens***, the successor to the Undergallery (see ***The Day of the Doctor*** on pg. 102)?
- River makes a habit of vandalising historical artefacts to attract the Doctor's attention: as well as the undecipherable text written into the diamond cliff face on Planet One, there was also the Home Box from the *Byzantium* (see ***The Time of Angels***).
- From River's perspective, this adventure occurs before the events on the *Byzantium* (see ***Flesh and Stone*** on pg. 71), as she warns Amy not to reveal any spoilers about it.
- River says that she hates good wizards in fairy tales as they always turn out to be the Doctor. This was the case in ***Battlefield***, where Merlin turned out to be the Seventh Doctor (see **The Seventh Doctor Sourcebook**).
- When the TARDIS screen cracks we hear the phrase "silence will fall" for the first time. This will become a major motif for the rest of the Doctor's adventures, and although we don't know it yet, it is the Silence that cause the TARDIS to explode (see ***The Time of the Doctor*** on pg. 251).
- The legend of the Pandorica is not the only time the Doctor will be referred to as the Warrior. His name means such in the language of the Gamma Forests (see ***A Good Man Goes to War*** on pg. 142), and his eighth incarnation asked the Sisterhood of Karn to make him a warrior (see ***Night of the Doctor*** in **The Eighth Doctor Sourcebook** and ***The Day of the Doctor*** on pg. 241).

RUNNING THE ADVENTURE

Rather than as the lead-in to the series climax, you can run this adventure completely at face value: a series of clues writ large across the galaxy (and in the hands of familiar faces from past adventures) point to something buried beneath a well-known landmark. This buried artefact is something once-thought to be legend, but is patently now true, and once uncovered attracts the attention of one or more past foes, who turn up to lay claim to this device. Defeat the alien, do away with said artefact, save the day and tie up a few loose ends along the way.

IT'S A TRAP!

Of course, the real charm of this adventure is that it does all of the above, but also sets up the grand finale of the series. We'll touch on how to do this a great deal more in the next adventure (see ***The Big Bang*** on pg. 107), but for now we'll focus on what the scenario in this adventure turned out to be: a trap! You can use the same method that the Alliance used on the Doctor to manoeuvre your own characters into a trap; construct such a compelling scenario that the characters will not only be drawn in by it, but will feel compelled to unwittingly trigger it.

The Alliance did this by plundering Amy's memories, taking a snapshot of her mind and constructing the scenario from what they found there. In her case, it was her favourite fairy tale and her favourite historical period. They also used her true love, and the threat of the Crack in Time, to lure the Doctor in.

You can do this in your own campaign. By now you should have an idea about what your own players are interested in: which settings have they enjoyed visiting the most or which time period are they most into? What Bad Traits do their characters have that you can use to entice them in? What villains might they chase blindly after or allies might they leap to the rescue of, right into your trap? Use this as the bait to get them to come running, then set them at ease with a favourite setting or location, before slamming the trap shut on them.

FOLLOW THAT CLUE

In a narrative trick we'll see again (see ***A Good Man Goes to War***), the set-up to this adventure is a series of brief vignettes where a trail of clues is rapidly followed to their conclusion: the Doctor arriving in Roman Britain. You can do much the same in your games, describing the events leading up to the start of the adventure as a sort of cinematic montage.

Or, you might decide to play out those events in more detail. Each one of them – Vincent's prophecy, the discovery of the painting in Churchill's bunker, River's escape from the Stormcage, breaking into the Royal Collection, and the deciphering of the writing on Planet One – could be an adventure in itself. What if, instead of familiar faces from the Doctor's past, it was your own characters who had to perform those acts and leave those clues for the Doctor (or their future selves)?

THE PANDORICA (SPECIAL GADGET)

Legend has it that there was a goblin, a trickster or a warrior – some nameless, terrible thing, soaked in the blood of a billion galaxies, the most feared creature in all the cosmos – that was tricked by a good wizard and trapped in a box. The Pandorica. The Doctor dismissed it as a fairy tale, but it turned out to be true. It was the perfect prison cell, complete with time stops, deadlocks and matter lines, designed not to hold a monster but the Doctor himself. In order to work, the Pandorica must complete a scan of the intended prisoner – this takes D6 rounds to complete, during which time the prisoner must be held immobile before it. Once the scan is complete and the Pandorica is opened, the prisoner can be placed inside and the device sealed. Once sealed, it cannot be opened from the inside *at all*. It can, however, be opened easily from the outside – any Gadget with the Open/Close Gadget trait is able to do so.

Believing that dying was a form of escape, the Pandorica possessed a potent restoration field to keep its prisoner alive and well. So potent was the field that even a dead prisoner would be brought back to life, with the application of an appropriate DNA sample.

Traits: Entrap, Immortal (Special), Scan, Transmit, Bulky, Restriction (Can be easily opened from the outside), Slow.
Story Points: 4

CALLISTO PULSE (MINOR GADGET)

A Callisto Pulse is a tiny device that can deactivate – or detonate – micro-explosives from up to 20 feet away. It's a handy bargaining tool, especially when you've slipped some of those same micro-explosives into your target's wine. The device is often disguised as an item of jewellery, such as a signet ring or an earring.

Traits: Delete (Explosives), Transmit, Restriction (short-ranged).
Story Points: 1

FURTHER ADVENTURES

- What happened to the Pandorica before the Doctor uncovered it? Perhaps the characters travel to Stonehenge in an earlier time and discover the Cyberman guarding the Pandorica. The Celts' run-ins with the Cyberman might even be at the instigation of the characters, who rally the locals to destroy this lone – but exceptionally deadly – sentinel. And what if they're not entirely successful; a whole village of Celts, upgraded into Cybermen to help 'guard' the Pandorica would be more than a match for the characters. So much so that they'd need to turn to the Roman legions to help them out...
- The characters, investigating the cracks in time, might come to the same conclusion as the Alliance – that whoever is responsible must be stopped. They might find themselves on the wrong side of the Doctor, working with some of his greatest enemies to stop him inadvertently destroying the universe. They might not even realise until its too late what they are doing or who they are up against.

ROMAN AUTONS

AWARENESS	2	PRESENCE	2
COORDINATION	3	RESOLVE	2
INGENUITY	1	STRENGTH	5

The Nestene Consciousness created Duplicates in the form of Roman soldiers in order to trap the Doctor in the Pandorica. They were unwitting dupes, in that they believed themselves to be Roman, to the extent that River's hallucinogenic lipstick worked on them. When triggered by a signal, however, they reverted to the control of the Nestene Consciousness.

SKILLS

Convince 1, Craft 1, Fighting 4, Knowledge 3 (Roman Empire 5), Subterfuge 3 (Disguise 5).

TRAITS

Armour (Minor): Tough plastic skin and sturdy Roman armour protects it from a lot of damage, any taken is reduced by 5.
Immunity (Bullets): Any bullets are effectively useless unless it takes a lot of damage at once. Bullets hit it and the Auton either absorbs them into the plastic or they go through. Also works on bottle corks too, and swords!
Shapeshift (Major)
Natural Weapons: The Duplicate can change the shape of its arms and legs into bashing weapons (Strength +2 damage (3/7/10), and also has an Auton Hand Blaster (4/L/L).
Weakness (Major): If the controlling signal from the Nestene Consciousness is blocked or severed, the Duplicate reverts to believing it is a Roman soldier.

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

THE BIG BANG

'Raggedy man, I remember you, and you are late for my wedding!'

SYNOPSIS

London, England, 1996

In her aunt's house, Amelia Pond prayed to Santa to fix the crack in her wall. She heard a wind outside, but when she went to investigate there was nothing there. Downstairs, she showed a psychiatrist one of her paintings, showing the sky filled with stars. But there were no such thing as stars. Someone in a red fez posted a leaflet through the door entitled 'The Anomaly'. It showed the Pandorica displayed at the National Museum, and written in red ink were the words: "Come along, Pond." Later, Amelia and her aunt visited the Museum, looking at petrified Daleks and the Pandorica. Someone snatched her drink and she noticed a post-it note on the display: "Stick around, Pond." She hid in the penguin display until the museum had closed, sneaking up to the Pandorica. The Pandorica opened, revealing Amy inside.

1894 years previously, Rory cradled Amy's body in his arms and told her how the universe had ended. Suddenly the Doctor, wearing a red fez and holding a mop, appeared out of thin air. The Doctor told Rory that he had to get him out of the Pandorica and left him his Sonic Screwdriver, telling him to leave it in Amy's top pocket when he was done. Rory was confused, but nevertheless followed the Doctor's instructions. He opened the Pandorica with the Sonic Screwdriver, freeing the Doctor. The Doctor observed that the chamber was full of fossilised Daleks, Autons, Cybermen – whole races had been deleted from existence and these were just after-images.

The Doctor explained that there had been a total event collapse; they were only alive because they were at the eye of the storm. The Doctor explained to Rory that he was a lump of plastic with delusions of humanity, and that Amy wasn't more important than the fate of the universe. Rory punched the Doctor, proving to the Doctor that he really was Rory. The Doctor placed Amy inside the Pandorica, leaving her a psychic message so she knew what was going on when she woke up; the Pandorica was the ultimate prison, to the extent that you couldn't even escape it by dying as it forced you to stay alive. It stasis-locked Amy and all it needed was a scan of her living DNA to restore her, 2000 years in the future. The Doctor took River's Vortex Manipulator out of her bag, intending on taking a short cut to the future. Rory refused to go, worried for Amy stuck in the box. He was determined that he would stand guard.

Back in the future, Amy fell out of the Pandorica and looked at the display. As she did so, one of the Stone Daleks activated – the light from the Pandorica had hit it. The Doctor appeared and led both Ponds away, picking up a fez from a display in the process. He led them into a dead end. A security guard approached, but the Dalek's scan revealed him to be unarmed. The security guard turned out to be Rory, and he shot the Dalek with his hand-gun. Amy and Rory were tearfully reunited. Rory commented that the Doctor looked like he had 2000 years before, so he used the Vortex Manipulator to travel back to AD102 to tell Rory what to do. Returning to the future, he retrieved his Sonic Screwdriver from Amy's top pocket. He asked Amelia how she'd known to come here and, once she showed him the leaflet and the note, he grabbed both from the information desk and vanished to deliver them to the past. He returned with the drink he'd stolen from Amelia earlier too, giving it to a thirsty Amelia in the present. As they headed for the roof, the Doctor from 12 minutes in the future appeared

– without a fez – and collapsed, smoke rising from him. He suddenly woke up and whispered something in the other Doctor's ear, before falling to the ground again, dead.

They headed for the roof, but Amelia had vanished as history continued to collapse. The Dalek continued to restore. On the roof, the Doctor scanned for the exploding TARDIS. All the stars in the universe had all gone out, but yet the sun still shone above the Earth; the exploding TARDIS. He discovered River was at the heart of the explosion; the TARDIS had saved her by sealing off the control room and putting her in a time loop. The Doctor rescued her using the Vortex Manipulator.

Reunited on the rooftop, River shot the Doctor's fez just as the Dalek hovered up above the parapet. They fled back into the museum. The Doctor pondered how the Dalek could be there, but worked out that it had been restored by the Pandorica's restoration field. The Pandorica contained a memory of the universe as it was, and that the Doctor could reboot the universe using it... if he had a moment of infinite power. But as the Doctor explained his plan, the Dalek appeared and shot him. He used his Vortex Manipulator to travel back 12 minutes in time. River sent the others to find him, while she killed the Dalek in cold blood. The others found that the Doctor's body had vanished. He wasn't dead but instead was strapped inside the Pandorica.

River explained that he was going to use the exploding TARDIS to power the restoration field, causing it to happen at every moment in history. Big Bang Two. But he would have to fly it in himself, and he'd be sealed on the wrong side when the cracks in the universe closed. The universe would be rebooted, but he would never have existed. The Doctor asked to talk to Amy. He explained about the crack in the wall and how she could use her memory of her family to bring them back, just like she did with Rory.

The Pandorica took off and flew into the explosion. History reset.

The Doctor woke up on the floor of the TARDIS. He thought he'd escaped, but then realised he was rewinding; his time-stream was unravelling, erasing, closing. He relived his various adventures, but realised that Amy could hear him. He tried to leave her a message in each instance. Finally, back when he first met Amelia, he found her in the garden waiting for him, asleep and carried her to bed. Then he vanished through a crack in her wall... forever?

14 years later, Amy was woken up by her mum on the morning of her wedding. She was surprised, although she didn't know why. Then she saw her dad, and reacted as though she'd never seen him before. She asked Rory whether she'd forgotten something really important. Later, after the wedding, as her dad gave his speech, she began to cry. Then she noticed a blue, blank diary that a woman had left for her. She began to notice things that sparked a memory of someone who was missing. She interrupted the speech and told everyone about her imaginary friend, her raggedy Doctor. She shouted that she remembered him and the TARDIS materialised in the middle of the room. Rory remembered him then too. The Doctor, totally not surprised by this turn of events, joined the wedding party.

Afterwards, the Doctor returned to where he'd left the TARDIS. River was waiting for him. He returned her diary and Vortex Manipulator, and asked if she was married. River took this to be a proposal and said yes. The Doctor asked her who she was but she would only say that he would find out very soon, and that would be when everything changed. Then she vanished. Amy and Rory caught the Doctor trying to sneak off but they joined him in the TARDIS on the Doctor's next adventure.

CONTINUITY

- River shoots the Doctor's hat, and not for the last time (see ***The Impossible Astronaut*** on pg. 116).
- Later, when the Doctor asks Amy's best friend Mels why he didn't see her at the wedding, Mels replies that "she doesn't do weddings" (see ***Let's Kill Hitler*** on pg. 146). Of course, she was there after all, just in the guise of River.
- River once dated a Nestene duplicate; the swappable heads were a plus point.
- In this reality, scientist and philospher Richard Dawkins is the head of a Star Cult. Dawkins has made an appearance before (see ***The Stolen Earth*** in **The Tenth Doctor Sourcebook**).
- This is not the first time a Dalek has been found in a museum; see also ***The Space Museum*** (see **The First Doctor Sourcebook**) and ***Dalek*** (see **The Ninth Doctor Sourcebook**).
- The Doctor's list of the top things to do in 12 minutes: suck a mint, buy a sledge, have a fast bath.
- Although the Ninth Doctor was a capable, if reluctant, dancer (see ***The Doctor Dances*** in **The Ninth Doctor Sourcebook**), the Eleventh Doctor is decidedly less so. His trademark move is the 'drunk giraffe'.
- It seems that the aftermath of Amy and Rory's wedding is both the moment the Doctor (inadvertently) proposes to River Song (see ***The Wedding of River Song*** on pg. 169), and when River is conceived aboard the TARDIS (see ***A Good Man Goes to War*** on pg. 142).

RUNNING THE ADVENTURE

Phew! This one's going to be a tough adventure to run properly... or is it? Actually, when you look at the adventure more closely, you'll realise that the set-up is actually remarkably straightforward; it's how the players deal with it that makes it so complicated... err, clever. We'll look at some of the ways the players can act clever in a moment, but for now let's take a look at the set-up.

The adventure starts off straight after the end of ***The Pandorica Opens***: one of the characters is trapped in the inescapable prison; another has just been killed by the third character; who has just discovered he's not who he thinks he is; whilst the fourth character is about to be killed by the group's exploding time machine. The event that, by the way, triggers the series arc: the Crack in Time, and with it a total event collapse. So, for every character there's an immediate problem to solve and peril to escape from. First point of action, however: save yourselves. Then save the universe. While in this adventure it was the Doctor who saved everybody, one by one, perhaps in your own adventure each of the characters could be the key to saving someone else, and the players have to work together to decide how best to go about saving the day. Once the characters have all been individually saved, then it's on to the small matter of saving the universe, distracted only slightly by the small matter of a fossilised alien slowly returning to life. The Doctor saved the day by heroically sacrificing himself, flying the Pandorica into the exploding heart of the TARDIS. One of your characters could do the same; without any guarantee of cheating death (although enough Story Points spent by the surviving characters could certainly solve that problem...) it'd be one helluva noble end for one of your players who's decided to go out with a (big) bang and wants to start with a new character next series.

PLAYING CLEVER

Now, even though our characters might be as smart as the Doctor, it's not always that easy for us players to keep up. The key to playing a smart character who saves the day with some outrageous plan is judicious use of Story Points. Trapped in an inescapable prison but want to be rescued by your future self? Spend 4 Story Points. Accidentally killed your girlfriend but think you can save her by popping her in a rejuvenation field for 2000 years? Spend 5 Story Points. Need that Gadget that you lent to another character in the past? Spend 2 Story Points. Easy, right?

THE NATIONAL MUSEUM

In this reality, Britain's primary museum was the National Museum, which was a sort-of National History Museum, Science Museum and British Museum all rolled into one. It contained all manner of zoological, botanical and historical exhibits, but many of them were all jumbled up as a result of the total event collapse. It was here that the Pandorica ended up, after being rescued from a fire during the Second World War. Rory worked at the museum as a security guard, so he could maintain his watch over the Pandorica.

Key Locations:

- **The Exhibition Halls:** The museum itself contains lots of individual displays, many of which are anomalies caused by the change to

history; amongst them, penguins in the Nile, Egyptians in the Himalayas and dinosaurs frozen in the ice. One of the displays was of Stone Daleks. Who knows what other fossilised aliens might be hiding in the stacks?

- **The Anomaly:** The highlight of the National Museum was the display featuring the Pandorica itself. The display showed the Pandorica through time: in AD118 it was taken back to Rome under armed guard; in 420 it was raided by the Franks; in 1120 it was the prized possession of the Knights Templar; in 1231 it was donated to the Vatican. According to legend, wherever the Pandorica was taken, the Centurion would be there, guarding it. His last recorded sighting was during the London Blitz in 1941, when he rescued it from a fire in the warehouse it was stored in.
- **The Rooftop:** The roof of the National Museum is notable for only two reasons. Firstly, it has an array of satellite dishes, which make for great improvised scanners as well as make-shift shields against extermination rays. Secondly, it affords a spectacular view of the exploding TARDIS.

FURTHER ADVENTURES

- We later discover that the reason the TARDIS exploded in this adventure is interference by the Silence in an attempt to prevent the Question being answered (see ***The Time of the Doctor*** on pg. 251), but we never see these events take place. Might the characters be involved in thwarting such an event? Perhaps, following the events in ***The Lodger*** (see pg. 97), the Silence did successfully build their own time machine and use it to hijack the TARDIS. The characters have to follow them into the Vortex and not only stop them, but stop the TARDIS from detonating as well. There's a high-stakes chase through the Vortex, including an attempt to board another vessel during time-flight, and a climactic final battle against Madame Kovarian and her Silents within the heart of the TARDIS itself.
- As we saw in ***The Eleventh Hour***, some creatures like Prisoner Zero used the cracks in time to escape into our reality. But, what if at the moment the universe cracked, the characters were pulled into another universe; a universe parallel to our own but also threatened with destruction. The characters must team up with their parallel (and possibly evil!) alter-egos and not only try to get home, but to also fix the cracks in time on both sides. But, what if in doing so only one universe can be saved?

STONE DALEK

See the Dalek stats on pg. 49, with the following exceptions:

Fossil (Special): Each Action Round that it does nothing, it gains 1 Story Point. It may spend 1 Story Point to act in a round, and another Story Point to use one of its traits. When it has 6 Story Points, it has been completely restored and may act normally.

Weakness (Eye Stalk): So long as the Stone Dalek's force field remains inactive, it is vulnerable. A weapon or energy burst fired straight into its eye stalk will kill the Stone Dalek.

I WEAR A FEZ NOW

As well as providing a running joke throughout this adventure – and future adventures – the fez that the Doctor dons in the National Museum serves a very important purpose.

In an adventure where there are multiple instances of the same character running about – in this case the Doctor from the present and the Doctor from the future – the fact that one wears a fez and one doesn't allows the observer to tell them apart.

You can use the same trick in your own games, if you find yourselves with multiple instances of the same character (whether a player's character or an NPC). Associate one of them with a prop of some sort (ideally one you have in real life!) so that your players can tell them apart easily when they're interacting with them; an item of clothing (hats are always good as they're easy to put on or take off) or something you can hold and wave about (such as a Sonic Screwdriver, a wand or a broom). That way, when you're waving your wand about or wearing your cowboy hat, your players instantly know which instance of the character they're talking to.

Of course, if you don't want them to know... leave out the prop.

A CHRISTMAS CAROL

'Do you know, in nine hundred years of time and space, I've never met anyone who wasn't important before.'

SYNOPSIS

Sardicktown, Unknown Planet, 44th Century

Amy and Rory were on honeymoon aboard a space liner when the engines failed. As the ship plunged through clouds to the planet below, they summoned the Doctor and joined the command crew on the bridge.

The ship was trapped in a disruptive cloud layer that was controlled by Kazran Sardick, the first citizen of Sardicktown, a foggy, crowded settlement. The Doctor went to see Sardick, and saw him meanly refuse a family who were begging for his help. Their relation was locked in a cryochamber as collateral for a loan, and Sardick refused to let her join the family for Christmas. He also declined to rescue the space liner, in full knowledge that thousands of lives would be lost.

The family's young boy threw coal at Sardick, and the furious Sardick went to strike him. Then he restrained himself, and the Doctor concluded that Sardick was not beyond redemption. The trouble would be changing his mind in the hour before the ship crashed. As he pondered this, the Doctor was reminded of the Charles Dickens story *A Christmas Carol*, and he was inspired.

The Doctor promptly arranged for Sardick to watch a film of himself as a child. Young Sardick wanted to see Sardicktown's airborne fish but was berated and hit by his father. The Doctor then entered Sardick's past and began to change Sardick's history. The Doctor bonded with young Sardick by luring fish, then escaping together from a hungry sky shark (which ate half the Doctor's Sonic Screwdriver). They needed an empty cryochamber to take the shark back into the sky, and used the one belonging to the woman the Doctor had seen in the future, Abigail. Her singing calmed the shark, and the Doctor saw how singing might be able to open the clouds without needing Sardick's control system.

On returning Abigail to her cryochamber, young Sardick promised he and the Doctor would visit again. So, every Christmas, the Doctor would join Sardick and they would take Abigail on an adventure around time and space. As young Sardick grew older, romantic feelings developed between him and Abigail. Eventually, however, Abigail confessed her secret to Sardick: she was very sick, and had only one day of life remaining. Sardick, unwilling to use up her last day, told the Doctor their Christmas adventures were finished. He went to work with his father.

In the future, Old Sardick felt his memories change to embrace these new events. Changes even happened around him: a portrait of his father became a portrait of Abigail, although this did not last. Finally, a furious Sardick insisted he did not care about those on the ship, but the Doctor revealed that the young, early Sardick was there watching his older self say these words. Sardick finally understood what he had become, embraced his younger self, and joined the Doctor in trying to save the ship.

The cloud machine would no longer work for the changed Sardick so the Doctor improvised a new plan. Sardick agreed to wake Abigail so she could sing the clouds apart, using the Sonic Screwdriver in the shark's belly as a signalling device. Abigail's voice saved the ship, and the Doctor took Amy, Rory and young Sardick away, leaving Abigail and old Sardick to enjoy her last day.

CONTINUITY

- The Doctor's plan is inspired by the Charles Dickens classic, *A Christmas Carol*. The Doctor is a fan of the author's work, and has told him so first-hand (see ***The Unquiet Dead*** in **The Ninth Doctor Handbook**).
- Amy and Rory dig some old costumes out of their closets for this adventure. Amy wears her kissogram policewoman outfit (see ***The Eleventh Hour*** on pg. 56) and Rory wears his Centurion gear (see ***The Pandorica Opens*** on pg. 102).
- In California, 1952, the Doctor accidentally got engaged to Marilyn Monroe, then married her, although he was fairly sure it wasn't a real chapel. This is just the latest in a series of marital misadventures (see also, ***The Day of the Doctor*** on pg. 241) Nevertheless, he gave Monroe a working phone number with which to contact him.
- Also in 1952, the Doctor spent time at Frank Sinatra's hunting lodge with Albert Einstein and none other than Father Christmas (also known as Santa Claus and "Jeff").
- The Doctor hints that the Sonic Screwdriver began as a student project that occupied his time while he avoided emotional entanglements.
- The Doctor removes Kazran's support staff using the same lottery gambit he has used before to get people out of their jobs (see ***School Reunion*** in **The Tenth Doctor Handbook**).
- Amy's and Rory's families believe they are taking their honeymoon in Thailand, not aboard a space liner (see ***Dinosaurs on a Spaceship*** on pg. 185).

RUNNING THE ADVENTURE

In the post-Time Lord era, the rules of time have become more like suggestions, and the Doctor's plan for Kazran Sardick ignores those suggestions. Never before has the Doctor interfered so directly and thoroughly with someone's history.

The Doctor's plan was to change Kazran Sardick by giving him some different experiences when he was younger, hoping that he might hold true to his early instincts for kindness and generosity. That's just one way you can use time travel to fix a problem. Here are some issues to consider before your game tries to do the same.

Inspiration: Whose idea is it to solve a problem with time travel? There are always other ways to deal with a situation, especially when players have Story Points to spend! So if you prepare in detail for this kind of problem-solving, your preparation will probably be wasted. It is more likely that a player will suddenly suggest this ploy, and you will have to invent an elaborate response on the fly! If this happens to you, smile and nod and ask for a quick break while you look at your notes...

Mechanics: The TARDIS (or whatever time vessel they use) must be piloted with a high degree of finesse. The base difficulty of a TARDIS jump within a person's timeline is 18, instead of the usual 15.

Story Points: Entering the past of someone you have already met in the future is strongly resisted by the warping, twisting nature of time itself. It costs 5 Story Points to overcome this and actually make contact with the target character's history. These points can be paid by one character alone or piecemeal by several characters. The payment is only needed once, but even after contact is made, time itself will continue trying to pull the characters away from their interference. For every new sequence of involvement with their target's history, every character must spend an additional Story Point each to remain "in touch", otherwise time will find ways to protect itself by conspiring against the characters. As with the Blinovitch Limitation Effect, bad luck will keep getting in the way of any attempts to influence history (it is up to the Gamemaster to decide what constitutes a new sequence requiring another Story Point expenditure).

Consequences: Changes in history will wash forward through the timeline, adjusting memories and physical environments as they go. When the players complete a bout of interference with a character's history, they should make a check (Difficulty 21) to determine the consequences of their efforts. Usually checks will be made with Ingenuity + Convince or Ingenuity + Subterfuge, Gamemaster's choice. If the character has the Vortex trait, add +2 to the roll.

LEVEL OF SUCCESS	CONSEQUENCE FOR INFLUENCED CHARACTER
Fantastic!	The character changes in the desired direction, and something else good happens as well.
Good	The character changes in the desired direction! (e.g. the character loses or gains a trait)
Success	The character changes in the desired direction, but only a small amount, or they backslide in a different area, or something unexpected and very unhelpful happens as well.
Failure	The influenced character is unchanged, but something else is affected in a way that will make things easier.
Bad	The influenced character is unchanged, and may react badly to the interference.
Disastrous!	Not only is the influenced character unchanged, but they become even more set in their ways, or some other unexpected but unhelpful change occurs.

The exact consequences of each act of interference are ultimately up to the Gamemaster. Changes made in the past will tend to follow the path of least resistance, so there is no need to be too clever here – obvious changes are fine, and changes will rarely be drastic – a change in a room's decoration rather than moving the character to a completely different house. Complicated chains of effect (stepping on a butterfly here to affect a hurricane there) usually get stymied by the timeline.

Repetition: If the characters find that interfering in history brings results, they might see it as a useful way to resolve most of the problems they encounter. The hefty cost in Story Points should argue against this idea, but if it takes root anyway, there will be consequences. Time is complicated and players who cause too much interference will soon find themselves facing challenges like paradox, time spurs and other dangers that far exceed the risk of dealing with problems without hopping back in time. For more advice on this, refer to **The Time Traveller's Companion**.

Ethics: Some would see this type of interference with personal history as an awful abuse of power. Characters doing this could be hunted by the Justice Department and made to answer for their actions.

SKY FISH

Sky fish make their home in dense upper-atmosphere clouds of ice crystals shot through with electricity. Usually a surface fog is too thin for more than a brief hunting trip. This is just as well for those on the surface, who look rather tasty to sky fish predators. Even the smaller fish can be problematic, they are attracted to bright lights, and can deliver a painful nip. Staying inside is a good way to stay safe in a fish fog, but it also helps to sing. Sky fish become sleepy and relaxed when they hear a song. (Technically, resonating atmospheric crystals create delta waves, sending the fish into a dreamy state of calm.) Relaxing a fish with song is a Presence + Craft task (Difficulty 15).

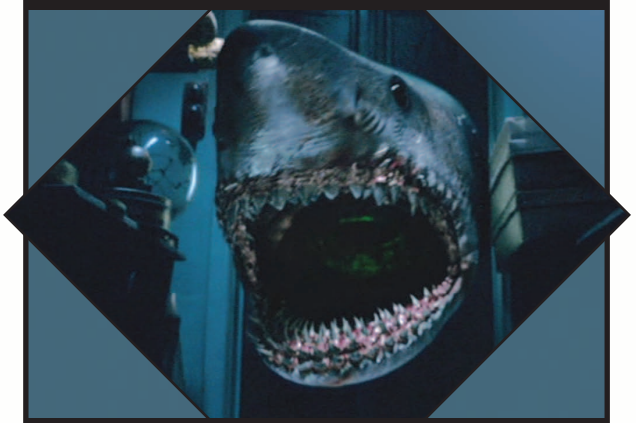
CRYSTAL CLOUD

Ships attempting to navigate crystal cloud will find it hazardous and challenging. The charged crystalline structure plays havoc with a ship's systems, and manual control is made difficult by the tumult and lack of visibility. Piloting through the cloud is typically a Difficult (21) task, with failures indicating damage to onboard systems. Crystal clouds can be controlled by sound frequencies, which makes them superb for concealment. Dense clouds could hide and protect a space pirate hideout, a Dalek superweapon or a sargasso of ghost ships.

FURTHER ADVENTURES

- Marilyn Monroe has the Doctor's phone number and is not afraid to use it. What kind of adventure might she bring the characters into? Fighting the Autons in Hollywood with Marilyn Monroe at your side would surely be a memorable time.

SKY SHARKS



AWARENESS	3	PRESENCE	-
COORDINATION	3	RESOLVE	-
INGENUITY	-	STRENGTH	7

SKILLS
Bite 2 (4/9/13), Hunt 6.

TRAITS
Alien
Alien Senses (Sonar)
Environmental (Minor) – Crystal Atmosphere
Flight (Minor): Within the crystal atmosphere only.
Frenzy: Triggered by hunger.
Huge (Minor)
Natural Weapon (Minor) – Jaws
Weakness: Sky Sharks become sleepy and relaxed when they hear a song. Relaxing a fish with song is a Presence + Craft test (Difficulty 15).

STORY POINTS: 0

- If some mad scientist could devise a way to replicate the charged crystal environment of the sky fish in an ordinary atmosphere, then a terrifying shark-storm could wreak terror and destruction on the astonished inhabitants of a targeted community. The sharks might be controlled by villainous opera singers, their spine-tingling vibrato echoing through the gloomy sky.

ABIGAIL

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

Abigail was a generous, good-hearted woman, devoted to her family and utterly selfless. Abigail had a high, pure singing voice, and she loved to sing. She knew her voice could influence and calm the sky fish, and she felt a great closeness to those creatures as well.

SKILLS

Convince 2, Craft 4 (Singing 6), Knowledge 1, Medicine 1, Transport 2.

TRAITS

Animal Friendship
Attractive
Charming
Dark Secret (Minor): Abigail is dying.
Obligation (Major): Abigail has put herself into cryosleep as collateral for a family loan.

TECH LEVEL: 6 STORY POINTS: 6

KAZRAN SARDICK

AWARENESS	4	PRESENCE	5
COORDINATION	2	RESOLVE	6
INGENUITY	4	STRENGTH	1

As an old man, Sardick delighted in mean-spirited humour and surrounded himself with obedient lackeys to laugh at his vicious jokes. He believed he owed nothing to anyone, even refusing to help when he could easily save thousands of people.

SKILLS

Convince 2, Craft 2, Knowledge 1, Medicine 2, Science 3, Subterfuge 3, Technology 3.

TRAITS

Adversary (Minor) There are many people in Sardicktown who would love nothing better than to see him suffer.
Code of Conduct: Sardick delights in following an unbending code in which nothing is ever given freely and, if possible, nothing is ever given at all.
Indomitable
Owed Favour (Major, many times over): Sardick knows everyone important in Sardicktown, and they all bow and scrape before him. Everyone who matters is so far in his debt that they're never coming out.
Phobia (Minor): Sardick is haunted by his mistreatment at his own father's hands.
Selfish
Voice of Authority

TECH LEVEL: 6 STORY POINTS: 6

THE IMPOSSIBLE ASTRONAUT

'I'm going to need a SWAT team ready to mobilise, street-level maps containing all of Florida, a pot of coffee, twelve jammy dodgers and a fez.'

SYNOPSIS

Lake Silencio, Utah, 22nd April 2011, and Florida, 8th April 1969

The Doctor appeared to be waving at Amy and Rory throughout time: in a portrait by the lady Matilda and a history book about Charles II; during an escape attempt in Nazi Germany; from out of an old Laurel and Hardy film. He'd been gone for two months and Amy was getting impatient. She received a blue envelope marked 3, containing a date, a time and a map reference; an invitation from the Doctor. In the Stormcage, River Song received a similar envelope, marked 2.

Later, Amy and Rory got off a bus in the middle of nowhere. The Doctor, in a cowboy hat, was there to meet them. Suddenly his Stetson was shot off; River had arrived too. In a diner, River and the Doctor compared diaries to see where they were in each other's time stream. The Doctor told them that he'd been running his whole life but it was time to stop, and that he needed them all with him. First, a picnic, and then: Space, 1969.

On the shore of Lake Silencio, they all had a picnic and looked up at the Moon. Amy spotted a strange figure on the horizon, but when she looked away she forgot it entirely. A truck pulled up and an old man – Canton Everett Delaware III – got out; the Doctor waved at him. Then, an Apollo astronaut emerged from the lake and the Doctor told them whatever happened, they were not to interfere. The astronaut then shot the Doctor and, as he began to regenerate, it shot him again; the Doctor was dead. The old man approached and confirmed that was the Doctor, giving them a can of gasoline. River explained that there were empires who would rip the Earth apart for just one cell of his body, so they burned it on a boat in the middle of the lake. River asked Canton why he had come; he showed her his invitation, numbered 4.

Back in the diner, they compared envelopes. River wondered who had received number 1. Suddenly out of the restroom emerged... the Doctor. River slapped him. He said he'd been invited too. River told him that they'd all been recruited by a man who trusted them

more than anyone else in the universe, but wouldn't say more except that it had to do with a man called Canton Everett Delaware III and 1969.

The Doctor plotted a course for 1969 while the others all conferred in secret. River explained to Amy that the Doctor on the beach was a future version, but that he was still going to die and they couldn't tell him about it. Amy said they had to stop it from happening. The Doctor said he'd given the TARDIS all the information they had and she was taking them to Washington DC, 8th April 1969. But he refused to land, to follow the mysterious summons. He knew the others knew who had sent them. River said he'd have to trust them but he couldn't; Amy asked him to trust her instead.

In Washington DC, Canton Everett Delaware III was summoned for a meeting with President Nixon. The President explained that, no matter where he was, he received a phone call every day late at night. It was a little girl, who said she was scared of the spaceman. The Doctor landed the TARDIS, cloaked, and snuck outside to look around... into the Oval Office. He listened in on the phone call but was discovered. He was wrestled to the floor and River made the TARDIS appear. While they were distracted, the Doctor escaped and sat in Nixon's chair. He told the President that he would take the case; all he needed was five minutes. The Doctor deduced that the girl was likely to be in Florida; it was where NASA was, and where the spacemen lived.

Amy spotted a Silent at the door and remembered the figure she saw at the lake, but as soon as she looked away she forgot it and felt sick. She went to the toilet, where another Silent was waiting for her. Another woman – Joy – emerged from a cubicle and was startled by the Silent, then forgot it was there, then was startled again. The Silent then electrocuted her and killed her. Amy took a photo of the Silent so she would remember it. It told Amy she was to tell the Doctor what he must know and what he must never know.

The little girl called the President again and the Doctor figured out the only place the call could be coming from. The girl said the spaceman was going to eat her. The Doctor, his companions and Canton ran into the TARDIS. Rory was left to explain it to him because he was the newest.

The TARDIS arrived in a warehouse near Cape Kennedy Space Centre, at the junction of Hamilton Avenue, Jefferson Street and Adams Street; the three names the girl had given the President. They found some alien technology, alongside some contemporary Earth tech: a box full of space suits. River told Amy that she couldn't stop the spaceman to save the Doctor; it would create a paradox.

River found a manhole cover, which led to a network of tunnels running beneath the warehouse. She found power lines and Silents, but forgot about them so reported back that there was nothing down there. Rory went with her to take another look. They found a locked maintenance hatch and, as River tried to unlock it, she told Rory that her and the Doctor were travelling in opposite directions in time, that each time they met he knew her less. They got through the door and found what looked like the console to a time ship. They set off an alarm and Rory spotted some of the Silents, but promptly forgot, so told River there was nothing out there.

Upstairs, in the warehouse, the others heard the girl crying out for help. Canton ran to help and was knocked unconscious; as the Doctor chased after him, Amy told him she was pregnant. Suddenly, the astronaut appeared behind them; Amy grabbed Canton's gun and shot at the astronaut, too late realising the little girl was in the suit.

CONTINUITY

- The Doctor was 908 the last time Amy saw him; he is 1103 when they meet him at Lake Silencio. When they later see him in the diner he is only 909.
- The people of Easter Island worshipped the Doctor. River implies the famous statues were modelled on him.
- 1969 is an easy date to travel to. 1482 is full of glitches.

- River wasn't scared by her death or the Doctor's, but by a far worse day. She explains to Rory that this is the day when she looks the Doctor in the eye and he doesn't recognise her, and how she fears it will kill her. It does (see ***Silence in the Library/Forest of the Dead*** in **The Tenth Doctor Sourcebook**).
- Both the Doctor and River have seen how the other dies.
- The Doctor asks Amy to swear that she's not lying on something that matters; she picks fish fingers and custard (see ***The Eleventh Hour*** on pg. 56).
- The Doctor puts the TARDIS into both silent and invisible mode, as he has done before (see ***The Dalek Invasion of Earth*** in **The First Doctor Sourcebook** and ***The Invasion*** in **The Second Doctor Sourcebook**). The TARDIS' scanner doesn't work while it's cloaked. Or rather, the Doctor can't get it to work while cloaked; River can.
- Two of the founding fathers fancied the Doctor.
- Amy tells the Doctor that she's pregnant. She eventually has the baby at Demon's Run (see ***A Good Man Goes to War*** on pg. 142).
- The Doctor says "Brave heart, Canton", which was his fifth incarnation's catch phrase (see **The Fifth Doctor Sourcebook**).

RUNNING THE ADVENTURE

What a way to start a new series – or even a whole new campaign! Each of the companions receives a mysterious invitation, they travel to the coordinates only to be met by an old friend, who announces that they are to go on an adventure, but before they can leave he is killed. It's only later, after they are joined by the same character, that they realise they have encountered a future version of their friend. But they can't mention the encounter to him, so must instead keep the secret from him and work to try to stop the future from occurring.

In the adventure, of course, it was a future version of the Doctor who invited all his companions to Lake Silencio where he was killed by the Impossible Astronaut, and who sent Amy, River and Rory off to meet Canton Delaware III in 1969.

In your own game, of course, it might be any of your characters' future selves who sends the invite. If you have a Time Lord at the centre of your group, then they're an obvious candidate to do so, but any time traveller would work just as well, such as a Time Agent. Make sure that the other companions haven't seen him for a while when they receive the invitations, otherwise they're bound to suspect

he's not the current version of their friend. You can change other details, of course, to make the adventure your own, such as the murderer. The reason that the appearance of the Impossible Astronaut is so striking here is that it is so out of place. An Apollo astronaut, rising out of a lake, in the middle of the desert. You can pull off the same trick: juxtapose an extraordinary object or person in an unlikely place. A Roman Centurion, emerging from an airlock onboard the International Space Station, perhaps. Or a knight in shining armour, horse and all, galloping out of a train carriage on the London Underground. You don't need to worry about what it all means, yet. That's for the campaign arc to reveal.

How to run the adventure proper is covered in a few pages' time, in ***Day of the Moon***.

STARTING OVER

This set-up is also the perfect way to begin a new campaign, with characters who have never met one another. What better way to begin then with a mystery, wherein a disparate group of characters all meet up for the first time at the behest of a future version of one of them, who in turn has adventured with them for a long time. It's a compelling start for sure, and the mystery can become the central arc of their first adventures together.

FURTHER ADVENTURES

- What has the Doctor been up to between the events of ***A Christmas Carol*** and the start of this adventure? It's only been two months but, as we saw, that's more than enough time to get into a whole heap of trouble. What brought him to infiltrate the court of King Charles II of England? And how did he come to escape the Tower of London via a magical sphere? Sounds like an adventure in the making...

PRESIDENT RICHARD MILHOUS NIXON

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

The 37th President of the United States of America, Richard Nixon's time in office was marred by a number of scandals, most notably Watergate. Although the Doctor was not a fan of his, Nixon assisted him during his fight against the Silence. It was at the Doctor's suggestion that he began taping all of his conversations, a procedure that eventually brought him down.

SKILLS

Convince 4 (Leadership 6), Knowledge 2, Subterfuge 3, Transport 1.

TRAITS

Distinctive: Nixon will go down in history as one of the most famous Presidents, but maybe not for the reason he might have liked...
Friends (Major): As President of the United States and Commander in Chief, Nixon has a lot of people he can call on at a moment's notice.
Obsession: Nixon has to record every conversation he has in the Oval Office, to make sure he's not forgetting the Silents.
Owes Favour: Nixon owes Canton Delaware III for defeating the Silents.
Tough
Voice of Authority: Nixon is President of the United States, one of the most powerful men on Earth.

TECH LEVEL: 5 STORY POINTS: 5

DAY OF THE MOON

'... one giant leap for mankind.'
'And one whacking great kick up the backside for the Silence!

SYNOPSIS

United States of America, July 1969

In Utah, three months later, Amy was running away from Canton and the FBI agents. They cornered her against a cliff and Canton gestured to a body bag. Amy urged Canton to remember the warehouse. He shot her.

In Area 51, the Doctor, somewhat bedraggled, was shackled to a chair and surrounded by guards. Canton approached him and asked what the tally marks on Amy's arms were for. Soldiers began to build a wall out of dwarf star alloy around the Doctor; the perfect prison.

In New York, River ran through a skyscraper under construction. She saw two Silents and marked two more tallies on her arms. Canton cornered her up against the edge of the skyscraper. River told Canton that America was invaded a long time ago, and now it was occupied. She fell backwards off the skyscraper rather than be captured.

On the Glen Canyon Dam, Arizona, Rory – covered in tally marks – was running from men with guns. Canton told him he was waiting for him to run, as it looked better if he was shot while running. He shot him anyway.

In Area 51, the body bags were dragged into the now-completed cell. Canton joined the Doctor there and said that within the walls nothing could penetrate, which meant that the Silents could not hear them. The Doctor got out of his shackles and Amy and Rory sat up in their body bags. The Doctor revealed that the TARDIS was in the cell too, cloaked. They went into the TARDIS and the Doctor ordered Amy and Rory to open the doors to the swimming pool. River, still falling from the skyscraper, turned and dove into the TARDIS' open doors with a big splash.

River, Amy and Rory explained to Canton what they knew of the Silence. They'd spent the past three months trying to find out about them, marking their skin with a tally to remind them that they'd had an encounter. The Doctor injected a Nanorecorder into each of their palms, to allow them to leave verbal messages for themselves so they could remember even if a Silent made them forget; a red light would flash in their palm if there was a message waiting.

Canton turned back to the Doctor and straightened his bow tie. The Doctor revealed that he'd made him do that by subliminally implanting the suggestion while Canton was looking at a picture of a Silent; when he looked away he had forgotten the Silent, but still carried out the suggestion.

Canton and Amy set out to find where the little girl had been taken from, searching local childrens' homes. They pulled up to an old, dilapidated orphanage; Greystark Hall. There they were met by Dr Renfrew, who urged them to be quiet as the children were asleep. Scrawled up the staircase in large red letters was "Get Out Leave Now." Canton commented that he had thought the orphanage had closed in 1967. Renfrew agreed that was the plan, believing the date to still be in the future. Amy explored the dormitory by herself but the door slams behind her. Her palm was blinking and as she looked up, she realised she was beneath a huge nest of sleeping Silents hanging from the ceiling.

Elsewhere, the Doctor emerged from Apollo 11's command module at Cape Kennedy to face the waiting scientists. He explained he was allowed to be there as he was on a mission for the President. They didn't believe him until Rory and River arrived with President Nixon, who assured them of the Doctor's intentions.

As Amy continued to explore Greystark Hall, a hatch opened in a door and a woman wearing an eye patch peered in at Amy. Amy went through the door but both the woman and the hatch were gone. Instead, there were lots of photographs, including one of Amy holding a baby. Then the astronaut appeared, a crack in its helmet from where Amy had shot it. Inside was a little girl. She asked Amy to help, just as two Silents entered. Downstairs, in Renfrew's office, there was a knock on the door. Renfrew answered it, reassuring whoever was there that they were just asking some questions. Renfrew turned away and forgot who was there, just as a Silent entered. Canton activated his recorder and asked it what it wanted, telling it that he would not remember its answers. The Silent told him that its kind had ruled since the wheel and the fire, and had no need for weapons. Canton shot it and said "welcome to America." Elsewhere, Amy screamed for help.

The Doctor returned Nixon to the Oval Office in the TARDIS, telling him to tape everything that happened in there. River popped out of the TARDIS, telephone in one hand, and said that Canton needed their help.

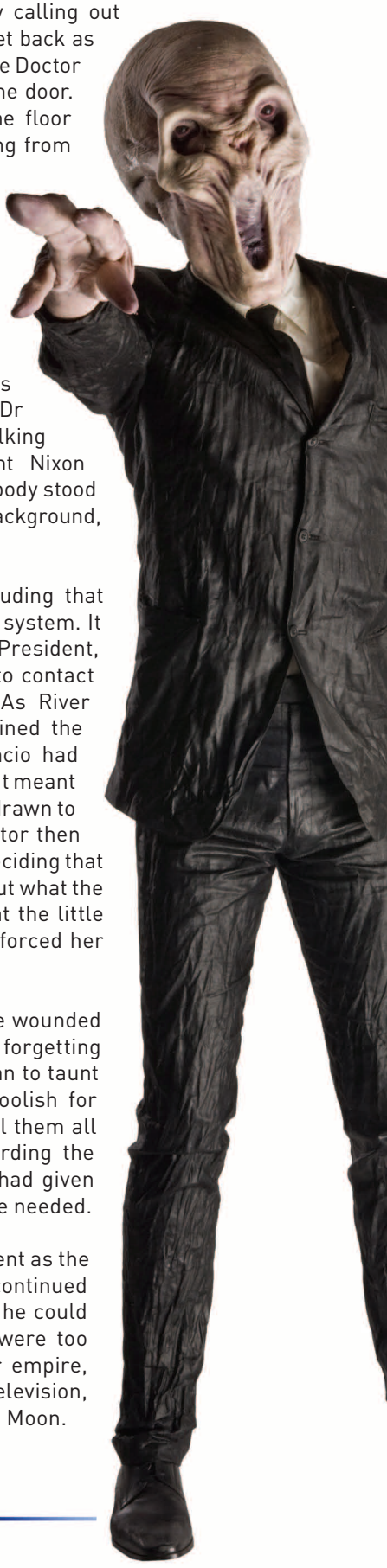
In Greystark Hall, Canton heard Amy calling out from behind the door. He told her to get back as he prepared to shoot the lock off, but the Doctor and Rory appeared and they opened the door. The spacesuit was lying empty on the floor and Amy's voice could be heard coming from the Nanorecorder, calling for the Doctor's help; it had defaulted to live broadcast. Renfrew came to fetch help as the Silent was still alive. It told the Doctor they were the Silence, and that "Silence would fall."

Back at Area 51, the cell door opened and Canton emerged, apparently days later. He ordered Ishem to fetch Dr Shepherd, but Ishem insisted on talking to Colonel Jefferson first. President Nixon followed him out of the cell, and everybody stood to attention. On the television in the background, Apollo 11 began lift off.

River examined the spacesuit, concluding that it was alien technology, a life support system. It was how the little girl had called the President, as it had hacked the phone network to contact the highest authority it could find. As River examined the suit, the Doctor examined the envelope his invitation to Lake Silencio had come in, but he couldn't work out what it meant or who had sent it; River would not be drawn to answer his questions either. The Doctor then turned his attention back to the suit, deciding that the only way to find Amy was to work out what the Silence were up to. He concluded that the little girl must be very strong, as she had forced her way out of the spacesuit.

In the cell, Dr Shepherd examined the wounded Silent, but not for the first time. He left, forgetting why he was there, and the Silent began to taunt Canton. It told him that they were foolish for tending its wounds, that he should kill them all on sight. But Canton had been recording the Silent on the videophone the Doctor had given to him, and now he had exactly what he needed.

River received the recording of the Silent as the spacesuit began to repair itself. Amy continued to call for help. The Doctor told Rory he could track Amy's signal, but the Silence were too powerful to stand up to; it was their empire, they had always been here. On the television, Apollo 11 was beginning to land on the Moon.



In an alien spaceship, Amy was covered in alien technology. A Silent taunted her, telling her she would bring the Silence. The TARDIS materialised and the Doctor, Rory, Canton and River came to rescue Amy, each of them keeping an eye on the Silents. As Rory untied Amy, the Doctor told the Silents to listen. He told them to surrender and he would let them go in peace. He told them half a billion people were watching the Moon landing on TV right now, but billions and billions in the future would all watch the same footage. As Neil Armstrong's famous line was broadcast around the world, Canton transmitted the Silent's taunt that the human race should kill them all on sight. Unwittingly it had just ordered the Silents' execution, planting the subliminal suggestion in the mind of every viewer. The Silents began to charge up their electricity but River whirled round, shooting them all, as the Doctor and Rory got Amy onboard the TARDIS. Amy and Rory, reunited, kissed. The Doctor took River back to the Stormcage and, just as they part, they kissed too for the first time. But this was to be the last time, for River.

Back onboard the TARDIS, the Doctor secretly scanned Amy. It fluctuated between pregnancy positive and pregnancy negative.

Six months later, in New York, a tramp was scavenging in an alleyway when a little girl staggered out of the shadows, clearly unwell. She told him she was dying, but that she could fix it. And then she regenerated.

CONTINUITY

- Rory remembers the 2000 years he spent guarding Amy in the Pandorica, he just chooses to keep it shut away most of the time (see ***The Big Bang*** on pg. 107).
- Dwarf star alloy, impregnable to any particle or radiation is used to build the "perfect prison" in Area 51. It was also used in the hull of Rorvik's ship (see ***Warrior's Gate*** in **The Fourth Doctor Sourcebook**) and to make a chain to bind Father of Mine (see ***Family of Blood*** in **The Tenth Doctor Sourcebook**).
- The phrase "silence will fall" is heard from the Silence, for the first time; both Prisoner Zero (see ***The Eleventh Hour*** on pg. 56) and the Saturnynians (see ***The Vampires in Venice*** on pg. 76) have warned the Doctor the same thing.
- This adventure sees the Doctor's first kiss with River; and River's last kiss with the Doctor.
- Presumably Amy gets kidnapped and replaced by a Ganger at some point before this adventure (see ***The Almost People*** on pg. 134 and ***A Good Man Goes to War*** on pg. 142), as we see Madame Kovarian looking in on her cell for the first time.
- The strange console River finds in Florida is identical to the one found above Craig Owen's house (see ***The Lodger*** on pg. 97). Was that device one of the Silence's too? Was it the same one, but later? Or perhaps, after River killed all the Silents, it crashed into Aickman Road?
- River Song criticises the Doctor for wielding his Sonic Screwdriver in battle, telling him to "go build a cabinet." Captain Jack (see ***The Doctor Dances*** in **The Ninth Doctor Sourcebook**) and the War Doctor have both told him in the same (see ***The Day of the Doctor*** on pg. 241).
- Young Melody Pond regenerates at the end of this adventure; we later learn she regenerates into Mels (see ***Let's Kill Hitler*** on pg. 146).

RUNNING THE ADVENTURE

You know how we said before that ***The Impossible Astronaut*** would make for an amazing start to a

SPACESUIT (SPECIAL GADGET)

Built by the Silence from a score or more different types of alien technology, the Spacesuit was really a super-advanced exo-skeleton, providing total life support for the wearer. It processed sunlight directly, so the wearer never needed to eat. It had a built-in laser gun (4/L/L). It even had an advanced communications system that could hack into anything, including the telephone network. By default it would contact the highest authority on a planet it could find, which in the case of 1960s America meant phoning the President of the United States. It was designed to keep the Silence's perfect assassin – a young Melody Pond – safe until she could carry out her mission: to assassinate the Doctor.

Traits: Armour (5), Environmental (All), Fast Healing (Special), Hypnosis (Major), Transmit, Scan, Slow.
Story Points: 4

campaign? Well, ***Day of the Moon*** makes for a pretty epic finale. What we see is a series of vignettes as Canton catches up with Rory, River and Amy, 3 months after the events at the end of ***The Impossible Astronaut***; what we don't see are the events of that intervening time, the dozens of encounters with the Silence that have occurred as the companions and the Doctor piece together what's really going on. And any one of those encounters could make for an adventure in its own right.

NANORECORDER (MINOR GADGET)

A Nanorecorder is injected directly into your palm where it fuses with the cartilage in your hand. Once injected, it tunes itself directly to the speech centres in your brain and it'll pick up your voice, no matter what. It's activated telepathically, whereupon it begins recording anything you say. In this way you can leave yourself messages so even if you forget an incident, there's an audio record of it. If a message has been left, a red light in the palm of your hand flashes. If the Nanorecorder is removed, it reverts to a live feed.

Traits: Transmit.
Story Points: 1

FURTHER ADVENTURES

- The Doctor might have struck a blow against the Silence, but the unseen, unremembered revolution to drive them off the Earth is going to take a long time. How might the characters be involved in this fight back? They could be tasked by the President with hunting down Silents, or working with UNIT to clear their nests.
- In the midst of the revolution against the Silence, the characters are approached by a 'rogue' Silent. It remembers something crucial that the characters have forgotten, a piece of information vital in their ongoing adventures, but in exchange for returning the memory it wants their help in escaping the planet. But how can it be trusted if every time the characters look away they forget the details of the deal they've just struck.
- The Silence capture Amy Pond and take young Melody Pond from her; but what if Amy could be sprung from her prison cell beforehand? How might time flow differently? What would become of Melody if she'd been raised in the loving home of the Ponds? What if River was never around to save the Doctor? Might the well-meaning intervention of the characters end up having disastrous effects on time and space?

DOCTOR RENFREW

AWARENESS	2	PRESENCE	2
COORDINATION	3	RESOLVE	0
INGENUITY	2	STRENGTH	3

A Southern gentleman and Director of Greystark Hall Orphanage, Doctor Renfrew had lost his mind due to excessive memory deletion by the Silence. He kept writing "Get Out Leave Now" in red letters on the walls of the orphanage and on his hands, but had no memory of doing so.

SKILLS
Medicine 3 (Psychology 5).

TRAITS
Amnesia (Minor)
Eccentric

TECH LEVEL: 5 **STORY POINTS:** 0

THE CURSE OF THE BLACK SPOT

'You couldn't give up the gold, could you? Your commission, your wife, your son – just how much is that treasure worth to you?'

SYNOPSIS

The *Fancy*, Earth, 1699

McGrath returned to the *Fancy* with a small cut on his finger, and Captain Avery cast him out to die like all the others. When his crew returned to the deck, they found no trace of a struggle, but their shipmate had been taken by a malevolent spirit. Then came a banging from beneath the decks – Avery opened the hatch and was greeted by a gaggle of fools: the Doctor, Amy and Rory, with their impossible blue box.

The pirates made the Doctor walk the plank, but Amy terrified them by picking up a sword. One man, Dancer, dared to face her, but staggered back when Amy's blade glanced his side. The pirates eventually disarmed Amy, and her sword scratched Rory as she dropped it. Black spots appeared on Dancer and Rory's palms, and an ethereal song chimed from the deep, rendering them insensible. A spectral lady rose from the sea and landed on deck, drawing the injured men to her music. Rory's friends kept him back, but Dancer took the Siren's outstretched hand, and turned to vapour on contact.

The survivors scrambled beneath the decks into a flooded cabin beyond the Siren's reach. There, a leech drew blood from a pirate called DeFlorres. A black spot materialised on his hand, and the Siren rose from the floodwater, taking him. The Doctor deduced that the Siren could materialise not just from the sea but from any pool of water. Avery decided the bone dry armoury might therefore be the only safe place on the ship. They found a boy in the armoury: Toby Avery. He too, had a black spot. The Doctor and Henry told everyone to stay put, then left the armoury together, heading for the TARDIS.

Something was wrong: the Doctor was unable to get his ship moving. The TARDIS rattled and groaned, Henry and the Doctor evacuated, and the TARDIS disappeared – not with its signature fade, but with the watery shimmer of the Sirens' victims. As they returned to the armoury, they were accosted by a mutineer – Mulligan had defied his absent captain's orders and was hoarding the ship's plunder for himself. Mulligan shut himself in the Captain's quarters, but burned his fingers in haste – and within seconds, the Siren had been and Mulligan gone. Henry and the Doctor found the quarters devoid of Mulligan, yes, but more significantly, devoid of water. So how had the Siren got in? The Doctor twigged – the reflections in the treasure! – and both men rushed on.

The Boatswain, too, had defied Avery and motioned to leave. Toby cut him with a sword, marking his palm, and by the time the Doctor and Henry returned to the armoury, the Boatswain had been taken too. The remaining crew set about destroying anything reflective aboard the *Fancy*. They smashed windows, broke mirrors and the Doctor implored Henry to toss his treasure overboard.

When the wind picked up and the sea became rough, everyone went on deck to get the ship moving. In the tempest, a shiny crown Avery hadn't junked rolled from his coat, and the Siren appeared from it. She lured Toby across and, to his father Henry's horror, evaporated him. A gust of wind then blew Rory into the water. The Doctor reasoned that there was more chance of reclaiming him from the intelligent Siren than the cruel sea, and they opened a barrel of still water. She twirled out, arced into the deep, and claimed Rory. Agreeing it might be the only way to follow their loved ones, Amy, Henry and the Doctor pricked their own thumbs. The Siren took their hands, and they evaporated.

They awoke in a spaceship, stranded on the other side of the mirror. The crew had all died, but the med-bay remained active, and sleeping in its beds was everyone the Siren had taken – the TARDIS included! The Siren floated through the ward, and though Henry drew her ire when he fired a gunshot, she became more interested in the Doctor when he sneezed. He wiped his nose in a hanky and threw it to the floor – the Siren incinerated it, and became placid again. The Doctor realised she was a holographic medic, so Amy explained to the Siren that Rory was her husband, and took full responsibility for his life. The Siren understood, and allowed them to take Rory from his bed – however, he was still on the point of death. They hauled him to the TARDIS, and Amy administered CPR, saving his life.

Toby's illness was serious, typhoid fever, and he wouldn't survive without the Siren's care. Rather than return to his world, then, Henry Avery took the helm, and with his son at his side and his crew behind him, he piloted the Siren's ship.

CONTINUITY

- Captain Samuel Pike was hunting for Avery's treasure in an adventure with the First Doctor (see ***The Smugglers*** in **The First Doctor Sourcebook**).
- Amy saw the image of a woman in an eyepatch watching over her. She had the same vision at the orphanage (see ***Day of the Moon*** on pg. 120), and it's becoming ever harder to dismiss it as a hallucination...
- Amy and the Doctor note that their concern for one another is mutual. The TARDIS scanner still can't tell the Doctor whether Amy is pregnant, and Amy herself is haunted by the Doctor's death, which she witnessed at Lake Silencio (see ***The Impossible Astronaut*** on pg. 116).

RUNNING THE ADVENTURE

This adventure has three stages: a mystery, a puzzle, and finally help. Initially, the Siren is a mystery to be unravelled. We notice that strange things are happening, and we can work out the patterns. We see a figure, but we don't know its nature or purpose. Our challenge is to figure out what this entity actually is, and what it is trying to do.

Once we have a handle on that, the Siren becomes a puzzle to be solved. We know what it is doing, and can make a good guess as to why. Now we need to find a way to influence it, to stop it causing problems for us. Sometimes this will be easy, but other times it can be fiendishly hard.

Finally, we understand it and we can make it do what we want. The Siren has become a helper for us, using its special abilities under our guidance to help towards our aims. Sometimes we won't need or want its help, and other times this help will be essential for our goals.

Here are some guidelines for designing a new encounter with the Siren, a Virtual Interface:

- VIs have both the Alien trait (as they are the product of a non-human species), and the Robot trait (as they are technology, not alive) so they can access all the Alien and Gadget traits as well as the normal selection.
- They always have the By The Book trait. They can think and reason, but there are certain rules and procedures they will always follow. Because direct communication is very hard, these rules need to be puzzled out.

- Think about the VI's purpose. When all is running smoothly, how does it achieve this goal? Come up with a procedure and break it down into steps. Choose traits that allow the VI to complete these steps. You might need to create some special abilities for some of these steps.
- Consider how each step might appear to observers who don't understand the purpose of the VI's actions. If you want to emphasise the mystery stage of a VI encounter, devise an appearance that looks like something else is happening (for example, teleportation looks very like disintegration).
- Finally, come up with one or two reasons why the VI's procedure is causing problems. The Siren's procedure was problematic because it couldn't distinguish between a minor scratch and a life-threatening condition, and because it couldn't actually heal the injured, only maintain them. (Just one reason will usually be enough for a satisfying mystery and puzzle experience.)

You might want to add further layers of complexity to the encounter by adding in some complicating factors, like a cross-dimensional ship overlap, an opposing force using the VI for devious ends, or a moral conundrum where stopping the problematic behaviour will create an even worse situation.

TOBY AVERY

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

Young and idealistic, Toby had believed his father was still a high-ranking naval officer when he stowed aboard the ship, and is appalled when he discovers Captain Avery has turned pirate. Nevertheless, he remains loyal to his dad, and looks forward to exploring the galaxy with him. Toby is already terminally ill at the time of this adventure, but can survive indefinitely under the Siren's care.

SKILLS
Transport 2.

TRAITS
Dependency (Major) – The Siren: Toby will die without the ministrations of the Siren.
Indomitable: After his mother died, Toby managed to find his father's pirate ship and sneak onboard.
Inexperienced

TECH LEVEL: 3 **STORY POINTS:** 8

THE SIREN

The Siren is a holographic nurse that provides automated medical care on an alien ship. When her ship crashed and its crew died, she continued to provide medical care, and slips through the gaps between dimensions to take injured people from one side to her sick bay in the other. Although her original crew was not humanoid, she is capable of changing her appearance, and for the pirates of this adventure she takes the guise of a gorgeous sylph.

She usually appears placid, glowing luminous blue, but when she needs to defend her patients she turns furious red, and can sterilise infectious materials with fire, or blast back anyone who attempts to interrupt her procedure. She marks her patients with a black mark – a tissue sample – then mesmerises them with an anaesthetic song that renders them foolish and pliant. She then transmats the sick and injured into her ward with a single touch.

The Siren always follows a clear procedure to interact with the humans she has found. The procedure was as follows (relevant traits and skills are indicated in bold):

- **Scan** the humans in the environment constantly, looking for injuries and sickness.
- When injury or sickness was found in a target, use **Teleport** technology to remotely take a tissue sample. The target just sees a black spot appear where the sample was taken.

- Use **Medicine** skill to analyse the tissue sample and prepare an appropriate berth in the medical bay.
- **Transmit** a song calibrated to relax and hypnotise the target. (This has a narcotic, ecstatic effect, and also made the Siren irresistibly attractive. The effect lingers after the singing stops.)
- Using **Teleport** technology again, broadcast a **Flight**-enabled avatar close to the target. (Note that the avatar is not immaterial – it has a physical presence with Strength 2.)
- When the target indicates consent by touching the avatar, **Teleport** them to the medical bay, where they would be placed in a berth and put into a sleep-state through **Hypnosis**.

If the Siren meets or observes interference, she turns red and adopts a threatening countenance using her **Fear Factor**. Her **Concussive Scream** will hurl an offender away. If she sees a source of germ contamination in her medical bay she generates **Disinfecting Fire** to incinerate it.

FURTHER ADVENTURES

- The grizzled, greying vigilante and his beautiful wraith-like companion: decades pass, and Captain Avery becomes a name feared across the cosmos. Few have ever seen him, some believe he was cursed never to leave his ship, but the Siren's song will reduce thieves and murderers to jelly, and the next thing they know they're facing the spirit of furious justice himself. Toby retains his sense of honour and dignity well into his old age, and when he inherited his father's ship and a powerful Siren, what else was a man to do? Now in his seventies, Toby's become tired of terrifying the waifs and strays. Today, he sets set his sights on something bigger: a corrupt dictator, a tyrant Aplan brute by the names of Kaj & Koli, but he knows he's going to need to recruit a team if he wants to breach the Neon Fortress that sits at the heart of their empire. Who would be mad enough to stand with Captain Toby Avery – and who will be cut-throat enough to stand against him?

THE SIREN/VIRTUAL INTERFACE

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

SKILLS

Athletics 2, Convince 1, Knowledge 3, Marksman 2, Medicine 5.

TRAITS

Alien
Alien Appearance (Minor): The Siren is kinda obvious, and although she can alter her appearance to be more pleasing to her patients, it only helps a little.
By the Book: The Siren is bound by her core programming to look after her patients – whether they like it or not.
Fear Factor (3): The crew of the *Fancy* were terrified of the Siren, even though she meant no harm.
Flight (Minor)
Hypnosis (Minor): The Siren can render her patients insensible with her anaesthetic song.
Natural Weapon (Major) – Disinfecting Fire (2/5/7)
Restriction – Tied To Sickbay
Robot: The Siren is an inbuilt medical program to its spaceship.
Scan
Screamer
Shapeshift (Minor)
Special – Concussive Scream: To dispatch threats without seriously hurting them, the Siren can issue a scream that blasts out with enough force to throw someone backward. She can affect everyone close enough to touch her, or target one specific person who is further away. This attack uses Resolve + Marksman, and is resisted by Awareness + Resolve. The scream deals damage (2/4/6), and on a Good result, the target is knocked over, while on a Fantastic result, the target is thrown across the room.
Teleport: The Siren can teleport between the timeship and its co-location in adjacent dimensions, but can only do so using a reflective surface.
Transmit

STORY POINTS: 0

THE DOCTOR'S WIFE

'That's me: A Type 40 TARDIS. I was already a museum piece when you were young, and the first time you touched my console you said –'

'I said you were the most beautiful thing I had ever known.'

SYNOPSIS

Bubble Universe, Unknown Date

An older man, Uncle, led a young woman, Idris, through a corridor littered with alien technology, to an Ood with glowing green eyes, called Nephew. Uncle explained that it would hurt, that Nephew would drain Idris' mind and soul and leave her body empty. Auntie said that Idris would soon have a new soul, as there was a Time Lord coming.

Elsewhere, in very, very deep space, the Doctor, Amy and Rory discussed their latest adventure. Suddenly there was a knock on the TARDIS' door. The Doctor opened the door and found a small glowing box – it was part of the Time Lord Emergency Messaging System, and it meant there was another Time Lord out there. It bore the mark of the Corsair, one of the 'good' Time Lords. The Doctor confirmed there were no Time Lords left in the universe, but the universe wasn't where they were going.

The TARDIS was leaving the universe and entering a bubble universe through a rift. The Doctor had to burn up TARDIS rooms to give it the energy to make the journey, including the swimming pool and squash court seven. The TARDIS landed and all of its power drained. The matrix, the soul of the TARDIS, had vanished. At this moment, Idris sat up, a little wisp of golden regeneration energy escaping her mouth.

The Doctor, Amy and Rory set about exploring, finding themselves in a junk yard. Idris ran up to the Doctor, shouting and yelling that the Doctor was her thief; Auntie and Uncle chased her, warning the Doctor that she was dangerous. Idris kept trying to alternately kiss and bite the Doctor, before falling unconscious. Nephew arrived to take Idris off.

The Doctor loves an Ood and noticed that its translator ball was broken. Auntie commented that Nephew was broken when he first came here, and that House repaired him; House repaired all of them. The Doctor fixed the translator and it began

transmitting the Corsair's distress message, along with the distress messages of lots and lots of other Time Lords. The Doctor demanded to know who else was on the asteroid, but Auntie said it was just the four of them. And House. She explained that House was the world they were standing on; and sentient.

House spoke to the Doctor and his companions through Auntie and Uncle. He told the Doctor that he had met Time Lords before, that there had been many TARDISes on his back in days gone by. The Doctor commented that there wouldn't be any more, as he was the last Time Lord and his was the last TARDIS. House invited the Doctor to stay for a while, to the consternation of Rory.

The Doctor set off to explore, hoping to find the other Time Lords that he had heard. He pretended to have forgotten his Sonic Screwdriver and sent Amy and Rory back to the TARDIS to fetch it. Once they got there, he remotely locked the doors to keep them safe inside. Unbeknownst to them all, a mysterious green gas was surrounding the TARDIS.

Following the distress signal, the Doctor found a small cupboard containing a dozen emergency messages, all broadcasting. He realised that it was a trap, that Time Lords were lured here, and that Auntie and Uncle were made up of a patchwork of their body parts – including the Corsair's left arm, spine and kidneys. He then realised that Idris had warned him about the boxes, saying that they'd make him angry. He sure was angry now, shouting at Auntie and Uncle to run.

The Doctor found Idris in a cage. She tried to convince him that she was really the soul of the TARDIS, forced into the body of Idris. House ate TARDISes, pulling out the matrix first and sticking it in a living receptacle. It dawned on the Doctor that he had sent Amy and Rory into danger and he raced back to the TARDIS, just as it dematerialised.

The TARDIS, now inhabited by House, hurtled towards the rift, eager to escape into the real universe. Auntie and Uncle blamed the Doctor, pointing out that he had warned House that there would be no more TARDISes coming to feed on. Auntie and Uncle then dropped dead. Idris was dying too, the TARDIS matrix burning up her body.

On the TARDIS, House asked Rory and Amy why it shouldn't just kill them. Rory answered that that wouldn't be entertaining for House, so House demanded that they entertain him, telling them to "Run." Amy and Rory ran off into the TARDIS, tormented by House playing tricks on them – he turned off the artificial gravity, split them up by closing bulkheads and plagued them with illusions.

In the junk yard, the Doctor had the idea to build a new TARDIS console out of the broken remnants of a hundred different models. Idris helped him, both bickering in the process. But the console would not work, would not hold its charge, until Idris transferred some of her own energy into it, causing it to dematerialise. They chased after the TARDIS, but the Doctor's companions would need to lower the shields for them to materialise onboard. Idris used her telepathic circuits to send instructions for how to do so to "the pretty one" (Rory, as it turned out).

She sent Rory and Amy to one of her old control rooms, but along the way Amy was blinded by House and they were attacked by Nephew. The Ood chased them into the secondary control room, just in time to lower the shield. House ordered Nephew to kill them, but the Doctor and Idris materialised on top of him, 'redistributing' him.

House toyed with how to kill them all himself, but the Doctor urged him not to – House needed the Doctor's help breaking out of the bubble universe. House promised not to kill them, so the Doctor told him to eject some of his rooms. House, breaking his promise, deleted the control room they were in, but the hard-wired fail-safe kicked in and teleported them all into the main control room.

Returned to the heart of her TARDIS, golden energy streamed out of Idris, killing House, even as her physical body burned up. Her last words before she vanished were, "Hello Doctor. It's so very, very nice to meet you."

Later, the Doctor installed a firewall around the matrix to prevent the same thing happening again. He chattered away to the TARDIS as he did so, and when he came to pilot her, the levers moved on their own.

CONTINUITY

- The Second Doctor once used a device reminiscent of the Emergency Messaging System, also to contact the Time Lords

(see ***The War Games*** in **The Second Doctor Sourcebook**).

- The Doctor deletes the swimming pool, amongst other rooms – the swimming pool has come in handy in the past, saving River in ***Day of the Moon*** and rather less handy in ***The Eleventh Hour***, when the Doctor fell into it.
- The TARDIS can be locked remotely, down the phone by the Sonic Screwdriver.
- The Doctor stole the TARDIS (or the TARDIS stole the Doctor) seven hundred years ago.
- The TARDIS archives old control rooms "for neatness". She has about thirty archived now, despite the Doctor only having had a dozen or so. When the Doctor commented that you can't archive something that hasn't happened yet, she replies simply, "*you* can't." The control room she sends Amy and Rory to is that of the Tenth Doctor.
- Idris tells Rory that "the only water in the forest is the river", but no one knows what this means. The meaning will only become clear in ***A Good Man Goes to War*** (see pg. 142).

RUNNING THE ADVENTURE

This adventure starts with a fantastically simple, yet instantly compelling hook: a Time Lord distress beacon. Even at the best of times, pre-Time War, this is likely to grab the characters' attention, but in a universe where there are no more Time Lords, it's like dynamite. There's no way that the distress beacon can be ignored, even if the characters suspect they're walking into a trap. In this adventure, the distress beacon leads the Doctor to the bubble universe, but in your adventure it could lead almost anywhere – into E-space, perhaps (see **The Fourth Doctor Sourcebook**), or some distant, lonely planet at the end of the universe (see ***Utopia***, in **The Tenth Doctor Sourcebook**).

Following the signal leads the characters through the rift into the bubble universe (a journey not without its perils, if you're so inclined – see below – and perhaps even the subject of a whole set of adventures), to House's asteroid. The asteroid makes for a great setting to explore, populated by strange, yet apparently harmless personalities, including the planetoid itself. Leave the characters to explore and interact, lulling them into a false sense of security. At first glance the junkyard is full of useless space flotsam washed through the rift, but further investigation will lead them to make the chilling discovery that its actually a TARDIS graveyard, and there's a whole load of distress beacons – but no (living) Time Lords. It's at this point, of course, that their TARDIS (or other time-travelling device) gets gobbled up by House – or, at least, whisked away to be consumed at his leisure, preferably with some of the characters still inside. This lets you turn the adventure into a haunted house for one half of the group, while the other half face a race against time to find a way to get back into the TARDIS, and to get House out, before the TARDIS is eaten and the characters trapped inside are killed.

For the Doctor, this was simply a matter of building a new TARDIS from scratch, flying across space and time and getting the matrix back inside her control room, but your players might have a far more complex plan...

TERRIFYING AND REALLY DANGEROUS INTERIOR SCENES

When you think about it, the TARDIS is a really, really dangerous place to become trapped, not least when it's controlled by a malevolent entity. It's an endlessly shifting maze, filled with deadly traps. It can be played like a haunted house, or even a dungeon, if you like. In the meantime, here's a few nasty tricks to pull on your characters:

- Turn off the anti-grav, so corridors suddenly become shafts
- Slam bulkheads shut, trapping characters in dangerous areas or splitting the party
- Loop corridors back on themselves
- Beset them with illusions of their aged companions, giving the sense that months or even years have passed.

We'll come back to this theme in more detail in ***Journey to the Centre of the TARDIS***, on pg. 223.

THE BUBBLE UNIVERSE

House created and lived within a bubble universe, joined to the regular universe by a small rift. It created a planetoid with gravity and atmosphere, which was also the destination for junk sucked through the rift. All of this would collapse if House ever left. The rift energy throughout the bubble universe was enough to keep House alive, but not nearly enough to assuage its hunger. This meant a TARDIS would not easily refuel here, as the abundant energy was entirely under the control of House.

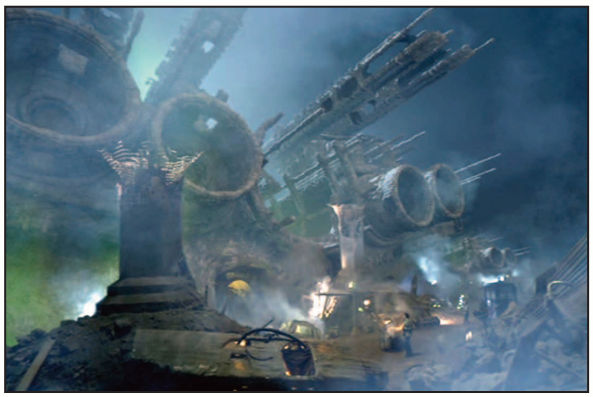
To travel into – or out of – the bubble universe safely is difficult, and that's not counting the hungry

extra-spatial entity that's residing on the other side. Anyway, it'll require a successful Ingenuity + Technology roll (Difficulty 21), or else there's going to be some nasty temporal phenomena on the other side (see **The Time Traveller's Companion** for more on misjumps and temporal backlash).

HOUSE

In a scrapyard just outside of the universe, there was a House. It made its home at the core of a planetoid, and watched over its surface. Visitors who found their way to House were reassured: "Be here in safety." This was a lie. For thousands of years House had been luring in time travellers and devouring their artron energy. In particular, it would lure Time Lords, extract the soul from their TARDIS, and then consume the energy. It was very successful at this grisly diet.

House had a sadistic personality, and enjoyed toying with those who came under its power. It particularly enjoyed using telepathy to devise complicated, convincing illusions of a victim's worst nightmares.



House devoured artron energy, which accumulates in time travellers and powers all TARDIS systems. Raw rift energy was enough to keep House alive when it went a long time between meals, but proper time-travel machinery processes rift energy into artron energy, vastly more palatable and digestible.

House kept a large number of Time Lord distress beacons, which it used to lure unsuspecting TARDIS crews into its clutches. Once a TARDIS came within its reach, House removed its matrix to clear the way (diverting the matrix into an alternative home, such as a patchwork servant). Then all it needed was some time alone. It wrapped the TARDIS in green mist, locked the doors, and settled in for a feast.

It is important to note that, while House makes its home at the core of a planetoid, it is in fact immaterial. This means House can transfer itself into any home that can support its scale and complexity, like a hermit crab switching shells. House could certainly reside in a TARDIS, swiftly working out how to control every aspect of its new home.

UNCLE

One of the 'patchwork people' who served House, Uncle described himself as "everybody's uncle." His eyes were thirty years younger than the rest of him, his ears didn't match (his right one was blue and obviously alien), his right arm was two inches longer than his left and he had two left feet. He also had the Corsair's spine and kidneys. He dressed in a military uniform, and spoke in a distinctly French accent.

EJECTING TARDIS ROOMS

The interior of the TARDIS is constantly changing, able to add or delete rooms as needed. In times of great need, rooms can be jettisoned, providing much needed power to help get the TARDIS out of a pickle. Of course, at a later date the room can be regrown, but that's not much use if the control room gets ejected mid-flight, so pick wisely. A hard-wired failsafe automatically teleports the occupants of any deleted room back to the main control room. The TARDIS pilot can opt to eject rooms prior to making a relevant test, typically to make a difficult manoeuvre or escape a particularly dangerous predicament. Doing so reduces the Difficulty by -2 (no matter how many rooms are jettisoned, the Difficulty is only ever reduced by -2).

AUNTIE

Another patchwork person, Auntie was a middle-aged woman with a strong English accent. She looked human enough, but her left arm once belonged to the Corsair, as evinced by the distinctive snake tattoo and, well, the fact it was that of a man's. She died alongside Uncle as soon as House left his asteroid.

THE DOCTOR'S HOMEMADE TARDIS (SPECIAL GADGET)

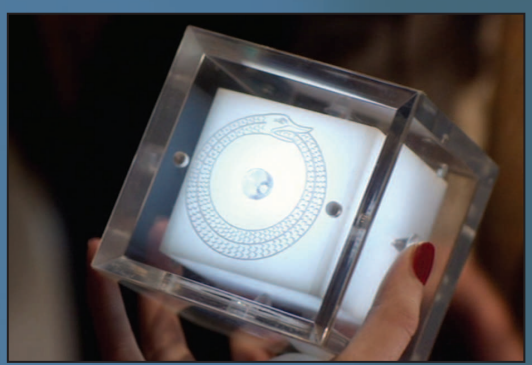
The Doctor, with the help of Sexy, built himself a new TARDIS – well, the console of one at least – to go and rescue Amy and Rory. That's one helluva bit of Jiggery-Pokery! Lucky he had found himself stranded in a junk yard full of TARDIS spare parts, really. Doing so in game would be an Ingenuity + Technology roll (Difficulty 21), but with a bonus for the abundance of spare parts.

Traits: Teleport, Vortex, Restriction (Short Ranged).
Armour: -
Speed: 15 (Materialised)
Hit Capacity: 20
Story Points: 4

TIME LORD EMERGENCY MESSAGING SYSTEM (SPECIAL GADGET)

In an emergency, Time Lords could wrap up their thoughts in psychic containers – resembling small, glowing white cubes – and send them off through time and space where they would seek out other Time Lords, in the hope that help might come.

Traits: Track (Major), Transmit, One Use.
Story Points: 4



FURTHER ADVENTURES

- House's TARDIS junkyard would make for a fantastic base for all sorts of time travelling adventures, especially once it's been cleared of the murderous extra-spatial entity. Sure, once House had left, the bubble universe would suffer heat death in 3 hours, but that's hardly a problem for a time traveller now, is it, so long as they don't stay too long.
- Who knows how many Time Lords were lured to their death by House and his servants? A lot, certainly. And, in a universe where Gallifrey and

HOUSE

AWARENESS	6	PRESENCE	7
COORDINATION	-	RESOLVE	7
INGENUITY	8	STRENGTH	-

SKILLS

Convince 5, Craft 5, Knowledge 5, Medicine 5 (Surgery 7), Science 7, Survival 6, Technology 5.

TRAITS

Alien: In his 'natural' state, House appeared as tendrils of glowing green gas, but he also doubled as an asteroid.
Alien Appearance (Major)
Clairvoyance: Somewhat omniscient within his domain, House could see and hear what was going on throughout the asteroid and, when he controlled it, the TARDIS too.
Empathic
Fear Factor (2)
Hypnosis (Special): House can control the bodies of his servants and, once empty of its matrix, a TARDIS too. Given enough time, he can possess others too.
Networked
Psychic
Telepathy
Vortex: House was a creature of space, dwelling beyond the edge of the universe, but he still needed a time machine to travel through the rift.
Dependency (Artron Energy)
Immaterial: House has no physical form, and can only interact with the physical world via his servants.
Selfish

TECH LEVEL: 10 STORY POINTS: 10

the Time Lords are locked away, perhaps some of these Time Lords – especially the good ones, like the Corsair – can be rescued before its too late. But how to get into the bubble universe without getting your own TARDIS eaten?

AUNTIE AND UNCLE

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

SKILLS
Convince 2, Knowledge 2, Survival 3.

TRAITS
Networked (Minor): Through their telepathic connection to House, Auntie, Uncle and Nephew are in constant mental contact.
Tough: Made up of a patchwork of body parts reduces the amount of damage taken by 2.
Dependency (Major) - House: If House ever leaves the asteroid, Auntie and Uncle will die almost immediately.
Distinctive (Minor): At first glance Auntie and Uncle look human, but closer inspection reveal that they are made up of mismatched body parts – amongst them Auntie's arm bearing a distinctive snake tattoo.
Enslaved: Auntie and Uncle are the slaves of House.
Unattractive: They were hardly made out of the most attractive Time Lord specimens.

EQUIPMENT: Junk Club (2/5/7).

TECH LEVEL: 10* **STORY POINTS:** 0

*Although their technical expertise is much lower, the combination of being made from bits of Time Lord, and having access to an entire junk yard full of TARDISes, has likely given House's servants familiarity with some of the most advanced technology in the universe. Well, outside the universe.

NEPHEW

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

Nephew was an Ood who had arrived through the rift into the bubble universe. He was broken when he arrived, so House fixed him. He did not appear to be patchwork, like Auntie and Uncle, but he was often possessed by House, his eyes glowing green. House used him to prepare receptacles for TARDIS matrixes, by draining their mind and soul. He was killed when the Doctor's makeshift TARDIS materialised on top of him.

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

TRAITS
Alien
Alien Appearance
Enslaved: As an Ood, Nephew was servile, which made it even easier for House to possess him than the others.
Networked (Minor): Through their telepathic connection to House, Auntie, Uncle and Nephew are in constant mental contact.
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.

EQUIPMENT: Junk Club (2/5/7).

TECH LEVEL: 10* **STORY POINTS:** 2

THE REBEL FLESH/THE ALMOST PEOPLE

'It acts like life but it still needs to be controlled by us.'

SYNOPSIS

St John's Monastery, England, 22nd Century.

On the TARDIS, the Doctor was contemplating the anomalous data about Amy's pregnancy while Rory and Amy played darts. He did not confide in them, instead offering to drop them off for a meal while he investigated. Amy was suspicious, but before she could learn more they were interrupted by a solar storm and forced to land.

They arrived on an island that was used as an acid refinery. The refinery, a converted monastery, had been damaged by the solar storm. Facility workers soon discovered them and the Doctor used his Psychic Paper to claim he was from the meteorological department, investigating the effects of the solar wave. He asked to see the factory's critical systems – and both he and the supervisor, Cleaves, knew this meant the technology used to grow temporary bodies.

The technology was called "the Flesh". A vat of the material in the chapel was used to grow artificial bodies on demand. Workers in harnesses projected themselves into the flesh doppelgangers, or "Gangers", to work with the dangerous acid.

However when the Doctor scanned the Flesh with his Sonic Screwdriver, he had the sensation that it was scanning him right back. Curious, he put his hand against the material, and communicated with it. The flesh was alive! The Doctor accused the humans of being too blinkered to see what they had created. They were piling their personalities and memories right into the living flesh.

The solar storm's second shock threatened, and the Doctor tried to convince the workers to leave the decrepit factory before it arrived. Cleaves refused as they had a quota to reach and none of them wanted to stay another rotation. The Doctor then went to disable the solar router before it was overloaded by the coming storm, but he was too late.

The solar wave damaged numerous acid pipes, but also had a strange effect on the Gangers. The workers all disengaged from their Gangers, and one named Jennifer was traumatised by the experience. Rory went to comfort her. Cleaves took charge, deciding to call for help from the mainland, when they all heard music.

The Doctor knew this meant the storm had animated the Gangers. The workers resisted the idea that the Gangers were alive, or had any right to their identities, but the Doctor reminded them that the Ganger process meant pouring their identities into the flesh. They had given the Gangers their lives.

Jennifer went to the bathroom, with Rory following to make sure she was all right. To her shock, Jennifer discovered she was actually a Ganger, not the original Jennifer. She transformed, elongating horribly, and hit Rory while demanding the humans let the Gangers live. Rory fled, but Ganger-Jennifer went after him, apologising for her behaviour. Eventually, Rory decided to help her.

Meanwhile, the Doctor showed Cleaves that she was a Ganger too. Cleaves did not cope well with this revelation, and she ran in confusion and fury. She found the Gangers of workers Buzzer, Dicken and Jimmy. They had already gathered the acid protection suits. Cleaves took charge, accepting that they were all threatened by the humans, and noting that with the suits they were able to strike at will.

Meanwhile, the humans split up to perform various tasks. The Doctor went to the flesh vat and used the Sonic Screwdriver on it, then went to the TARDIS, finding it sunk into an acid hole. His shoes were damaged by the acid so he replaced them.

Rory and Ganger-Jennifer were found by Amy, Buzzer and Dicken and brought back to the dining hall. The Doctor found the other Gangers and invited them to the dining hall as well. With almost everyone together, the Doctor once again declared that the Gangers were people, not an accident to be mopped up. He proposed that he get everyone, human and Ganger, off the island in the TARDIS.

Jimmy talked about his son Adam's birthday, as did Ganger-Jimmy. Sharing memories of Adam's birth, the two Jimmys cautiously began to build sympathy with each other. However, human Cleaves then interrupted the discussions with an improvised weapon. She had been sneaking around the monastery, watching everyone move, evaluating the situation. She was determined to destroy the mistakes.

Ganger-Buzzer ran at Cleaves, and she fired at him, killing him. The Gangers fled. Human Cleaves declared that it was war: us and them. Even Jimmy, reluctantly, agreed. The Gangers, similarly, decided it was time for war.

Elsewhere, human Jennifer was in the chapel, the vat room. She saw what had emerged from the vat of Flesh and ran. Shortly after, Ganger-Jennifer found and attacked her. Rory heard her screams as he, the Doctor, Amy and the human workers went to fortify themselves in the chapel. He decided he had to go and help. The others closed the door and secured it, only to see they were not alone. In the shadows of the room was a new Ganger duplicate of the Doctor.

The Doctor and the Ganger-Doctor started working together, as the rebel Gangers used acid to weaken the door. They escaped through a tunnel into the monastery, and the humans made a plan: get the power up, contact the mainland, and use scanners to track the Gangers. To get above choking acid fumes the humans went to the evac tower. There, Amy questioned the Doctors. Both insisted they were equally real, but Amy knew the original Doctor had damaged his shoes. She was uncomfortable around the duplicate of her best friend, and while trying to explain this, she admitted to him she had seen the original Doctor's death.

When the power was restored Cleaves contacted the mainland, requesting an immediate evacuation and the elimination of the Gangers. However, the Gangers were listening in. The execution order strengthened their resolve to fight, despite regular reminders of their closeness to their human counterparts: Ganger-Cleaves could anticipate Cleaves' strategic moves; Ganger-Jimmy shared Jimmy's remembrance of his son's birthday. Any reluctance to fight was strongly opposed by Ganger-Jennifer, who was looking to start a global revolution.

Rory had been following Ganger-Jennifer, intending to help her. She began to manipulate him, convincing him she was the human Jennifer and tricking him into disabling the cooling vents below. The acid began to overheat, threatening to destroy the facility. She then showed him the discarded broken Gangers, convincing him that there was a need for change.

Up in the evac tower, the Ganger-Doctor and Buzzer set out to rescue Rory. They found the body of Jennifer, killed by her own Ganger. Following Cleaves' orders, Buzzer knocked out the Ganger-Doctor and left him behind, only to encounter Ganger-Jennifer who killed him as well.

Elsewhere the Doctor led Cleaves, Jimmy, Dicken and Amy to the thermostatic room in an effort to stop the meltdown. It was too late. They then found Rory, who tricked the group into entering the crypt. Rory, who was unaware of the pending disaster, wanted to discuss the treatment of the Flesh, but Ganger-Jennifer and the other Gangers simply locked them in and left them to die while they were evacuated.

The Gangers met with the Ganger-Doctor, and with a disgusted Rory looking on, Jennifer made her case for revolution. However, the Doctor had arranged for Jimmy's son Adam to call the island, and the call patched through. The sight of Adam shocked Ganger-Jimmy into reconsidering the fate of his human counterpart, and he broke with Ganger-Jennifer, running to free the trapped humans. Ganger-Cleaves and Ganger-Dicken followed suit, leaving Ganger-Jennifer isolated as the only one pushing for conflict.

Ganger-Jimmy was too late, but before dying Jimmy told the Ganger to be a father to Adam. The freed humans and the Gangers came together, agreeing to end their conflict. As they went to escape in the freed TARDIS, Ganger-Jennifer transformed into a horrific beast and set out to kill them all.

Dicken sacrificed himself to save the others, and the Doctor and Ganger-Cleaves prepared to do the same. Amy was furious until he revealed he was in fact the Ganger-Doctor. The two Doctors had swapped shoes to see how differently they would be treated.

The Doctor, Amy, Cleaves, Ganger-Dicken and Ganger-Jimmy all escaped to the mainland. TARDIS energy stabilised the Gangers so they would be indistinguishable from humans. Cleaves and Dicken went to confront Morpeth Jetsan, while Jimmy went to see his son.

Back in the TARDIS, Amy suffered a painful contraction, and the Doctor revealed she was a Flesh duplicate. Her pain was from her real body, which was pregnant and going into labour. This journey had been a research trip by the Doctor to learn about the Flesh. The Doctor promised Amy they would come for her, then cut off the signal that maintained the duplicate. Amy woke in a white cell, heavily pregnant, where the eyepatch-wearing woman told her to push.

CONTINUITY

- As in several recent adventures, Amy sees the strange apparition of a woman wearing an eyepatch. The Doctor tells her not to worry about this vision, but doesn't explain why. The woman's identity is revealed in ***A Good Man Goes To War*** (see pg. 142).
- The Doctor has met duplicates many times before – but usually the resemblance has not extended beyond physical appearance. This is the second time the Doctor has encountered a duplicate of himself that shares his identity, the first being the 'metacrisis Doctor' in (see ***Journey's End*** in **The Tenth Doctor Handbook**).
- While the Ganger-Doctor was stabilising, his words showed previous Doctor incarnations were swirling through his consciousness, including the fourth (offering jelly babies) and the third (offering that incarnation's preferred technical solution of reversing the polarity of the neutron flow).
- Thinking he was the Ganger and not the original, Amy inadvertently revealed to the Doctor that

she had seen him die at Lake Silencio. (***The Impossible Astronaut***)

- This adventure echoes some of what happened with the Silurians (see ***The Hungry Earth/Cold Blood*** on pg. 85). Once again, the Doctor tries to broker peace between two mistrustful sides, and their insecurities and fears lead towards disaster. Unlike in that earlier adventure, here the two sides did find a peaceful outcome.
- Rory says that the Doctor's Rule One is: Don't Wander Off (see ***The Eleventh Hour*** on pg. 56).
- The method of creating a clone by entering a harness is similar to the Sontaran technology used on Martha Jones (see ***The Sontaran Stratagem*** in **The Tenth Doctor Sourcebook**). It is possible the Flesh technology is derived in some way from that system.
- The Doctor had at least one backup Sonic Screwdriver in this adventure. He gave one to his Ganger, and then used another on Amy in the TARDIS shortly afterwards.

RUNNING THE ADVENTURE

SOLAR STORMS

In this adventure the TARDIS is rocked by a solar storm, and forced to land ahead of schedule. A solar storm is an infrequent phenomenon where a huge wave of solar radiation rolls out from the sun. The wave is preceded by a magnetic quake, then the wave itself arrives as two distinct shocks. A solar storm is powerful enough to damage physical structures, overload electronic equipment (particularly anything responsive to solar energy) and saturate an environment with radiation.

When describing the effects of a solar storm, assume that all terrain has been made more difficult by the wash, and that all equipment has been damaged and needs repairs to function. Story Points can be spent to preserve particular equipment. Players may also be rewarded with story points if the solar storm renders their equipment inoperable for an adventure.

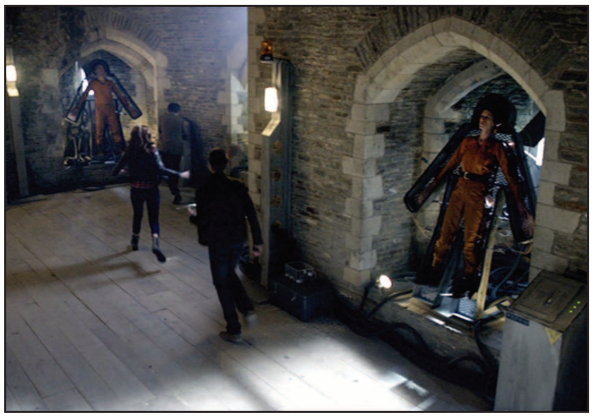
THE ST JOHN'S MONASTERY

The Monastery of St John is a 13th-century stone complex located on an island. By the 22nd century it had been adapted into an industrial facility for pumping acid from underground reserves, refining the acid, and then piping it across to the mainland.

The facility is owned by the military, who contract the Morpeth Jetsan company to manage the site. Working with the acid is extremely dangerous, and Morpeth Jetsan's Flesh technology allow these risks to be managed in an effective way. Due to the sensitivity of the Flesh technology, the site is an alpha-grade secure area, and trespass was taken extremely seriously.

Key locations in the refinery include:

- **Chapel:** This well-secured room is where the flesh technology is situated, and where Gangers are grown from a giant vat of flesh.
- **Harness Room:** This room contains harnesses for all the crew, where they can plumb into their Gangers.



- **Crypt:** This is a series of rooms where acid is processed after being pumped up from underground reserves. An acid well, a large pool of acid, dominates each of these rooms.
- **Thermostatic Chamber:** This chamber manages the temperature of the acid reserves. The acid has to be cooled before pumping it to the surface. If allowed to overheated, it will erupt beyond the capacity of the refinery and destroy everything.
- **Dining Hall:** This large chamber is a general social space for the refinery crew.

- **Monitoring Station:** This room provides a full suite of computers and communications gear for managing the facility and contacting the outside world.
- **Power Station:** On top of the tower is a solar router, a glorified weathervane that supplies the whole facility with power.
- **Locker Room:** This room is a lock-up for key equipment used in the facility, particularly the acid suits.
- **Evac Tower:** This large tower, with a roof broad enough for a helicopter to land on, contains a secondary monitoring station.
- **Discard Room:** Abandoned, faulty Gangers are sealed in this secret chamber.
- **Courtyard:** This open space is one of the few areas on the island where a helicopter can land for an evacuation.

Key control systems in the facility have biosecurity profiles that locked out Gangers from using them. This was presumably a military requirement, reflecting some reservations about Morpeth Jetsan's Flesh technology.

MAPS AND TACTICS

After the Gangers are given independent life by the solar storm, the rival factions start paying close attention to who controls what areas within the monastery. In your adventures you can also reach a situation where two (or more) groups are contesting control of a constrained environment. The players will probably want to make strategic and tactical decisions about what happens where, as these decisions just became much more important than usual! There are several ways to approach this kind of situation in a game:

DECIDE LOCATIONS AND RESOURCES

There's no point going to the trouble of making a map and making the players stare at it if they can't make any decisions. When you set up this adventure, you need a good number of locations each with different useful resources. That means that when things get going the players will have to decide which resources are more important, and which ones can be sacrificed to the opposition. It's also a good idea to have one or two ticking clocks forcing the players to keep pushing forwards instead of hunkering down in a defensive position for the whole game. If the players are worried about a time limit, weighing up the value of different resources they want, and trying to second-guess the opposing faction, they'll have plenty of interesting choices to make and the map will be central to all of them.

USE A COMPLETE MAP OF THE FACILITY

In advance of the adventure, you will need to draw up a complete schematic of the facility. It might be easier to find one online and re-label it for your own purposes – try searching for "monastery floorplan 13th century", for example.

- Mark on the floorplan where every key location (see above) can be found.
- Make a few other notations on the floorplan, things like "locked", "dark", "slippery".

Allow the players to review this map when they make their decisions about what to do. The relationships between key locations can then be seen right on the map – if one location is at the end of a long uninterrupted hallway, while another is bunched with several others in a maze of criss-crossing passages, then the differences between them are obvious. The down side of this approach is that the map might be too complex to be easily understood, and it might be a lot of work for something that could be a fairly small part of the game.

CREATE AN ABSTRACT MAP OF THE FACILITY

An alternative solution is to make the map an abstract diagram. Instead of marking out where all the doors and hallways are, make the map like a flowchart.

- Give every key location a box, and draw arrows between key locations that connect.
- Either immediately, or as you play, give each arrow a word or two of description. Use words like 'confusing', 'easy', 'locked', 'narrow', 'unstable', 'well-lit' and so on.
- Either immediately, or as you play, give each arrow a number representing distance in Areas.

This approach means the players can evaluate the environment quickly and directly, and make better decisions about what to do. It is also much easier than designing and annotating a whole floorplan!

USING THE MAP

In the game, the map will be handy in several ways:

- Deciding where your faction should go, and guessing where the opposing faction might be.
- Helping to manage Chase scenes. Distances in Areas are right there on the map, so you know how many turns of chasing you need to get through. Additionally the descriptions can be used to decide on terrain modifiers for character movement.
- Helping to manage subterfuge. When characters go sneaking about, spying on each other or setting up ambushes, the map will tell you when complication modifiers are appropriate. If a route is crowded or confusing, then a Subterfuge roll should be easier than when a space is short and well-lit.

You can also add further useful details to the map, like noting down risks in certain areas or on particular routes. If one pathway is 'confusing', note on the map that characters using it must make an Awareness + Survival roll or they'll get lost. If a room is 'unstable', characters might need to make a Co-ordination + Athletics roll or they'll get trapped.

THE FLESH

'The government's worst-kept secret, the Flesh.'

The Flesh was fully programmable matter that could be shaped into anything, right at the molecular level. This exciting new product from 22nd-century company Morpeth Jetsan was an instant hit, particularly among military or government agencies who kept the product out of the public eye and used Flesh to create temporary bodies for high-risk workers. However, new revelations would soon change everything for Morpeth Jetsan and this new technology. It turned out that the Flesh could grow. It could reproduce. And it could rebel.

FLESH TECHNOLOGY

In its earliest forms, the Flesh technology relied on large industrial machinery. The Flesh was a thick pale liquid in a gigantic bowl, piped as needed into a large coffin-shaped shaping container. Nearby was the harness room. When someone climbed into a spreadeagle harness and activated it, Flesh would run down into the coffin to make a duplicate body. Everything would be duplicated, including hairstyle and clothes, all the way down to cells.

The duplicate was called a *doppelgänger*, or Ganger. After checks confirmed cardiovascular, respiratory and motor functions were on-line, the harness projected the person's mind directly into their Ganger. This was called plumbing in. When a projection link shut down, the Ganger body would revert to liquid.

Ganger bodies offered a number of benefits to working in a human body. For example, a Ganger body would automatically shut off pain signals. This meant that a horrible injury to a Ganger would be a strangely neutral experience for the person plumbed into it.

More importantly, the Ganger body was disposable, and easily replaced if it was damaged. The Flesh wouldn't even be wasted, as it could be poured back into the main bowl. Sometimes a Ganger body was found to be faulty in some way. These bodies were never dissolved, to ensure the main Flesh reserve would not be at risk of contamination. In most jurisdictions they were simply left in a dark corner and forgotten.

INDEPENDENT FLESH

'Isle of Sheppey. Ganger got an electric shock, toddled off, killed his operator right there in his harness.'

It soon became apparent that there was more to the Flesh than Morpeth Jetsan had imagined. Operators poured their consciousness into their Gangers when they plumbed in, and some of that remained when they pulled out. Gangers that were destroyed on the job experienced their final moments as a true death. Worse, faulty Gangers that were abandoned continued to live, trapped in bodies they could not control.

Some circumstances could produce Independent Gangers. A sudden disengagement during surging electricity could lock a Ganger in shape, complete with a replica of the operator's mind. Each operator would suddenly have an independent duplicate who appeared to share everything that made them human.

Newly independent Gangers were disoriented at first, compelled to investigate their memories. They often did not understand they were the Ganger and not the original. Their physical instability soon made their true nature undeniable. In particular, intense emotions reduced stability, and newly independent Gangers might flicker back and forth uncontrollably. Eventually, an Independent Ganger would learn to use its Flesh in new ways. Tricks included:

- Switching appearance of eyes back and forth between natural and unstable.
- Turning its head 180 degrees to look directly behind itself.
- Extending an arm like elastic in order to punch someone on the far side of the room.
- Extending its neck like a bizarre tentacle.

A sufficiently determined Ganger could even divide its cells to create a duplicate of itself, or refashion its shape into a horrific, deadly monstrosity.

The potential of the Flesh did not end there. For example, when the Doctor touched a pool of Flesh, he sensed that he was being scanned by a consciousness within. The pool collected enough knowledge to later allow the creation of a complete Doctor Ganger, without the need for any information from the harness machines.

THE FLESH AND SOCIETY

Given humanity's sad history of exploitation, it is certain that the Flesh was used in unsavoury way despite early scandals. No doubt there are still shady corners of the universe where Gangers are used for backbreaking labour, for murder and assassination, or in gladiatorial blood sports. The Flesh became a social justice issue in the 22nd century. Across the centuries that followed, the technology became much more sophisticated. Gangers didn't necessarily retain the imprint of a personality; Flesh forms were much more stable; control signals could be sent from much further away, across universes and even through time itself.

FURTHER ADVENTURES

- 22nd century: With massive industries reliant on Ganger labour, the resistance to any recognition of their rights would be fierce. A series of adventures could follow these battles, bringing the characters into contact with industrial espionage, small activist groups, resistance both violent and non-violent, huge strike action, government infiltration of protests, and so forth. Enemies like the Autons (who have some kinship with the Flesh) could manipulate these events for their own purposes.
- 42nd century: The Second Great and Bountiful Human Empire spreads across three galaxies. Ood slavery (see ***Planet of the Ood***, in **The Tenth**

Doctor Sourcebook) would resonate with Flesh (or Flesh-descended) people, and battles for freedom could entangle Flesh networks.

- 52nd century: Ethical issues long resolved, the Flesh is now used for elaborate games of misdirection and deceit, just one more tool for sinister forces. Flesh duplicates can be a plot twist in any adventure in this era.

JENNIFER

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

Jennifer was a worker in the acid refinery under Miranda Cleaves. After the solar storm that led to the creation of independent Gangers she was cornered by her counterpart and murdered. Jennifer's Ganger was different to all the other Gangers. Obsessed with freedom for her kind, she encouraged the group into war, and used a number of cunning tricks to manipulate and murder any humans unlucky to come close to her.

SKILLS

Athletics 2, Convince 2, Fighting 2, Subterfuge 3, Survival 2, Technology 3.

TRAITS

Impulsive
Obligation – Morpeth Jetsan
Sense of Direction: Jennifer – and her Ganger – know the monastery inside out.
Unlucky: She is first to be slain by her Ganger.

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

INDEPENDENT GANGER

Attributes same as the source, or use:

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

SKILLS

As for the source.

TRAITS

Alien Appearance (Minor): A Ganger's appearance fluctuates, technology detects them as non-human.
Outcast: Gangers are lower-class citizens.
Special Trait – Ganger
Strong: +2 to Strength, already included above.
Weakness (Minor): Body is unstable.

STORY POINTS: 6-8

MONSTROUS GANGER

Attributes same as the source, or use:

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

SKILLS

As for the source.

TRAITS

Alien Appearance (Minor): A Ganger's appearance fluctuates, technology detects them as non-human.
Outcast: Gangers are lower-class citizens.
Special Trait – Ganger
Replication
Shapeshift (Special)
Strong: +4 to Strength, already included above.
Tough
Weakness (Minor): Body is unstable.

STORY POINTS: 4-6

A GOOD MAN GOES TO WAR

'He'll rise higher than ever before, then fall so much further.'

SYNOPSIS

Demon's Run, 52nd Century

Amy had given birth to a baby, Melody Pond. Madame Kovarian arrived to take the baby. Amy told Melody that she would have to be brave, but not as brave as her enemies would have to be as there was a man on his way, a man who never let her down, who not even an army could stop. Melody's father, Rory.

Elsewhere, there was an intruder aboard the flagship of the Twelfth Cyber Legion. It was Rory, dressed in his centurion outfit. He told the Cybermen that he had a message from the Doctor and a question: where was his wife? The Cybermen asked what the message was and, on cue, all the other ships exploded.

London 1888, and Madame Vastra returned home to her maid, Jenny. She reported that she had stopped – well, eaten – Jack the Ripper. Jenny informed her that a matter had arisen in the living room; the TARDIS. Vastra explained that a very old debt was to be repaid; they would need the swords.

Zarathustra, 4037, and as the battle raged all around a boy lay ill on a bed. Strax, a Sontaran nurse, tended to him. As he explained that he was serving penance to restore the honour of his clone batch, the TARDIS appeared outside. Perhaps his penance was now over.

The Stormcage, where River Song was breaking back into her cell. She was met by Rory, still in his uniform. He said the Doctor needed her help, but River said she couldn't help, not yet. The Battle of Demon's Run was in her past, and she couldn't be with the Doctor till the very end, when he'd find out who she was.

At the Maldovarium, Dorium Maldovar was packing his case. Madame Kovarian and Colonel Manton were waiting for him as he left. Dorium warned her that she had pricked the side of a mighty beast and yet failed to run. He planned to admire her courage from afar. Kovarian said that the Doctor had done nothing so far, but Dorium was less certain; he was bound to be collecting on his debts, raising an army. As they left, Dorium heard the sounds of the TARDIS in the distance.

On Demon's Run, one of the Clerics, Lorna Bucket, went to see Amy, giving her a prayer leaf with Melody's name on it in the language of the Gamma

Forests. They compared their experiences with the Doctor. They watched Colonel Manton addressing the Clerics, dismissing the myths surrounding the Doctor. Manton explained why they were allied with the Headless Monks, and lowered their hoods to show that they really were headless, and so could not be scared. But as he lowered the hood of a third Monk, it turned out to be the Doctor. The Clerics pointed their guns at him and the Headless Monks drew their swords.

In the control room, Vastra and Jenny held two of the Clerics hostage and turned off the lights for a moment. The Doctor put up his hood and hid amongst the Monks. Panicking, a Cleric shot a Monk and the Monks retaliated. Manton ordered everybody to discharge their weapon packs so the Monks would stop fighting. As they did so, a force of Silurians and Judoon teleported in, surrounding them. The Colonel warned them that if the base fell, an automatic distress call would be sounded, but Danny Boy and his Spitfires knocked it out.

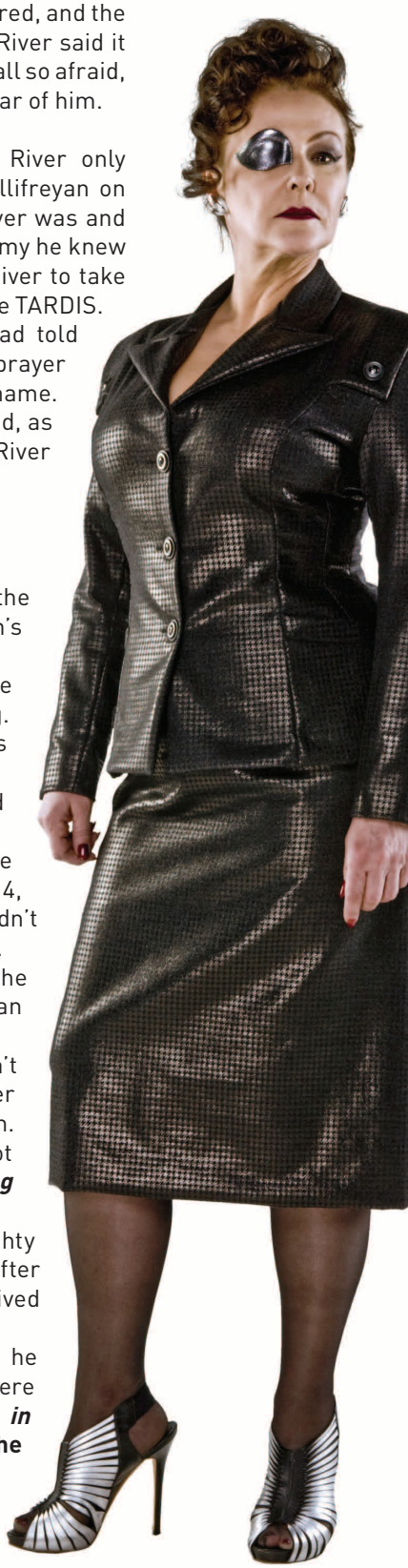
Madame Kovarian tried to flee the station with Melody Pond. She boarded her shuttle but Rory was waiting, along with Henry Avery and the crew of the *Fancy*. She was taken to the control room along with Colonel Manton. The Doctor, angry now, told the Colonel to tell his men to run away. The Judoon escorted the Clerics out of the quadrant. The Doctor had never risen higher.

Rory rescued Amy and returned Melody to her. The Doctor explained that, since before America, Amy had physically been on Demon's Run, but mentally and spiritually onboard the TARDIS, in her Flesh avatar. The Doctor produced a very old cot from the TARDIS. It was very old; it was his. Dorium hacked into the station's software and Vastra was looking at the scans of Melody. She wasn't human; she was human plus Time Lord, conceived during time-flight through the Vortex. Kovarian appeared on screen and explained how she intended to use Melody as a weapon against the Doctor.

Lorna approached Rory and Amy and warned them that it was a trap. Suddenly the lights went out. Strax's scans found no lifeforms, but Lorna pointed out that the Headless Monks weren't alive. A force field appeared around the TARDIS and the doors locked. The Monks appeared, chanting their attack prayer. Dorium tried to appease them, but they chopped his head off. The Doctor's allies desperately tried to fend them off. Strax was injured, Lorna slain.

Kovarian told the Doctor it had been a privilege to fool him the same way twice. As realisation dawned on him, he raced to Amy, but he was too late. Melody's Flesh avatar had collapsed. River appeared, and the Doctor attacked her for being too late. River said it was the Doctor's fault, for making them all so afraid, and that his enemies had acted out of fear of him.

The Doctor asked who she was but River only gestured at the writing in Old High Gallifreyan on his cot. The Doctor worked out who River was and began to get excited. He told Rory and Amy he knew where to find their daughter and told River to take them all home, before vanishing off in the TARDIS. Amy demanded to know what River had told the Doctor. River showed Amy Lorna's prayer leaf which spelled out her daughter's name. Except Lorna didn't have a word for Pond, as there were only Rivers in the forest. River was Melody. River was Amy's daughter.



CONTINUITY

- The Twelfth Cyber Legion monitors the entire quadrant of space that Demon's Run is found in.
- The Doctor's encounter with the Atraxi (see ***The Eleventh Hour*** on pg. 56) remains a legend to the Clerics of the 52nd century.
- The Gamma Forests are designated as 'heaven neutral.'
- The Doctor had taken River to the last of the great Frost Fairs in 1814, along with Stevie Wonder, who hadn't realised he'd travelled back in time.
- Demon's Run was so named for the saying "demons run when a good man goes to war."
- The Doctor says that he doesn't have any children, but won't answer whether he has ever had any children.
- The Doctor can speak baby – and not for the last time, either (see ***Closing Time*** on pg. 166).
- The word "doctor" means "mighty warrior" in the Gamma Forests, after the Doctor saved the humans who lived there from an alien creature.
- River once told the Doctor that he could turn an army around at the mere mention of his name (see ***Silence in the Library/Forest of the Dead*** in **The Tenth Doctor Sourcebook**).

RUNNING THE ADVENTURE

The essence of this adventure is a jailbreak – one of the companions is being held prisoner (perhaps for far longer than any of them realise) and must be freed! The only catch: she's being held prisoner in one of the most closely guarded bases in the galaxy, and not only do the prison guards know to expect the Doctor, but they've taken every step to guard against him...

...well, nearly every step. And that's where the characters get to have their fun, as it falls to them to concoct a ridiculously improbable plan and then pull it off.

You could run it fairly straight, with the players carrying out their research of the defences, planning their assault accordingly and then putting it all into action in play, all the while everybody keeping a few secrets and surprises up their sleeves to keep both player and Gamemaster on their toes. That way, the players get to try to outfox you as well as have fun drawing maps and coming up with intricate plans. If you're feeling particularly cunning (or lazy, it's a fine line), you could wait to see what they come up with while they're planning and almost let them devise your own defences for you. The only thing to keep in mind is that the player characters should get away with it, as hairy as it might be, so don't use your own omniscient powers to foil their ingenious plans.

Taking this one step further, you could dispense with the up-front planning and just launch into the characters' assault on your base. Give the players a pool of Story Points and then devise a sequence of near-impossible traps and defences. Whenever the characters find themselves in a ridiculously tight spot, they can spend Story Points from this pool as normal to frame a flashback to their planning montage, revealing how they've planned exactly for this moment all along.

CALLING IN FAVOURS

While we only saw the briefest of snapshots of the Doctor assembling his alliance, in your game this could be the focus of an entire adventure – an entire campaign, even! It's a great opportunity to revisit past adventures, to return to lives your characters have changed and people they've saved. Who owes them a favour, and what do they want in return? Perhaps they'd love to help, but have got themselves into another sticky situation that they need saving from first.

And what if your characters don't have a massive back-list of favours owed to them? Well, what better opportunity is there to go out and make some new friends and allies, to have dealings with some duplicitous mercenaries and shady characters, and have some new adventures along the way!

BUT THAT MEANS?

There's nothing quite like finding out that your long-suffering fellow time traveller is actually your daughter/mother/husband, and while, if seeded and foreshadowed properly throughout the campaign, it can make for one helluva reveal (just ask Rory and Amy, or even the Doctor), there's always a risk that a player will feel duped or it will involve too great a suspension of disbelief. So go easy, be sensitive and check in with the players involved to make sure they're OK with it, even if you don't fill them in on the whole story.

I'M A GANGER, YOU'RE A GANGER, EVERYONE'S A GANGER!

Just as Amy Pond was revealed to really be a Ganger-duplicate at the climax of the ***The Almost People*/*The Rebel Flesh***, so too was the infant Melody Pond revealed as such at Demon's Run. And if the Silence can maintain the signal to a Ganger inside the TARDIS, couldn't that mean that any of the characters have been replaced by Gangers too? This could not only introduce an element of paranoia, but also raise similar ethical questions to those posed previously.

What if their Gangers weren't controlled by signals but were self-sentient too, genuinely believing themselves to be who they really were. Would the other characters be duty bound to help them, or to find their originals, wherever they might be being held? And would the Gangers want their originals to be found?

FURTHER ADVENTURES

- Turns out that Melody Pond was not the only baby born at Demon's Run – there were countless other creatures spawned as part of Madame Kovarian's research into the perfect weapon to use against the Doctor, some of them more monstrous than others. Decades later and they're still there, waiting in the dark until a Time Lord comes back... or until another group of meddling time travellers inadvertently sets them free.

- If the Silence could maintain a Ganger Amy Pond within a TARDIS, where else in the universe might Ganger duplicates have infiltrated? As the President of New Earth dissolves into a milky puddle during a press conference, the race is on to find out where the real President is being held – and who knew enough about his Ganger replacement to kill them.

DORIUM MALDOVAR

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

SKILLS
Athletics 1, Convince 5 (Bargaining 7), Craft 1, Knowledge 3 (Antiquities 5), Marksman 1, Medicine 1, Science 3, Subterfuge 4 (Sleight of Hand 6), Technology 3 (Hacking 5), Transport 1.

TRAITS
Alien
Alien Appearance (Minor)
Charming
Cowardly
Disembodied Head
Friends (Major): Dorium has contacts throughout the galaxy.
Lucky
Owed Favour: Dorium has a number of useful contacts.
Owes Favour (Major): The Doctor

EQUIPMENT: The well-made wooden box his head is stored in, Media-chip – Dorium has wi-fi in his head,Dorium can obtain virtually any Gadget through his contacts.

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

LORNA BUCKET

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

Lorna was a Cleric stationed on Demon's Run. She came from the Gamma Forests, where she'd once had an encounter with the Doctor. It was the only thing that ever happened there, but it had had such an impact that even a Gamma girl such as her had felt the need to join the clergy. She tried to warn the Doctor of the trap, but was killed by the Headless Monks.

SKILLS
Athletics 4, Fighting 3, Marksman 3, Medicine 4, Subterfuge 3, Survival 3, Technology 2.

TRAITS
Brave: Lorna stands by Amy's side.
Code of Conduct (Minor – Anglican faith): Even though she came from a Heaven Neutral world, Lorna's experiences with the Doctor as a child led her to the Church.
Empathic: Even though she was supposed to be holding Amy prisoner, she couldn't help but feel for her and her daughter.
Obligation (Major – the Church)
Run for your Life!

TECH LEVEL: 8 **STORY POINTS:** 3

LET'S KILL HITLER

'Well, I was on my way to this gay Gypsy bar mitzvah for the disabled when I suddenly thought "Gosh, the Third Reich's a bit rubbish. I think I'll kill the Führer." Who's with me?'

SYNOPSIS

Leadworth, England, 2011 and Berlin, Germany, 1938

Rory drove through a corn field as Amy gave directions. They stopped the car to find the Doctor standing by his TARDIS holding a newspaper with a picture of the crop circle they have just made: it spelled out "Doctor." Rory pointed out that there was a line on the photo that they hadn't made, and they were forced to dodge out the way of a sports car that nearly ran them all over. Amy's best friend, Mels, got out, pursued by the police, pointed a gun at the Doctor and demanded that they get them out of here.

In Berlin, a cleaner in the Reichstag watched General Zimmerman walking down a corridor. Captain Carter watched through the cleaner's eyes on a bank of monitors, conferring with the other members of his crew. The cleaner – really the *Teselecta* – transformed into the General before miniaturising him and transporting him inside, where he was executed by the robotic Antibodies.

The *Teselecta* entered Adolf Hitler's study but as it declared that it had found Hitler guilty, the TARDIS crashed through the window, knocking the robot over. The Doctor, Amy, Rory and Mels bundled out of the TARDIS. The *Teselecta* stood up and Hitler shot it. Rory punched Hitler and locked him in the cupboard.

Mels was hit by the stray bullet and collapsed, bleeding. The Doctor ordered everyone to get back, as Mels regenerated into... River Song. Jim, the pilot of the *Teselecta*, identified her as the woman who killed the Doctor and they prepared to apprehend her. Captain Carter and Jim quarrelled that the Doctor's recorded death was not here but at Lake Silencio, Utah, 22nd April 2011.

River kept trying to kill the Doctor, but the Doctor was one step ahead of her, swapping her gun for a banana and then removing the bullets from the gun. But the Doctor did not anticipate her poisoning him with her lipstick and River escaped out of the window. Amy and Rory gave chase, on a motorbike. They were all pursued by the *Teselecta*.

The Doctor staggered into the TARDIS and activated the voice interface, which appeared as young Amelia Pond. It informed the Doctor that he has been contaminated by the poison of the Judas tree and would be dead in 32 minutes.

The *Teselecta* caught Amy and Rory, miniaturising them and teleporting them inside, where Jim gave them wrist monitors to protect them from the Antibodies. The *Teselecta* – now resembling Amy – apprehended River, torturing her. The Doctor appeared next to his TARDIS, dressed in evening dress with a top hat and a Sonic Cane. He worked out that the *Teselecta* was a robot crewed by tiny people; Amy signalled that she was inside, using the Doctor's Sonic Screwdriver.

Captain Carter informed the Doctor that the *Teselecta* dispensed justice to people throughout history. The Doctor asked to see the records about his death. Amy ordered the crew to comply, and the *Teselecta* told him that the Silence – a religious order – wanted him dead to stop the Question from being asked.

The *Teselecta* continued to torture River, so Amy used the Sonic Screwdriver to deactivate everyone's wrist monitors. The Antibodies activated and tried to kill them all. The *Teselecta* was forced to shut down and the crew teleported back to their mothership. As the Antibodies were about to kill Amy and Rory, the TARDIS materialised around them. The TARDIS had shown River how to pilot it.

The Doctor was near death but whispered something in River's ear. She worked out that she was River Song. She asked Amy if the Doctor was worth it. Amy said yes, and River began to glow, channelling her regeneration energy into the Doctor.

Later, River woke up in the hospital of the Sisters of the Infinite Schism, the best hospital in the universe. Amy told her that she had used up all her remaining regenerations. The Doctor left her a new blue diary by her bedside. On the TARDIS, the Doctor looked at some boring data downloaded from the *Teselecta*. It was the date and location of his death.

Finally, River Song was interviewed for a place to study archaeology at Luna University. When asked why she wanted to study it, she replied, "To be perfectly honest Professor, I'm looking for a good man."

CONTINUITY

- While we saw the end of River Song's life in the Library (see ***Silence in the Library/Forest of the Dead*** in **The Tenth Doctor Sourcebook**), here we see the start of it – or at least, the start of her final incarnation.
- River Song went to study archaeology at Luna University, 5123.
- The Doctor adds to his list of rules: Rule 7: Never run when you are scared; Rule 27: Never knowingly be serious; Rule 408: Time is not the boss of you.
- It turns out that the TARDIS' supposed 'temporal grace' – the effect by which weapons do not work inside the TARDIS – is a clever lie by the Doctor.
- Rory and Amy use a crop circle to attract the Doctor's attention. River Song uses a similar trick in ***The Pandorica Opens***.

RUNNING THE ADVENTURE

Let's Kill Hitler is actually a couple of different plots – and settings – all playing out at once. On the one hand, there's the romp around Berlin in pursuit of a rogue time traveller, nay Time Lord, who is freshly regenerated and out looking for trouble. You can play this part of the adventure out like an extended chase, with all manner of problems being thrown in your characters' paths, from Adolf Hitler stuffed in a cupboard to Nazi patrols and motorbike chases through the streets of Berlin (see **Racing through Berlin**, below).

For an extra splash of danger, the chase can be a race against time; not just to catch the fleeing time criminal, but perhaps to undo the damage she's done, especially if she's poisoned one of the characters and is the only one who possesses the cure.

While this is all going on, there's also the run in with the *Teselecta* to deal with too, which is also hot on the heels of the time criminal. If it gets to them first, it'll inflict its own brand of justice on them. Its intervention could throw up all manner of different problems for the characters, from causing potential paradoxes or spurs in time-space, to preventing the characters from saving one of their own, not to mention miniaturising – and perhaps then impersonating – the characters, allowing them to have fun running about inside the *Teselecta* itself.

Any one of these plots could make an adventure all on its own, but roll them together and your players are in for one hell of a wild ride!

RACING THROUGH BERLIN

Here are some ideas for obstacles to throw at the characters in the chase across Berlin. No doubt some of these can be turned into clever stunts as well.

- **A March or Rally:** Hundreds of Berliners are marching through the city, or lining the street waving at their soldiers. Pushing or driving through the crowd will be difficult without injuring anyone.
- **Patrol:** A routine patrol mounted on motorbikes spots the chase. One joins the pursuit, whilst the other rides to fetch backup. Expect more trouble in D6+1 chase rounds.
- **Overturned Truck:** The street is blocked by a traffic accident, with a truck on its side and munitions scattered in the path of the chase.
- **Fortifications:** Berlin is on the eve of war, and the street furniture now includes barbed wire, sandbags and concrete fortifications. Don't drive into one in a hurry!
- **Checkpoint:** Papers, please! And if not, the guards are going to come out in force.

STORY POINTS AND RETCONNING

Whoever was playing the Doctor in this episode must have blown through plenty of Story Points during the confrontation with the newly regenerated Melody, retconning that the gun was really a banana, that the bullets had been taken out of the gun, and so on. It's this sort of quick-witted, fast-paced Story Point use that can really lend a sense of flair and cunning to the game, and is wholeheartedly to be encouraged.

STORY POINTS AND GAINING NEW SKILLS

'Can you ride a motorbike?'
'I expect so. It's that kind of day.'

- When a character finds themselves in an adventure that closely matches a movie genre, they may spend 1 Story Point to be able to make an appropriate skill roll as though they had that skill at rank 2. Or, if they already possess points in that skill, to gain an appropriate Area of Expertise. This lasts for the duration of a single scene.

For example, in an adventure that is playing out awfully like an action war movie, Rory and Amy try to chase after Melody on a motorbike. Neither know how to ride a motorbike, so Rory's player spends a Story Point to gain Transport 2 for the rest of the chase scene.

SONIC CANE (MAJOR GADGET)

Along with regularly reinventing and redesigning his Sonic Screwdriver, the Doctor has made several other versions of the device. The Sonic Cane comes out when the dress code is "fancy".

Traits: Open/Close, Scan, Transmit, Weld, Restriction (Cannot open Deadlock Seals, Tricky Controls).
Story Points: 2

POISON LIPSTICK (MAJOR GADGET)

The sap of the Judas Tree was so poisonous that the briefest of contact with it caused paralysis, intense pain and death within 32 minutes – even to a Time Lord. Melody Pond had it made into a lipstick that she used to poison the Doctor.

There is no antidote – the Doctor only survived when Melody gave up her remaining regenerations (likely indicating a 15 Difficulty).

Traits: Delayed Stun/Stun/Lethal damage. Getting kissed by someone wearing the lipstick means the victim gets Stunned in 2d6 minutes.
Story Points: 2

FURTHER ADVENTURES

- While we know that the *Teselecta* teams up with the Doctor again (see the ***Wedding of River Song***, on pg 169), at the end of this adventure it's been abandoned in Berlin, 1938, infested with rampaging Antibodies. What happens to it in between? Perhaps that's an adventure in the making for the characters: venture into the *Teselecta*, avoid the Antibodies and reactivate everybody's privileges so the Justice Department can recover it. But what if somebody else 'recovers' it first – just think of the damage a time-travelling, person-impersonating robot could do in the wrong hands.
- Who knows how many Justice Department Vehicles are out there, hunting down arch-villains across time and space? The characters could run across them somewhere else – maybe in Rome the characters inadvertently foil an attempt by the Justice Department to enact justice on the Emperor Nero, causing both characters and *Teselecta* to be thrown into the gladiatorial arena as punishment!

MELS

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

SKILLS
Athletics 2, Convince 3, Fighting 2, Knowlegde 2, Marksman 1, Medicine 1, Science 2, Subterfuge 4, Survival 3, Technology 3, Transport 2.

TRAITS
Argumentative
Attractive
Brave
Charming
Dark Secret (Major): She was raised as an assassin and she has to kill the Doctor.
Distinctive: She's terrible at blending in.
Impulsive
Obsession (Minor): The Raggedy Doctor.
Run for your Life
Technically Adept
Scion of Gallifrey: The child of the TARDIS.

EQUIPMENT: Pistol (2/5/7), Poison Lipstick, Stolen car.

TECH LEVEL: 5 **STORY POINTS:** 8

NIGHT TERRORS

'Today, we're answering a cry for help from the scariest place in the universe – a child's bedroom.'

SYNOPSIS

England, 2011

Eight-year-old George was always afraid. He could only manage his anxiety with obsessive rituals like turning the light on and off five times. His despairing parents Alex and Claire knew that the coping method they'd been using – telling him to put whatever he was afraid of into the cupboard – was not enough. With George listening from his bed, Claire suggested that it was time he saw a doctor. George closed his eyes tight and wished as hard as he could: *please save me from the monsters*. The Doctor got the message. George's words appeared on the Psychic Paper and the Doctor, Amy and Rory set off to find him. They reached George's tower block and began knocking on doors.

George lay awake. An old lady walking by seemed like a witch, and soon after she disappeared into a pile of rubbish. Amy and Rory went past, and unfortunately George overheard Rory's joke about leaving George to the monsters. Soon, after entering a lift, they also disappeared. The Doctor spotted George and knocked on the door. Alex, alone with George, assumed the Doctor was from social services. While the Doctor looked at family photos, Alex said George's fears had worsened and now he seemed afraid of everything. Alex and the Doctor went to George and the Doctor began to bond with him, accepting his talk of monsters and identifying the cupboard as dangerous. They were interrupted by landlord Jim Purcell. Wrapping menace in a false friendliness, Purcell told Alex the rent was due. On returning to his flat, Purcell also disappeared. Over a cup of tea, the Doctor warned Alex against opening the cupboard and told him George's monsters were real. Stunned, Alex agreed not to open the cupboard. The Doctor then decided to open the cupboard.

Elsewhere, Rory and Amy woke in an old, dark house, and quickly noticed some unusual features, like the pots and pans being made of wood, and the gigantic glass eye hiding in a drawer. They found the front door but could not open it, and then heard some sinister childlike giggles. The giggles came from lurching life-size wooden peg dolls who roamed the house. Purcell, who had also appeared in the house, was seized by the dolls and went through a strange metamorphosis, turning into one of them. The old lady was also in the house and had similarly been transformed. Amy and Rory fled from the dolls, barricading themselves in the kitchen. The Doctor opened the cupboard door. There was nothing threatening inside, just clothes and toys and a large dollhouse in the back. The Doctor didn't

understand – if there was nothing in the cupboard amplifying George's fears, then what was going on? Then he remembered the family photo album, and worked out that Claire had not been pregnant before George arrived, and in fact, Claire was unable to have children. George, therefore, was not who he appeared. This attention was not welcomed by George, as the cupboard door swung open and sucked the Doctor and Alex inside. They found themselves inside the dollhouse.

As they were chased by peg dolls the Doctor worked out what had happened: George was a Tenza, an alien who had unconsciously answered Claire and Alex's desperate desire for a child. His self-protective instincts were causing all the trouble, and he wasn't even aware of what he was doing.

Elsewhere in the dollhouse, Amy had convinced Rory that they should try the unexpected: open the door, push through the dolls, and get away. The plan worked until one of the dolls grabbed Amy and transformed her. The Doctor and Alex arrived, and as the dolls closed in around them, the Doctor called out to George, imploring him to open the cupboard.

With a supreme effort, George opened the cupboard door and joined the others in the house. The peg dolls surrounded him, but Alex went to protect him, pledging love for his son. The dolls collapsed, and the dollhouse released its captives. In the morning, Claire returned home to find George happy and unafraid. The Doctor reassured Alex that everything would work out just fine.

CONTINUITY

- The TARDIS team shrink when they go into the dollhouse. This isn't the first time the Doctor or his companions have been reduced in size and held in a miniature prison (see also ***Carnival of Monsters*** in **The Third Doctor Sourcebook**).
- Alex says that George hates clowns, and the Doctor sympathises. The Doctor has met a few scary clowns over his adventures, notably including the troupe of the Psychic Circus (see ***The Greatest Show in the Galaxy*** in **The Seventh Doctor Sourcebook**) and one of Goth's deadly avatars (see ***The Deadly Assassin*** in **The Fourth Doctor Sourcebook**).
- The Doctor mentions some of his favourite bedtime stories: *The Three Little Sontarans*. *The Emperor Dalek's New Clothes*. S*now White and the Seven Keys To Doomsday*.
- While trying to calm George, the Doctor says he is "a bit rusty at this," hinting at long-ago experiences as a father and grandfather.
- The dolls in George's psychic repository sing a rhyming song, alluding to the Doctor's coming death at Lake Silencio.

RUNNING THE ADVENTURE

TOWER BLOCKS

Tower blocks are fascinating settings that provide plenty of useful features for an adventure:

- Narrow corridors, blown lightbulbs, rickety lifts, and lonely stairwells make suspense and surprise easy.
- The limited accessways for a tower block – ground floor or you're out of luck – make it particularly well suited to a classic "base under siege" story.
- The honeycomb of closed doors means it's easy to balance information and secrets, because there are eyes and ears everywhere but no-one really knows what's going on in someone else's apartment.

Tower blocks were intended as vibrant, friendly 'streets in the sky', but they ended up encouraging isolation and intimidation. Consider using a tower block for any adventure where good intentions have fallen short in reality.

FINDING A NEEDLE IN A HAYSTACK

"Any luck?"

"Three old ladies, a traffic warden from Croatia and a man with ten cats."

When they start searching for George, the Doctor, Amy and Rory have very little to go on. They face a long, dreary slog of knocking on doors and asking questions of random people. This sort of wide-open mystery often ends up being a drag to play, but you can make it work.

Is the investigation really more fun than just telling the players they find what they are looking for? If not, either skip ahead or use the investigation to add something else to the game, like:

- Establishing a specific mood (creepy children being creepy, doors closing in faces).
- Exploring the setting, so the players can learn about the world.
- Introducing characters who will end up being important later (e.g. Rory meeting the landlord).
- Giving the characters a chance to play detective, which can be fun and revealing by itself.
- Potentially revealing extra, unrelated secrets.

Make sure the players have plenty of ways to succeed in their investigation. There should be lots of clues pointing in the same general direction, and if the players aren't finding them, you can always ask for a Story Point spend to drop a clue right into their laps. Story Points also give you a way to end the investigation quickly if it stops being fun.

AMAZING THERAPY ACTION

To end the threat in this adventure, a character must deal with a profound personal issue. It's an elaborate, dangerous therapy session! This sort of adventure is a great change of pace between big action epics where lots of things explode and the fate of the universe is in jeopardy. Small stakes become large when you take the time to explore them.

To prepare an adventure based on a character issue:

- Decide the character's fundamental problem. This is where the trouble starts, and it makes everything else go wrong.
- Players can't fix this problem with a simple check. It doesn't matter how good the Convince roll is, Lonesome Joe is not going to suddenly forgive his father. (They can still convince Lonesome Joe to buy that used car, of course.)
- Chop the big problem up into distinct challenges that must be completed on the way to success. Three is a good number. For George, these might be:
  - Make him relax and listen.
  - Convince him he is in control of the strange events.
  - Show him clearly that his fear is unfounded.
- The players have to work out what these challenges are! You can just tell them, like George telling the Doctor what's bothering him, or you can drop clues and let them figure it out.
- Players being players, they might try a completely different approach to the problem. That's fine! Unless they really have the wrong end of the stick, you should give them a chance to fix it their way. If you decide their idea can't work, steer them directly at a better solution!

GEORGE

George was the Tenza who chose Alex and Claire to be his parents. Unfortunately, he and his parents were caught in a cycle of anxiety driven by George's deep fear of abandonment. His instinctive powers protected him, until Alex convinced him he was loved unconditionally. George has standard statistics for a child Tenza.

TENZA

These strange creatures hatch in space from great clouds of drifting eggs. Navigating by some unknowable sense, they find their way to inhabited planets and use their psychic powers to find families who desperately want children. They then insert themselves smoothly into these families, using a

SPECIAL TRAIT – IMPRISON

When a Tenza feels uncomfortable or ill-at-ease, they might instinctively create a psychic prison. Anyone who threatens the Tenza may be dragged into it. This will usually happen after they leave the Tenza's presence, to help keep the Tenza insulated from the threat.

The prison always has a physical anchor and overlaps with a physical space, but it exists mostly in the psychic realm. In this prison, victims wander through a disorienting landscape, and they are threatened by nightmare creations that embody the Tenza's fears. These creations are not clever hunters, but follow a kind of dream logic: murmuring confusing phrases, they slowly close in on their victims. Anyone they catch is transformed to become just like them (by Infection) and joins the hunt. The Tenza tends to be afraid of the anchor for their own psychic prison, sensing that it holds all the things they fear the most.

psychic perception filter to cover over their unusual arrival. Eventually, in adulthood, they may create more eggs that launch into space. Notably, the young Tenza does not understand its true nature. When it perceives a threat, instinctive psychic powers activate to protect it. Sometimes this makes everything worse. Problems might arise when the Tenza feels:

- Mistreated, abandoned or sent away (e.g. institutionalised).
- Vulnerable, especially where their adopted family isn't helping (e.g. bullying).
- Threatened, especially where their whole adopted family is under threat (e.g. persecution).
- Overwhelming personal change (e.g. puberty).

Psychic responses might include:

- Hurling objects, like a poltergeist (Telekinesis).
- Transporting threats into a unique psychic prison (Special – Imprison, see opposite).
- Ramping up the power of the perception filter to conceal themselves (Invisible).

ALEX

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

Alex was a determined, loving man who shared his wife Claire's desire for a child. When he discovered that his son George was not truly his son, he quickly overcame his doubts and convinced the boy of his unconditional love for him. While not a stupid man, Alex couldn't keep up with the Doctor's ferocious brain and followed along with whatever he suggested, as long as it would help his family.

SKILLS
Athletics 1, Convince 1, Craft 3, Technology 1, Transport 3.

TRAITS
Face in the Crowd

TECH LEVEL: 5 **STORY POINTS:** 7

FURTHER ADVENTURES

To prepare another Tenza adventure, decide what problem the Tenza faces (or roll a dice), and whether the danger is real or just imagined:

1. Family is not welcome in their new home, and is being harassed.

TENZA (CHILD)

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

SKILLS
None.

TRAITS
Alien
Amnesia (Minor): The Tenza don't know they are an alien.
Cowardly
Dark Secret (Minor): Really a Tenza.
Dependency (Minor): A Tenza depends on its adoptive parents to survive.
Invisible
Phobia: The anchor for their psychic prison.
Psychic
Special – Imprison: See box out.
Telekinesis
Tiny (Minor): The Tenza is at -2 to be hit, -4 to be seen and -1 Speed.
Unadventurous
Weakness: Anxiety.

STORY POINTS: 6

2. Contagious illness affects the family, scaring the neighbours.
3. Caregiver being sectioned, which will force the Tenza into foster care.
4. Parents demanding perfection at a sport or performing art.
5. The Tenza has done something bad and is terrified of being found out.
6. A new friend is leading the Tenza down the wrong path.

Second, decide on a complication or roll another dice:

1. The family is being filmed for reality television.
2. The Tenza has run away from home.
3. The Tenza knows it can make people disappear and is deliberately targeting anyone it doesn't like.
4. The Tenza has met another of its kind, and their psychic prisons are linking together.
5. The Tenza falls into a coma and its nightmare creations start leaking into the real world.
6. The Tenza is being hunted by someone who knows it is alien and wants it for nefarious reasons.

Finally, choose a psychic prison, using this table for inspiration:

PSYCHIC PRISON	ANCHOR	NIGHTMARISH THREAT
Giant old house	Dollhouse	Peg dolls
Abandoned hospital	First aid kit	Veiled nurses
Boarding school dormitory	Battered suitcase	Older boys
Long-distance train at night	Train set	Metallic conductors
Rat tunnels in the walls	Hole in wall	Long spiders
Amusement park	Pop-up book	Sad clowns
Submarine	Model submarine	Crying sailors
Computer game	Forbidden game files	Blinking ghosts

TENZA (TEENAGER)

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

SKILLS
Athletics 1, Convince 2, Knowledge 1, Technology 1, Transport 1.

TRAITS
Alien
Amnesia (Minor): It doesn't realise its an alien.
Dark Secret (Minor): Really a Tenza.
Invisible
Phobia: The anchor for their psychic prison.
Psychic
Special – Imprison: See box out.
Telekinesis
Weakness: Anxiety.

STORY POINTS: 6

NIGHTMARE CREATION

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

SKILLS
Athletics 1, Fighting 2.

TRAITS
Alien
Alien Appearance (Major): The Nightmare Creations don't look real, resembling a rag doll or worse.
Fear Factor (1)
Infection: On a successful grab the Nightmare Creation can transform its victim.
Natural Weapons – Grab: (Held/Infection/Infection)
Slow (Minor)
Tough

STORY POINTS: 0

THE GIRL WHO WAITED

'36 years, 3 months, 4 days of solitary confinement. This facility was built to give people the chance to live. I walked in here and I died. Do you have anything to say? Anything, Doctor?'

SYNOPSIS

Two Streams Facility, Apalapucia, The Future

The Doctor took Amy and Rory to visit Apalapucia; but, when they left the TARDIS, they found themselves in a white corridor with a door. While Amy went back to get her camera phone, Rory and the Doctor pressed the Green Anchor button to open the door. Amy followed them but, finding the door closed, pressed the other button; the Red Waterfall. The room looked the same, but there was nobody there.

The Doctor saw her through a time glass, in an identical-looking room. A white robot entered the Green Anchor room and questioned the Doctor and Rory. The image in the time glass went wobbly and when Amy reappeared in it a week had passed for her. The Doctor surmised that it was the same room, but running at a different speed; Amy was in a faster timestream.

The Doctor tried to stabilise the image as the robot advanced menacingly on Rory, scanning the room with its life-like hands. The Handbot explained that Apalapucia was under planet-wide quarantine, and this kindness facility was for those infected with the Chen-7 virus, a virus fatal to creatures with two hearts. The Doctor, recognising the name, covered his face with his coat until the Handbot told him he was in a sterile room. Nonetheless, the Doctor could not enter the rest of the facility without dying. The Doctor worked out that the Red Waterfall timestream was compressed, so that patients with the virus could live out their entire lives, and that visitors could watch them grow old.

The Doctor took the time glass back to the TARDIS, planning to use it to get a lock on Amy's timestream and break through. He sonicked the time glass, permanently locking it onto Amy but triggering an alarm. He told Amy to enter the facility, but not to allow the Handbots to give her anything; they didn't know she was an alien so their kindness would kill her. He plugged the time glass into the TARDIS' console to follow its signal. He gave Rory a pair of glasses with an in-built camera, so Rory could be his eyes and ears.

Amy left the room and was greeted by the facility's Interface. A Handbot scanned her and, registering unrecognised bacteria, tried to 'cure' Amy. Amy fled behind the counter, finding her way into a service corridor. She discovered that if she hid near the temporal exhaust vents, the Handbots could not detect her. She left the Doctor a message scrawled on the door in lipstick, telling him where she was.

The TARDIS broke through the timestreams and Rory set out to find Amy. He was confronted by an older, red-haired woman wearing a suit of makeshift armour. The woman removed her helmet to reveal that she was Amy, but much older. She told Rory and the Doctor that she had been waiting for them for 36 years, and that she now hated the Doctor. She led Rory back to the engine room, now her home. The Doctor said he'd put it right, but needed to talk to the Interface, so Amy took Rory through to the Garden.

The Doctor came up with a plan: to use the facility's temporal engines to fold the two points of Amy's timeline together and bring Amy into this future. He just needed Future Amy to help him, but she refused, as she would be rewritten. Future Amy asked Rory to save her. The Doctor could hear Amy crying, so Rory confronted Future Amy with her past self. Amy tried to persuade Future Amy to do it for Rory. Future Amy decided to help, but only if they took her in the TARDIS as well. The Doctor said that, with some effort, the TARDIS could support the paradox that would ensue. He told both Amys to share a thought, something so powerful it could rip through time. Both Amys started to dance the *Macarena*; the memory of Amy and Rory's first kiss.

It worked: Amy appeared in the future, alongside Future Amy. A Handbot appeared but Amy knocked it out of the way. More teleported in. They escaped through the Gallery, where the TARDIS was waiting. Future Amy covered them, but a Handbot touched Amy and she fell unconscious. Rory carried Amy into the TARDIS and the Doctor closed the door behind them. He had lied; the paradox was too big to sustain. Future Amy began pounding on the doors. Rory tried to let her in, but Future Amy told him not to open the door; she had seen how Rory had looked at Amy and remembered how much she'd enjoyed being her, but she would still fight to the end. Handbots swarmed Future Amy. She collapsed, unconscious, as the TARDIS dematerialised.

CONTINUITY

- Apalapucia was voted number two planet in the top ten greatest destinations for the discerning intergalactic traveller to visit. Number one was the planet of the coffee shops.
- At the time of the Doctor's visit, Apalapucia was infected with an outbreak of the Chen-7 virus. Chen-7 was known as the one-day plague because once you get it, you die in a day. Luckily, Chen-7 only affected two-hearted races like the Apalapucians.
- The TARDIS has sustained a temporal paradox before, when the Master rebuilt its time rotor into a paradox machine (see ***Last of the Time Lords*** in **The Tenth Doctor Sourcebook**). The TARDIS hates it.
- This is the first time we see Amy wearing glasses; her optician leaves her a message in ***The Power of Three*** (pg. 194); by ***The Angels Take Manhattan*** (pg. 199) she has a pair of her own.

RUNNING THE ADVENTURE

This adventure really is a case of 'divide and conquer.' Split the party up, not necessarily equally, between the two time streams of the facility, then follow the two separate time streams until they come together at the climax. For convenience, we'll refer to both plots as they do at Two Streams: Green Anchor and Red Waterfall.

Characters in the Red Waterfall stream find themselves trapped on the facility, exploring it whilst evading the handbots long enough to be rescued. Realistically, this stream isn't all that exciting after a couple of scenes (which can be spaced apart by days or even weeks), but it's worth playing through long enough to establish the dangers posed by the facility to the rest of the group.

Characters entering the Green Anchor stream find themselves initially separated from their companions, only able to view them through the Time Glass. It should become quickly apparent that their companions are living in a compressed time-stream, so rescuing them will quickly become an urgent matter. Any attempt to break into the other Red Waterfall stream will instead lead them into to find future versions of their missing companions. They might have one or two things to say to the rest of the party; who knows what horrors they've endured or how long its been? Get the players to decide amongst themselves – and reveal it to the group in character – what's happened to them in the meantime. These future-selves can, of course, be played by their regular players – you might want to give them a few extra – and unusual – skills and traits to reflect the time they've spent apart. Perhaps one of them didn't make it at all (in which case their player can play a potential new companion, at least for the time being)...

Whilst the Green Anchor characters will no doubt want to rescue the present-day Red Waterfall characters, the future Red Waterfall characters might well object. Will they cooperate in attempting

to rescue their past selves? Players might well decide they prefer their future selves and decide they don't need rescuing; this is fine and all, but this is where you can be devious in splitting up the party, especially if some of them have close, intimate even, relationships – how would they react to being separated across time-streams? And what about a character who died in the facility – surely the rest of his companions will want to enact a rescue?

There are a number of ways the characters can solve this conundrum, many of which will involve a cunning plan and no small amount of Story Points. Do they break open time to rescue the present-day companions? Do they fly off with the future-companions instead? Or do they risk a paradox and take both sets of companions with them, at least for the short term?

THE TWO STREAMS KINDNESS FACILITY

Two Streams was a 'kindness' facility for those infected with the always fatal Chen-7 virus, a hospice of sorts for those destined to die within a day. The Two Streams facility compressed the entire lives of patients into a single day, allowing them to live their entire lives in 24 hours. Relatives of infected patients could come to the kindness facility and watch them live out the rest of their lives. To a genuine patient, Two Streams is a safe, nurturing environment; to an unexpected visitor, however, that same kindness will kill. At the time of the Doctor's visit, there are 40,000 residents within the facility, each in their own parallel timestreams.

TIME GLASS (MINOR GADGET)

These gadgets resemble over-sized magnifying glasses, and were a window into an adjacent time stream. They were used in the Two Streams facility to allow visitors to the Green Anchor stream to communicate with relatives held in the Red Waterfall stream. It was the only means for the Doctor and Rory to communicate with Amy; Rory used it to confront Future Amy with her younger self.

Traits: Scan
Story Points: 1

SAVING AMY

Time is always wibbly wobbly, but in Two Streams its extra wobbly, which can work to the advantage of characters trying to rescue their comrades stuck in the future. Or the past. The Doctor used this – along with the temporal engines – to fold Amy's timeline together, bringing her past and future selves into the same time stream. To do this is going to require an Ingenuity + Science roll (Difficulty 21) and a whole lotta Story Points. Let's say 7-8.

MOVING BETWEEN TIME STREAMS

Smashing through the timewall between time streams is extremely difficult – and dangerous. It first requires a signal, which can be established using a time glass and an Ingenuity + Technology roll (Difficulty 12). Then, a successful Ingenuity + Transport roll (Difficulty 21) must be made to pilot a time machine between the timestreams. How much time has passed in the Red Waterfall time stream depends on the level of the success.

LEVEL OF SUCCESS	HOW LONG HAS PASSED (Roll a dice to determine the amount of time in...)
Fantastic	Weeks
Good	Months
Success	Years
Failure	Years
Bad	Decades
Disastrous	Centuries, so they're likely dead now. Or, you're trapped in the fast time stream too.

SUSTAINING A TEMPORAL PARADOX

The Doctor said that if he shunted the reality compensators, re-calibrated the Doomsday bumpers and jettisoned the karaoke bar, the TARDIS could sustain the paradox that was caused by two Amys in the same time stream. But, as we found out, he was lying. What if the Doctor hadn't been? What if the TARDIS *had* been able to sustain a temporal paradox and allowed both versions of Amelia Pond to co-exist? How would that have worked?

To pull apart time and defy destiny and causality will take an Ingenuity + Science roll (Difficulty 27), and for both versions of the character to share a thought, and someone's going to need to calm the TARDIS down with a Presence + Transport roll (opposed by the TARDIS' Resolve + Survival). Everyone's going to

need to spend Story Points by the bucket load too. But that's just the quantum physics of it. How would it *actually* work?

Well, at the point at which they both exist in the same place and time their own personal timestreams will split; they'd have to, otherwise Future Amy's memories, experiences and appearance would be in a constant state of flux. This is, of course, inimical to time, hence why the TARDIS would need to act as a paradox engine. At the very least, that's going to keep the old girl (by which we mean the TARDIS, not Amy) under a fair amount of stress and strain for the rest of Amy's lives, so you can rule out doing anything fancy involving time travel for a few more years.

And that's not to mention the various entities that naturally swarm to such temporal anomalies. Amy's going to have to get used to regular appearances of Reapers in her future.

SONIC PROBE (MINOR GADGET)

Future Amy had made her own version of the Doctor's Sonic Screwdriver, although she angrily maintained it was a Sonic *Probe*.

Traits: Open/Close, Restriction (Cannot open deadlock seals), Scan.
Story Points: 1

FUTURE AMY

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

Future Amy had survived on her own in Two Streams for 36 years, waiting for the Doctor and Rory to come and save her. In that time she had become an expert at survival and melee combat, and developed a deep-seated hatred of the Doctor. She still loved Rory, but desperately wanted to survive. She would not bow out gracefully, but carried on kicking and screaming to the very end.

SKILLS

Athletics 3, Convince 3, Craft 2, Fighting 4 (Katana 6), Knowledge 2, Marksman 1, Subterfuge 3 (Remaining Hidden 5), Survival 3 (Two Streams Facility 5), Technology 3 (Hacking 5), Transport 1.

TRAITS

Adversary (Minor): Amy hates the Doctor more than anyone else alive.
Argumentative: Future Amy is just as belligerent and mouthy as Rory's Amy.
Boffin: They may not be as refined as the Doctor's handiwork, but Amy can make what Gadgets she needs to get by.
Brave: The years have only made her more so.
Distinctive: That hair can only be Pond's.
Experienced 3: Amy's picked up more than a few new tricks in her time alone on Two Streams.
Impaired Senses: Needs reading glasses.
Indomitable: Kicking and screaming to the end.
Run for Your Life! A katana will only get you so far; sometimes you've got to run for cover to survive.
Quick Reflexes: Amy acts first in her Action Round.
Tough: Amy is a fighter, and no mistake.

EQUIPMENT: Makeshift armour (5 points), Sonic Probe, Katana (3/7/10).

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

CAMERA GLASSES (MINOR GADGET)

The Doctor gave Rory a pair of these glasses so that he could see what was going on inside the Two Streams facility without risking catching the Chen-7 virus.

The glasses transmit everything the wearer can see and hear to the viewscreen in the TARDIS, as well as letting the Doctor talk to the wearer via a set of speakers.

Traits: Transmit
Story Points: 1

FURTHER ADVENTURES

- The Doctor may not have saved the older Amy – but what if someone else had? Wouldn't an Amy Pond, now free, make for a kick-ass time-travelling heroine. Or, if she really is as angry at the Doctor as she claims, a really nasty villain, out for revenge on the Time Lord who left her behind...
- The Apalapucians have a reputation as great scavengers, and somewhere on the surface of the planet is an invaluable artefact they've recovered that the characters need. But there's still the risk of the Chen-7 virus, not to mention rival time travellers also out for the artefact.
- Amy wasn't the only 'patient' trapped in the Two Streams facility – the Doctor's scan registered 40,000 parallel time streams, and one of them knows something of importance to the characters. But with the patient only having 24 hours to live, and the characters at terrible risk of getting trapped in a compressed time stream themselves, can they get to the patient in time?

HANDBOTS

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

While most of a Handbot is smooth and hard like any other android, the hands are soft and realistic, and so sensitive they can sense the environment. They have a featureless faceplate and a chest that is bare except for two communication bulbs, one green and one red. A Handbot's hands can be loaded with extra functions. The Handbots of the Two Streams Facility have anaesthetic loaded into their hands, and a single touch is enough to instantly incapacitate. In the Two Streams facility on Apalapucia, the Handbots were configured as medical aides for a quarantined populace. The facility held people across hundreds of parallel timestreams, and it could move the Handbots through time streams as needed, a process that appeared much like teleportation.

SKILLS

Convince 1, Fighting 1, Knowledge 3, Medicine 5.

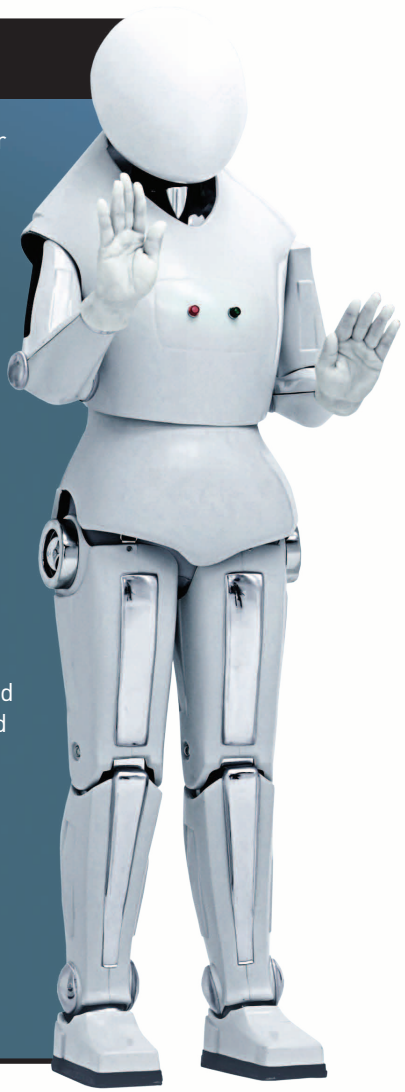
TRAITS

Alien Senses (Hands): Handbots 'see' with their hands, which are so sensitive that they can identify individual bacteria on a person.

By the Book: Handbots follow their programming to the letter.
Natural Weapon (Anaesthetic Touch): The slightest touch from a Handbot's hand will Stun its victim.
Networked: Handbots are in constant contact with each other and the Interface, which dispatched them to provide medical assistance where needed.
Restriction: Some kinds of energy overload and interfere with hand sensors, such as the exhaust from temporal engines.
Robot
Slow
Weakness (Major) – Hand Sensitivity: A Handbot will overload with feedback if its hand is pressed against another Handbot hand.

EQUIPMENT: Medicine Darts (3/6/L to beings with only one heart), Medicine Syringe (4/L/L to beings with only one heart)

TECH LEVEL: 6 **STORY POINTS:** 0



THE GOD COMPLEX

"OK, this is bad. At the moment I don't know how bad, but certainly we're three buses, a long walk, and eight quid in a taxi from good."

SYNOPSIS

Prison Ship, Unknown Date

Lucy Hayward, a policewoman, walked the corridors of a deserted hotel. She opened a door and saw a clown inside, sitting on a bed and holding a balloon. In the next room was a photographer taking a picture of a girl with a birthday cake. She went into the next room and a gorilla came out of the bathroom, scaring her. She backed out of the room and remarked that the gaps between her worship were becoming shorter, and that now she understood what happened to the others, she was so happy. She turned gladly to meet the Minotaur, praising him as it killed her.

Elsewhere in the hotel, the TARDIS appeared. Amy was unimpressed by the rubbish old hotel, until the Doctor explained it wasn't a hotel on Earth, but a hotel made to look like it was on Earth. The Doctor rang the bell at reception and three people appeared, two – Rita and Howie – brandishing makeshift weapons, the third – Gibbis – waving a white flag. Rita determined the Doctor and companions were as surprised to see them as they were. They explained they'd been trapped here for two days, and that the corridors and rooms moved about.

The Doctor suggested they pop back to the TARDIS to find out what was going on, but it had vanished. The Doctor asked if there were any more guests, and Rita took him to Joe, who was tied to a chair in a room filled with ventriloquist's dummies. Joe told the Doctor they were all going to die, that he'd seen the light and soon "he" would feast. The Doctor asked him why "he" hadn't already, but Joe explained that they weren't ready, were still raw, but were now "cooked." He told the Doctor that everyone had a 'room' here, including the Doctor. Joe said that he used to hate the ventriloquist's dummies but now they made him laugh. He then warned the Doctor that "he" would be here soon. The Doctor decided to take Joe with them, wheeling him off on a luggage trolley.

They set off to find the TARDIS, the Doctor warning everyone to resist entering a room they felt drawn to. Howie explained that it was all a conspiracy theory. A PE teacher stepped out of a door and harangued Howie; Howie followed, where he was taunted by pretty girls. The Doctor tried to help him overcome his fear, telling him that it must be a conspiracy theory after all.

In the corridor, Amy found Lucy's diary, Rory thought he found an exit and something roared, forcing them all into another room. The exit vanished. Rita's father shouted at her for being lazy, and she began to mutter "praise him." In another room, Amy spotted a Weeping Angel but the Doctor reassured her it wasn't real. Something huge stomped down the corridor outside and the Doctor couldn't resist peeking at it through the spyhole. Joe's bonds magically unravelled and he chased after the monster. The Doctor chased after him, finding Joe slumped against a wall. They regrouped in the restaurant; as the Doctor scanned Joe, Rory secured the door and Rita made a cup of tea. Amy reassured Gibbis – who was panicking that the creature didn't want to enslave him, but kill him – that the Doctor would save them all.

The Doctor deduced that Joe's spark of life, his loves and hates, his faiths and fears, had been taken from him, leaving him dead. Rita gave him a cup of tea, and explained her theory that this was Jahannam, the Muslim Hell; the Doctor reassured her it wasn't. Amy showed the Doctor Lucy's diary, but Howie began to "praise him". Gibbis attempted to get everyone to abandon Howie, while the Doctor worked out that the monster fed on fear.

They then set out to catch it, broadcasting Howie's voice across the hotel's PA system to lure it into the spa, where they trapped it; a Minotaur. The Doctor talked to it, trying to work out if it had trapped them here or if they were trapped with it. Suddenly Howie escaped and the Minotaur chased after him, knocking Rory down. Elsewhere Amy was drawn to a room, opening the door before Rita pulled her out. As they laid out Howie's body in the restaurant, the Doctor asked Rory if he had found his room yet. Rory said he hadn't, wondering what that meant. The Doctor pondered that he might not be scared of anything, and Rory agreed that after all the time in the TARDIS there was nothing left to be scared of.

The Doctor caught up with Rita, explaining that he would get them all out of here and offering to take her exploring in the TARDIS when he did. He spotted the CCTV camera and raced off to find the control

room. After he left her, Rita began to praise the Minotaur. Finding the monitors, the Doctor spotted Rita and worked out that she had begun to praise "him." Rita was determined to get as far away from the others as possible. Rita wanted the Doctor to remember her as she had been, not robbed of her faith, hanging up the phone and moving out of sight of the camera.

This confused the Doctor; she wasn't scared when she died, she was brave and calm. It finally dawned on the Doctor that it wasn't fear the Minotaur fed on, but faith. Faith in something: Howard's belief in conspiracies, Joe's belief in luck, Gibbis' belief that someone would tell him what to do, Rita's Muslim beliefs. They all believed that something was guiding them, that something else would save them; and that was what the Minotaur replaced in their minds. The Doctor had been telling them all to dig deep and find the thing that made them brave, but it had ended up exposing their faith to the Minotaur. The Doctor realised he had put Amy in great danger, as she had unshaking faith in... him.

Amy began to praise him. The Minotaur started stomping towards her. The Doctor grabbed her and carried her into... Amy's room. There little Amelia Pond was sitting on her suitcase, waiting for the Doctor to return. Rory tried to bar the door as Amy could feel it changing her thoughts. The Doctor told her he could not save her. He said that first he'd stolen her childhood and now he'd led her to her death. He said he knew that this would happen; this always happened. The Minotaur burst in and the Doctor urged Amy to forget her faith in him. As her faith faltered, the Minotaur staggered backwards and then collapsed.

As the Minotaur began to die, the hotel vanished around them, revealing a holographic chamber. He explained that this was an automated prison in space, designed to hold the Minotaur. As it died, the Minotaur whispered to the Doctor, telling him of an ancient creature, drenched in the blood of the innocent, drifting in space through an endless, shifting maze. For such a creature, the Minotaur said, death would be a gift. The Doctor told it to accept his gift, but the Minotaur hadn't been talking about itself...

Later, the TARDIS materialised back on Earth, in a leafy London suburb. The Doctor showed the Ponds their new house, their new car. He was leaving them, now, while they were still breathing. He was saving them.

CONTINUITY

- Tivoli is the most invaded planet in the galaxy. Its national anthem is called "Glory to Insert Name Here."
- What did the Doctor see in his room? We will have to wait until the end of his life to find out (see ***The Time of the Doctor*** on pg. 251).
- The Doctor says that the Minotaur is a distant cousin to the Nimon, another race of bull-headed creatures that set themselves up as gods (see ***The Horns of Nimon*** in **The Fourth Doctor Sourcebook**).
- The Doctor offered a level-headed, clever, brave medical student a ride in his TARDIS before – Martha Jones (see ***Smith and Jones*** in **The Tenth Doctor Sourcebook**). Similarly, Rita is not the first potential companion to be offered a trip but to die before they could take him up on his offer; Lynda Moss and Astrid Peth both shared that fate (see ***Bad Wolf/The Parting of the Ways*** in **The Ninth Doctor Sourcebook** and ***Voyage of the Damned*** in **The Tenth Doctor Sourcebook**).
- Amy is not the first companion to have placed their unshakable faith in the Doctor, nor is she the first companion he has had to force to lose their faith (see ***The Curse of Fenric*** in **The Seventh Doctor Sourcebook**).
- The Doctor is frightened that he will get Amy and Rory killed or watch them die. He has worried about this before (see ***School Reunion*** in **The Tenth Doctor Sourcebook** and ***The Vampires of Venice*** on pg. 76).

RUNNING THE ADVENTURE

Think of this adventure as a haunted house horror movie and you won't go far wrong. It's haunted by things from the characters' worst nightmares – literally – and the more scared they get, the more they turn to their faith for comfort. And the more they turn to their faith, the riper they become to the Minotaur. To truly emphasise the danger, however, you're going to need to kill off a few characters. As your players are likely to be rather put out if you kick things off by having

the Minotaur munch on one of them, it's a good idea to introduce a handful of non-player characters too, to follow them around, get attached to and then die off, one by one.

This adventure is a great way to delve into the personalities of the characters in your group, finding out what makes them tick, what scares them and what they truly believe in. To really make it work, therefore, your players need to know their characters inside out too. This adventure benefits more than a little from extra preparation. In the sessions preceding it, try to probe your players and find out what their characters like or dislike, what they're scared of, what they believe in.

Do this casually, innocuously, so as to avoid raising their suspicions too much. Make notes as to how they react to stressful situations; what do they turn to when the chips are down? What do they seem most scared by, what stresses them out the most? Use their reactions in past adventures to help you think up some ideas as to what might be in their rooms, when they reach the prison ship.

And don't worry if they haven't done all this before you start the adventure: you can instead use the adventure itself as an opportunity to find out more. Ask probing questions as you go along, putting them in danger or stress and then stopping the action to ask direct questions like: what's your character's worst fear? What do they believe in? What do they have faith in? What or who do they turn to when they're alone?

If you ask these questions as you go along, you're going to have to think on your feet a lot more, coming up with ideas for what will be in your characters' rooms as you go, but that's OK too. Take your time, take a break if you need to. You can even turn to your players to help you out; after all, it's in their interests to have as exciting an adventure as possible, even if it means putting their characters in danger!

ENCOUNTERING MINOTAURS

It isn't too complicated to set up an adventure featuring a Minotaur, as they're the sort of alien race that tends to conquer an innocent people, then dominate and eat them.

The places they conquer need to be strong in faith, often but not always religious faith. Potential targets for Minotaur conquest include:

- Avignon in France when the Papacy had left Rome and set up there
- Jerusalem at any time, a centre of faith for Christians, Jews and Muslims, who would put aside their differences and come together in service to the Minotaur
- China at the birth of communism, during the long march against Chiang Kai-Shek
- 51st century Clerical military frigate
- The 1969 Woodstock festival of peace and love
- A death row prison in the Southern U.S.

Minotaurs might also be encountered in other contexts, like the one the Doctor, Amy and Rory met which was trapped in a malfunctioning prison. What happens when a Minotaur finds itself in a place where faith is thin on the ground?

As well as choosing an appropriate setting, identify the faiths that are important to the characters, as these will be exposed and tested during the adventure, and some of them might be lost entirely.

THE PRISON SHIP

The prison ship was built to hold a Minotaur, set up to feed it with the faith it needed to survive. Faithful

'guests' were transported from across time and space, the prison ship modifying its interior to scare them, forcing them to confront their worst fears with faith, which the Minotaur could then consume. At some point, the prison ship began to malfunction, its interior permanently resembling that of a rubbish old hotel. Corridors and rooms could still move about, seemingly at random, to isolate and trap guests.

Key locations include:

- **Hotel Rooms:** Each room contains the worst fear of one of its guests, be it Daleks, Plymouth or parental disappointment. Although anybody can encounter it – and potentially be scared by it – only the intended victim will be truly effected by it. Guests wouldn't know what would be in their room until they saw it, and then they realised it couldn't be anything else. The rooms remain, even after the death of their victim.
- **Reception:** Desk, bell, CCTV screens, the usual. Dreadful musak piped incessantly (and unstoppably). The doors and windows that should have led out of the hotel were in fact merely a brick wall designed to look like a door. A door-wall or a dwall. A woor, even. Fans of walls: you're in luck. Fans of escape: less so.
- **Restaurant:** All the tables in the restaurant are filled with laughing ventriloquist's dummies, which stop and watch anyone who enters the room.

SPECIAL TRAIT: WORSHIP FIELD

When they have no worshippers, to ensure they don't go hungry they force that faith on unsuspecting and unwilling targets. The Minotaurs use a form of Possession to replace a target's existing faith with their own.

The Minotaur is surrounded by a 'Worship Field', an effect that extends to an area roughly the size of a few city blocks. This is passive and instinctual for the Minotaur, but through an effort of will the field can be extended further for a time. The Minotaur has to spend Story Points to extend a field – 1 point to engulf an entire neighbourhood, 2 points for the whole inner city, and 3 points to engulf an entire city and suburbs. The Minotaur can also spend a Story Point to concentrate the field on one person in particular, as long as they can locate the person either in person or through a video or audio link.

Everyone in a Worship Field is vulnerable to Possession, but the effect does not work on just anyone. To be vulnerable to the Minotaur, a target must have a strong faith of their own that can be converted into Minotaur worship. This can be a religious faith, or some other kind of trust in a guiding force, like luck, or belief in globe-spanning conspiracies, or even absolute confidence in the Doctor. This should be a character trait, perhaps Code of Conduct, Obligation, Obsession or By the Book, or it could be a feature of their backstory instead. Anyone without faith is immune to the field.

Just having inner faith isn't enough, either. The Minotaur cannot convert faith that is hidden or unused, so the target must first be made to draw on their faith in some way. Any time a faith-type trait comes into play (for example, if it is tapped for Story Points), the character's faith is exposed. At the Gamemaster's option other provocations might work as well. One way of provoking people into revealing their faith is by scaring them, and Minotaurs have proven adept at this through the centuries. Any time a character becomes afraid they will be vulnerable, because a scared character instinctively turns to their faith for support.

Anyone within a Minotaur's Worship Field who exposes their faith immediately becomes a target for Possession. Resisting Possession is a Difficult task (Difficulty 21), using Resolve + Ingenuity. If the possession is resisted this time, the character is immune to the Possession for one day. If the roll fails, the target becomes possessed. Over the next day their faith will be stripped out and replaced by the urge to worship the Minotaur. With increasing frequency, they will start to utter phrases like "Praise him!" and "I submit to you my master!" Finally, they will feel the rapture coming like a wave, and give themselves over to the faith, eagerly accepting their fate.

It is possible to break a possession. Unfortunately, this requires the target to lose their original faith, the one the Minotaur has replaced. The target must spend a Story Point and also lose the trait that represents their faith. This does not require any check, but such a major change should be carefully roleplayed out by players.

- **The Staircase:** The winding staircase leading down to reception was adorned with photographs of previous guests, dressed as the staff of the hotel, the labels listing their fear. Previous guests included Commander Halke (defeat), Tim Heath (having his photo taken), Lady Silver-Tear (Daleks), Paige Barnes (other people's socks), Tim Nelson (balloons), Novice Prin (sabrewolves), Royston Luke Gold (Plymouth) and Lucy Hayward (that brutal gorilla).

Get creative when describing the hotel – this is your chance to evoke a properly surreal, creepy locale that will stay with the players long after the game has come to an end.

THE MINOTAUR

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

The Minotaurs are an ancient star-faring species that prey upon whole populations. They use the God Gambit, arriving in a new society and setting themselves up as divine rulers. They then feed on the faith of their flock, snuffing out lives as they go. They are extremely long-lived, and can dominate many generations of a population. Eventually, however, their authority will slip, and the faith they commanded will begin to fade. Some Minotaurs furiously try to evoke greater faith using vicious and grandiose schemes, while other Minotaurs cut their losses and head off to find a new society to dominate. Some unlucky Minotaurs are overthrown, and killed or imprisoned by their erstwhile worshippers. Minotaurs speak only through roars and grunts, but they are highly intelligent, and their vocalisations do function as a language (one that is beyond the power of the TARDIS gift to translate, although the Doctor was able to understand Minotaur speech.) In addition to the normal five senses, Minotaurs are able to sense their worshippers from a great distance, and navigate towards them. When they have many worshippers, this isn't much use, but when there aren't many faithful around this gives the Minotaur a way of tracking its next meal.

SKILLS

Athletics 5, Convince 5, Fighting 4, Knowledge 3, Survival 3.

TRAITS

Alien
Alien Appearance (Major)
Alien Senses (Faithful): The Minotaur can sense the presence of anyone who has accepted faith in them. They are able to hunt them out using this sense, but of course most new worshippers will eagerly seek out the Minotaur and their doom.
Dependency (Faith): The Minotaur has to consume the faith of its victims to survive.
Fear Factor 2
Possession (Special) – see Worship Field, on pg. 163.
Special – Devour Faith: Minotaurs feed on the faith their victims have in them. Anyone with great faith in the Minotaur can be taken at any time, and their faith devoured. To this end, Minotaurs cultivate great swathes of worshippers, who can be treated as a never-ending banquet. Feeding happens up close. The Minotaur holds their target close and sucks the faith out of them. The victim loses their spark of life, and simply shuts down. Death is immediate. The target does not resist this terrible embrace, as their faith in the Minotaur is complete. (Any target who would resist is not "ripe" and will be left alone.)
Special – Worship Field: (See box on pg. 163)

TECH LEVEL: 7 STORY POINTS: 4

FURTHER ADVENTURES

- Was this Minotaur the last of his kind, or are there other worlds – or other prisons – with a Minotaur at their centre? What might a society that worships a Minotaur look like – and what might happen to that society after the Minotaur has been captured or defeated?
- What if the prison ship keeps on transporting new guests to feed the Minotaur, even after it's dead? This could be a great way to start a new campaign with a truly diverse cast: a group of characters, transported from across time and space, find themselves trapped on the prison ship. Can they work out what's happened? Can they find a way to use the prison ship to take them home? What else is trapped in there with them?

RITA

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

Rita was a doctor and a Muslim, with a fear of disappointing her parents. Her quick thinking impressed the Doctor and he referred to her as "the clever one." Had she not succumbed to the Minotaur, the Doctor intended to take her with him as a companion. Instead, her death helped make his mind up to take Amy and Rory home.

SKILLS
Convince 3, Knowledge 2, Medicine 5, Science 4.

TRAITS
Attractive
Brave: Rita's faith made her brave in the face of danger.
Empathic: Rita had a keen insight into her companions' emotions.
Obligation (Minor): Rita is afraid of disappointing her parents.

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

GIBBIS

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

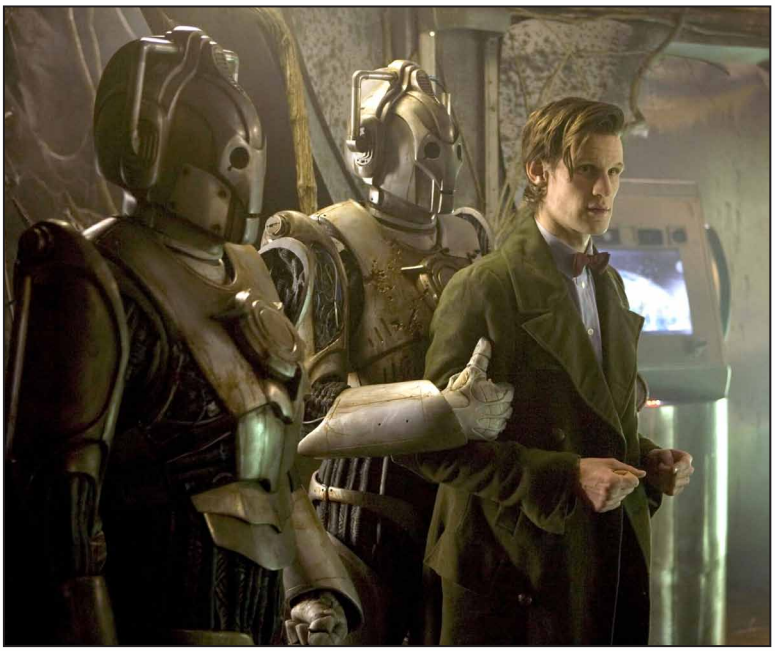
Gibbis was an alien from the planet of Tivoli, the most invaded planet in the galaxy. Its inhabitants had a pathological compulsion to surrender, and engaged in a sort of aggressive form of timidity. Gibbis' fear were the Weeping Angels, as they didn't seek to conquer but to kill, so there was no form of surrender. He survived and the Doctor dropped him off at the nearest galaxy.

SKILLS
Knowledge 3 (Alien Cultures, Town Planning).

TRAITS
Alien
Alien Appearance
Cowardly: If Gibbis could take this trait multiple times, he would.
Phobia: Anything that wants to kill, not enslave, him.
Run for your Life! Gibbis is very, very good at running away.
Selfish: Gibbis will gladly sacrifice others just so he can surrender.
Unadventurous: The natives of Tivoli would rather not go out and explore the galaxy – who knows what dangers await them?

TECH LEVEL: 6 **STORY POINTS:** 2

CLOSING TIME



'The Cybermen – they blew up! I blew them up with love!'

SYNOPSIS

Colchester, England, 2011

Closing time in the Sanderson & Grainger department store, and Kelly and Shona were closing up. The lights flickered on and off as Shona went to check the changing rooms.

In Craig and Sophie's house, Sophie was going away for the weekend and worried whether Craig would be OK looking after their baby, Alfie, on his own for the first time. No sooner had she left was there a knock at the door and the Doctor appeared. The Doctor was making a social call for the first time, checked Craig was all right and turned to leave, just as the lights flickered. The Doctor decided something was wrong and rushed into the house to investigate and... woke the baby up.

Back in the department store, something moved in one of the changing room cubicles. Shona went to investigate and pulled back the curtain to reveal... a Cyberman!

Craig complained that he couldn't cope on his own with Alfie. The Doctor quietened Alfie down with a shush. The Doctor spoke Baby, after all. The Doctor explained that he was on a farewell tour and was checking in on Craig – but upstairs was real, and the neighbours were all human. The Doctor was trying not to notice that something was wrong but he had noticed the faint patina of teleport energy...

In the toy department of Sanderson & Grainger, the Doctor was demonstrating a remote control helicopter to a group of children. He accidentally crashed it near Craig, who was surprised to see him there. But the Doctor worked in the shop now! The Doctor was looking for a robot dog when something whizzed past. He tried to usher Craig and Alfie out but Craig wanted to know what was wrong.

The Doctor explained that three local people had gone missing recently, and that the power fluctations coincided with the disappearances. The Doctor escorted them to the lift, which had an 'out of order' sign on it. The Doctor fixed it with his Sonic Screwdriver as he continued to explain that somebody had been using a teleport relay right here in the shop. As they got into the lift, they were teleported up to a Cybership. The Doctor quickly reversed the teleport relay, before fusing it so the Cybermen were trapped on their ship.

Craig knew he was safest with the Doctor. The Doctor decided to investigate, asking Val whether she'd seen anything unusual; the only thing she'd seen was a silver 'rat'. The Doctor discovered that Shona had not turned up for work this morning, having last been seen in the changing rooms. They went to investigate, the Doctor explaining that the silver rat was actually a Cybermat. It was an infiltrator, collecting power for the Cybermen. The Doctor concocted a plan to capture it.

The Doctor and Craig hid in the shop after it closed and waited until the security guard, George, had done his rounds. The Doctor scanned for the Cybermat with his Sonic Screwdriver, catching it in a butterfly net. It was made of metal, but had a real mouth with real teeth – the Doctor sonicked it into submission before calming Craig down. Then George screamed from the basement. The Doctor found his unconscious

body but was knocked out by a Cyberman. When he came round, George was gone. The Doctor was confused – how had they escaped their ship after he'd fused the teleport relay? They hadn't killed him because they were using damaged, old spare parts – but why were they using spares?

Back at 'base' – Craig's kitchen – Craig went out to get more milk and left the Doctor to look after Alfie. As he did so, the Cybermat woke up and lunged at them, but the Doctor stunned it with his Sonic Screwdriver. They ran outside. Meanwhile, Craig came back to the house, missing the Doctor's voicemail message telling him not to enter the house. The Cybermat leapt at his throat and the Doctor crashed through the French windows to rescue him. As Craig got Alfie off to sleep, the Doctor reprogrammed the Cybermat to use as a weapon against the Cyberman.

The next day, Craig woke up to a message from the Doctor on the fridge (that he was going to stop the Cybermen). Craig put Alfie in his papoose and set off to help the Doctor – he knew the Doctor always needed someone to help him, even if he would not admit it.

The Doctor investigated the changing rooms, looking for a secondary teleport. Instead he found a disillium bonded steel door disguised as a wall – the Cyberman hadn't teleported down, it had climbed up. The Doctor went down to explore, finding a Cybership buried deep underground. Craig arrived shortly after, handing Alfie to Val to look after. The Doctor worked out that the Cybership had crashed here centuries before, with no survivors, but had remained dormant until the council had stuck a load of new power cables on top of it. The Cybermat had been sent out to channel the power into the ship, and it started to recrew from the shop staff. There were now six Cybermen, but that was more than enough to transform the planet.

The Cybermen seized the Doctor, deciding that he might – after a fashion – make a good Cyber-Controller, even if he was not entirely compatible. Then Craig entered, but was seized by the Cybermen. He was far more suitable to be a Cyber-Controller! He was clamped into a Cyber-conversion chamber and a Cyberman helmet closed over his face. They begin to cleanse him of emotions, but the Doctor told him to fight it and to think of Alfie and Sophie. As the lights flickered in the shop, Alfie began to cry. Craig heard him and it reversed the process. He broke out of the chamber and triggered a feedback loop into the Cybermen's emotional inhibitors. The ship sealed itself and began to explode, but the Doctor activated the teleport relay and they appeared back in the shop. As Craig and Alfie cleaned themselves up, the Doctor rushed off. He borrowed TARDIS-blue envelopes from Craig's house – the same envelopes the others had received their invitations to Lake Silencio in. He told Craig he was going to America, so Craig gave him the Stetson from Sean's stag-do. There was a knock at the door as Sophie came back, and the Doctor vanished. Sophie was amazed at how well Craig had coped until Alfie said his first word: "Doctor."

The Doctor returned to the TARDIS, ready for one last trip. Elsewhere, River was looking at her diary – 22/04/11, 5.02pm, Lake Silencio. Madame Kovarian appeared and River asked if she knew about the Doctor. She said she did, so very well, but told River not to try to remember her as she had been thorough with River's head. Two Silents appeared behind her, her 'owners'. Madame Kovarian asked River what she knew about the day, and River said it was the day the Doctor dies. "By Silencio Lake, on the Plain of Sighs, an Impossible Astronaut will rise and strike the Time Lord dead". River said it was just a story, but Madame Kovarian said that this was where the story began, that she had made her, the woman who would kill the Doctor. Two soldiers entered with a spacesuit and River was sedated. She woke up, in the spacesuit, under water...

CONTINUITY

- After leaving Rory and Amy back on Earth, the Doctor embarked on a 200-year farewell tour, during which he 'waved' at them from throughout history (see ***The Impossible Astronaut*** on pg. 116). The tour culminates in his visit to Craig, which sets him on the path to confront his fate at Lake Silencio. This is not his first farewell tour (see ***The End of Time*** in **The Tenth Doctor Sourcebook**).
- When working in the shop, the Doctor has a name tag – handy for when he forgets his name, as he has done in the past (see ***Castovalva*** in **The Fifth Doctor Sourcebook**, ***Time and the Rani*** in **The Seventh Doctor Sourcebook**, ***The TV Movie*** in **The Eighth Doctor Sourcebook** and ***Human Nature*** in **The Tenth Doctor Sourcebook**).

- Amy is now a famous model for the perfume Petrichor – Petrichor was the password the TARDIS gave Rory to access its secondary control room (see ***The Doctor's Wife*** on pg. 128). Its slogan is "for the girl who's tired of waiting", which is certainly something Amy has done enough of (see ***The Eleventh Hour*** on pg. 56 and ***The Girl Who Waited*** on pg. 155).
- The Doctor says he is better at catching Cybermats than he remembers – he has faced them before (see ***Tomb of the Cybermen*** and ***The Wheel in Space*** in **The Second Doctor Sourcebook**, and ***Revenge of the Cybermen*** in **The Fourth Doctor Sourcebook**).
- Whilst this model of Cybermen cannot convert Time Lords (as they are "not exactly compatible", later models are more than able to (see ***Nightmare in Silver*** on pg. 231).
- The Doctor has blown up an enemy beneath a department store before (see ***Rose*** in **The Ninth Doctor Sourcebook**).

RUNNING THE ADVENTURE

This adventure is actually a fairly straightforward story: there is a crashed Cybership beneath a town, the Cybermen (and Cybermats) begin to wake up, and are abducting victims to rebuild their forces. The Doctor turns up, investigates the disappearances and uncovers the Cybermen plot, but his companion is captured and transformed into a Cyberman but saves the day through the power of love. So far so good. The key difference here is the setting itself – everyday Colchester – and the fact that it is juxtaposed with the day-to-day monotony of normal life. The Cybermen are not invading some far-off world, but the changing rooms of the local department store. The Cybermat is not skulking about ducts on a spaceship, but is scuttling about Craig's kitchen. The combatants are not UNIT or Torchwood, but Craig looking after his baby son. It's this juxtaposition between mundane and alien that makes it such a compelling adventure in its own right.

Look for opportunities to do the same in your own game. Who did your characters end up befriending in ***The Lodger***? Perhaps it's time to check back in with them again, see where they are, and find out how their life has changed after encountering a group of time travellers. Or maybe a former companion left the TARDIS to settle down to a normal life again – perhaps the Cybermen show up in their backyard (literal or metaphorical), and they have to team up with the other characters once more. And it's not just the juxtaposition of settings that makes this so effective. It's also the upping of the stakes. It's not just the human race that are endangered by the Cybermen; it's Craig's baby, Alfie. By bringing the danger home (again, literally), invading the personal lives of the people the Doctor cares about, the price of failure – very nearly paid here by Craig – are upped. And, of course, if your Time Lord is on his own farewell tour, it reinforces the danger that his presence puts people in, feeding into that readiness to face up to destiny.

FURTHER ADVENTURES

- What caused the Cybership to crash in the first place? Perhaps it was fleeing from someone – or something – that has scattered its Cyberfleet to the far corners of the Solar System. Perhaps this foe poses a threat greater than the Cybermen, forcing the characters to form an uneasy alliance with the Cybermen to overcome this enemy. But can this alliance hold, and what happens once the characters emerge victorious? Will they become the Cybermen's next victims?
- The Cybership crashed in Medieval Colchester, several hundred years ago at the height of the Black Death. Its Cybermen crew might not have survived, but the Cybermats certainly did – Cybermats who have past form at spreading plague and disease through their bites. What if the Black Plague wasn't spread by rats after all, but by Cybermats? And what if it was a ploy to weaken the human race – and to create a surfeit of spare biological components – to allow the Cybermen to rebuild and reconquer while humanity is at its weakest?

THE WEDDING OF RIVER SONG

'The first question! The question that must never be answered! Hidden in plain sight! The question you've been running from all your life! Doctor Who? Doctor Who? Doc-tor-who?'

SYNOPSIS

Lake Silencio, USA, and Parallel Earth, 22nd April 2011, 5.02pm

In modern-day London, with steam trains running through the Gherkin, flying cars carried aloft by balloons, Pterodactyls flying through Hyde Park and heightened sun-spot activity, it was obvious that something was amiss. In his office in the Buckingham Senate, Emperor Winston Churchill had his blood pressure tested by his personal physician, the Silurian Malohkeh. It was high, as a result of an argument he'd had with Cleopatra.

Churchill asked the doctor what time it was; he replied that it was two minutes past five in the afternoon, the same time it always was. Churchill was bothered by this, and by the fact that the date was always 22nd April. Malohkeh replied that the date and time had always been the same. Churchill demanded to see his Soothsayer – the Doctor – who had been thrown into the Tower of London. Churchill asked him what had happened to time and the Doctor replied "a woman."

Earlier, the Doctor interrogated a dying Dalek, searching its data core for everything the Daleks knew about the Silence. On the docks of Calisto B, he met with the Teselecta, which had disguised itself as the late Father Gideon Vandaleur to conduct its own investigation into the Silence.

He played Live Chess with another of the Silence's agents, an alien named Gantok, forfeiting the game in exchange for being taken to see the head of Dorium Maldovar. Gantok took the Doctor to the Seventh Transept, where the Headless Monks' 'leftovers' were stored. Dorium's head was in a box, still alive. Gantok drew his laser pistol, hoping to get his revenge on the Doctor for beating him at chess, but he fell into a pit full of ravenous skulls.

The Doctor asked Dorium for more information about the Silence, finding out that they were a religious order who had made it their mission to stop the Doctor's future, to stop the question from being answered. Dorium told the Doctor what the question was and the Doctor took him back to the TARDIS.

Back in the Buckingham Senate the Doctor continued to tell Churchill his story, but they suddenly found themselves not in Churchill's office but in the Senate Room. Churchill had a revolver and the Doctor had been running. The Doctor had a tally mark on his arm.

In the TARDIS the Doctor received a call on the TARDIS' phone from a nursing home, informing him that the Brigadier had passed away. The Doctor, suddenly aware of his own mortality, decided it was time to go to Lake Silencio. He met up with the Teselecta again and gave it a series of blue envelopes, to deliver his messages to his companions without crossing his own timestream. If he had to die, he didn't want to die alone.

In Buckingham Senate, the Doctor now had three tally marks on his arm...

At Lake Silencio, the Doctor met up with his friends, had a picnic and then waved at the older Canton Delaware III, as the Impossible Astronaut emerged from the waters of the lake. The Doctor told his companions to stay back and went to speak to the astronaut – who was River. The Doctor made River look at herself, on the shore, so she'd know she had a future. River insisted that time could be rewritten and drained her weapon systems instead of shooting him. Everything goes white...

In the Senate, Churchill asked the Doctor what happened. The Doctor replied that nothing happened, and then it kept happening. Time was dying, and it would be stuck at 5.02pm for all eternity. The Doctor was now holding a spear and Churchill had fired his gun – they were defending themselves. Now there were four tally marks on his arm – and his other arm was covered in them!

The ceiling was filled with Silents. Suddenly a grenade rolled in and a unit of soldiers burst in, all wearing eye patches similar to the one worn by Madame Kovarian. Pond, Amelia Pond walked in behind them, also wearing an eye patch, and shot the Doctor in the head.

The Doctor woke up on a couch onboard a steam train. Amy informed him they were nearly in Cairo. The Doctor implored Amy to remember who she was, before realising that Amy already knew; she had a model TARDIS in her office and her wall was covered in drawings of aliens. Amy also had a drawing of Rory, but she didn't know where he was. She told the Doctor that time had gone wrong, but some of them had noticed. She remembered Lake Silencio, and the Doctor simultaneously dying and not dying. Time had split wide open at that point.

A soldier entered the office – Captain Williams – to inform them that the train was arriving at Area 52. Rory told the Doctor he had to put the eye patch on; except it wasn't an eye patch but an Eye Drive, to help the wearer remember seeing a Silent. They walked into the pyramid, past hundreds of Silents floating in tanks of water, insulated to stop them channelling electricity. The Silents responded to the Doctor's presence. As they walked through the pyramid, the Doctor told Rory to ask his boss – Amy – out.

In the Control Room, scientists bustled about monitoring the time on their screens. As the Doctor entered the room, time moved forward by four chronons. River, wearing an Eye Drive, was there; as was Madame Kovarian, who was tied to a chair. The Doctor told River that, because of her, time had been fatally compromised, time was dying. The Doctor lunged at River, trying to kiss her; if they touched, time would reset.

Elsewhere, the Silents began to break out of the storage tanks. Captain Williams noticed water dripping down into the Control Room. The Doctor asked Amy how many Silents they had trapped in the pyramid; Madame Kovarian told him they weren't trapped, but waiting for the Doctor. The Silents began killing the other soldiers and Captain Williams tried to bar the door. Suddenly everyone's Eye Drives began to overload, killing or stunning the wearers. As Madame Kovarian gloated, her Eye Drive began to zap her too.

Amy, River and the Doctor raced up to the Receptor Room as Captain Williams tried to hold the Silents off. He refused to remove his Eye Drive, so as not to forget his enemy. Just as the Silents were about to kill him, Amy returned with a machine gun and rescued him. Madame Kovarian begged Amy for mercy, but Amy refused, forcing her Eye Drive back on so it killed her – she told Madame Kovarian that River didn't get all her psychopathy from her.

On top of the pyramid, River had built a distress beacon. She had sent a distress call beyond their bubble of broken reality to ask for help. The sun spot activity wasn't the sun at all, it was millions and millions of voices saying they'd help the Doctor. River couldn't let the Doctor die without knowing he was loved. The Doctor said he had to die, to save billions more. River said she'd suffer if she had to kill the Doctor, more than anyone else.

The Doctor took off his bow tie and wrapped one end around River's hand and the other around his own. He whispered something in River's ear – his name – and then Rory and Amy married them. Then the bride and groom kissed and the Doctor died at Lake Silencio...

Later, in the garden of Amy's house, River arrived, fresh from the *Byzantium*, and joined her mother for a glass of wine. Amy was grieving for the Doctor – and for killing Madame Kovarian – but River told her the Doctor wasn't dead. She told Amy his last secret, what he had really whispered in her ear.

In the Seventh Transept, a hooded monk returned Dorium's box to its plinth. As he turned to go Dorium recognised the Doctor and asked him how he'd survived. He explained that it wasn't him on the lakeside, but the Teselecta disguised as him. Dorium warned him that it was all still waiting for him: the Fields of Trenzalore, the Fall of the Eleventh and the Question. "Doctor Who? Doctor *Who? Doc-tor-who?"*

CONTINUITY

- The Doctor receives a phone call on the TARDIS' phone to tell him that Brigadier Alistair Lethbridge-Stewart had died peacefully in his sleep, exactly as the Seventh Doctor predicted he would (see ***Battlefield***, in **The Seventh Doctor Sourcebook**).

- The Doctor mentions that Liz the First was waiting in a glade to elope with him. We see their actual marriage in ***The Day of the Doctor*** (see pg. 241).
- The Doctor says that, with his time machine, he could go to all of Captain Jack Harness' stag dos or help Rose Tyler with her homework.
- Charles Dickens pops up on TV to talk about his forthcoming Christmas ghost story (see ***The Unquiet Dead*** in **The Ninth Doctor Sourcebook**).
- Malohkeh, the Silurian scientist from ***The Hungry Earth/Cold Blood*** (see pg. 85), is Churchill's personal physician.
- The Headless Monks killed Dorium Maldovar at Demon's Run (see ***A Good Man Goes to War*** on pg. 142). His head – still alive – is stored in the Seventh Transept.
- The bottle of wine the Doctor and his companions drink at Lake Silencio was thrown at him by Napoleon Bonaparte.
- When River says "time can be rewritten", the Doctor replies "don't you dare." In ***Silence in the Library*** (see **The Tenth Doctor Sourcebook**), River says the same to the Doctor's suggestion.
- Rory is called the man who dies and dies again, referencing his many deaths.
- After Amy returns to grieve after Lake Silencio, River appears to tell her the Doctor is still alive – and she has come straight from the wreck of the *Byzantium* (see ***Flesh and Stone*** on pg. 71).

RUNNING THE ADVENTURE

We'll level with you: there's a lot going on in this adventure. There are three main things going on, all at once, although you don't need to run them simultaneously. In fact, any of the strands of this adventure could make for a standalone adventure in its own right. Anyway, the three elements, in chronological order: first up there's the Doctor's ongoing investigations into the Silence in an attempt to avert his death; there's the death itself, at Lake Silencio; and then there's the paradox that blows up when it doesn't all go entirely to plan. There's a fourth element to the plot too, the denouement, which is where it all gets put back together; but that draws on each of the other strands to tie it all up.

You might decide to run each of these elements individually or in chronological order. Or, like in the episode, you might throw the players right into the middle of the action and not explain things until you get going.

Let's run through each of those elements in turn.

INVESTIGATING THE SILENCE

First up is the Doctor's own investigations into the Silence, his trying to find out more about who they are and why they want him dead. In the adventure this is largely a montage of background scenes that show what the Doctor has been up to between waving goodbye to the Ponds in ***The God Complex*** and meeting them at Lake Silencio in ***The Impossible Astronaut***.

In your own game, however, this could be something of a story arc in its own right, as the characters try to dig into the truth behind the Silence. You could play this as full-on space fantasy, with games of Live Chess in exotic alien bars. You could go for a more subtle, espionage feel, with the characters infiltrating one of the Headless Monks' space churches.

Perhaps in your own adventure the information the characters glean lets them come up with a plan to thwart the Silence. Or perhaps they come to the same conclusion as the Doctor: they cannot avoid a fixed point in time, so they must go to Lake Silencio and face their fate with dignity. But we'll come back to that in a moment.

TIME ASKEW

Next, let's talk about the paradox that is at the real heart of the adventure, which could also be titled What Happens When You Change a Fixed Point in Time. In

this case, what happens is the characters wind up on the alternate Earth that River has inadvertently created. Without any warning, the characters – perhaps as a result of their own actions, perhaps as a result of somebody else's – find themselves in a new setting that makes no sense.

Sure, at first it might look merely fantastical – dinosaurs in London! Churchill riding a mammoth! Cars powered by balloons! – but as they explore more and more will surface that will seem plain *wrong*. All of history is taking place at the same time. The time and date never change. Time itself is dying.

When meddling with the setting itself, make sure you meddle with the characters too and their place within it. After all, River, Amy, Rory and the Doctor all had new roles and guises within this new setting. Do the same with your characters, taking the time to create new, alternative character sheets for each of them before you start play.

You could even start the session by handing out their new characters and thrusting them right into an alien and unfamiliar situation. You might decide that, at first, they remember nothing about their previous lives; or perhaps they remember everything. You might even let them spend a Story Point to recall a pertinent fact from the other timeline.

ALL PATHS LEAD TO LAKE SILENCIO

Over the course of this adventure, the Doctor goes to Lake Silencio not once, but twice. The first time – in a flashback told to Emperor Churchill from our point of view – River breaks time by discharging her gun. The second time, the Doctor confronts his destiny – and escapes it completely.

This is the moment where your characters can really stand out. The moment the story has been building towards. They've had a whole series to plan for this eventuality; have they come up with something suitably spectacular to sidestep fate and avoid death on the shores of Lake Silencio? The Doctor hid inside the Teselecta, but what will the characters do? If they've come up with something suitably inventive and fun, run with it! And if they need to spend a few Story Points between them to make it work, then let them.

This is the climax not just of the adventure but of the whole series – make it spectacular, but make it all about the characters. Let them shine!

CALISTO B

The Doctor visited Calisto B in his search for the Silence. It was a dark and misty world, and a known hang-out for many disreputable sorts, the agents of the Silence and the *Teselecta* amongst them, who the Doctor met in a seedy space bar.

LIVE CHESS

One of the most popular activities on Calisto B was a particularly deadly variant of chess, Live Chess, so-called because the pieces were increasingly electrified as the game went on.

A game of Live Chess is handled as an extended opposed Ingenuity + Resolve conflict, that inflicts 1/2/3 Levels of Damage to the loser. Each subsequent round multiples the damage – so in the second round, the loser takes 2/4/6 damage, in the third round 3/6/9 damage and so on. The game is played either until one player concedes or until one player is incapacitated by the damage.

EYE DRIVE (MINOR GADGET)

The Eye Drive is an external storage device that communicates directly with the memory centres of the brain, allowing the Silents' servants to remember them. Amy and River developed them based on the technology used by Madame Kovarian, which had the disadvantage that the Silence could use them to debilitate or kill their wearers. So long as a character is wearing an Eye Drive, they are unaffected by the Silents' Memory Proof ability. However, if the Silence will it, they can use the Eye Drive to inflict damage on the wearer – the character must make a Resolve test (Difficulty 12) or suffer 3 levels of damage.

Traits: Scan, Transmit, Restriction (Can be overridden by the Silence).
Story Points: 1

FURTHER ADVENTURES

- What other exciting adventures might the characters have on Calisto B? It certainly looks like a hive of scum and villainy, populated by all manner of weird and wonderful agents. Agents of the Silence obviously frequent its docks and bars, but who else might be found there? Dalek Puppets? Gangers? Time Lords who have managed to survive the destruction of Gallifrey? Where better to hide than in plain sight!
- It's unlikely that Dorium is the only head of note residing in the Seventh Transept. Perhaps over the course of another adventure they discover that the source of invaluable information has not only been beheaded alive, but their head is now held by the Headless Monks. The characters will have to stage a thrilling break in, discovering the location of this secret shrine and then bypassing all those deadly traps in order to get at the informant.
- How did Amelia, Captain Williams and River capture all those Silents? What daring raids and secret missions might they have had to accomplish in order to gather the intelligence they needed to put their plan in action? How did they capture Madame Kovarian? That must have been one helluva sting!

GANTOK

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

Gantok is a humanoid alien who acted as spy for the Silence. He was considered by most to be their "weakest link", a reputation that proved true when he took the Doctor to one of their most precious sanctuaries – the Seventh Transept.

SKILLS

Craft 3 (Chess 5), Fighting 3, Knowledge 3 (The Silence 5), Marksman 4, Subterfuge 3.

TRAITS

Alien
Alien Appearance (Minor): He's one ugly looking alien.
Brave: Gantok doesn't let a few hungry skulls bother him.
Clumsy: Mind that pit there, Gantok.
Obligation: He's a servant of the Silence.
Obsession (Minor): He must always win at chess.
Selfish: It's all about him, him, him.
Tough: He's a gnarled and tough alien.

TECH LEVEL: 7 **STORY POINTS:** 3

THE DOCTOR, THE WIDOW AND THE WARDROBE

'Cyril, what have I told you about opening your presents early? Something like this was bound to happen.'

SYNOPSIS

England, 1938 and 1941, and Unnamed Planet, 5345

A spaceship loomed and armed its weapons – then, exploded! The Doctor hurtled through corridors, grabbed a spacesuit, and plummeted to Earth.

A huge crash knocked Madge Arwell halfway off her bike. She found the source: an impact crater, with a man at the bottom. She couldn't see his face for the spacesuit, but helped him find a police box. In exchange, he promised her a favour – all she need do was make a wish. The years passed, and Madge's husband Reg was sent to war. Christmas 1941 approached, and she received a telegram: "We regret to inform you..." She didn't tell her children.

The normal caretaker didn't greet Madge, Lily and Cyril at Uncle Digby's old house. Instead, a man calling himself the Doctor had kitted the entire house out with automatic chairs, lemonade taps, an enormous Christmas tree with a hundred rotating parts – the works! – and under the Christmas tree sat a blue present, gently glowing.

Curiosity overcame Cyril, and he opened the present in the dead of night. Inside was a portal, and he crawled through it, onto an alien planet.

The Doctor and Lily, who'd been talking, noticed Cyril wasn't in bed and found the present open, with two sets of fresh footprints trailing out through the alien snow. Cyril was tracking something, and that something's footprints were getting bigger, so the Doctor and Lily followed him in. When Madge awoke to find the house empty, she too followed her children into the open present, leaving the house empty.

Cyril arrived at a tower on an unnamed planet, apparently made of stone, containing a statue of a Wooden King. He pressed on upstairs, and the Wooden King moved.Meanwhile, Madge was being accosted by three armed soldiers who had emerged from an Androzani Harvester. They pointed their weapons at Madge, and she started crying. Uncomfortable threatening a crying woman, they each put their weapons down, and Madge produced her own pistol. "I'm looking for my children."

Cyril reached the top of the tower, where a Wooden Queen stood holding a crown. The Queen was already advancing on Cyril when the Doctor and Lily arrived, but his Sonic Screwdriver was useless on the wooden door.

It eventually unlocked on its own, as though inviting them in to see Cyril sitting, crowned, upon a wooden throne.

Madge had now boarded the Harvester and chained two of the miners to pillars. Billis, the free miner, was sympathetic to Madge but didn't know how to pilot the Harvester. She ran a scan for Madge's children, but transmatted her crew away to escape the acid rain, due to scorch the planet in just five minutes. The Harvester established an audio link with the children in the tower, and Madge listened in.

The Wooden Queen had now been joined by her King. The Doctor explained that the crown was a conduit, and would allow the trees' life-force to temporarily inhabit a humanoid vessel – but the Wooden Queen dismissed Cyril as too weak. The Doctor tried to wear it, but was also weak. The conduit burned his hands, but Lily seized it and felt just a minor tingle. The Wooden Queen explained that Lily was strong, but too young for their needs. Acid drizzled from the sky, and the Doctor tried to escape with the children, but Cyril was stubborn, he insisted on waiting for mummy. The Doctor explained she probably wasn't coming, but the ground tremored: there, on the horizon, was the Androzani Harvester, Madge driving. She crashed the walker at the door, and rushed upstairs.

When Madge entered the chamber at the top, the Wooden Queen gave her the crown... and it fit! The life force of the forests slipped through the conduit into Madge's head, and their chamber rose off the top of the tower and jetted into the Time Vortex. Madge was steering, and only needed think of home – but she needed a powerful thought, a thought so powerful it hurt. She thought of her life with Reg, how he followed her home, all the good thoughts... but then, she couldn't help thinking about him dying. Her visions beamed onto the wall of the escape pod, and Cyril and Lily saw for the first time how dad's plane was lost over the seas with no stars to light the way.

As the pod crashed onto the family's lawn, the souls of the forest scattered into the atmosphere. The Doctor gave Madge a moment's privacy with her children to break the bad news... but then rushed back in. Madge had thought so hard about Reg that she'd opened the Vortex, and with nothing else to guide him, Reg had followed her through. The Arwells were reunited in time for Christmas, and when Madge learned the Doctor's friends believed him dead, she ordered him to go visit his family, too.

London, 2011, the Doctor arrived on Amy's doorstep, and initially received a frosty reception, but they quickly embraced, and she invited him in for Christmas dinner.

CONTINUITY

- The Fifth Doctor previously visited Androzani Minor with Peri (see ***The Caves of Androzani*** in **The Fifth Doctor Sourcebook**).

- The Doctor recalls that the Forest of Cheem fancied him (see ***The End of the World*** in **The Ninth Doctor Sourcebook**).

RUNNING THE ADVENTURE

One of the tropes of the Eleventh Doctor's era that was discussed earlier (see pg. 20) is the fairy tale aspect of some of his adventures, and that is never more true than in this story.

Harking back to some of the fiction of the early 20th century, the story has a familiar set up – a widow has lost her husband in the war, and she and her children retire to a lonely old house to face their first Christmas alone. Once there, her son discovers a strange doorway to a magical realm, populated by strange fairy tale folk; they must help them, and in so doing overcome their loss.

This story has a somewhat whimsical feel to it, and you should definitely play that up in your own adventures. After all, if you're going to evoke similar Christmassy, fairy tale-esque stories you might as well go all in. Sugar plum fairies, animated nutcrackers, strange woodland sprites; all are fair game, with your own unique twist of course.

HARVEST RANGERS

The Harvest Rangers conduct forestry but also serve as corporate military to protect the forests from poachers and vandals. They remove trespassers and are entitled to shoot to kill against suspected saboteurs or agents of enemy corporations. Despite military training, however, they spend most of their time looking after trees. As a result they sometimes take a fairly relaxed approach to rules of engagement and the chain of command.

Droxil is the leader, and as the most level-headed member of the group acts as something of a lynchpin. The other two defer to him for commands.

Billis appears to be the second in command, and is perhaps a little too diplomatic: she is the first to put down her weapon, and co-operates with Madge when her colleagues are incarcerated.

Ven-Garr appears to have the most technical expertise, as he's the only miner to use the scanner, but is emotionally volatile – seeing Madge crying sets him off, too, and when he finally pulls himself together he offers to shoot her.

CONDUIT (MAJOR GADGET)

What looks like a golden crown is actually a psychic conduit, which can forge a basic link with anyone. Whoever you are, when you're wearing the conduit, a Wooden Monarch can put their hand on your shoulder and temporarily borrow your mouth, but the conduit's way more than just nature's walkie-talkie. On the right head, the conduit can pass the life force of an entire forest into its wearer. The wearer does not experience any discomfort – indeed, she seems to rather enjoy the experience – and as long as she keeps it on, she can pilot the trees' escape pod through the time Vortex. As you may have gathered, the right head is always female. Men are incapable of carrying life, and therefore considered weak, whereas women have capacity. You also need to be an adult to contain the forest – Lily's strong, but too young – and ideally, you need to be mum.

Traits: Possess, Vortex, Restriction (Mothers only).
Story Points: 2

VEN-GARR'S SCANNER (MINOR GADGET)

A handheld device used to obtain information. On a perfect day, it can identify whether a subject is armed, and even recognises that Madge has travelled in time. Regrettably, today is not a perfect day, and this scanner, to the Harvest Rangers' cost, can't tell the difference between wool and a side-arm.

Traits: Scan.
Story Points: 1

FURTHER ADVENTURES

- It's funny how the people of the Androzani system always end up cannibalising their planets in the name of profit. As a comment on the human condition, it's depressingly astute, but it's also getting beyond a coincidence. The Androzanis have an enabler, a mystery buyer who's tempting them into self-destruction, but who'd buy spectrox and battery acid in such magnificent bulk? More to the point, what's next on their shopping list?
- The Harvest Rangers are wonderful characters, each distinct and interesting, yet, due to the brevity of their appearance, tantalisingly underexplored. As far as they know, they've indirectly condemned a lost family to gruesome melty death. A shrewd and slightly manipulative Doctor could play on that seed of guilt if necessary, and recruit them to join his investigation – because this is eco-vandalism, pure and simple, and the Doctor's not likely to let it keep happening.

HARVEST RANGERS

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

SKILLS
Athletics 1, Convince 2, Fighting 3, Marksman 3, Medicine 2, Subterfuge 2, Technology 4, Transport 4.

TRAITS
Obligation (Minor – Harvester Corporation)

EQUIPMENT: Hand Scanner (detection includes weapons and artron energy, interference from natural fabrics), Ranger Gun (3/7/10), Body Armour 5

TECH LEVEL: 8 **STORY POINTS:** 1-3

MADGE ARWELL

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

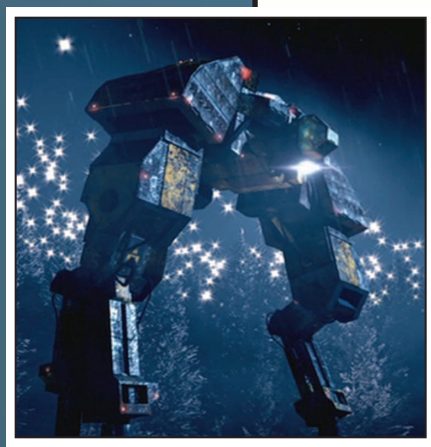
A devoted mother and terrible driver, Madge is crippled by the news of her husband's death, but will not to let it ruin Christmas for her children. Smart, tough, and occasionally a little crafty, Madge Arwell is the strong mother the Androzani trees need to guide them home. A woman of sensible precaution, she carries a pistol about her person, and is willing to use it if necessary.

SKILLS
Marksman 2, Subterfuge 3, Transport 2.

TRAITS
Brave: She's remaining strong for her children.
Eccentric: She is known to be slightly dotty.
Empathic: Madge has a reputation for taking in waifs and strays.
Indomitable: She survives it all with a stiff upper lip.
Owed Favour: She saved the Doctor, and he has not forgotten his debt.
Run for your Life!
True Connection: Her husband, Reg.

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

ANDROZANI HARVESTER



By the 54th century, the people of Androzani Major identified a variety of tree as the greatest energy source in the universe. Calling these "Androzani Trees" to represent their claim on the species, they set up massive tree farming operations across multiple worlds, finding or cultivating forests and then melting them down with satellite-delivered acid rain. They worked the forests using Androzani Harvesters, semi-automated machine platforms that towered above the treetops on three hydraulic legs. Harvesters walk through the forests with a three-legged gait that is ungainly but avoids entanglements with the foliage. It is crewed by three Harvest Rangers, each with their own comfortable swivel chair in the cockpit. (The cockpit is accessed via a lift in the platform's foot.) Not every crew member has completed the years of training needed to be qualified to drive. Driving an Androzani Harvester across an open, flat surface is a Tricky task, Difficulty 15. Driving through a forest is a Hard task, Difficulty 18.

Armour 6 ***Hit Capacity*** 24 ***Speed*** 8

ANDROZANI TREES

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

The name 'Androzani Trees' is somewhat misleading: they aren't from Androzani. That's just what people from Androzani call them as they melt them down into battery acid. They aren't exactly trees, either. The trees are just convenient shells for a collectively-intelligent species of eternal time-travelling energy forms with technology based on the manipulation of living wood. Also, they're a wee bit psychic.

SKILLS

Convince 4, Craft 6, Knowledge 2, Survival 6.

TRAITS

Alien

Hypnosis: When they needed a human to aid them in moving from planet to planet, they needed that person to co-operate with them. A mild form of hypnosis was used to fascinate the target, hold them still long enough for a communication device to be placed on their head. The "stronger" the target, the more they were affected by this hypnosis effect.

Immaterial

Networked: The trees share a psychic network. Anything that happens in the forest can be sensed by the collective – there are no secrets among the trees. Communicating with others isn't so easy, however. They can craft devices that connect humans to their network, and can actually speak through a connected human, but even then they have difficulty with concepts and symbols.

Precognition: As well as having a psychic network, the trees have access to some degree of limited precognition. The trees encountered by the Doctor and the Arwell family said their arrival had been foretold.

Psychic

Special – Woodshaping: They can shape wood into almost anything, including shiny baubles, walking statues, convincing replicas of stone and metal, elaborate carvings, and ships that can enter the time vortex. They reside within trees, but should danger threaten they rise up like lights, looking for a new living host to carry them to safety.

Unadventurous

Vortex: To escape a threatened forest, the energy forms abandon their wooden shapes and create a ship that can carry them into the time vortex. They then seek out a new home on a different planet in another place and time and seed a new forest to begin again. However, they cannot make it through the trip alone, they need a human (or equivalent) to carry their collective psychic essence in her head. (The best carrier is a mother, while males are more or less unsuitable for this job.)

Weakness (Major): Cannot communicate without intermediary.

STORY POINTS: 4-6

ASYLUM OF THE DALEKS

'You're going to fire me at a planet? That's your plan? I get fired at a planet and expected to fix it.'

SYNOPSIS

The Dalek Asylum, The Future

In the ruins of Skaro, the Doctor met with Darla, a young woman who had sent him a message. She wanted his help rescuing her daughter Hannah from a Dalek prison camp. The Doctor was suspicious; rightfully so, as she was a Dalek Puppet and shot the Doctor. The Doctor had been acquired.

At a photoshoot, on Earth, Amy was modelling for the camera. She was interrupted by Rory, who had brought her divorce papers to sign. As the make-up girl applied make-up, an eyestalk emerged from her head. Amelia Pond had been acquired. As Rory got on a bus to go home, an eyestalk emerged from the driver's forehead too. Rory Williams had been acquired.

Rory and Amy woke up on the floor of a circular room. They looked out of the window to see a fleet of Dalek saucers. The door opened and the Doctor was brought in by a Dalek escort. The ceiling opened and the floor lifted them up into the middle of an auditorium, Daleks all around them. The Parliament of the Daleks. The Dalek Prime Minister told him he was here to save the Daleks. All of the other Daleks joined in the chorus of "Save the Daleks."

Elsewhere a music box played *Carmen* as Oswin nailed planks over a round door. From outside, the sounds of Daleks attempting to get in could be heard.

Back at the Parliament, Rory and Amy discussed what the Doctor was up to. He had chosen the most defensible area of the room, counted all of the Daleks, counted all of the exits, and had now worked out that Amy and Rory were standing apart and begun to worry. The Dalek saucer arrived at its destination: the Dalek Asylum.

The Dalek Asylum was where the Daleks kept all the Daleks that had gone wrong, but they could not kill them as they found the concept of such divine hatred to be beautiful; the Doctor was sickened by this. Darla told him that the Asylum was fully automated and there were uncounted millions of Daleks in there, all armed. She then played the Doctor a signal that was being received from the heart of the Asylum: it was a broadcast of *Carmen*. The Doctor tracked the signal back and tried talking to whoever was sending it – Oswin Oswald, junior entertainment officer, starship *Alaska*. She told him the starship had crashed into the planet a year ago and she had been keeping Daleks out every since, making soufflés.

The Doctor explained that because a starliner had crashed into the Asylum, someone had got in; and if someone had got in, then everything could get out. The Supreme Dalek said that the Asylum must be cleansed, but the forcefield was impenetrable; it could only be turned off from inside the Asylum.

The Doctor said that a small taskforce of Daleks could sneak in; but the Daleks were all too scared. The Supreme Dalek said that the Doctor would be sent down, that he would have to turn the forcefield off because he would have no other means of escape. A Dalek Puppet placed a wristband on the Doctor's wrist, to protect him from the nanocloud. He would then be fired at the planet by gravity beam, along with his companions, to fix it. The Doctor, Amy and Rory were pushed into the gravity beam.

Amy landed in a snow drift. A man in white thermals ran over to help her; he introduced himself as Harvey and followed her as she went to look for Rory. The Doctor landed over the ridge, and several eyestalks popped out of the snow to watch him. Oswin spoke to him and explained that she had hacked the Dalek technology. She said she was somewhere underground.

Harvey led them to where the other gravity beam had come down, right into a shaft leading deep underground. He explained that the escape pods from the *Alaska* had crashed two days ago, not 12 months as Oswin had said. Inside the escape pod the crew were all desiccated corpses, freaking Harvey out; he had just spoken to them, but the Doctor's scans suggested they had been dead for much longer than that. Harvey then remembered that he had died outside and the cold had preserved his body; an eyestalk popped out of his head and the Doctor and Amy pushed him through a door. The Doctor explained that there was a Nanocloud in the Asylum, which automatically processed any organic matter, living or dead, into a Dalek Puppet unless it was wearing a wristband. Living or dead, like the corpses. The skeletons began to move, the Doctor and Amy fled into the cockpit. Oswin scanned it and found a breach in the floor. As they prepared to escape, the Doctor asked Amy about her and Rory; Amy explained it wasn't something that he could fix, that it was just life. The Doctor noticed that the skeletons were waving something on the security monitor – Amy's wristband.

In the Asylum, some greenish goo dripped on Rory's face, waking him up. He was surrounded by inanimate Daleks. As he backed away, the Daleks began to slowly wake up. They started shooting and Rory fled. Oswin told him to run for the door at the end of the corridor, shutting it behind him.

The Doctor and Amy climbed down the ladder and into the Asylum, where the Doctor explained that the Nanocloud was already converting Amy – he knew because they had had the same conversation four times already. He sniffed the air, leaving Amy for a moment before asking Oswin why he could never see her. She directed him to a door to his left, explaining that she had put Rory somewhere safe.

Amy staggered off on her own, seeing a room filled with people dressed in formal evening wear and dancing elegantly. She began to dance too. The Doctor found her, telling Amy that the Nanocloud had altered her perception, that they were really Daleks she was dancing with. As they ran, the skeletons from the escape pod climbed down too. A Dalek without a gun stopped the Doctor. The Doctor told it to identify him and asked it what its orders were; it identified him as the Predator, and the Predator must be destroyed. But the Dalek had no weapon, so it started to self destruct instead. The Doctor lifted its lid and fiddled about inside, and the Dalek reversed backwards at speed, before exploding in a chamber filled with other Daleks.

Rory heard the explosion and rushed in, finding the Doctor carrying an unconscious Amy towards him. He laid her down on the teleport pad as Rory rushed over to wake her. He asked if she remembered him and she slapped him; she remembered him. The Doctor asked Oswin why she was OK, but she put it down to being a genius, to hacking the Dalek Asylum. But that wasn't what really worried the Doctor – he wanted to know where she got the milk for her soufflés.

The Doctor had come up with a clever plan: he had to neutralise the Daleks in the Asylum, rescue Oswin from the wreckage, escape from the planet and fix Amy and Rory's marriage. The Doctor wanted Oswin to drop the forcefield, then he would use the teleport pad to beam them all off the planet and back onto the Dalek saucer. The Doctor explained he'd wait for Oswin, but she said he had to come and get her. He told Rory to look after Amy, to keep her focused to stop the conversion.

Rory told Amy he was going to give her his wristband; the Daleks subtracted love and replaced it with hate, and he knew he loved Amy more than she loved him. Amy explained that she knew Rory wanted kids, and that she could no longer have them; she hadn't kicked him out, she'd given him up. Rory went to give

her his wristband, but she was already wearing one; the Doctor had given her his. He didn't need one.

The Doctor went to find Oswin, but she warned him that he would have to go through intensive care. This was where all the Daleks that had survived the Doctor were kept. As he entered, they all woke up and started to close on the Doctor. The Doctor yelled for Oswin to hurry up and open the door. Suddenly the Daleks stopped and wandered off. Oswin had hacked into their telepathic web and mass deleted any information connected with the Doctor.

The door opened and the Doctor turned to meet Oswin. He asked her if it looked real, where she was. She replied it was real, but the Doctor explained she'd dreamt it for herself because the truth was too terrible. She was a Dalek. The Daleks hadn't turned her into a Puppet, but fully converted her. She tried to exterminate the Doctor, but he persuaded her to stop. She lowered the forcefield and told him to "run you clever boy. And remember."

The Doctor ran back to the teleport pad, where Amy and Rory were kissing, and teleported them all back to the Dalek ship, just as the Asylum was destroyed. The Daleks identified an incoming teleport and prepared to defend themselves, but nothing appeared. The Doctor poked his head out of the TARDIS door and explained that he had a really good aim with a teleport. The Daleks did not recognise the Doctor, however, asking him to identify himself. The TARDIS dematerialised as he took Amy and Rory – together again – home.

CONTINUITY

- Since the emergence of the New Dalek Paradigm (see ***Victory of the Daleks*** on pg. 65) the Daleks have been busy, building a new Dalek Empire led by the Parliament of the Daleks.
- The Daleks have requested help from the Doctor before (see ***The Evil of the Daleks*** in **The Second Doctor Sourcebook**).
- This is not the first time the Doctor has encountered nanogenes rewriting people into something else (see ***The Empty Child/The Doctor Dances*** in **The Ninth Doctor Sourcebook**).
- The Daleks have converted humans to Daleks on many occasions in the past (see ***The Evil of the Daleks*** in **The Second Doctor Sourcebook**, ***Revelation of the Daleks*** in **The Sixth Doctor Sourcebook**, ***The Parting of the Ways*** in **The Ninth Doctor Sourcebook** and ***Daleks in Manhattan*** in **The Tenth Doctor Sourcebook**).
- The Daleks in intensive care are survivors of the Doctor – specifically from Aridius and Kembel (see ***The Chase*** and ***The Daleks' Master Plan*** in **The First Doctor Sourcebook**), Vulcan (see ***The Power of the Daleks*** in **The Second Doctor Sourcebook**), Spiridon and Exxilon (see ***Planet of the Daleks*** and ***Death to the Daleks*** in **The Third Doctor Sourcebook**).
- The Doctor boasts that he's great at teleports – something Rose commented on previously (see ***Boom Town*** in **The Ninth Doctor Sourcebook**).
- Mickey Smith once deleted all information about the Doctor from the Internet, much like Clara does with the Dalek Pathweb (see ***World War Three*** in **The Ninth Doctor Sourcebook**).

RUNNING THE ADVENTURE

This adventure firmly falls into the category of 'wastes no time in getting started.' The characters are swept up into the action without a say so, and before they know it they're being fired at a planet full of mad Daleks.

The Doctor's clever plan seems like a good path to follow, in no particular order, the problems facing the players are:

- Neutralise the Daleks in the Asylum.
- Rescue Oswin from the wreckage
- Escape from the planet
- Fix Amy and Rory's marriage

NEUTRALISE THE DALEKS IN THE ASYLUM

This was not just the Doctor's plan, but also the reason that the Daleks sent him down there too. Over the course of the adventure, the Daleks are dealt with in a number of different ways, from tricking them into self destructing to sneaking past them to plain, old fashioned running away.

The ultimate way they are dealt with, of course, is by Oswin lowering the forcefield protecting the planet (so the Dalek fleet could blow them all up) and hacking into their computers so they'd forget the Doctor ever existed (thereby allowing him to escape).

RESCUE OSWIN

A new twist is placed on this adventure by the presence of an unseen ally on the inside, who is guiding and advising the characters as they go. In this case, it's Oswin, hacking into the Daleks' system to aid the Doctor. It's an archetypal set-up we've seen before, as a lone hacker off-screen aids the on-screen protagonists infiltrate their target, disabling security cameras, opening doors and shouting warnings as the guards approach.

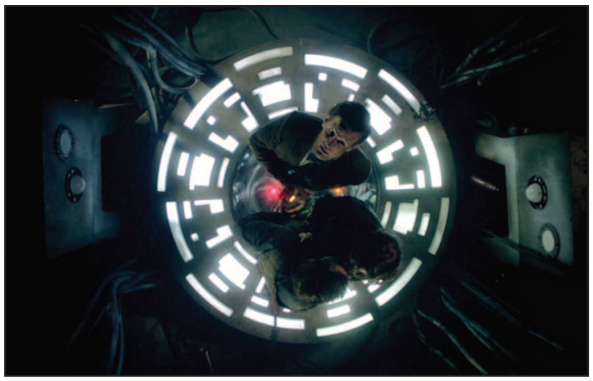
It's also something you can try in your game too, but rather than have the character of Oswin played by another player (which can work, although you might want to give them more things to do than just bake soufflés and make Ingenuity + Technology rolls), why not have her as a non-player character, who the players can call upon using Story Points. Need a map of the area? Spend a Story Point, call Oswin for help. Problem with a room full of Daleks? Spend a Story Point, get Oswin to open some doors to get you past.

Of course, in this adventure Oswin can't be saved – it's too late, she's already a Dalek. But in your adventure, maybe your players can do what the Doctor couldn't?

ESCAPE FROM THE PLANET

The plan the Doctor concocts to escape from the planet is to lower the forcefield, then to boost the power of the teleport pad to teleport them to the only ship in range – back up to the Dalek saucer – before the Dalek fleet pulverises the Asylum. Both require an Ingenuity + Technology roll (Difficulty 15), but the twist is that two separate characters will need to make the roll or else they'll be blown to smithereens.

The players might come up with their own plan, of course. There is a crashed starliner on the planet; perhaps there's something in that to help them escape?



FIX AMY AND RORY'S MARRIAGE

One of the beautiful parts of this adventure is its juxtaposition between the hazards of life with the Doctor, and the hazards of life in a relationship. Just as much as the story is about escaping from the Dalek Asylum or rescuing Oswin, it's about Amy and Rory's failing marriage – and whether it can be fixed.

This is a fantastic way to explore relationship issues – or other personal problems – your own characters might be facing. Rather than focus on this issue in a

regular, safe environment, by transporting it into an alien, hazardous situation it is made to stand out all the more. In lieu of normal life, the focus on the issue at hand is all the more apparent.

The key to solving the adventure's central dilemma might be bound up in the personal issue too – the characters can only escape from the Dalek Asylum by saving Amy and Rory's marriage. This might be a bit heavy handed, however. So instead, as it was here, the issue might instead be solved as a result of the adventure's journey – because of the perils the adventure has put them through, Amy and Rory realise how much they do love each other.

GRAVITY BEAM

The Gravity Beam was a one-way mode of transport employed by the Daleks to rapidly deploy from their saucers to a planet, and it was able to circumvent forcefields. It was also used to fire the Doctor at the Dalek Asylum, in the hope that he would solve the problem for them.

Traits: Teleport, Special – Circumvents Forcefields, Restriction (One-way).

DALEK NANOCLOUD

The air of the Dalek Asylum is suffused with micro-machines, robots the size of molecules, nanogenes. This Nanocloud automatically processed any organic matter – living or dead – into a Dalek Puppet, rewriting a body at a genetic level without them even noticing. Physical changes – eyestalks, gunsticks, would come in time, but the process would start by changing the victim's feelings, their memories. They would begin to forget recent conversations and events, repeating the same thing over and over or not remembering how they had got where they were.

Conversion by the Nanocloud is treated as an extended mental conflict, in a similar way to possession (see Being Possessed in the Doctor Who Roleplaying Game Core Rulebook). At dramatically appropriate intervals determined by the Gamemaster – once a scene, perhaps, or every round, the character must make a Resolve + Ingenuity rolls opposed by the Nanocloud's Resolve + Convince (as a Dalek).

Each time they fail, they suffer mental damage as normal, losing a piece of themselves each time. Once their Resolve is reduced to 0, they will begin to notice the side effects of conversion – their perception will be altered, they will start to act against their companions or they will pass out. Once three stats are reduced to 0, the conversion is irreversible; they have been physically converted into a Dalek Puppet and will be utterly in thrall to the Daleks. That's usually the point at which an eyestalk bursts from their forehead and they begin to shout "exterminate", but their new masters might have subtler uses for them... for now.

Sometimes, just occasionally, an especially strong-willed individual – such as Tasha Lem – might be able to regain Resolve after conversion is complete, restoring their personality through sheer willpower alone. Such an outcome requires the expenditure of Story Points; but surely, if they had any Story Points left, they wouldn't be in quite this predicament in the first place now, would they?

NANOCLOUD WRISTBAND (MINOR GADGET)

Traits: Immunity (Nanocloud).
Story Points: 1

FURTHER ADVENTURES

- The Doctor commented that if something could get on to the planet, then might something also get out? What if it wasn't a Dalek that escaped, but some of the Asylum's Nanocloud – every bit as crazy as the Daleks interred there. Spreading amongst the crew of a Dalek saucer like an infection, driving the Daleks and their Puppets mad. The Daleks, confronted with a terrifying outbreak of madness in their own ranks, might just have need to call on the Doctor once again...
- What happened to the *Alaska*, to make it crash into the planet? And might most of its crew be saved before it's too late? With a time-echo of Clara onboard, anything's possible...

DINOSAURS ON A SPACESHIP

'What sort of man doesn't carry a trowel?'

SYNOPSIS

Silurian Ark, AD2367

The Doctor visited the Indian Space Agency to learn about a strange craft approaching Earth. In six hours, the ISA would send missiles to destroy it as a potential threat. Keen to learn more about the ship, the Doctor gathered a team composing Queen Nefertiti from 1334 BC, big game hunter John Riddell from AD 1902, and the Ponds, 10 months after last seeing them. In his haste to collect the Ponds, Rory's father Brian was accidentally swept up along with them. Aboard the ship, the Doctor and his gang encountered a pair of dinosaurs. They hid, and the beasts – ankylosaurs – stomped away. Looking at a shipboard computer, the Doctor accidentally instructed the ship to teleport himself, Rory and Brian down to the engine room, leaving Amy, Riddell and Nefertiti behind.

The Doctor, Rory and Brian appeared on a giant stormy beach, but they quickly realised there was a metal floor beneath the sand and found computer screens in the rocks. They were actually in a gigantic engine room. Harried by pterosaurs, they ran to hide in a cave, and met two humanoid robots coming the other way. The robots imprisoned the trio and marched them away. On the way they befriended a triceratops, thanks to the tasty golf balls in Brian's pocket. Meanwhile Amy, Nefertiti and Riddell explored the dinosaur-populated ship. Amy found her way into some data records and discovered they were on a Silurian ship that had fled the destruction of Earth, bringing 50 different species of dinosaurs along with them. However, they found no sign of Silurian life. Digging deeper, Amy discovered that there was another ship on board.

The robots brought the Doctor, Rory and Brian to this ship, which (like the robots) belonged to Solomon. Only the Doctor was allowed inside, where Solomon introduced himself and revealed he was badly injured after an encounter with some raptors. He wanted medical help. When the Doctor asked where he had gathered the dinosaurs, he didn't answer and then instructed his robots to harm Brian to deflect further questions.

As the Doctor tended to Solomon's injuries, Amy called Rory via superphone and told them what she'd learned. The Doctor confronted Solomon, and he admitted that he had tricked the Silurians into allowing him on board, then ejected them from the ship in order to sell the dinosaurs. Unfortunately, he wasn't able to pilot the ship, and it maintained its course for Earth.

The Doctor, Rory and Brian fooled the robots and escaped Solomon's ship. They climbed on to the triceratops and rode it away from the robots. However, the ship was contacted by the Indian Space

Agency, who announced they were preparing to launch the missiles.

Solomon confronted the Doctor. His detection systems had identified that Queen Nefertiti was on board, and he knew she would be incredibly valuable cargo. He offered to let everyone else live if Nefertiti was given up to him. He killed the triceratops to show he was serious. The Doctor refused, but Queen Nefertiti, Amy and Riddell appeared to join them. Nefertiti would not be dissuaded: she went over to Solomon.

With 17 minutes before the missiles hit, the Doctor devised a plan to turn the ship around. The ship's controls could only be operated by two individuals from the same gene chain. Brian volunteered himself and Rory for this duty. While they tried to get the ship as far away from Earth as possible, Amy and Riddell held off some raptors using stun guns, while the Doctor extracted the signal core of the Silurian ship.

The Doctor magnetised Solomon's ship so it could not leave, then teleported aboard and shorted out the robots. Solomon threatened to kill Nefertiti but the Queen overpowered him. Then the Doctor left the signal core in Solomon's ship, ignoring Solomon's desperate offers of reward for saving him, and released the magnetic hold. Solomon's ship burst away, and the missiles from Earth homed in on it and destroyed it. The Doctor set about re-homing the dinosaurs, taking them to a new planet, Siluria. Nefertiti joined Riddell on his next hunt. Amy and Rory returned home for another break from adventures through time and space. Brian was inspired by the adventure to begin travelling around the world.

CONTINUITY

- The Doctor last encountered dinosaurs when they invaded London (***Invasion of the Dinosaurs***, in **The Fourth Doctor Sourcebook**).
- This is one of many occasions where the Doctor has received a message through his Psychic Paper (most recently in ***Night Terrors***, see pg. 150), although in this case it appears he is actually subscribing to news updates.
- The Doctor's efforts to scrub himself from history have been remarkably effective, as Solomon's IV device cannot identify him.
- Just before the beginning of this adventure, the Doctor helped Queen Nefertiti repel an attack by weapon-bearing giant alien locusts. It all went rather well.

RUNNING THE ADVENTURE

This adventure is an example of a simple, straightforward mystery. Questions present themselves: why are there dinosaurs on a spaceship? Why are we on a beach? Where are the ship's crew?

I.V. SYSTEM (MAJOR GADGET)

This system (IV is for "identifying value") is a sophisticated scanner linked to an extensive, constantly maintained database of staggering depth. The device catalogues nearly everything that is or ever was, and estimates a market value for the item. Simply by scanning something (a process taking only a momentary burst of flickering purple light), the user can see what it could be sold for.

Traits: Networked, Scan.
Story Point: 2

YOUNG TRICERATOPS

AWARENESS	3	PRESENCE	2
COORDINATION	2	STRENGTH	10

SKILLS
Impale 2, Play 2.

TRAITS
Huge* (Minor)
Natural Weapon (Minor) - Horns: (6/12/18).
Tough
* +2 to be hit and +4 to be seen, +1 to Speed

STORY POINTS: 4

TYRANNOSAURUS MOTHER

AWARENESS	4	PRESENCE	-
COORDINATION	3	STRENGTH	12

SKILLS
Bite 3, Hunt 3.

TRAITS
Armour (5)
Fear Factor 2
Huge* (Major)
Natural Weapon (Minor) - Teeth: (7/14/21).
Run For Your Life
* +2 to be hit and +4 to be seen, +1 to Speed

STORY POINTS: 0

But none of these questions are difficult to answer. There are no red herrings, there is no trail of clues. Straightforward investigation – asking the obvious questions and simply looking around – provides the answers. This kind of mystery can be very satisfying in play, because the players get to wonder at the questions but then experience the joys of making progress and uncovering answers. A simple mystery is also an excellent way to draw the players into the adventure while you set up something else – in this case, a battle of wits with a very bad man.

OUTWITTING WICKEDNESS

This is one of the rare cases in which the Doctor encounters a truly wicked individual. Often the enemies he faces are mad or misled, or members of aggressive species like the Daleks. Solomon, however, is a human being who just happens to be utterly villainous. The adventure is really a battle of

ENFORCER ROBOT

AWARENESS	4	PRESENCE	1
COORDINATION	3	RESOLVE	3
INGENUITY	2	STRENGTH	8

Solomon had two of these robots under his control, having purchased them on Illyria Seven. They claim to have been operative for two thousand years, and have deteriorated in that time. The two robots, with imperfect AI, squabble and bicker constantly.

SKILLS
Fighting 3, Marksman 4, Medicine 2, Technology 3.

TRAITS
Armour (10)
Eccentric
Networked: The two robots are joined together, mentally speaking.
Robot
Slow

EQUIPMENT: Laser (3/6/9)

TECH LEVEL: 6 **STORY POINTS:** 0

wits with an extremely nasty individual. If you want to feature a similar contest in your adventure, there are a few things to keep in mind:

- Make sure your villain does some nasty things. The old advice applies here: show, don't tell. It doesn't matter what reputation your villain has, or even if they wear a necklace of skulls, the description isn't enough. They need to act! Have them do nasty things that directly affect the characters. Harming innocents is a good standby; Solomon hurts Brian, threatens Nefertiti, and slaughters a friendly dinosaur. If you do this, the players will quickly figure out that your villain is both wicked and effective.

- Make sure your villain has the upper hand. Right from the start, the players must find themselves in a bad situation with no obvious way out other than to jump through whatever hoops the villain has prepared. This is an uncommon beginning for the Doctor's adventures – he often enters situations on his own terms and with several aces up his sleeve, but don't let that happen here.
- Ensure your villain has support. They should have some reliable henchmen (or henchbots), at least, and maybe a few other tricks they can call upon if things get tricky. Your players will come at the villain from a variety of directions, and villains without support will be exposed and overcome swiftly.
- Remember that the villain has Story Points. Give them a large pool of points and spend them liberally. Turn their failed rolls into successes. Cut off player escape routes, produce the right weapon at the right time, even anticipate player actions and counter them. Try not to simply block or shut down player actions, as that will just be frustrating. Instead, try to deflect or divert those actions so they still have some small effect on the game. Just remember to play fair with your Story Point pool!

FURTHER ADVENTURES

- The Doctor took the surviving dinosaurs to a planet he named Siluria. This would be an exciting world to visit, simply for the joy of seeing dinosaurs thriving in a natural environment. If the planet's occupants became widely known,

JOHN RIDDELL

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

A big game-hunter who, in 1901 and 1902, had some adventures with the Doctor. His charm was leavened with chauvinism, but battling dinosaurs alongside Amy Pond and Queen Nefertiti gave him a clear lesson in the foolishness of those attitudes.

SKILLS
Athletics 4, Fighting 4, Marksman 5, Medicine 2, Subterfuge 3, Survival 4.

TRAITS
Attractive: The ladies swoon over Riddell.
Brave: He's not afraid to put himself in danger.
Charming
Quick Reflexes
Weakness: Riddell is overconfident in his own abilities.

EQUIPMENT: Hip Flask, Hunting Rifle (3/6/9), Stun Gun (damages Resolve – 2/5/Knocked Out)

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

however, then it would quickly become a focus of galactic interest. Dinosaurs are very valuable trade items, so poachers would be quick to descend. Human scientists would be desperate to witness surviving dinosaurs, so research expeditions would be mounted from Earth or its colonies. Thrillseekers and tourists would also relish the chance to visit Siluria.

- Any revived Silurians would be eager to visit Siluria, and perhaps to claim it as theirs by right as their dinosaur cousins were first arrivals. An intense struggle could develop as other interests try to keep free access to Siluria (or to develop and exploit it). Meanwhile, the Silurians themselves could be riven with internal disputes as some factions would resist settling for an alien world when the Earth is their true home.

QUEEN NEFERTITI

AWARENESS	5	PRESENCE	6
COORDINATION	4	RESOLVE	6
INGENUITY	4	STRENGTH	3

The Lady of the Two Lands, wife of the Great King Amenhotep, Queen Nefertiti of Egypt. She is one of the most famous women in history, and brooks no insolence or interference. Yet she is not frivolous or cruel, and can be generous to those who learn from their mistakes.

SKILLS

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

TRAITS

Attractive
Brave
Code of Conduct: Nerfetiti abides by a strict code of honour and nobility. Do not try to talk her out of it.
Friends – the Doctor
Indomitable
Voice of Authority: She is – and acts like – a queen.

TECH LEVEL: 2 **STORY POINTS:** 8

SOLOMON THE TRADER

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

*Normally 3

A ruthless pirate and profiteer, Solomon roams the nine galaxies seeking opportunities to make a profit. After being injured by dinosaurs, he was killed when ISA missiles homed in on his ship and destroyed it.

SKILLS

Convince 2, Fighting 4, Knowledge 4, Marksman 3, Subterfuge 5, Technology 2, Transport 3.

TRAITS

Adversary (Major): Solomon has left a trail of blood behind him. Many people, some of them powerful, would happily ruin him if they had the chance.
Indomitable
Psychic Training: He can see through the Doctor's tricks.
Selfish
Sense of Direction
Tough: He's not going to let a raptor bite put him down.

TECH LEVEL: 6 **STORY POINTS:** 12

A TOWN CALLED MERCY

'America's the land of second chances. We called this town Mercy for a reason.'

SYNOPSIS

Mercy, Nevada, 1870

The Doctor, Amy and Rory arrived in the town of Mercy. The small town of 81 people was surrounded by a crude border made of stones and lumps of wood, and signs warning outsiders to stay away. Curious, the trio entered the town. The townsfolk kept their distance. The Doctor spotted electric streetlamps and noted this technology shouldn't have been in place for another decade.

The Doctor announced himself in the saloon and the reaction was dramatic. Everyone got to their feet and the undertaker measured him up for a coffin. A young townsman named Walter asked the Doctor if he was an alien, and when he confirmed this, the townsmen swept him up and dumped him outside the town border. They held him at gunpoint and waited. Down from the hills came a sinister cyborg Gunslinger, closing on them swiftly in a series of short teleporting hops.

Before the Gunslinger could get too close, Isaac the town Marshal intervened. He knew the Doctor was not the alien doctor the Gunslinger was hunting. The Doctor crossed back across the barrier and the Gunslinger went away.

In his office, Isaac filled the trio in on the problem. They had been under siege for three weeks. The Gunslinger had created the border line and was policing it fiercely, demanding the town hand over the alien doctor. The Doctor deduced that there was in fact another alien doctor in town and Kahler-Jex presented himself, saying he had crash landed here and decided to stay. Isaac confirmed Jex had helped them a great deal, including rigging up the electric lights, which used his ship as a power source. Jex had become a friend, and Isaac would not allow him to be handed over to the Gunslinger.

The Doctor decided to retrieve the TARDIS then use it to evacuate the town. To reach the TARDIS, however, he had to outmanoeuvre the Gunslinger. The Doctor rode out on the preacher's horse while Rory and Isaac ran ahead on foot, serving as a distraction for the Gunslinger. On his ride the Doctor came across Jex's ship and stopped to look at it. He was surprised to find it undamaged. Onboard files revealed Jex's dark secret: his involvement in the horrific work of creating cyborgs for war. The Gunslinger confirmed to the Doctor that he sought Jex's death.

Back in Mercy, Jex detected the Doctor's intrusion into his ship. Deciding it was time to leave, he pulled a gun on Amy and prepared to use her as a hostage. Isaac appeared behind him and held him at gunpoint as well, saving Amy. Soon after this the Doctor returned, and in a fury he revealed to all that Jex was a murderer. Jex refused to repent, for his actions had ended the war in a week. The Doctor and Rory pushed Jex across the border, expecting him to die at the Gunslinger's hands, but Amy convinced them to look harder for another way. Their change of mind came too late, however, as the Gunslinger came in range of Jex. Isaac leapt to shield Jex from the killing shot, and died from the wound. Jex himself crossed back over the line of protection. Frustrated by this turn of events, the Gunslinger said he would destroy the town if Jex wasn't handed over.

After fending off a lynch mob overnight, the Doctor (now wearing the Marshal badge) met the Gunslinger at high noon. He distracted the Gunslinger by blowing up the electric lights, and then many other townsfolk similarly spoiled his aim by running about wearing Kahler-style face markings. Meanwhile Jex fled for his spaceship. When he reached it, he didn't simply flee as had been planned, but announced his failure and let the ship self-destruct.

The Gunslinger's mission was complete. The Doctor promptly gave him a good reason to stick around:

he became a protective angel for the town of Mercy, serving in this capacity for generations afterwards.

CONTINUITY

- This is the first time in a long time the Doctor has visited the Old West (see ***The Gunfighters*** in **The First Doctor Sourcebook**).
- The Doctor forces Jex outside the town limits, knowing the Gunslinger will kill him. This is the second time in two adventures where the Doctor has willingly and knowingly sent someone into a situation where their death is assured. In ***Dinosaurs on a Spaceship***, Solomon was indeed killed, but here, Amy's intervention earns Jex a second chance.
- Amy confronts the Doctor, appalled at his decision-making, and suggesting that too long without companions has affected his judgement. This has been a repeated theme for the Doctor ever since the Time War (for example, see ***The Runaway Bride*** and ***The Waters of Mars*** in **The Tenth Doctor Sourcebook**).
- This adventure takes place during the events of the Slow Invasion (see ***The Power of Three*** on pg. 194). The Doctor refers to Rory leaving his phone charger in Henry VIII's rooms, and that visit (including the phone charger) is included in that adventure.

RUNNING THE ADVENTURE

This adventure features the Doctor's return to the old West of the USA, a period celebrated in countless films, books and comics. At every step the Doctor, Amy and Rory embrace the clichés of the era, as do the people of Mercy. There's a high noon confrontation, a lynch mob confronting the Marshal outside the jail, a saloon that falls silent when new faces come through the swing doors, and more. When your game goes to the Old West, lean into the fun of it. (Well, unless you have very serious-minded players!) Don't try and avoid cliché, instead use it as a source of building blocks for the story. Although cliché is a nuisance in films or books, it is positively helpful in a game situation because it gives the players little scripts telling them how to act and what to expect.

MURKY MORALITY

'It would be so much simpler if I was just one thing, wouldn't it? The mad scientist who made that killing machine, or the physician who's dedicated his life to serving this town. The fact that I'm both bewilders you.' Like ***Dinosaurs on a Spaceship***, this adventure sets two contrary tones against each other. The gleeful fun of the characters interacting with beloved iconography (this time the Wild West instead of dinosaurs) is balanced against a deadly serious dramatic problem (there it was the hateful crimes of Solomon the Trader, and here it is the murk of wartime morality). The contrast in tones works well in this setting, in fact. Despite a reputation for (literal) white-hatted goodies and black-hatted baddies, grey morality is a common feature of Wild West stories, and the shadow of a recent war falls over the era.

There is no simple recipe for adventures that turn on this kind of problem. However, there are some general guidelines that could be useful:

- Nail down the actual problem at the heart of the adventure. This needs to be a dilemma that will have no easy answer. It doesn't have to be complicated – in fact it's a really good idea if it isn't complicated. This is actually the trickiest part, because really juicy moral dilemmas don't grow on trees!

- Set up two characters who embody the two main sides of the issue. Jex and the Gunslinger directly express two sides of the dramatic question in this adventure – can war crimes be left unanswered, or not?
- However, do make sure those two characters do more than just embody the arguments for and against. Both Jex and the Gunslinger have self-serving motives that complicate everything they say and do, and that makes the whole adventure richer and more interesting.
- You could also create two extra characters who can throw light on the central drama. One should be a voice of fear, and the other a voice of hope. Use these characters to provoke the players into thinking carefully about the key issue. In this adventure, Walter is the voice of fear, and he leads the lynch mob and argues that sacrificing Jex to save everyone else is the right idea. Isaac is the voice of hope, and he goes so far as sacrificing himself because of his faith in Jex.
- Do not decide in advance how the problem should be solved. You might have an idea that the players will do "thing X" that leads to the redemptive sacrifice of "character Y" - but don't steer them towards your pre-planned ending. Let the players explore the situation in their own way, and enjoy being surprised by their inventive solutions.
- That said, do have an ending in mind in case the players get stuck and the whole adventure sinks into a mire of muddy morality. If the story just isn't working out, you can always just have something big explode...

In the real world, we tend to work our way through complex issues by talking about them with each other. In a game, however, issues are best explored through action. In game, a conversation can just circle on endlessly, but an action changes the world (even if just a little bit) and forces a concrete response. As Gamemaster, you can help with this by ruthlessly

KAHLER-JEX

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

Kahler-Jex was the lead scientist in the team that created cybernetic soldiers to bring about the end of the Kahler war. He was successful, but his team effectively tortured and murdered their volunteers. Jex feels guilt for his role in this, but doesn't go so far as to regret it or feel it was unwarranted. His efforts did play a major role in ending the war. Still, he is haunted by the screams of his subjects.

SKILLS

Convince 5, Knowledge 4, Marksman 3, Medicine 6, Science 4, Subterfuge 4, Survival 3, Technology 5, Transport 3.

TRAITS

Adversary (Major) – The Gunslinger
Alien
Alien Appearance (Minor Bad): He has a distinctive and elaborate marking on his face.
Dark Secret: Kahler-Jex does not admit to anyone the horrific things he has done.
Empathic
Friends (Minor): Kahler-Jex has won over the Marshal, Isaac, as a supporter and friend.
Run For Your Life!
Technically Adept: All Kahler have a knack for technology.
Wanted

EQUIPMENT: Kahler Ship, Revolver (2/5/7): This is a small yet punchy weapon. Jex uses it to hold Amy at bay when he first feels his cover is blown.

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

interrupting any conversation that overstays its welcome, but the best solution is for the players to look after this themselves.

Moral dilemmas might provoke surprising choices by your players – expect the unexpected! Ideally, the players will be talking to each other a little to develop their thinking on the issue at hand, then pushing those thoughts into concrete form with strong, decisive actions. Offer the Story Points to encourages players to always seek ways to turn talk into action, and to make sure their actions are informed by talk.

FURTHER ADVENTURES

- Kahler-Tek managed to escape being decommissioned thanks to damaged circuitry. Other cyborgs might also have damaged circuitry from the war, and could be out there acting as mercenaries, hunters of Cybermen or fugitives from technology thieves. Worse, one might succumb to nightmares and become an angel of death for otherwise innocent victims.
- Kahler-Tek developed a special bond with a young girl from Mercy. Although he always remained aloof, he would communicate with her from time to time. Perhaps this continues down the years, a secret connection passed from mother to daughter, until in the early 21st century a young girl in the still-small town of Mercy learns the truth about the town's secret protector. But the secret is out, and black helicopters have come looking for the Gunslinger. Is it time for him to climb the mountain of death carrying all those he had wronged in his long, long life?

THE GUNSLINGER

AWARENESS	4	PRESENCE	4
COORDINATION	4	RESOLVE	6
INGENUITY	3	STRENGTH	5

Kahler-Tek was forcibly and painfully transformed into a cybernetic soldier. After the war he set out to hunt down and execute those responsible for his transformation. The last on his hit list was the surgeon, Kahler-Jex.

SKILLS

Athletics 3, Fighting 4, Marksman 6, Medicine 3, Survival 4, Technology 3, Transport 3.

TRAITS

Alien
Alien Appearance (Major Bad): The Gunslinger is disfigured by brutally effective cybernetic modifications.
Code of Conduct (Minor Bad): He will take significant measures to ensure innocents are not harmed by his actions. However, he is willing to sacrifice this rule if obstructed long enough.
Cyborg
Fear Factor (2)
Immortal
Obsession (Major Bad): He is determined to track down and execute the people responsible for his horrific transformation.
Scan: His systems can see beyond the normal range of visible light. Heat signals and other information was processed to show people hiding behind rocks or around corners. The system can also swiftly determine identities of those detected, and evaluate whether they are likely to be innocents or not.
Technically Adept: All Kahler have a knack for technology.
Teleport: He can teleport, but usually only in short hops.
Tough: Reduce any damage by 2.

EQUIPMENT: Energy Rifle (4/L/L)

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

THE POWER OF THREE

'We have two lives. Real life and Doctor life. Except real life doesn't get much of a look in.'

SYNOPSIS

England, early 21st century

One night in July, countless featureless black boxes appeared everywhere. The Doctor set up a lab in Amy and Rory's kitchen, and was promptly interrupted by Kate Stewart, UNIT's head of scientific research. UNIT had already performed many tests on the Cubes and found them completely invulnerable, and people across the world had taken the curious objects into their homes. The Doctor concluded the best course of action was to observe them.

Four days later, the Cubes remained unchanged and the Doctor's impatience was defeating him. He suggested a jaunt in the TARDIS but Amy and Rory decided to stay behind for the sake of their regular lives.

Months passed and everyone became accustomed to the Cubes. The Doctor had told Brian to watch two Cubes, and he did so with great diligence, sending daily reports to UNIT who declared them provisionally safe. No one was aware of the role of the Cubes in strange events at Rory's hospital, where two masked orderlies with cubic snouts stole a patient, watched by a little girl with flashing blue eyes.

The Doctor returned the following June, attending Amy and Rory's wedding anniversary party. He took them on a side trip lasting seven weeks. After returning to the party the Doctor became a long-term house guest. As the first anniversary of their arrival neared, the Cubes activated. Many made small movements or produced light displays, but other activations were more dramatic. Amy was pricked by needles when she went to touch one Cube, which then measured her pulse. Another Cube flew about the room, producing a muzzle and firing energy blasts at the Doctor, before linking to the Internet and gathering data. Enough people were attacked by the Cubes that Rory was called in to help at the hospital.

The Doctor was summoned by Psychic Paper to UNIT's secret base under the Tower of London. Kate Stewart explained that the Cube activations displayed no meaningful pattern. Some blasted fire or affected moods, some were triggered by proximity, one blared an annoying tune on an endless loop. After 47 minutes, having breached government computer systems around the world, the Cubes deactivated. There followed a short power outage, and then all the Cubes displayed a countdown. Around the world, people hurried to get the Cubes out of their homes as the numbers ticked closer to zero.

In Rory's hospital, Brian was taken by the masked orderlies. Rory saw this and gave chase. They disappeared into a lift, and Rory followed, touching

a wall to reveal a portal into a spaceship beyond a wormhole where the abducted bodies lay on slabs. Rory confronted the two orderlies but they overcame him.

At UNIT's base, the Doctor went into a secure room with a Cube as it reached zero. The Cube opened, but there was nothing inside. However, this was just a lure to bring people in close, where the Cube could shock the target's heart with stolen electricity and stop it. The Doctor was struck, but his second heart kept him going until Amy could jump-start the first one with a portable defibrillator.

A UNIT signal search had uncovered the transmitter stations controlling the Cubes. There were seven of them around the world, and Amy was shocked to find the closest one was Rory's hospital. They hurried there, and the Doctor identified the little girl with flashing blue eyes as a droid, monitoring events. The Doctor shut her down and they pushed on to find the portal to the spaceship.

Amy and the Doctor revived Rory and Brian, but were interrupted by a projected image of an alien. The alien was one of the Shakri, come to wipe out humanity before they could spread beyond Earth. The Shakri was unmoved by Amy, Rory and the Doctor's improvised defence of humanity, and set out to release more Cubes to kill more people. Amy and Rory helped the Doctor come up with the idea of hijacking the existing Cubes to provide a mass defibrillator shock to the people whose hearts had been stopped. Millions were revived, and the energy surge destroyed the Shakri ship.

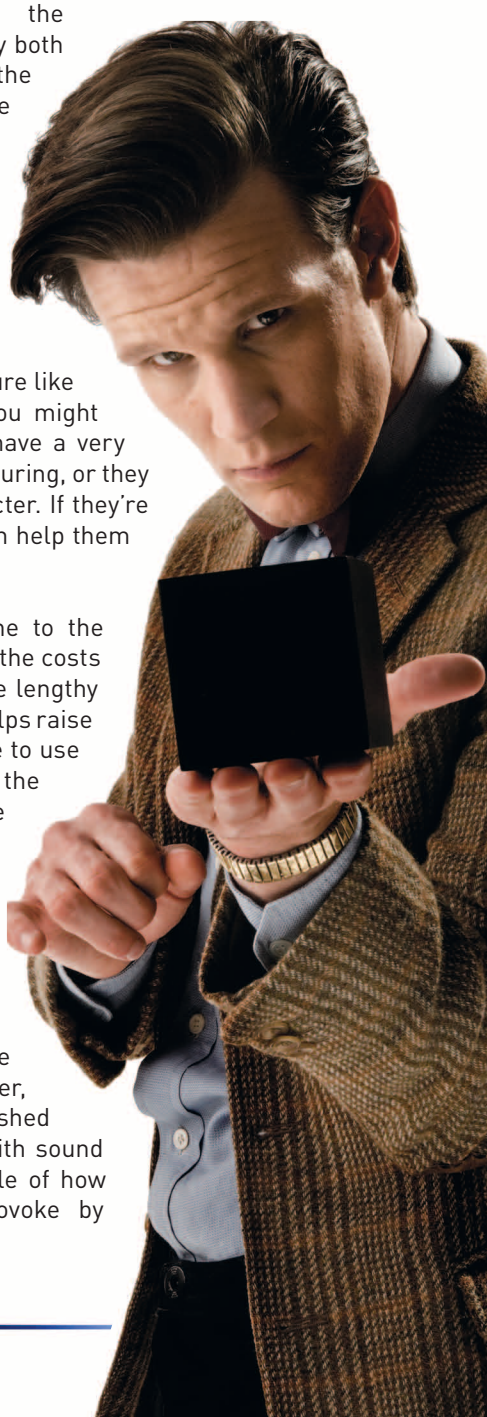
Back at home, the Doctor bid farewell Kate Stewart with a salute, then joined Amy, Rory and Brian for a meal. At Brian's urging, Amy and Rory decided to continue to put "real life" on hold, and they joined the Doctor on the TARDIS for more adventures.

CONTINUITY

- Amy and Rory think they have experienced 10 years of their personal timeline travelling with the Doctor. That's a mixture of adventures in the TARDIS and regular life on Earth.
- The Doctor's sneeze gives away their hiding place under Henry VIII's bed. He also suffered from an ill-timed sneeze when hiding from Charles II (see ***The Impossible Astronaut*** on pg. 116).
- Amy and Rory joined him in the TARDIS to receive their anniversary present, a night in the Savoy in 1890. Unfortunately the Savoy was the scene of a Zygon invasion, which ruined their evening somewhat. They spent seven weeks on a roundabout journey back to the party, including a side trip to Henry VIII's bedchamber after Amy accidentally married him. This trip also included an adventure in the Old West (see ***A Town Called Mercy*** on pg. 190).
- This is the second time the Doctor has moved in with someone as a flatmate (see ***The Lodger*** on pg. 97). He continues to be a 'challenging person' to live with.

RUNNING THE ADVENTURE

This adventure is all about the Unadventurous trait. Rory and Amy both have this as a Minor Bad trait at the start of this adventure, and they have to decide whether they are going to buy it off and continue travelling with the Doctor, or let it grow into a Major Bad trait as they commit to their regular lives.



If characters in your game pick up the Unadventurous trait, you might want to give them an adventure like this where they can explore it. You might not need to – the players might have a very clear intention of keeping on adventuring, or they might be ready to retire the character. If they're not sure, this kind of adventure can help them decide!

This adventure gives a lot of time to the regular lives of the characters and the costs of their continued adventuring. The lengthy timeframe of the "slow invasion" helps raise these questions, but you don't have to use so much time. You could get much the same effect by weaving a whole adventure through a day or two of ordinary life, as long as enough of that ordinary life turns up in play.

It really helps as well to have at least one other character who knows the dilemma faced by the characters and will ask provocative questions of all of them. Rory's father, who has been previously established as a reliable and caring person with sound judgement, is an excellent example of how this observer character can provoke by asking challenging questions.

At the end of the adventure, make the question explicit. You could have your provocative observer ask the characters outright whether they will stay at home or go adventuring. You could also have them give a summary (from their perspective) of what the characters have done in the adventure, and whether that supports one answer or the other. Whichever way it goes, this adventure should provide a good game justification to either buy off the Unadventurous trait, or to let it grow into a Major Bad trait and have the characters permanently retire from regular action.

DOWNTIME

This adventure happens across a long period of time, something that is very unusual for the Doctor's adventures. Usually, when the Doctor and companions encounter a strange situation, things start moving very quickly indeed and a resolution is reached in a matter of days or even hours.

If you want an adventure to last a long time, you will need to manage lengthy periods of downtime. It is impossible to do the usual sort of time management, where you can simply ask the players what they do now, and follow along from one situation to the next. Instead, think of the adventure as a series of tiny micro-adventures, spread out across the long period of time. Each time a new dramatic situation happens – the Cubes activate, or new information is discovered – then you can zoom into that moment and follow it through as normal. But once it ends, zoom back out into downtime mode.

When you're in downtime mode, ask each player questions about what their characters get up to. You can ask general questions like "what do you do? Where do you go?" but a handy trick is to ask open-ended but more specific questions like:

RANDOM CUBE BEHAVIOUR

'Every Cube is behaving individually. There's no meaningful pattern. Some respond to proximity. Some create mood swings.'

ROLL	1	2	3	4	5	6
1	Triples in size	Hypnotic patterns	Plays hide and seek	Nasty smells	Thick smoke	Confetti explosion
2	Falls apart, revealing smaller box within	Plays the most boring conversations it has overheard	Plays the most scandalous conversations it has overheard	Screaming from within, no way to open it	Voice from inside whispers secrets it has learned	Voice from inside tells lies about people
3	Becomes an unsolvable Rubiks Cube	Skitters like a spider under the bed	A mirror appears, but reflection is distorted	Combines with other Cubes into a castle	Displays fortunes like a magic 8-ball	Makes people sad
4	Disco lights	Old-school hip hop beat	Horror movie music	Soaring heroic music	Starts eating food	Makes people angry
5	An eyehole appears	A keyhole appears	A telescopic lens appears	Kissable lips appear	Projects neighbour's holiday snaps	Makes people romantic
6	Buzz-saw	Knives	Energy whip	Flamethrower	Scalpel	Blaster

- What great thing happens at your job?
- What does a friend ask you to do for them?
- What surprising phone call do you get?
- Which person from your past reappears in your life?

Another handy technique is to ask the players to describe a series of scenes from their lives, like a montage. Go around the room a few times and ask each person to describe a moment. You might even put on some montage music while you do this!

You don't need to get a full picture of the characters' lives, but try to get a sense of who they are when they aren't on adventures. You could zoom down into any situations that seem interesting and play a scene or two, but don't get bogged down.

Throughout downtime, look for opportunities to reward the players with Story Points. Also during downtime, players can spend Story Points to focus on improving skills, discovering new traits, or even improve attributes. The Gamemaster might use this sort of action to help make decisions about character growth (while always remembering the importance of the character's goal).

THE SHAKRI

The Shakri are a legendary set of beings who exist in an adjacent dimension called the Darkspace. They take it upon themselves to eliminate species who they reckon to be dangerous to the health of the universe if they spread beyond their point of origin. Young Time Lords were always warned not to draw the attention of the Shakri and bring destruction upon all of Gallifrey.

The Shakri's mission is guided by their belief in the Tally, a future time when the healthy balance of the universe will be measured just before everything closes down forever. They have a near-religious fixation on the number seven, and tend to operate in groups of seven and across seven-unit timespans.

Their actual appearance is unknown but it is likely the computer projection encountered by the Doctor, Amy and Rory, a bald, pale, wrinkled humanoid figure, is an accurate depiction of one of the Shakri.

FURTHER ADVENTURES

- There were seven Shakri ships monitoring the Earth operation. The Doctor's interference destroyed one of the ships, but the other six might have survived. Their sentence of death for humanity has not been carried out, and they might develop a new plan to eliminate humanity. The Shakri can only be stopped by destroying them, or by convincing them that humanity must

SHAKRI AGENT

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

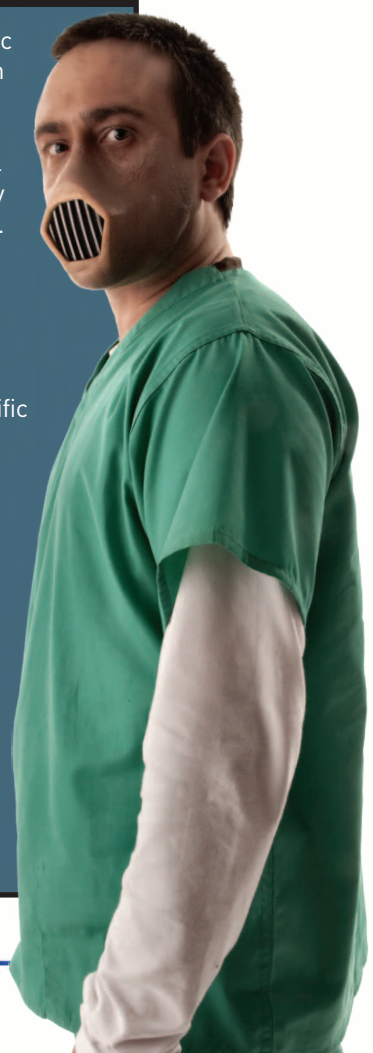
The Shakri used humanoid robotic agents to run missions and errands in support of their plans. These agents appeared as humans while on Earth, except for a snout with a metallic grill which could not be disguised. They covered this snout with a simple mask.

SKILLS
Athletics 4, Fighting 4, Survival 4.

TRAITS
Alien Appearance: The snout is of horrific appearance and must be concealed around ordinary people.
Fear Factor (1)
Networked: Agents are all connected together.
Restriction: Cannot speak.
Robot
Run for your Life!

EQUIPMENT: Hypodermic Needles (3/S/S)

TECH LEVEL: 10 **STORY POINTS:** 3



be spared – and changing their minds requires more than just a passionate speech, based on the Doctor's experience.

- The Cubes self-destructed when they reversed their attacks on humanity. But any self-destruct order might go wrong. There could be some Cubes that survived. These might bond with humans and start serving them with the great powers at their disposal. What might happen if a Cube began to serve a devious banker? A paranoid survivalist? A troubled homeless person? A self-righteous activist?

SHAKRI VIRTUAL MASTER

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

The Shakri ship has a virtual interface that runs operations, interacts with visitors and directs all ship processes.

SKILLS
Athletics 4, Fighting 4, Survival 4.

TRAITS
Alien Appearance: The wrinkled form of the virtual interface is clearly inhuman.
Fear Factor (1)
Immunity - Physical damage.
Networked
Restriction: Tied to the ship.
Robot
Scan
Teleport
Transmit

EQUIPMENT: Energy blast (2/5/7)

TECH LEVEL: 10 **STORY POINTS:** 0

SHAKRI CUBES

AWARENESS	4	PRESENCE	-
COORDINATION	4	RESOLVE	-
INGENUITY	-	STRENGTH	8

The Shakri used an enormous drop of Cubes to effect their slow invasion. The Cubes are used for gathering information, and also for effecting genocide, although their exact mix of functions is random and inelegant.

SKILLS
Marksman 3.

TRAITS
Eccentric: The Cubes are deliberately obtuse in their function, to obscure their purpose and disguise their deadly goal. They all manifest a unique and distinctive power during their activation phase.
Face in the Crowd
Flight
Natural Weapon – Varies: Typical example: Energy blast (2/5/7).
Networked
Robot
Scan
Shapechange: The Cubes can alter their molecules to form whatever tools they need.
Special – Custom Genocide Tool: The Cubes spend a long time scanning and evaluating their targets to determine the most efficient genocide method. In the case of humanity, they concluded an electrical charge to the heart of nearby humans would be most efficient, and so developed the systems needed to steal electricity from the environment, attract attention with a countdown display, and use it against targets.
Tough
Transmit

TECH LEVEL: 10 **STORY POINTS:** 0

THE ANGELS TAKE MANHATTAN

'Never let him see the damage. And never, ever let him see you age. He doesn't like endings.'

SYNOPSIS

New York, USA, 1938 and 2012

In 1938, private detective Sam Garner was hired by the sinister businessman Grayle to hunt for moving statues in the Winter Quay Apartments near Battery Park, Manhattan. In one apartment he found an older version of himself, warning him that the statues would send him back in time. The Weeping Angels pursued Garner to the roof, where he saw the Statue of Liberty, as an Angel, had come for him.

In 2012, the Doctor, Amy and Rory were enjoying a visit to Central Park. As the Doctor read a novel about Melody Malone, Private Eye, Rory disappeared while getting coffee. The Doctor read in horror as the book described Melody Malone, actually River Song, encountering Rory. The Doctor and Amy hurried to the TARDIS to find him. Unfortunately, time distortions covered the city, and the Doctor couldn't get in.

Rory had been hurled back to 1938 by an Angel, where he met River. Gun-toting heavies took them to meet Grayle, who kept a wounded Angel in his office. In the office, River took note of a Chinese vase, which Amy read in the book. The Doctor stopped Amy from reading further, as doing so would fix events in place. However, he needed a target to lock on to when steering the TARDIS through the time distortions, so he took the TARDIS to old China and arranged for a special commission.

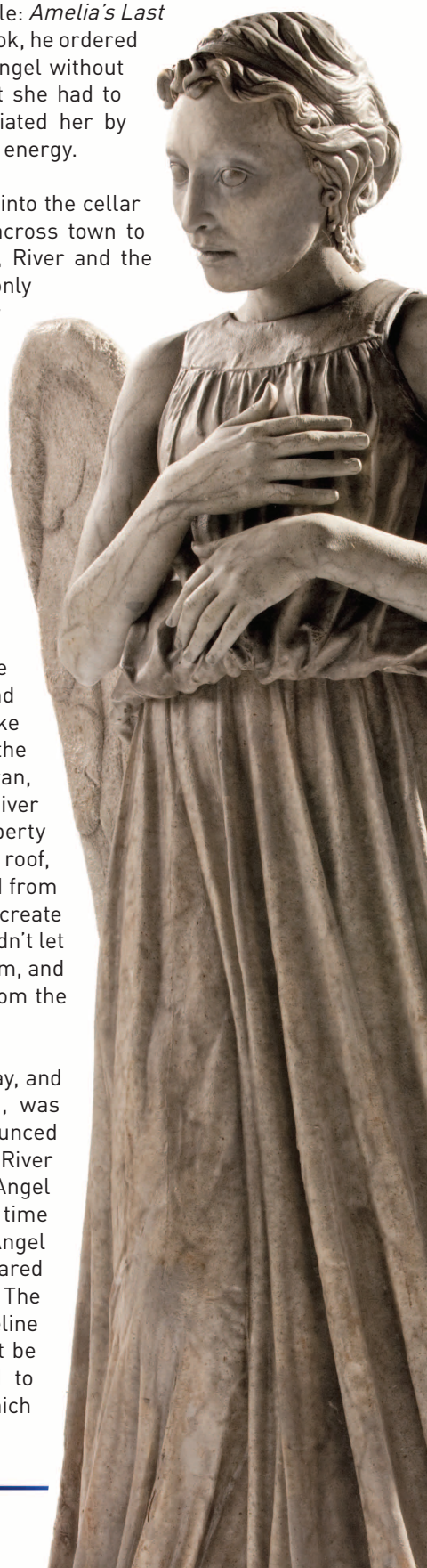
In 1938, River saw the Doctor's message on the vase. She sent a signal from her Vortex Manipulator to help him navigate through the time distortions. Unfortunately, Grayle's chained Angel managed to grab hold of River's wrist, and Grayle asked for information about the Angels.

The TARDIS arrived in Grayle's foyer. The Doctor and Amy spoke with the trapped River. Amy had read in the book that River's wrist would be broken when she was freed, and the Doctor was angry she had read this as it made the event unavoidable. Amy suggested they could still get hints from the book without reading it properly, from the chapter titles. The Doctor looked, and saw that Rory was in the cellar. As Amy went off to find him, the Doctor was horrified to read the final chapter title: *Amelia's Last Farewell*. Determined to defy the book, he ordered River to get her wrist free of the Angel without breaking it. River freed herself but she had to break her wrist. The Doctor infuriated her by healing the injury with regeneration energy.

Rory, meanwhile, had been thrown into the cellar where cherubic Angels sent him across town to the Winter Quay apartments. Amy, River and the Doctor soon caught up to him, but only after he'd met his older self. As Amy held old Rory's hand, he died. The Doctor realised the Angels had created a farm, hurling their victims back in time for their time energy but then keeping hold of them in the building so they could continue to feed off them over and over again. Rory was about to be taken, and he would spend the rest of his life in the apartment until finally dying.

Rory refused to accept that his fate was set. If he could defy them and create a paradox, it would unmake the "farm" and perhaps kill all the Angels. Amy joined Rory and they ran, swiftly getting separated from River and the Doctor. The Statue of Liberty Angel was waiting for them on the roof, but Rory reasoned that if he jumped from the building and died, that would create the paradox they needed. Amy wouldn't let him do it alone, and so she joined him, and together they let themselves fall from the building.

The paradox took effect. Winter Quay, and the army of Angels in Manhattan, was wiped from history; Amy and Rory bounced back to 2012 and met the Doctor and River in a cemetery. However, a surviving Angel touched Rory and sent him back in time again. Distraught, Amy let the Angel touch her as well. Her name appeared beside his on a nearby headstone. The Doctor knew the damage to the timeline was now so enormous he could not be reunited with them. River agreed to write the Melody Malone book, which



she would send to Amy to get published. The Doctor read the book's afterword, a message to him from Amy, saying she had lived well and asking him to visit little Amelia as she waited for him in her garden. The Doctor made this trip, and told little Amelia of the adventures that awaited her.

CONTINUITY

- This is the second time Amy has gazed on an aged version of her husband – previously she saw him within the TARDIS while enduring the mind games of House (see ***The Doctor's Wife*** on pg. 128). This is something of an occupational hazard for time travellers – Rory had previously encountered an aged version of Amy too (see ***The Girl Who Waited*** on pg. 155).
- By 1938 the Angels had made New York City a tangle of temporal energy distortions, but they weren't the only source of wrinkles in time. Not far uptown, time-lost Daleks had attempted to build a new army just eight years earlier. (see ***Daleks in Manhattan*** in **The Tenth Doctor Sourcebook**). Elsewhere around the world, the same set of time travellers – the Doctor, Amy, Rory and River Song – had visited Berlin and interacted with Hitler (see ***Let's Kill Hitler!*** on pg. 146). Later that same year, at Christmas time, a space vessel attempted to destroy the Earth (see ***The Doctor, The Widow and the Wardrobe*** on pg. 175).

RUNNING THE ADVENTURE

If ***The Power of Three*** was about whether Amy and Rory wanted to retire from adventure or not, this adventure is about how sometimes you don't get to make that choice at all, and the end is forced upon you. There is a false ending in this adventure, because after the good guys win and everyone is smiling, a surviving Angel suddenly comes out of nowhere and claims Rory.

Take care before you make a move like this in your games. Sure, as Gamemaster, you have the power to make anything happen, including have a surviving Angel turf Rory into the past. But should you use that power? If you're not careful, your players will hate you for what might seem vindictive or irrational.

Here are some ways you might end up playing out a situation like this:

- Rory's player has announced he is leaving the group, so he needs to be written out. They tell you this adventure will be their last, and it's fine by them if they don't survive to the end. As Gamemaster, you can take your gloves off and be as mean as you like.
- Amy's and Rory's players have together decided that it's about time for their roles in the game to end. They played through ***The Power of Three*** and discovered that simply retiring just didn't

THE ANGELS OF MANHATTAN

The Weeping Angels were infesting Manhattan. Dozens of them were preying on the city, and they were growing in numbers all the time, turning statues throughout the city into new Angels. The infestation even rippled through time to 2012, where the temporal energy of TARDIS-traveller Rory Williams made him a tempting target. Use the normal statistics for a Weeping Angel (see the **Doctor Who Roleplaying Game Core Rulebook**) with these modifications:

Special Trait: Infection
This trait allows Angels to infect living beings and turn them into new Angels. It can also transform a statue (even one made from a substance other than stone) into an Angel. Creating a new Angel like this costs Story Points, so if Angels have been transforming statues just before your adventure begins, reduce their Story Point totals by 2-3 each. (The extra Angels will more than make up for the loss of points!)

Special Trait: Time Eater
During the Manhattan infestation, targets of the Angel's Time Eater trait are not thrown back in time. Instead they are only transported in space, across New York to the Winter Quay building. Only once they are in the Winter Quay building are they transported back in time as normal.

Additionally, it appears that Angels can only use this power if they have Story Points remaining – the tortured Angel in Grayle's office could only restrain River, not send her back in time.

feel right for these characters. They tell you these characters will probably need a push to end their adventuring days. You can now feel confident in playing unfair.

- The whole group has had a discussion before the latest series of adventures that they would like a bit more jeopardy in the game. The excitement of risk and unexpected failure has been missing. You know now that you can make some hard moves during any adventure and the players will be up for it.
- Without warning, you ruin the group's happy ending by having an unexpected survivor snatch Rory away. You announce there's no way he can ever be seen again. Your group understands, however, that they can use Story Points to get around this restriction. In a sudden moment of clarity, however, everyone just knows this is the right way to end Rory's story, and Amy's player makes it the end for her as well. Everyone is stunned, five minutes ago they were looking forward to their next adventure, but everyone's happy with the dramatic twist.

There are many other ways to take Rory out of the game leaving his player enthralled and engaged. Just remember to handle with care.

WINTER QUAY BUILDING

Winter Quay was created and managed by the Angels. Anyone caught within it was sent back in time, where past Angels ensured they could not escape the building. The victim would grow old while the building captured every scrap of time energy from them. Winter Quay was removed from existence by Rory's paradox.

The Angels should be considered to have a nearly limitless supply of new Story Points from Winter Quay. Ordinarily an Angel's time attack would bring a reward of 1 to 3 Story Points, but the Winter Quay farm triples that amount, and points can be shared among any Angels present. The building also exists within a custom Perception Filter, a sliver of time

that draws in any victims transported to its environs, and allows the Angel of Liberty to stride across Manhattan between the moments when witnesses would ordinarily Quantum Lock it in place.

FURTHER ADVENTURES

- The Winter Quay battery was strong enough to allow the Angels to spread throughout Manhattan with impunity. It is only a matter of time before they try again. A new battery might be resistant to paradox in some way, to prevent a repeat of Rory's gambit. It might also be much larger – instead of an apartment building, perhaps an entire isolated town, or an ocean cruise liner, or an intergalactic colony ship.
- The Doctor is no longer able to contact Amy and Rory after they go back in time. This suggests that the time distortion is wrapped around them, as well as New York City. In their long lives in the city that never sleeps, their unique energy profiles might draw the attention of any number of time-sensitive beings. They could have a number of future adventures in New York, either alone or joined by other former companions of the Doctor.

THE LAUGHING ANGELS

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

Among the many statues transformed by the Weeping Angels, those created from statues of cherubic children are particularly menacing. They have a malicious sense of humour and they can speak, although usually they just giggle. (They can also, to take one example, blow out a match...)

SKILLS
Fighting 2, Subterfuge 5.

TRAITS
Alien
Alien Appearance (Minor)
Alien Senses (Blind-sense)
Immortal (Special)
Natural Weapons (Minor)
Size –Tiny (Major): Any attack on a Laughing Angel has a penalty of -2 due to their small size. They are good at hiding, and attempts to spot them have a penalty of -4.
Special – Don't Blink
Special – Infection
Special – Lights Out
Special – Quantum Locking
Special – Time eater

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

THE ANGEL OF LIBERTY

AWARENESS	3	PRESENCE	5
COORDINATION	4	RESOLVE	3
INGENUITY	2	STRENGTH	10

The Angels have transformed the largest and most iconic statue in New York, and perhaps the world, into one of their kind. The Statue of Liberty is Quantum Locked almost all of the time, but it can step into the time fissure around Winter Quay and walk through the streets to serve as the ultimate sanction of the Angels.

SKILLS
Fighting 4, Knowledge 4.

TRAITS
Alien
Alien Appearance (Minor)
Alien Senses (Blind-sense)
Fear Factor (4)
Immortal (Special)
Size – Huge (Major): Any attack on the Angel of Liberty has a bonus of +4 due to its enormous size. The Angel is too big to hide without some special assistance (like an intervening building).
Natural Weapons (Minor)
Slow (Minor): Unlike most Angels, which are incredibly swift, the Angel of Liberty is fairly slow, taking giant, ponderous steps. However, unlike most Angels, its speed is not tied to its story point total. It has a speed of 4.
Special – Infection
Special – Lights Out
Special – Quantum Locking
Special – Time Eater

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

THE SNOWMEN

'Over a thousand years of saving the universe, Strax, you know the one thing I learned? The universe doesn't care.'

SYNOPSIS

London, England, 1892

Intelligent, dangerous space snow fell on London, where it was collected by men working for Walter Simeon's Great Intelligence Institute. Simeon kept the snow in a giant glass sphere, conversing with its disembodied voice about the gathering swarms while the workers were killed by Snowmen. Later, Dr Simeon paid a visit to the frozen pond at the Latimer family home, where a young governess had died a year earlier. Dr Simeon told Captain Latimer that what was growing there belonged to his institute. As he departed, Madame Vastra and Jenny confronted him about the strange snow. Simeon told them there was nothing they could do to stop what was coming.

Nearby lived the Doctor, now a recluse. As he walked past a pub, a barmaid named Clara asked him about a sudden Snowman. The Doctor gave it a cursory look then left in a carriage driven by Strax, but Clara pursued him. The Doctor decided she had learned too much and went to erase her memory of him using a memory worm. Clara was amused as the Doctor and Strax struggled with the worm. They were interrupted by several aggressive Snowmen, apparently generated by Clara's thoughts. The Doctor convinced her to imagine them melting, which they obligingly did, and then left. Clara followed him to a park and up a spiral staircase into the clouds, where she discovered the TARDIS. She hurried away. Overnight, the snow thawed. Clara returned to her work as governess for the Latimer children, Francesca and Digby. Francesca had been having nightmares about the dead governess coming back to punish her. Clara remembered the Doctor's explanation about the Snowmen mirroring her thoughts, and sensed danger. She went to find the Doctor, calling out his name in the park, where Jenny spotted her. Jenny took her to Madame Vastra, who forced her to condense her request for help down to one word. The word Clara chose was "Pond". The Doctor could not ignore it.

The Doctor visited the Institute. He kept Dr Simeon at bay and spoke with the snow in the globe, swiftly determining that the Snowmen wouldn't be enough to conquer the world, and the snow meant to generate a new form using the frozen governess as a template. He escaped Dr Simeon's men and went to the Latimer's house, just in time to save Clara and the children from the Ice Governess. Dr Simeon brought down snow upon the house, strengthening the Ice Governess and surrounding the house with Snowmen.

The Paternoster Gang joined the Doctor inside, and Captain Latimer found the worried group. Jenny used a shield grenade to keep the Ice Governess at bay while Strax led them to a secure room. The Doctor and Clara faced Simeon, who gave them five minutes to surrender the Ice Governess. Instead, they lured the Ice Governess to the roof and up the spiral stair to the TARDIS, for the Doctor had earlier moved the cloud overhead. After trapping the Ice Governess on the stairway, the Doctor welcomed Clara into the TARDIS, even giving her a key. But the Ice Governess had broken through the Doctor's barrier, and it dragged Clara off the cloud, gravely injuring her.

Back in the house, Strax used the best medical science to help Clara while the Doctor went out to negotiate with Dr Simeon. He said he had a piece of the Ice Governess and would bring it to the institute. There, Simeon confronted him and the Doctor revealed the snow was a blank parasite reflecting Simeon's loneliness and anger. He tricked Simeon into being bitten by the memory worm, and as Simeon lost his memories, the snow lost its identity. However, the Doctor had miscalculated. The alien snow achieved sentience on its own and began controlling Simeon's body as a puppet. However, it lost cohesion and fell apart as the snow at the house mirrored the emotional tears of the family within. They were crying for Clara, who had died of her injuries.

Clara's final words reminded the Doctor of Oswin Oswald, the soufflé girl. When he discovered her full name was Clara Oswin Oswald, he sensed a mystery. Fascinated and revitalised, he set off in his TARDIS to seek answers.

CONTINUITY

- The Doctor is still using Amy Pond's reading glasses, which he borrowed in New York (see ***The Angels Take Manhattan*** on pg. 199) and never had a chance to return.
- The snow parasite combines with Dr Simeon to become the Great Intelligence (see ***The Abominable Snowmen*** and ***The Web of Fear*** in **The Second Doctor Sourcebook**).
- As he emerges from isolation the Doctor resumes wearing a bow tie, and reaffirms to himself that bow ties are cool (see ***The Eleventh Hour*** on pg. 56).
- Clara again tells the Doctor, "Run, you clever boy, and remember" (see ***Asylum of the Daleks*** on pg. 180).

RUNNING THE ADVENTURE

Like ***The Power of Three***, this adventure is built around the Unadventurous trait. In that adventure, Amy and Rory were unsure about their future: should they keep adventuring with the Doctor, or was it time to live normal lives? Here, the Doctor has already made his choice: his adventuring days are over!

From the perspective of the players, ***The Power of Three*** explored the choice itself, so the players could figure out where they stood. In this adventure, the choice isn't at issue. Everyone knows the story starts with the Doctor having decided to quit, and everyone knows that he'll be back at the TARDIS controls by the time it's over. The only question is how it might happen.

Use these two adventures as a model for dealing with the Unadventurous trait. If the players themselves are unsure what they want for their characters, prepare an adventure like ***The Power of Three***. If the players know they want to lose the trait and keep going, then follow ***The Snowmen*** and prepare an adventure that will push the character on to further adventures. But how exactly do you do that? You're not a mindreader, how do you work out how to motivate the Unadventurous character?

The simple answer is: ask. Sit down with the player and quiz them for a general idea of what might get the character back on adventures. No specifics, just general ideas: a mystery to investigate? A new relationship to explore? An enemy who must be fought? And when you have their ideas, use them! Put that motivation right at the centre of your adventure.

MEMORY WORM

AWARENESS	3	PRESENCE	-
COORDINATION	3	STRENGTH	3

This huge mottled worm is covered with a secretion that robs the recent memories of those who touch it. The effect is concentrated in the creature's venom, a bite taking away months or even decades of memories.

SKILLS
Fighting 2, Hide 2.

TRAITS
Natural Weapon (Minor – Teeth)
Size - Tiny (Major)*
Special – Memory Loss: When touched, the worm automatically deletes the last hour or so of memory from the person who touched it. On a bite, the loss is 1-6 weeks for a success, years for a good success, and decades for a fantastic success.
* -4 to be hit and -8 to be seen, -2 to Speed.

STORY POINTS: 0

NO, I DO THE HAND GRABBING. THAT'S MY JOB. THAT'S ALWAYS ME!

In this adventure, the Doctor and his friends have to work out if Clara has what it takes to become a companion for the Doctor. This situation will come up from time to time in your games: a player will have a new character, but there's no obvious reason for them to become part of the regular crew. You need an adventure like this one, where everyone can see the character strut their stuff.

At every point in this adventure, Clara is showing why she would be a great addition to the TARDIS crew. The other players are in on this as well, testing her in various ways and seeing how she copes. As Gamemaster, you can help new characters make a strong impression by directing the spotlight at them. Give them obstacles they must deal with alone, and have other characters make demands of them. Give her some big moments, but some little ones as well – you can learn plenty about Clara from such small details as how she fends off questions about her other job.

If you put a little effort into featuring the new character, it will pay off in a big way. The other players will learn about her from her actions in the game, and in fact her player will discover lots of new things about her too! It's a good investment, especially if she survives to the adventure's end...

PARASITIC SNOW

AWARENESS	3	PRESENCE	3
COORDINATION	0	RESOLVE	3
INGENUITY	3	STRENGTH	0

The snow that rained down on London in December 1892 looked ordinary, but in fact was an alien collective organism imbued with a telepathic field.

SKILLS
Convince 2, Subterfuge 3.

TRAITS
Alien
Immobile: The snow has no physical autonomy and simply lies where it falls.
Networked: The snow generates a telepathic field and a collective intelligence arises whenever enough snow is present to host it.
Psychic
Telepathy: The snow can detect and respond to the thoughts and memories of the people around it.
Weakness – Uncontrolled Telepathy: The snow cannot help how it reflects the content of its telepathic field. This caused the alien snow in the globe to dissolve into tears after the Latimer family cried together at Clara's deathbed.
Weakness – Heat: The snow cannot survive in a warm climate. To circumvent this weakness, the snow tries to evolve into a more stable form using a template, for example, the Ice Governess.

TECH LEVEL: 6 **STORY POINTS:** 5

FURTHER ADVENTURES

- The Doctor took the remnants of the Ice Governess into the TARDIS, where presumably they remain. Perhaps the Ice Governess escapes after a collision knocks open the box. It could

WALTER SIMEON

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

Guided by his secret friendship with a malevolent Snowman, young Walter Simeon's worst tendencies grew and calcified. As an adult, he was shocked to learn the Snowman was simply reflecting his own weakness, and he was solely responsible for his own evil.

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

TRAITS
Psychic Training
Enslaved: Simeon is in the thrall of the Great Intelligence.
Quick Reflexes
Selfish

TECH LEVEL: 4 **STORY POINTS:** 9

then use the frozen TARDIS swimming pool as a base while absorbing and mirroring the wisdom of the whole TARDIS system. A tense adventure would ensue where it hunts its prey through the strange corridors of their home.

- Criminals could use the Memory Worm to hide their criminal activities. Carried around in a box by stick-up thugs or con artists, they could wipe away any eyewitness memories. But the Memory Worm is notoriously difficult to handle, and the bad guys could themselves get caught in a tricky situation with no memory of how they got there...

ICE GOVERNESS

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

In 1891, the Latimer's governess drowned in their icy pond. Although her body was retrieved in the thaw, the ice remembered.

SKILLS
Fighting 3.

TRAITS
Alien
Natural Weapons – Icy Touch: If the Ice Governess grabs hold of a target, she can freeze them solid (damage 2/4/6 cold)
Psychic
Relentless: +2 bonus on any roll when pursuing in a chase, including getting through barriers.
Teleport: The Ice Governess can melt into ice crystals then reform in a different (snowy) location.
Weakness – Heat: The Ice Governess cannot stand intense heat, and takes damage from intense heat sources.

TECH LEVEL: 6 STORY POINTS: 3

FANGED SNOWMAN

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

These creatures of alien snow were effectively mindless predators. They appeared as traditional Snowmen but with nasty fanged mouths and crooked eyes.

SKILLS
Fighting 4.

TRAITS
Alien
Networked: The Snowmen are linked to the greater snow intelligence and responded to its needs.
Psychic
Teleport: The Snowmen can melt entirely and pop up in a different (snowy) location .
Weakness – Uncontrolled Telepathy: The snow cannot help how it reflects the content of its telepathic field. This allowed Clara to cause Snowmen to melt by thinking hard about it doing so.
Weakness – Heat: The Snowmen cannot stand intense heat, and takes damage from intense heat sources.

TECH LEVEL: 6 STORY POINTS: 0

THE BELLS OF SAINT JOHN

'Suppose there was something living in the WiFi, harvesting human minds. Extracting them. Imagine that. Human souls trapped like flies in the world-wide web.'

SYNOPSIS

Cumbria, 1207, and London, 2013

After a fruitless search for another incarnation of Clara, the Doctor had retreated to a 13th-century monastery to contemplate her mystery. When the TARDIS phone rang, he answered to find himself giving technical support to a woman in 2013. Suddenly he realised he was talking to Clara. He used the TARDIS to get to 2013 and knocked on her door, but not before she had connected to a mysterious WiFi network.

The WiFi network was stealing the minds of those who connected to it. A room of operators noted her connection, and their supervisor Kizlet decided to give her a computer skills package and upload her.
At home, Clara refused to allow the Doctor inside. However, a robot server (a "Spoonhead") sent by Kizlet's people arrived through the WiFi connection and started uploading Clara. The Doctor broke into the house and interrupted the process, then reversed it, sending a message that she was under his protection. The Doctor looked after Clara while she recovered from the upload. Clara discovered she had acquired computer expertise. As she spoke to the Doctor, another Spoonhead revealed itself across the street. Then the WiFi activated people across London, turning off lights everywhere except around Clara and the Doctor, where lights were turned on. This marked out a target for an airliner crash. The Doctor grabbed Clara, used the TARDIS to jump to the plane, then pulled it out of the dive and blocked the WiFi signal so the pilots could resume control.

The Doctor landed the TARDIS on the South Bank the next morning. Moments after landing, Kizlet's workers found them, tracking the Doctor and Clara to a rooftop terrace cafe near St Paul's. The Doctor was stymied as he tried to find the physical location at the source of the WiFi signal, but Clara used her new computer knowledge to take over.

Kizlet used the WiFi to demonstrate the extent of her control to the Doctor, hoping to intimidate him. Meanwhile, Clara hacked into the office webcams and matched faces with social network profiles, working out that the WiFi was based in the Shard. A Spoonhead, disguised as the Doctor, surprised her and this time she was successfully uploaded.

The Doctor raced across town and rode his antigrav motorbike up the side of the Shard, crashing into Kizlet's office. Kizlet refused to download anyone from the cloud, whereupon the Doctor revealed he was actually talking remotely through the hacked

Spoonhead. He uploaded Kizlet, and when she then ordered that everyone be downloaded the staff obediently did so.

UNIT arrived to take control of the office, and Kizlet conferred with her "client", the Great Intelligence. This had all been a scheme to give the Intelligence minds on which to feast. Now, however, the Great Intelligence ordered Miss Kizlet to end the operation. She deprogrammed the entire staff, including herself. Everyone in the office was painfully reduced to their earlier selves, before they had been seized to work for the Intelligence. Miss Kizlet, who had been enthralled since childhood, was reduced to sitting in confusion hoping her parents would appear.

With the WiFi threat over, the Doctor invited Clara to join him in the TARDIS and see the universe. She suggested he ask her again the next day, indicating that she would travel with him, but only on her terms.

CONTINUITY

- While at the monastery, the Doctor became known as the Mad Monk. He is not the only Time Lord to have adopted monastic robes (see ***The Time Meddler*** in **The First Doctor Sourcebook**)!
- Clara was given the TARDIS' phone number by a woman who helped her in the computer shop. The identity of this woman was not revealed during the Eleventh Doctor's adventures – but see **The Twelfth Doctor Sourcebook**.
- The Maitland family WiFi password is rycbar123 ("Run you clever boy and remember"). Clara appears unfamiliar with this phrase, but the Doctor heard it during his encounters with both previous Claras.
- The TARDIS has a garage! Getting a vehicle larger than a motorcycle out of the garage would probably require a larger door.
- The Doctor explains that he doesn't take the TARDIS into battle because it might fall into the wrong hands.

RUNNING THE ADVENTURE

This is one of the Doctor's few adventures that is intensely involved in the present. Plot developments hinge on pervasive social media, ubiquitous WiFi, and the (then) newly built Shard in London. The last time the Doctor's adventures had been so aggressively contemporary was perhaps way back in ***The War Machines*** (see **The First Doctor Sourcebook**), which also featured control signals broadcast from a dramatic new feature of the London skyline.

If you want to run an adventure in the same spirit, you'll need to think about the present moment for your game. With the rapid rate of technological change, the world around us gets a regular makeover, with a fresh scope for adventure every time. What is happening around you now that is new compared to just a few years ago? ***The Bells of Saint John*** was full of the latest stuff when it happened – when you look at it now, what seems outdated or old-fashioned? What new things have risen in their place?

After identifying new technologies, places, or trends, you need to turn them into threats. If it's a new building, what kind of enemy might operate from there? A new theatre suggests a different kind of enemy to a new parliament building. If it's a new technology or tool, how could it be used to harm, trap, trick or control? Or just start with this: how could you make it scary?

You could also look for inspiration at the fears inspired by the latest wave of technological change. Just look at the tabloids to see what the big headlines are shouting about as the death of manners and/or civilisation... Even if this fear is silly, it could still have resonance as an adventure idea!

THE CLIENT

'My client requires a steady diet of living human minds. Healthy, free-range, human minds. He loves and cares for humanity. In fact, he can't get enough of it.'

Kizlet and her office are using the sinister WiFi to serve the Great Intelligence. The Intelligence, using the face and voice of Dr Simeon, is lurking in the ether and feeding off trapped psyches. Kizlet and the office staff are essentially puppets of the Intelligence, but it is not directly involved in their activities. After setting them up and instructing them to gather minds, the Intelligence has left them to their task.

Kizlet's office seeks out very clever people who have been caught by the WiFi network. On finding one it sends out a Spoonhead to upload their consciousness into the system, then uses these trapped psyches as additional processing power. The victims are aware of their fate: they are fully conscious but perceive themselves trapped in unfamiliar places, calling desperately for help that never comes. While they are trapped in this living hell, the Great Intelligence eats them, one by one. There is no way to escape, and even if there were, the body they left behind is almost certainly dead and gone.

You can find out more about the Great Intelligence on pg. 41.

ANTIGRAVITY BIKE

This ordinary-looking motorcycle is in fact equipped with an antigravity motor. The Doctor claims he rode it in the Antigrav Olympics, and he uses it here to ride up the exterior wall of the Shard.

Armour: 0
Hit Capacity: 6
Speed: 10
Traits: Climbing
Story Points: 1

FURTHER ADVENTURES

- UNIT will have seized the Spoonheads and preserved or destroyed them. However, some may have escaped this fate. They could be pursuing their own aims, perhaps uploading targets into a strange cyberspace that no longer serves as a prison (the lack of integration means victims could be more easily downloaded), or they could end up stolen by another, less virtuous, agency.
- Office workers did go on holidays and maintain ordinary social lives when away from work, so perhaps when UNIT raided the office and Kizlet shut it all down, one of the workers was off in Ibiza, out of reach of the "factory reset" signal. This person would have a unique (but indirect) connection to the Great Intelligence. If and when the Intelligence discovers their existence, it might target them as a new host. This person could seek help as they struggle with visions of a sinister Victorian man, dangerous furry robots, and their own strange double life. Can they be saved before the Great Intelligence claims them entirely?

THE WIFI

AWARENESS	8	PRESENCE	4
COORDINATION	3	RESOLVE	6
INGENUITY	6	STRENGTH	-

The WiFi is not really an entity in itself – it is a system comprising highly sophisticated computer servers maintained by a round-the-clock staff. The statistics below represent the whole set of people and technology that make up the WiFi.

SKILLS

Craft 6, Knowledge 6, Science 6, Subterfuge 4, Technology 6.

TRAITS

Alien Senses: The WiFi can scan through every public image on the internet with astonishing speed.
Cyborg: Although the humans are not physically connected to the WiFi, they are definitely part of the overall machine.
Dark Secret (Major): Everyone working in the WiFi office are possessed.
Networked
Obsession (Major): To upload new minds for the client.
Possess: The WiFi can possess people throughout its network, giving them instructions or even using them as vessels for Kizlet (or another leader figure) to speak through.
Slow (Major): The WiFi operates out of a large, well-equipped office in the Shard. Moving the WiFi to a new home would be a major operation taking days.
Transmit

TECH LEVEL: 5 STORY POINTS: 5

KIZLET

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

Kizlet is the manager of the Shard office that operates the WiFi and serves the Great Intelligence. She is cold, manipulative and ruthless, but not without a certain grim and condescending gentility that leads to such grotesqueries as allowing a worker to take a holiday before killing him. Kizlet fell under the spell of the Great Intelligence when she was a young girl, probably not long after the Great Intelligence's failure in the London Underground. After the Doctor dismantled the office, the Great Intelligence instructed her to extract his influence from the office. She did so, mentally reverting to a scared and confused child.

SKILLS

Craft 2, Knowledge 2, Medicine 2, Science 2, Subterfuge 2, Technology 3.

TRAITS

Voice of Authority
Enslaved

EQUIPMENT:

Control Tablet: This tablet includes slider controls for every individual on staff, allowing direct manipulation of their conscience, paranoia, obedience and IQ. It can also adjust their stats and skills as needed.

TECH LEVEL: 5 STORY POINTS: 9

SPOONHEAD

AWARENESS	2	PRESENCE	2
COORDINATION	3	RESOLVE	3
INGENUITY	1	STRENGTH	6

Kizlet's office released thousands of servers (a.k.a. "Spoonheads" or "walking base stations") into the world. Each of these robots could disguise itself as a person, using images from the subconscious of anyone it scanned. Spoonheads were relay stations for the WiFi, focal points allowing a high degree of control in an area. More importantly, they were able to upload people using a hypnotic beam from the dish in the back of their heads.

SKILLS

Athletics 2, Fighting 2, Subterfuge 2.

TRAITS

Alien Appearance: Spoonheads have an empty space at the rear of their head – the entire brainpan is actually a satellite dish allowing easy connection to the WiFi and serving as a the focal point of the hypnosis beam.
Enslaved
Fear Factor (2)
Networked: The Spoonhead is constantly in contact with the office, and in any complicated situation it receives instructions and direction from workers stationed there.
Psychic
Robot
Scan
Shapeshift (Minor): Spoonheads can adopt the appearance of anyone from the thoughts and memories of someone who they have scanned.
Special – Upload: The Server can paralyse a target and upload their mind. This is an extended conflict using Presence + Resolve with a +2 bonus, opposed by the target's Ingenuity + Resolve. Damage is applied to Resolve, and when it reaches 0 the target is uploaded.
Teleport: Spoonheads have a limited ability to teleport along WiFi connections, so they can appear alongside any computer with an open WiFi connection.

TECH LEVEL: 5 STORY POINTS: 3

THE RINGS OF AKHATEN

'This exact leaf had to grow in that exact way in that exact place so that precise wind could tear it from that precise branch and make it fly into this exact face at that exact moment. And if just one of those tiny things had never happened, I'd never have met you.'

SYNOPSIS

Blackpool, 1981 and Akhaten, the Future

The Doctor peered over the top of his comic and watched with detached curiosity as a leaf blew into Dave Oswald's face. He stumbled onto the road, right into the path of an oncoming car – but as he staggered, a woman swept in and saved him. Ellie Ravenwood.

The Doctor followed Dave and Ellie across the months and years as they married and had a child, who they called Clara. The Doctor followed, looking for anything extraordinary, but nothing – a perfectly ordinary childhood. The Doctor returned to the TARDIS, and set course for suburbia, where a twenty-something Clara Oswald sat on the stairs, waiting for the sound of those ancient engines.

The market on Akhaten was a melting pot of species. The Doctor introduced Clara to Panbabylonians, Lucanians and the Ultramanta – all here for the Festival of Offerings. The Doctor wandered into the crowd, but Clara dawdled, and he was gone. As he left, a girl in red robes rushed past, bumped into Clara, then dashed away. Tailing her, two men in similar attire. Clara found the little girl hiding in a storage room. As the girl introduced herself as Merry Gejehl, a trio of Vigil materialised in the doorway. Clara and the girl ran for it – they scuttled across the bazaar, bit by bit, keeping to the shadows, and reached the TARDIS. Clara reached for the handle, pulled it – and found it locked!

Escape foiled, the girls sat down and talked. The girl revealed she was fleeing for fear that she'd flub the *Long Song*. Clara recalled how she got lost on Blackpool beach as a child, and her mother taught her how to be brave. Merry took heart in the story, and returned to the nearby choristers. As Merry disappeared, the Doctor emerged from the market.

The choristers escorted Merry to an amphitheatre that opened onto a sheer cliff, the very edge of the planetoid. Clara and the Doctor followed, and took their seats. As Merry started singing, another chorister sang from within the pyramid to a sleeping Mummy, and both voices carried across the cosmos as a haunting duet. The crowd joined in, singing along and offering mementos that turned to dust, until Merry hesitated. The pyramid gave a dreadful rumble. The male chorister tried to keep the song going, but a tendril of yellow energy reached out of the pyramid and seized Merry. Clara exchanged her mother's ring for a moped, which they boarded, and followed Merry into the temple.

The temple door was locked by a set of endlessly cycling tumblers, and the Doctor couldn't unlock it permanently, but he managed to hold it open long enough for Clara to sneak in and speak to Merry. When the weight of the door became too much for the Doctor to bear, he slid under the door with them. The male chorister kept singing, but to no avail – the Mummy was still agitated, so the chorister teleported out, conceding defeat.

The Doctor implored Merry not to believe in the Old God, and as her faith wavered, the Vigil appeared to her, and attempted to stun them. Merry opened a secret exit with her voice, and by nullifying the Vigil's blasts with the Sonic Screwdriver, the Doctor, Clara and Merry managed to slink past and escape the temple.

The Mummy broke through its glass case, and fired a lightning blast into the core of Akhaten. The Vigil disappeared, and the Doctor realised that the Old God the song appeased hadn't been the Mummy, but the planet itself – and it was awakening. He ordered Clara and Merry back to the amphitheatre, and teetered across to the rock's precipice.

Facing the planet, the Doctor told a story. He told it of all the lives he'd lived and of the sights he'd seen – and the planet listened. It reached out, eating the story, feasting on all the moments that made up the Doctor's soul, and the people of Akhaten sang too, trying to help. But when the Doctor finished his story, Akhaten was not defeated, nor even quenched. It dimmed a

little, but blazed regardless, its clouds curling into a malevolent grin. Recognising the Doctor's plight, Clara took the moped, and sped to his side. She took her mother's old book from her bag, and offered Akhaten the leaf that formed page one. She told Akhaten of the infinite potential the leaf represented – not of stories past, but of a future that never came to be – and the planet took it in its ethereal yellow tendril. The infinite power of the leaf was too much for even the appetite of an entire planet. Akhaten imploded, and the ring system went dark.

CONTINUITY

- The Doctor says he last visited Akhaten with his granddaughter. Susan travelled with the First Doctor, which suggests this adventure may have taken place when the Doctor was still in his first incarnation.
- The Doctor continues his investigation into the many Claras, following her timeline from the point her parents meet right up until her mother's untimely death. Although he fails to find anything that links her to Oswin Oswald (see ***Asylum of the Daleks*** on pg. 180) or Clara Oswin Oswald (see ***The Snowmen*** on pg. 203), he does uncover the history of the leaf from ***The Bells of Saint John***.
- In ***The Bells of Saint John***, the Doctor claimed never to take the TARDIS into battle. This hasn't always been true, but continues into this adventure, where the Doctor chooses to rent a moped rather than risk his time machine.
- The Doctor wears Amy Pond's old glasses (see ***The Angels Take Manhattan*** on pg. 199).

RUNNING THE ADVENTURE

This adventure is a spectacular space-fantasy writ large, with an over-the-top alien setting and a (literally) gigantic foe to face down. The enjoyment is to be had in exploring the setting, soaking in the atmosphere of Akhaten and generally having fun adventuring on a truly alien world. The best bit about Akhaten is it remains a great place to set your adventures, both before and after the events of this adventure.

AKHATEN

When the Doctor arrived, he took Clara to a tiny planetoid, overlooking a gorgeous cosmic vista. As Akhaten's rocky rings swirled around the vivid red planet, the circles' rotations revealed a pyramid, built upon a distant planetoid and glowing gently gold. The planet Akhaten is both a gas giant and a cackling despot, so its inhabitants live not on its surface but on the rocky rings in orbit. The rings are like micro-planets, each boasting different attractions; one contains a bazaar and amphitheatre, another a temple.

Akhaten prizes music and stories, using them as currency, and the planetoids play host to the Festival of Offerings, a once-in-a-millennium celebration that only happens when the rings align. Nowadays, this is celebrated as a festival of culture and song, but it was originally set up to appease the planet itself – a psychic vampire, feasting on both the stories of its inhabitants and on the people like Merry who remember them.

CITIZENS OF AKHATEN

The Akhateenians are a diverse bunch. Some are practically humanoid, others more exotic, and some appear completely cybernetic. Appropriately for an intergalactic melting pot, many of its inhabitants have cribbed technology from other civilisations: among the gadgets on display are Ood-esque translator balls and Hath-like breathers.

One of the merchants, Dor'een, belongs to a species that speaks in dog-like growls. She accepts Clara's ring as payment for the use of her moped, but at the end of the adventure she returns it, out of gratitude.

AKHATEN

Also known as the Old God and Grandfather, Akhaten is a parasite that feeds off the hopes and dreams of its inhabitants. It lays dormant for millennia at a time, but will be awoken if the Festival of Offerings is interrupted. Akhaten's inhabitants are largely oblivious to the planet's sentience. Akhaten is altogether too large to have stats in and of itself – instead, should he be awoken it'll take a clever plan and a whole load of Story Points to quieten him back down again.

DOR'EEN'S MOPED

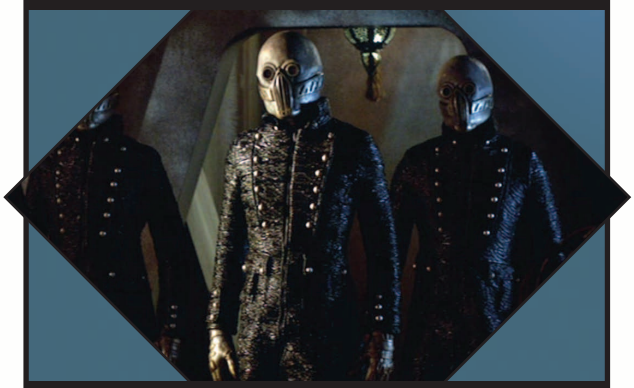
A hover vehicle, ideal for short excursions. Dor'een rents out her moped for a nominal fee, and it can then be used to cross between planetoids. Travelling from Dor'een's shop, the pyramid planetoid lies well within the moped's range at the time of the Festival of Offerings.

Armour: 0 ***Hit Capacity:*** 4
Speed: 6 ***Traits:*** Environmental, Flight.

FURTHER ADVENTURES

- Akhaten is musical, cultural and, in the Doctor's eyes, beautiful. Unfortunately, not everyone has the Doctor's eyes, and where the Doctor sees a pacifist utopia, the Sontarans see tactical weakness. Fortunately for Akhaten, the Sontarans aren't particularly interested in declaring war on an enemy that wouldn't fight back – but when the Doctor returns to find the rings of Akhaten corrupted into a military outpost, its citizens enslaved for the glory of the Sontaran Empire, his fury might be uncontrollable.
- Grandfather was replaced with an artificial planet, and over the generations, the people of the rings forgot Akhaten had ever been anything more than a vast metal space station, but The Day the Lights Went Out passed into popular mythology. New religions were born, with conflicting interpretations. Some believed

THE VIGIL



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

A trio of soulless guardians, the Vigil were created to maintain the cycle of sacrifices that pacify Akhaten by enforcing necessary evils when creatures of conscience waver. The Vigil speak in whispers, but are capable of blasting their foes with more powerful sound waves to stun or disarm them.

SKILLS

Convince 3, Fighting 3, Knowledge 4 (History of Akhaten 6), Subterfuge 2.

TRAITS

Fear Factor (1): The sinister Vigil instil fear in those around them, gaining a +2 bonus when trying to actively scare or intimidate.
Immortal
Keen Senses – Hearing
Obligation (Major): The Vigil serve Akhaten.
Psychic
Telekinesis: The Vigil can use their psychic powers to project force shields to protect themselves, or to hurl foes about.
Teleport
Voice of Authority: Although they speak in whispers, they command attention.

TECH LEVEL: 7 STORY POINTS: 2-5

the Lonely Medic conquered Grandfather, others insist he was slain by the Lady of the Leaf. Akhateenian culture splits in two. The Medicites are initially overjoyed when their god returns to Akhaten, but when his divine wisdom favours their rivals' scriptures, they start to question his story. Maybe he's a heretic. Maybe he craves attention. Maybe he's making the whole thing up...

MERRY GEJEHL

AWARENESS	6	PRESENCE	5
COORDINATION	3	RESOLVE	4
INGENUITY	3	STRENGTH	2

In her capacity as the Queen of Years, Merry has memorised every song, poem and legend known to the historians of Akhaten. Although frequently scared – of monsters, of death, and of angering the Old God – Merry is exceptionally brave for one so young, and is willing to sacrifice herself to appease the Grandfather.

SKILLS

Craft 4 (Singing 6), Knowledge 3 (History of Akhaten 5).

TRAITS

Brave: Although initially scared, Merry is determined to help the Doctor defeat Akhaten.
Distinctive: Merry's face is scarred, marking her out as the Queen of Years.
Empathic
Obligation (Major): Merry is destined to be sacrificed to Akhaten.
Photographic Memory: Merry has had to commit all of the Long Song to memory.
Psychic
Run for your Life! Merry fled after worrying she'd mess up the song.
Telekinesis

TECH LEVEL: 7 STORY POINTS: 5

MUMMY

AWARENESS	3	PRESENCE	5
COORDINATION	2	RESOLVE	6
INGENUITY	2	STRENGTH	7

A snarling beast of apparently limited intelligence, the Mummy lives in a glass prison within Akhaten's pyramid. Where the Vigil exist to keep the cycle running and prevent Akhaten from awakening, the Mummy's mission is to awaken Akhaten should the cycle stop.

SKILLS

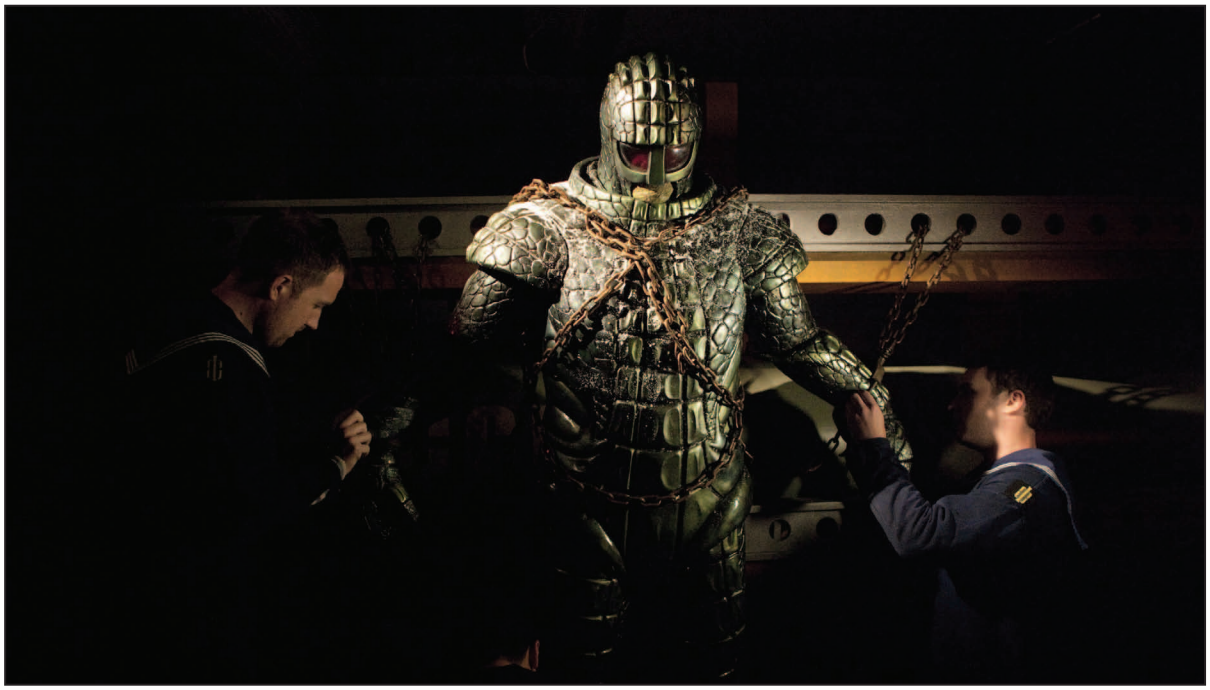
Fighting 4, Marksman 3.

TRAITS

Alien
Alien Appearance
Fear Factor (2): The Mummy gains a +4 bonus when trying to actively scare.
Immortal (Major)
Impervious: The Mummy cannot be harmed by mundane means.
Obsession (Major): Awaken Akhaten.
Psychic
Natural Weapons – Beam: The Mummy can fire a powerful energy beam from its mouth (4/L/L). It is the means by which it can awaken Akhaten itself.
Slow Reflexes (Major): The Mummy has just awoken from a millennia-long snooze and is hardly in a hurry.

TECH LEVEL: 7 STORY POINTS: 2

COLD WAR



'Sovereign of the Tharseesian Caste, vanquisher of the Phobos Heresy! The greatest hero the proud Martian race has ever produced... lock him up.'

SYNOPSIS

Firebird, Arctic Circle, 1983

A submarine had gathered a peculiar cargo – a beast frozen in a block of ice. Orders were to wait 'til Moscow, but Piotr couldn't resist. He thawed the creature out, and the startled Ice Warrior lashed out, killing him. Pipes started bursting, the submarine flooding – and a blue box appeared amidst it all. The Doctor rushed to action, guiding the submarine to the safety of an underwater ridge, but despite his help the Soviets saw the Doctor as a potential threat and started interrogating him. Overwhelmed, Clara passed out – just as the empty TARDIS faded away...

When Clara woke up, the Doctor was still trying (and failing) to inspire confidence among the Soviets. The Russians weren't disarmed by his charm offensive, but quickly unhanded him when a hulking green Martian appeared in the corridor behind. The Doctor was horrified when the Ice Warrior identified himself as Grand Marshal Skaldak, and even moreso when a crew member attacked Skaldak with a cattle prod, knocking him out. At the Doctor's behest, the Soviets chained the mighty warrior to the inside of the ship.

As Skaldak sat in his cell, calling for reinforcements he feared wouldn't come, the humans debated who they could send to talk with him. The Doctor wouldn't let Commander Zhukov interrogate Skaldak, as he believed Skaldak would recognised Zhukov as a soldier. Zhukov had likewise pegged the Doctor as an enemy spy, and wouldn't let him interrogate, either. Clara was sent in, wearing a headset. Skaldak was not fooled, he recognised Clara as an agent of the Doctor, but Clara soon registered that the bulky suited warrior wasn't moving. Confidence growing, she crept up to the armour... and found it completely hollow! Ship scientist Grisenko speculated that the Ice Warrior might have been more vulnerable, but the Doctor dismissed this: that Skaldak had left his armour meant he had nothing left to lose, and a desperate war hero was the most terrifying and unpredictable kind.

Sure enough, somewhere in the bowels of the ship Skaldak was wrapping his slender, bony fingers around crewman Stepashin's neck. Stepashin respected his adversary, and proposed an alliance – one Soviet Ice Warrior could turn the tide of the Cold War. Skaldak considered, with interest, the idea of two foes locked in a state of mutually assured destruction, but didn't see any value in Stepashin or the Soviets as allies. Instead, he ripped the crewman to pieces to learn about human biology: strengths and weaknesses, inside and out.

Skaldak tore two more apart: their screams alerted the Doctor and crew, but they arrived to find only mangled bodies. Everything was getting a bit too real for Clara, and then two spindly green hands gripped her by the neck. Grisenko fired at Skaldak, who retreated back into the rafters... before grabbing Grisenko himself. Skaldak declared that the people of Earth must pay for Grisenko's attack, but Zhukov talked him down. He proposed negotiations, and Skaldak agreed – but noted that he would have the upper hand. The empty suit of armour strode down the corridor, Skaldak dropped into it and made his way to the weapons room.

As Skaldak armed the missiles, preparing the mutually assured destruction of all Earth civilisation, the Doctor appealed to his better nature, his former life and his reputation as a hero that would surely be tarnished by the brutal murder of several billion innocents; and, as they spoke, the *Firebird* rose! Up and up, through the sea, drawn to the surface by an alien tractor beam – an Ice Warrior tractor beam. Skaldak disappeared, teleported away, but the missiles remained primed for too many tense moments... until, blessedly, they disarmed! Skaldak had returned humanity's mercy.

Clara asked the Doctor, for the umpteenth time, what had happened to the TARDIS – the Doctor conceded that he'd reset the Hostile Action Displacement System. He whipped out his screwdriver, and traced the TARDIS to the pole... specifically, the South Pole. Sheepishly, he asked the Soviets if they could have a lift.

CONTINUITY

- In ***The Curse of Peladon*** (see **The Third Doctor Sourcebook**), the Third Doctor posed as an ambassador for Earth. He namechecked this lie and opted not to repeat it in this adventure, instead admitting to the crew of the *Firebird* that he and Clara were time travellers.
- The Hostile Action Displacement System (HADS) was first set by the Second Doctor (see ***The Krotons*** in **The Second Doctor Sourcebook**). Zoe, like Clara, was horrified when the TARDIS initially disappeared – apparently destroyed by Krotons – and in both instances the Doctor didn't explain the HADS to his companion until later on in the adventure.
- Clara learned about the TARDIS' translation circuit in this adventure when she told a group of Russians that she didn't speak Russian... in Russian! The Ninth Doctor described translation as a "gift of the TARDIS," and negotiation can be very difficult without it as Harriet Jones learned in ***The Christmas Invasion*** (see **The Tenth Doctor Sourcebook**).

RUNNING THE ADVENTURE

This adventure is a taut, tightly paced affair, not just for its confined, almost claustrophobic setting, but

also for the high stakes at risk. As with the very best Doctor Who adventures, this one's a parable of sorts – this time for the Cold War itself, using the tension between the Russians on the submarine and the Ice Warrior from Mars to draw parallels with the wider conflict of the time. This is something you can do in your own games, using the alien-oriented conflicts of your own adventures to comment on what's going on in the real world.

FIREBIRD

The *Firebird* is a 1980s military submarine – built to last, but not necessarily built for comfort. A sprawling maze of Soviet steelwork, the Doctor joined the *Firebird* under extraordinary pressure, as it bursted at the seams and plunged to the bottom of the Arctic Ocean. The *Firebird* is kitted out with living quarters, a kitchen, enough supplies to keep a small crew alive for a good few months... and plentiful stocks of highly volatile weaponry.

FURTHER ADVENTURES

- Mars is a planet fast becoming wasteland; some would argue that it's already uninhabitable. Today, though, the ancient and noble society of Ice Warriors rescued an ancient mythical hero from Earth's seas, and are looking at their erstwhile neighbours with renewed interest. The "Planet of the Russians" is perfectly habitable, and – with the Doctor's reluctant assistance – a few pioneering young Martians quietly plant a flag in the Arctic tundra. How long can the newly dubbed Ice Healers coexist with the primitive natives? Why does history not remember them?
- Grand Marshal Skaldak is beyond ancient; he's twice as old as Alexander the Great and then some, but as Mars decays, an old-time hero is exactly the morale boost the Ice Warriors need. He's put up in the most opulent home, with hotlines to every diplomat and bureaucrat and whatever approximates a

GRAND MARSHAL SKALDAK

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

Skaldak was a living legend among the Ice Warriors; The Grand Marshal had been entombed in a brick of ice for some five thousand years before he was thawed in this adventure. Although brutal, Skaldak was ultimately a humane and honourable foe: he fondly recalled that he sang songs with his daughter in his former life, and when the Ice Warriors finally responded to his call he shut off the *Firebird's* missiles as an act of mercy.

SKILLS

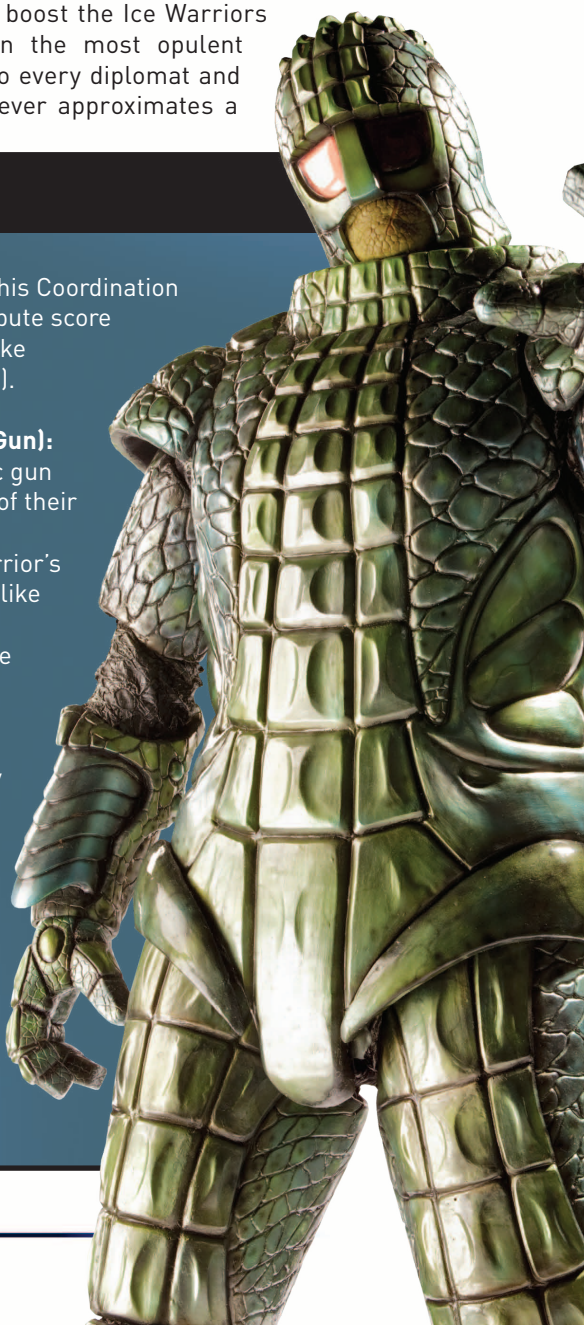
Fighting 4, Marksman 3, Survival 3, Technology 3.

TRAITS

Alien
Alien Appearance: Ice Warriors appear to be reptilian humanoids.
Armour (Major): Ice Warriors wear a bioarmour that resembles a carapace or shell. This armour reduces damage taken by 10. It also slows their Coordination; in their native atmosphere an Ice Warrior has his Coordination lowered by 1. In Earth-like atmospheres his Coordination is lowered by 2 (the Attribute score already takes an Earth-like atmosphere into account).
Cyborg
Natural Weapon (Sonic Gun): Ice Warriors have a sonic gun attached to the gauntlet of their armour (4/L/L).
Slow (Minor): An Ice Warrior's speed is halved in Earth-like environments.
Weakness (Major): An Ice Warrior prefers cold weather and can't stand intense heat. An Ice Warrior gets a -2 penalty to all actions when the temperature rises to 32°C and takes 4 levels of damage as the temperature gets closer to 100°C.
Voice of Authority

TECH LEVEL: 6

STORY POINTS: 3-4



media presence – or rather, they have hotlines to him. As his descendants wring the great warrior for everything he is, he regrets that the only way to escape is to become everything he never wanted...

ZHUKOV

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

The fearless leader of the *Firebird*, Captain Zhukov was highly suspicious of the Doctor and Clara when they appeared on his ship, believing them to be Western spies, but he set his prudent Cold War paranoia aside in the face of a more dangerous foe. Respecting his own limitations, he sensibly recognised the Doctor's greater authority in extraterrestrial matters and quickly relinquished leadership to the Time Lord.

SKILLS

Convince 3 (Leadership 5), Fighting 3, Marksman 3, Transport 3 (Submarines 5).

TRAITS

By the Book: Zhukov is loyal to the Soviet Union's ideals.
Brave: Zhukov is a brave officer, even when out of his depth against an Ice Warrior.
Military Rank (Special): Captain of his boat.
Obligation (Minor): Zhukov's belief in the mission overrides his care for his crew.
True Connection: His daughter, back home.
Voice of Authority: He's the captain of his ship.

TECH LEVEL: 5 STORY POINTS: 5

GRISENKO

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

Grisenko was a scientific advisor, the only pacifist in a submarine full of fighters. When they arrived, Grisenko was quick to identify the Doctor and particularly Clara as kindred spirits. Unlike his comrades, Grisenko held the Western world in great esteem, he loved British culture and was particularly fond of modern bands like Ultravox and Duran Duran. He shared his music with Clara, and implored her to sing when she was nervous.

SKILLS

Knowledge 3 (Western Music 5), Science 5, Technology 4, Transport 2.

TRAITS

Boffin
Dark Secret: Secretly loves the West.
Empathic: Grisenko is horrified at the deaths aboard the submarine.
Eccentric: Sings to himself during dangerous situations.
Obsession (Minor): He is obsessed with Ultravox and Duran Duran.
Outsider: As the only pacifist onboard, he's left out.
Technically Adept

TECH LEVEL: 5 STORY POINTS: 5

HIDE

'We're all ghosts to you. We must be nothing.'
'You're not that.'
'Then what are we? What can we possibly be?'
'You are the only mystery worth solving.'

SYNOPSIS

Caliburn House, Scotland, 1974

A ghastly apparition flashed across the hall, its face contorted into a hellish scream. As Emma channelled the wraith of the lady, Alec took photos, but the creature was gone in seconds. The house fell quiet – but then, a knock at the door.

"Hello! I'm looking for a ghost."

The ghost-hunters were cautious of the Doctor, but opened up when he reassured the pair that he and Clara hadn't come to undermine their investigation. Intrigued, the Doctor dared Clara to join him on a ghost hunt.

A chill ran through the Doctor and Clara as they passed through a door-frame in the music room, and the Doctor marked out its location with a ring of chalk. As they continued, the chill spread throughout the entire house, and something dreadful thumped from far away. An unknown hand took Clara's in hers, a flash of lightning revealed the hand's owner as a crooked monster, and the time-travellers darted back through the manor.

They arrived in the lobby, where Emma was sensing the ghost again. A spinning black disc appeared, hovering in mid-air. The Doctor seized Alec's camera and took photo after photo of the disc, each flash etching cracks upon its surface. As the disc spun, the ghostly figure reappeared, flickering towards Emma, until she fainted, taking the ghost and the disc with her.

As Emma recovered and bonded with Clara over a cuppa, the Doctor and Alec retreated to a dark room and developed the day's photos. The same figure appeared in each, with the same outstretched arm and twisted face. Inspiration struck, and the Doctor asked if he could borrow Alec's camera. The Doctor took it and Clara back to the TARDIS, and set off into time – but not space.

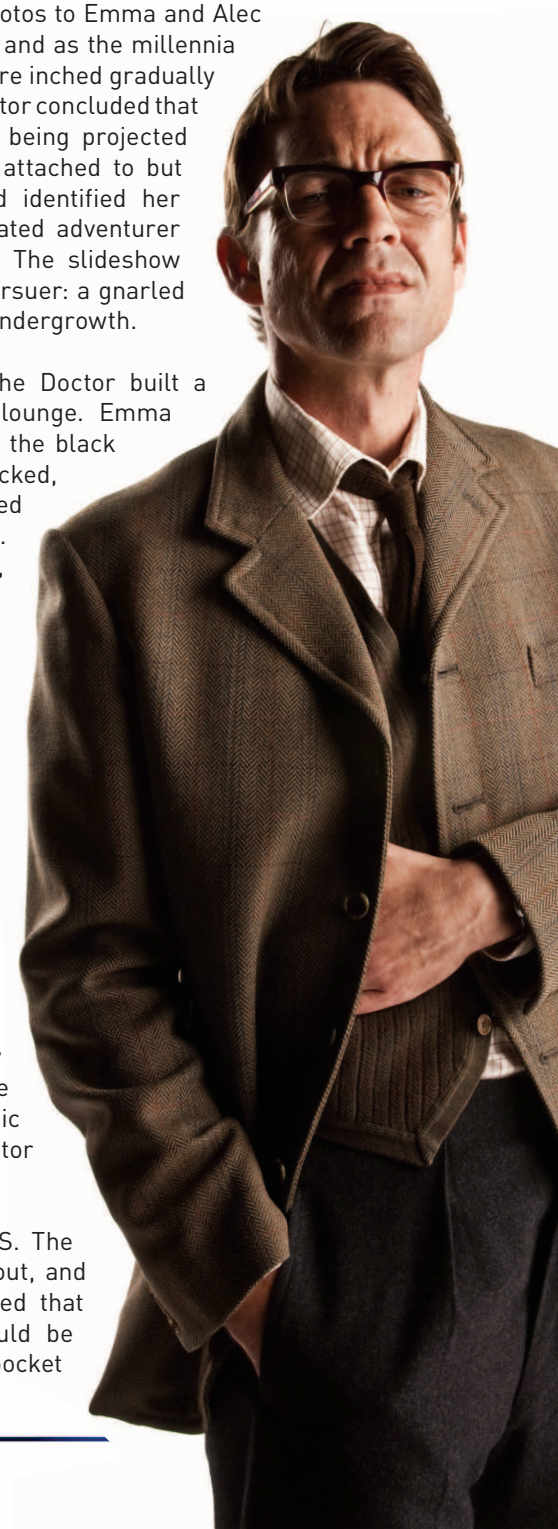
Somewhen around 4,500,000,000 BC, the Doctor walked out onto the Earth's newborn surface and took a single photo. He then returned to the console and inched the TARDIS forward through time. Together, Clara and the Doctor zipped through all 9.5 billion years of Caliburn's timeline, capturing it as a prehistoric tropical paradise and a thriving Victorian manor, all the way to the decaying planet in its final days.

The Doctor presented his photos to Emma and Alec in the form of a slideshow – and as the millennia hurtled past, the ghostly figure inched gradually towards the camera. The Doctor concluded that the figure was a silhouette being projected through a pocket universe, attached to but distinct from our own, and identified her as Hila Tacourien, a celebrated adventurer from Earth's far-off future. The slideshow continued to reveal Hila's pursuer: a gnarled creature, creeping through undergrowth.

Determined to save Hila, the Doctor built a psychochronograph in the lounge. Emma hooked herself up to it, and the black disc reappeared. The disc cracked, shattered, and the room filled with the portal's terrible light. The Doctor jumped through, into the pocket universe.

The Doctor quickly found Hila, but struggled to retrace his steps. Sensing their panic, Emma projected a copy of Caliburn House into the forest to highlight the exit. The adventurers fled to the house, and the Doctor gave Hila the harness he came in with. She tugged thrice, and Alec and Clara pulled her through the void – but as Hila landed in Caliburn House, Emma grew exhausted, and fainted. The wormhole shut, the psychic house faded, and the Doctor was stranded in the forest.

Clara ran out to the TARDIS. The doors locked, shutting her out, and the visual interface explained that there was nothing that could be done: if it travelled to the pocket



HIDE

universe, it would be destroyed in seconds. Emma regathered her strength, and despite Alec's protests, reopened the portal. The TARDIS' locked doors swung open, and Clara walked in.

The Doctor recognised that the creature wasn't attacking him, but had identified him as his ticket out of the pocket universe. He fled, determined not to let it through, but eventually the creature pinned the Doctor to the ground. As things looked desperate, the TARDIS hurtled into the universe, and knocked the creature sideways. The Doctor was saved.

On the other side, The Doctor pledged to take Hila somewhere safe, but when he noticed Emma and Alec's affection, the Doctor made one further deduction – the creature in the house had held Clara's hand because it was lonely. With apologies, the Doctor asked Emma for one last favour. She reopened the pocket universe, and the Doctor promised the crooked creature he'd take it across the void. The TARDIS whizzed through the wormhole, not quite able to land: "Get ready to jump."

CONTINUITY

- The blue crystal Emma Grayling uses to amplify her psychic power is from the planet Metebelis III. The Third Doctor previously visited Metebelis III (see ***The Green Death*** and ***Planet of the Spiders*** in **The Third Doctor Sourcebook**). In ***The Green Death***, he used a similar crystal to disrupt a computer's hypnotic influence.
- Clara and the TARDIS continue their vendetta from Akhaten (see ***The Rings of Akhaten*** on pg. 211). The TARDIS, for its part, growls at Clara when she shakes her umbrella dry. Clara has started calling the machine a "grumpy cow."
- The Doctor came to Caliburn House not to see the ghost, but to continue his investigation into Clara Oswald's true identity. He intended to use Emma Grayling's empathic powers to scan his companion but his search was fruitless: Emma scathingly confirmed that Clara was a "perfectly ordinary girl."
- The Doctor visits the planet Earth at the very end of its timeline. The Ninth Doctor witnessed the same events from above (see ***The End of the World*** in **The Ninth Doctor Sourcebook**).

RUNNING THE ADVENTURE

Of course, there's no way that a classic ghost story can actually turn out as such when the Doctor gets involved, but that's half of the fun of course! Here, the Doctor is actually looking for a psychic, ostensibly to scan Clara to see if she's normal. What he runs into is a pair of ghost hunters and what seems to be a very real ghost. Naturally, as in all the Doctor's stories, the supernatural events actually turn out to have a scientific answer – the ghost is actually a time traveller trapped in a pocket dimension, who must be rescued (along with the monster supposedly hunting her, who is itself trapped too). The key to running such a story in your own games is to build up the tension, evoking the feel of a classic haunted house movie, and leading the characters to believe that there might be such a thing as ghosts after all, before letting them discover what's really going on.

CALIBURN HOUSE

Caliburn isn't so much a haunted house as a house that happens to coincide with a haunting. Paranormal happenings had been reported in the vicinity since Anglo-Saxon times, when there was nothing but forest, and the apparition, it transpired, had been around for much longer still. The house is large and well-maintained despite being several centuries old, but its best days are behind it. Dr Alec Palmer is now the sole owner of the manor, having bought it to investigate the spectre and hopefully uncover the truth behind the legend.

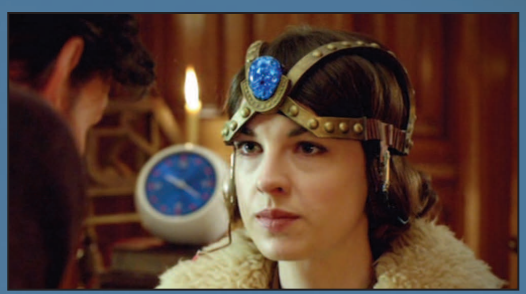
POCKET UNIVERSE

A grim void, where scattered clumps of land float pointlessly through the abyss. The pocket universe is capable of supporting life – the air is non-toxic, and the land supports forests – but it's hostile, unfeeling, and above all, doomed. Time passes at a different rate to our own universe: within three minutes of pocket universe time, an entire planet could have cycled from birth to death. The gnarled forests of the pocket universe are little more than decaying wasteland – a cosmic dead end.

PSYCHOCHRONOGRAPH (MAJOR GADGET)

A microphone for the mind. A fragment of a blue crystal from Metebelis III is strapped into a tiara on Emma's head, which is attached to a circuit with crocodile clips. This set-up allows Emma to open a wormhole to the pocket universe – however, it can only be sustained for as long as Emma remains conscious, and the process of opening the wormhole inflicts exquisite agony upon the user.

Traits: Vortex, Restriction (Inflicts mental damage on the wearer).
Story Points: 2



ANALOGUE GHOST DETECTOR (MINOR GADGET)

Alec Palmer's ghost detector is local 1970s technology – a daunting wall of toggles and oscilloscopes. It detects paranormal phenomena and records the fluctuations onto a reel of paper, but only gives a positive readout in the presence of Emma Grayling.

Traits: Bulky (Minor), Scan, Restriction (Detects psychics only).
Story Points: 1

FURTHER ADVENTURES

- The Doctor has let two lovers, of species unknown, loose on an empty planet. We don't know how fast the Crooked People reproduce, how might that planet look after 100 years? 1000 years? 100,000 years? Will the Doctor be proud of the world he's created – and how will the Crooked People speak of him?
- Mostly TARDIS-proof, accessible from any point in time, but tricky to locate without the help of a powerful empathic psychic – if someone wanted to blackmail the Doctor, a pocket universe would make a deliciously sinister storage vessel. But who would blackmail the Doctor? Who or what would they take from him, and what would they want in return?

HILA TACOURIEN

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

An explorer from Earth's future, Hila Tacourien became displaced and stranded in the pocket universe, where a crooked creature pursued her through twisted woods. Her fear bled back into our own universe, where the spectral projections she unwittingly forged gained her notoriety as the "Caliburn Geist." Hila's disappearance did not go unnoticed in her own timeline, and created a fixed point in history that, when rescued, precluded her from ever returning to her former life.

SKILLS
Athletics 3, Knowledge 3, Science 4, Survival 5, Technology 4, Transport 2.

TRAITS
Attractive
Indomitable
True Connection: Hila is the descendant of Alec and Emma.
Vortex

TECH LEVEL: 8 **STORY POINTS:** 5

HIDE

ALEC PALMER

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

Whereas the Doctor, of all people, admires Major Palmer for his actions during the Second World War, Alec struggles to afford himself the same respect. Ghost hunting, then, is something of a penance – a way to finally rationalise death, having lived so long with its spectre. Alec cares deeply for Emma Grayling, and they finally realise their feelings towards one another over the course of this adventure. Their love endures, and among their descendants is a woman called Hila Tacourien.

SKILLS

Craft 3 (Painting 5), Fighting 3, Knowledge 4 (Psychology 6), Marksman 3, Science 3, Subterfuge 4, Technology 3.

TRAITS

Boffin: Alec has built all of his ghost-hunting equipment himself.
Brave
Dark Secret: Alec is haunted by the deaths he caused during the Second World War.
Empathic: Alec is a Professor of Psychology.
Obsession: Solve the mystery of the haunting.
Technically Adept
True Connection: Alec has hidden his true feelings for Emma.

TECH LEVEL: 5 STORY POINTS: 5

EMMA GRAYLING

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

Empathic psychics are noted for their compassion, and Emma Grayling is no exception. Where the Caliburn Geist scares most who witness it, Emma senses its fear, and seeks to help it. She is vulnerable, plagued by self-doubt, and hence dismissed Alec's affections, when she sensed them, as her own wishful thinking. Her abilities allowed her to amplify the apparitions in Caliburn House for the benefit of Dr Alec Palmer's equipment. Although her mind offers her keen insights into the emotions of others, her powers are a mixed blessing.

SKILLS

Knowledge 3, Science 2.

TRAITS

Attractive
Brave: Emma steadfastly stands by Alec's side, even in the face of ghosts, time travellers and apparent monsters from a parallel dimension.
Clairvoyant: Emma's psychic powers allowed Alec to capture images of the Caliburn Geist.
Empathic: Even without her powers, Emma is a good judge of character.
Psychic: When amplified by the Doctor, Emma could use her powers to open a wormhole.
True Connection: For the sake of decorum, Emma keeps her love for Alec hidden.

TECH LEVEL: 5 STORY POINTS: 5

JOURNEY TO THE CENTRE OF THE TARDIS

'Please tell me there's a button you can press to fix this.'

SYNOPSIS

The TARDIS, The Future.

With hard rock blaring, the Van Baalen brothers – and their android accomplice, Tricky – engaged the magno-grab, drawing several tonnes of space debris onto the ship. Among their haul was a mysterious blue box, apparently wooden, but impervious to their hammers and cutting lasers. A man in a bow tie emerged from beneath the wreckage, promising the Van Baalens the salvage of a lifetime if they'd help him rescue his companion. The madman let them in, then set the TARDIS into lockdown. The Doctor set a timer – 60 minutes, and the TARDIS would self-destruct. When the Van Baalen brothers protested, and he reduced it to thirty – the salvage of a lifetime wasn't the TARDIS, it was their own lives! Gregor, Tricky and the Doctor left together, and Bram stayed in the console room.

Somewhere in the bowels of the TARDIS, Clara was waking up. She'd grabbed hold of something hot when the TARDIS rolled, and now a shape was burning onto the palm of her hand – but the TARDIS was snarling, hurling fireballs at her, so she had to keep moving. Pursued by a Time Zombie, she fled into the library...

Gregor's sensor drew him to the Architectural Reconfiguration System, designating it an object of incalculable value. Despite the Doctor's protests, Gregor stole a circuit and stashed it in his rucksack – so the TARDIS folded its corridors around and kept the search party from making any progress. Bram Van Baalen climbed into a hatch beneath the TARDIS console. A stray cable zapped him off the ladder, and Bram fell to the ground. Helpless, a Time Zombie set upon his body.

Just as the TARDIS turned Gregor back on himself, it steered Clara to a console room... but, one without an exit! Gregor dropped the circuit so they could go back to check on Bram – but two Time Zombies started chasing them, so the TARDIS instead guided them to another dead-end console room. The Doctor locked onto Clara's location, and surmised that the TARDIS must have been creating copies of the console room to keep its inhabitants safe. The Doctor sychronised the echoes using the controls on his echo console, and grabbed Clara into their room. Mission apparently accomplished, the Doctor revealed his self-destruct as a ploy to ensure the Van Baalens' commitment... only to discover that the Eye of Harmony was now genuinely overloading! Stakes escalating, he set course for the engine room.

As the adventurers approached the TARDIS' heart, the time machine instinctively lashed out, and smashed a metal bar into Tricky's shoulder. Pinned to the wall, android Tricky asked Gregor to slice his arm off – Gregor refused, but it took the Doctor to explain that Tricky wasn't really an android but the third Van Baalen brother. Gregor freed Tricky by slicing the metal bar, and they progressed to the Eye of Harmony.

When they arrived at the Eye of Harmony, the distant door was blocked by a Time Zombie – and a conjoined Zombie had reached the door they came through. Gregor's machine identified the solitary Zombie as Clara from Lancashire, and the Doctor conceded that the Time Zombies were their imminent future, as the radiation from the Eye mutates them. Tricky shoved

the conjoined Zombies off the side of the bridge as they broke in – but slipped, himself, only just clinging onto the side. As Gregor hoisted Tricky back up, the radiation mutated them into Time Zombies, joining them at the shoulder.

Clara and the Doctor slipped out of the room, and emerged on what appeared to be a sheer cliff. The Doctor reassured Clara that the cliff was just a projection to deter people from accessing the TARDIS' engines, and it was safe to jump. Sure enough, they landed in the heart of the TARDIS – but, too late. Everything was shattered, the day was lost... but then the Doctor saw Clara's hand. Burned into it, back-to-front but now clearly legible, were the words "BIG FRIENDLY BUTTON."

Hard rock blared through a crack in the wall – a window to the beginning of the adventure. The Doctor etched the words "BIG FRIENDLY BUTTON" onto a hand-held device, but rather than leave anything to chance, the Doctor climbed through the crack and gives the device to his former self. He hit the button, the shields went up, and the TARDIS disappeared from the Van Baalen ship's monitor. Crisis averted – and no one remembered a thing.

CONTINUITY

- The Doctor has amassed a handsome collection of memorabilia from his travels. Among the treasures he's magpied away are Sir Robert's telescope (see ***Tooth & Claw*** in **The Tenth Doctor Sourcebook**), and Clara also glimpses the Doctor's cradle (see ***A Good Man Goes to War*** on pg. 142).
- The Doctor climbs through a crack caused by the TARDIS exploding. The Doctor first encountered such a crack in ***The Eleventh Hour***, and they blistered all across his personal timeline until he rebooted the universe in ***The Big Bang***.
- "I brought you here to keep you safe, but it happened again! You died, again!" Although Clara doesn't retain the knowledge, the Doctor reveals that he met "A girl in a shipwreck," referring to Oswin Oswald (see ***Asylum of the Daleks*** on pg. 180), and "A governess who was really a barmaid," alias Miss Montague (see ***The Snowmen*** on pg. 203).
- The Eye of Harmony has been mentioned and seen several times before. Significantly, the Master fell into it when grappling with the Eighth Doctor, and the energy of the Eye revived his companions Grace and Chang Lee (see ***The TV Movie*** in **The Eighth Doctor Sourcebook**).
- This adventure reveals a glimpse of the TARDIS swimming pool, often mentioned by the Doctor, and once used to cushion River Song's fall (see ***Day of the Moon*** on pg. 120).

RUNNING THE ADVENTURE

Most adventures start and end in the TARDIS, but it's seldom been so thoroughly explored. Under attack, the Eleventh Doctor's TARDIS bares its teeth. Duplicate console rooms are deployed as sanctuaries, but she lashes out with iron bars, visual hallucinations, and she uses space-time manipulation to join corridors together and prevent those who wrong her from ever escaping.

The trick with this adventure is the ending – in order to escape the temporal loop the characters find themselves in (and to avoid becoming a Time Zombie), they're going to have to come up with a drastic and very, very clever plan. Oh, and spend a load of Story Points. Here are some examples:

- Open a window to the start of the adventure and leap through.
- Devise a Gadget that they can send back in time to their earlier selves – or forward in time to their later selves – that allows them to save the day.
- Enter the heart of the TARDIS and somehow reboot or disable its security systems.
- Use the Telepathic Interface to enter the 'mind' of the TARDIS and calm her down.

See also ***The Doctor's Wife***, for more ideas of the sort of hazards a hostile TARDIS might throw up.

BIG FRIENDLY BUTTON (MAJOR GADGET)

Actually a remote control for the Van Baalens' magno-grab, the Doctor swiped the device from the Van Baalens at the beginning of the adventure and passed it to his former self through a crack in time at the end. This time-loop occurred twice – the first time around, he etched the words "BIG FRIENDLY BUTTON" into its surface with the Sonic Screwdriver then tossed it through, and when he learned his former selves wouldn't read it in time to avert disaster, he climbed through the crack and delivered it in person.

Traits: Entrap (Major).
Story Points: 2

THE EYE OF HARMONY

A collapsing star was put into artificial stasis just as it was on the verge of becoming a black hole, and in a state of permanent decay the Eye of Harmony provides power to the TARDIS. The room that contains the Eye is a single rickety bridge with a wall and a door on either end. However, the walls are not connected to anything – the Eye appears to be suspended in empty black space, some distance away from the bridge. The radiation from the Eye is lethal, and it is very dangerous to stay in the Eye of Harmony room for any significant length of time.

FURTHER ADVENTURES

- In 1499, winged spacecrafts flutter through the foothills of the Andes each night, scanning for signs of the ancient alien scientist rumoured to live among them. Her stony-grey skin criss-crossed with angry red capillaries, the locals dub her Mama Killa, or 'Mother Moon,' but she calls herself the Survivor. The Doctor's heard the same rumours, but he mostly tries not to think about them. Then, he tries not to concoct a theory that the brightest and most brilliant TARDIS engineers could, maybe, have developed a resistance to the Eye of Harmony's radiation, and that a gradual enough transformation could leave a particularly brave and resilient engineer with her mental faculties still basically intact. And when the first spaceship lands to demand that the Incas surrender the woman they venerate as a deity, the Doctor tries not to get involved. He was just in the area, honest...
- By bending time and space, the TARDIS could trap intruders in an infinite loop, and keep them alive indefinitely – for as long as it remembers. When the security glitches, the TARDIS' fly trap programming lapses, and all the nasty things that were stuck are released. What horrors has it collected?

BRAM VAN BAALEN

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

Although he's nominally a joint partner with Gregor, Bram is a born follower, and fails to command the same respect.

SKILLS

Athletics 2, Fighting 4, Marksman 3, Survival 2, Technology 2, Transport 3.

TRAITS

Adversary (Major): The TARDIS does not like being stolen from.
Clumsy: Bram is not too steady on his feet.
Dark Secret: Tricky is really his brother and heir to the business, not a flesh-android.
Friends: The Van Baalen Bros are a close-knit team.
Percussive Maintenance: Bram's style is not subtle.
Resourceful Pockets: As salvage experts, the Van Baalen Bros have a thing or two tucked away.

TECH LEVEL: 6 **STORY POINTS:** 5

TIME ZOMBIES

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

The Eye of Harmony emits a terrible radiation that burns your cells and liquefies your innards, but crueller than that, it doesn't quite kill you! Time Zombies stalk the TARDIS' corridors, and as time loops in fractal patterns they can fold back onto their timeline and meet their younger, healthier selves, so you might never know that the monster that's pursuing you is... you!

SKILLS

Athletics 2, Fighting 4, Survival 4.

TRAITS

Fear Factor (1): Time Zombies look pretty horrific, and so gain a +2 when actively trying to scare or intimidate someone.
Impaired (Mute)
Vortex (Alien Special): Time Zombies can travel back within their own personal time lines to pursue their younger selves.

STORY POINTS: 3-4

TRICKY VAN BAALEN

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

The youngest, smartest and kindest of the Van Baalen brothers, Tricky was due to inherit the ship from his father, but when an industrial accident left him with no sight, no voice, and no memory of his former life, Tricky's brothers fitted him with bionic eyes and an electronic voice box, and told him he was a 'flesh android.'

SKILLS

Convince 4 (Leadership 6), Craft 3 (Writing 5), Fighting 2, Marksman 2.

TRAITS

Amnesia: Tricky has no memory of his life prior to his accident.
Brave: Even when he realised what his brother had done to him, Tricky still sacrificed his life to save him.
Code of Conduct: No fear, no hate, no pain.
Cyborg: Tricky has bionic eyes and an electronic voice box, but he is no robot.
Empathic: Tricky is compassionate, feeling the pain of the TARDIS.
Enslaved: Tricky is in service to his brothers.
Keen Senses (Eyes)

TECH LEVEL: 6 STORY POINTS: 5

GREGOR VAN BAALEN

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

Gregor was jealous of the trust his father placed in Tricky, so when his brother lost his memory in an industrial accident, he took advantage and seized the family business for himself.

SKILLS

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

TRAITS

Adversary (Major): The TARDIS does not like being stolen from.
Dark Secret: Tricky is really his brother and heir to the business, not a flesh-android.
Friends: The Van Baalen Bros are a close-knit team.
Impulsive: Gregor does not always think before he acts – something that has devastating consequences.
Resourceful Pockets: As salvage experts, the Van Baalen Bros have a thing or two tucked away.
Selfish: Gregor is out for himself – he's even prepared to dupe his own brother to get rich.

TECH LEVEL: 6 STORY POINTS: 3

THE CRIMSON HORROR

'Oooh, good name. Hey, that's good, isn't it? "The Crimson Horror." I wonder what it is.'

SYNOPSIS

Yorkshire, 1893

Edmund and Effie, working for a newspaper, were undercover as a married couple, investigating strange goings-on in Sweetville. Edmund died in strange circumstances, a victim of the "crimson horror", which left him with bright crimson skin and a rictus of terror. His brother, Mr Thursday, took images of Edmund's eyes at the point of death and brought the images to Madame Vastra. The images appeared to show the Doctor's face.

Mrs Winifred Gillyflower, the proprietor of the Sweetville community, recruited the fit and beautiful through public meetings decrying the moral decay of the age. Jenny infiltrated the community, looking for the Doctor, and discovered the Sweetville mill didn't actually exist – it was simply an auditory illusion created by a bank of loudspeakers. She also saw Sweetville's inhabitants being dipped into vats of crimson liquid.

Soon she found the Doctor in a cell, but he was affected by the Crimson Horror, stiff and crimson. Jenny was able to bring him to a metal cell where he reversed the change, and bounded out, quite recovered. He explained that he and Clara had arrived in Yorkshire and met Edmund, who was trying to uncover the source of the dead bodies in the canal, which he believed was Sweetville.

The Doctor had analysed the Crimson Horror, then he and Clara posed as a married couple to infiltrate Sweetville. They saw the strange secret of the model community: inside a residence were a man and a woman, silent and still under a bell jar as a giant air pump kept them alive. The intruders were then seized and subjected to the preservation procedure: submersion into a vat of venom. Clara was unhurt but rendered immobile, but the Doctor was a "reject". However, unlike other rejects, the process did not kill him.

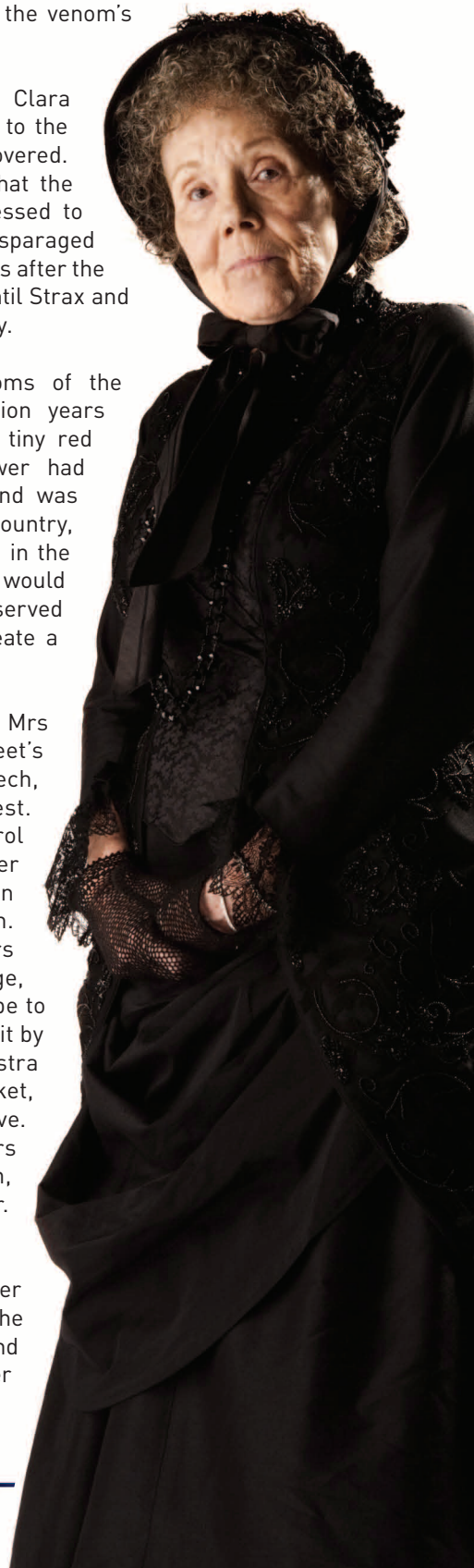
Mrs Gillyflower's blind daughter, Ada, was in charge of disposing of the rejects. Finding the Doctor alive, and feeling kinship with him, she concealed him in a cell and cared for him. Until Jenny, the only person to see him was the dying Edmund, who had stumbled into the cell and seen him, the image becoming preserved on his eye thanks to the venom's changes to his body.

The Doctor, with Jenny, found Clara under a bell jar, and pulled her to the same metal cell where he had recovered. However, Ada had discovered that the Doctor had escaped, and confessed to her mother. Mrs Gillyflower disparaged her daughter, and set her pilgrims after the Doctor. Jenny held them back until Strax and Vastra arrived, driving them away.

Vastra recognised the symptoms of the Crimson Horror from 65 million years earlier. It was the poison of a tiny red leech. Somehow Mrs Gillyflower had collected vats of this venom and was intending to scatter it over the country, using a makeshift rocket hidden in the empty mill. This "great work" would wipe out humanity, until her preserved survivors would step out to create a new utopia.

The Doctor and Clara confronted Mrs Gillyflower. She revealed Mr Sweet's identity – he was a giant red leech, symbiotically attached to her chest. Clara smashed the rocket control mechanism, and Mrs Gillyflower revealed she had experimented on her daughter to find an antitoxin. Ada was listening to this, but Mrs Gillyflower used her as a hostage, holding her at gunpoint to escape to the rocket, where she launched it by hand. However, Jenny and Vastra had already disarmed the rocket, which exploded harmlessly above. Strax's covering fire caused Mrs Gillyflower to fall to her death, where Mr Sweet abandoned her. Ada in turn crushed Mr Sweet.

The Doctor returned Clara to her home with the Maitlands, where she was confronted by the two Maitland children who had discovered her time-travelling secret.



CONTINUITY

- Right after reminiscing about former companion Tegan Jovanka (see **The Fifth Doctor Sourcebook**), the Doctor encouraged Clara with his traditional refrain to Tegan, 'Brave heart!'
- Vastra and Jenny both asked about Clara, as they had seen her die just months before (***The Snowmen***). They would have to wait a little longer for an explanation (***The Name of the Doctor***)...
- Angie and Artie found evidence of Clara and the Doctor through history, and correctly concluded she was a time traveller. Their researches followed in the footsteps of the ill-fated Clive, who shared with Rose Tyler the evidence he'd gathered about the Doctor's travels (***Rose*** in **The Ninth Doctor Sourcebook**).

RUNNING THE ADVENTURE

VICTORIAN VALUES

As with ***The Snowmen***, the motivations of the villain in this adventure are influenced by "Victorian values" (as the Doctor puts it, in an openly contemptuous tone). Propriety, conformity and modesty are highly valued by Mrs Gillyflower in her selection process, and her desire to destroy the world is driven by disgust at earthy, broken humanity. Similarly, Doctor Simeon was at least partly motivated by an aversion to emotional expression, and a reverence for the suppression of any deep feelings. Prior to that, Kazran Sardick (***A Christmas Carol***) tied an aversion to sentimentality with a ruthless eye for profit. All are potent motivations to use in an adventure. They promote inequality, suppress joy, and restrict freedom, all of which are highly valued by the Doctor, and by almost every player's character in a roleplaying game. If you load your villain with "Victorian values" then you will be half-way to designing a good enemy.

It should be noted that these "Victorian values" are a caricature rather than historical truth. The Victorian era was more complicated, as the Doctor once discovered first-hand (***Tooth and Claw*** in **The Tenth Doctor Sourcebook**). Nevertheless, the caricature has power. A villainous character can seize on the worst aspects of the age, and push them to extremes, because it is in the nature of villains to be extreme reflections of their time. So use Victorian values for your next villain, and see how eager your players are to show them a very different way to live.

LONG STORY. I'LL KEEP IT SHORT.

As this adventure is told, the Doctor and Clara are already captive in Sweetville when it begins. You can present your adventures in a similar way. Instead of starting at the beginning with the TARDIS arriving, give those players a couple of Story Points each and tell them they are in trouble. Then begin with the other characters as they work to help our captured heroes. When they find them, tell them what has happened: one is now a crimson monster, the other a lifeless mannequin, or whatever suits your adventure. When the captives can finally speak, they can recount what has happened. At this point in the game you can play

through their arrival as a flashback. Set the scene with their arrival and play from there as normal, with two important differences:

- Everyone knows where the Doctor and Clara are going to end up. Every time the players steer their characters toward this outcome, award them a Story Point.
- Because you know the destination, you don't need to spend as much time on the journey. Feel free to aggressively jump from scene to scene here to get to the important stuff. For example, everyone knows the Doctor and Clara made it into Sweetville and got captured, so you don't need to spend any time on them carefully working out their plan. Instead, as soon as they decide to go there, cut directly to a scene of them chatting with Mrs Gillyflower and winning access.

This kind of flashback structure is a fun way to vary the feel of your game, and to keep your players on their toes and give them a different way to engage with the story. It's not something you want to do every time, of course! The fun has a cost, namely your decision of where the players have ended up. Most players will be happy to surrender control like this now and then, but if it starts to seem like you're scripting out every adventure ahead of time they'll quite rightly be dismayed.

MRS GILLYFLOWER'S PROCESS (MAJOR GADGET)

Mrs Gillyflower used the red leech venom in a complicated chemical process. Captives were submerged into chemical vats, and emerged very much changed. (One side effect of the change: the eyes of anyone who died in the process would retain the image of the last thing they saw.)

Traits: Hypnosis (Major), Shapechange

Anyone who is subjected to the process must make two rolls:

- Presence + Strength (Difficulty 15) to survive the process – see table below.
- Awareness + Resolve (Difficulty 21) to escape being mind controlled into servitude.

PRESENCE + STRENGTH	OUTCOME
Fantastic! (24+)	The process works perfectly. Your body is preserved, but you retain a high degree of awareness. In your work for Mrs Gillyflower, few will realise you are in any way unusual.
Good (19-23)	The process works beautifully. Your body is preserved, but you retain some awareness. You become a helpful Pilgrim for Mrs Gillyflower, performing simple (and sometimes brutish) tasks.
Success (15-18)	The process works. Your body is preserved, and you will calmly remain immobile and insensible until the great work calls for your awakening.
Failure (12-14)	The process doesn't work perfectly. Your body survives, but it is twisted and Mrs Gillyflower no longer wants you for her great work. You will be set to work on the most unpleasant tasks until you die.
Bad (7-11)	The process doesn't work. You are a reject. Your crimson body survives, barely, but it will not last long. When you die, your body will end up in the canal.
Disastrous (6 or less)	You don't survive the process. Your crimson body will soon be dumped into the canal.

FURTHER ADVENTURES

- If one Red Leech managed to survive to the 19th century, surely others did as well. Other leeches could be nearly anywhere reached by the British Empire. A ship sailing to the colonies, full of men and women hoping for a new start, could be troubled by an unpleasant red passenger or two, contaminating the food and water supplies until all on board fall under its host's control. Another Leech might be eagerly sought by the men charged with developing new chemical weaponry in the threatening shadow of the coming great war...

MRS GILLYFLOWER

AWARENESS	3	PRESENCE	5
COORDINATION	3	RESOLVE	6
INGENUITY	6	STRENGTH	2

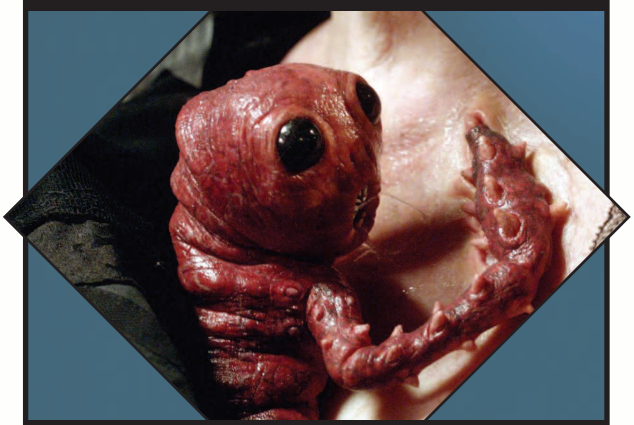
Mrs Gillyflower was a truly exceptional woman. In an age where women had no easy path to learning, she won prizes in the field of chemistry then developed great ability as a mechanical engineer. Her accomplishments were tarnished by a turn to polemicist, preaching of a coming apocalypse and recruiting the credulous and downtrodden into her model village of Sweetville. Her thunderous sermons were convincing but some observers noted her distaste for the disabled or sick. Her impatience with fools was also well-known. Mrs Gillyflower was respected, but never loved. Unknown to all, Mrs Gillyflower had befriended a strange creature she named Mr Sweet, and intended to use its venom to wipe out human civilisation, leaving as survivors only those who conformed to her narrow idea of perfection. She failed and died, but never repented or discovered any inward kindness, even toward her own daughter.

SKILLS
Convince 4, Craft 4, Knowledge 4, Marksman 2, Science 4, Subterfuge 4, Technology 5.

TRAITS
Boffin
Indomitable
Obsession: Eliminating all imperfection.
Selfish
Voice of Authority

TECH LEVEL: 4 **STORY POINTS:** 10

RED LEECH



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

Mrs Gillyflower's "silent partner" was a giant Red Leech she called Mr Sweet. It fed off her body (and occasionally from other morsels), while producing a venom that she collected for her great work. The Red Leech is an evolved example of a species that once threatened the Silurians. Then, it was a tiny waterborne parasite that, if ingested, secreted a poison in the victim. The venom remains in the evolved leech, corrupting the chemical composition of the victim's body and turning them a horrific crimson colour as it kills them.

SKILLS
Subterfuge 2.

TRAITS
Alien
Alien Appearance (Major)
Climbing
Dependency (Major): The Leech needs a host to survive.
Natural Weapons: Bite 1/2/4, Venom 2/L/L
Slow (Minor): Speed is 1.
Tiny (Major): -2 to be hit, -4 to be seen.

TECH LEVEL: 0 **STORY POINTS:** 0

NIGHTMARE IN SILVER

'I feel like a monster sometimes. Because instead of mourning the billion trillion dead people, I just feel sorry for the poor blighter who had to press the button and blow it up.'

SYNOPSIS

Hedgewick's World of Wonders, The Future

The TARDIS landed, and this time Angie and Artie Maitland were along for the ride. However, they found the park already dilapidated, a shell, and so were its few inhabitants. Among them: Impressario Webley, a down-and-out entertainer waiting for his lift off-planet, and a Punishment Platoon captained by Alice Ferrin.

Though Ferrin was sceptical of the new arrivals, Webley seemed grateful for the company, and gave the travellers a tour of his tent. Waxworks of the famous and infamous, and, amongst the exhibits, an empty Cyberman, with the miraculous ability to play chess. Challenged, Angie identified how the trick was done – mirrors concealed a secret compartment beneath the board, from which a little bloke called Porridge controlled the robotic husk.

As the Maitlands played in what remained of the park, the Doctor was distracted, investigating. He'd found a funny insect. Keen to discover more, he declined to take the children off planet, choosing instead to stay for the night. The Maitlands were to stay in the tent with Webley, as the Doctor and Clara joined Porridge and some of Ferrin's platoon on the trail of unusual bugs.

Angie quickly got bored and wandered off, turning up at Ferrin's barracks. Webley chose to sit alone, opposite his hollow chessmaster, and it sprang to life. Funny insects gushed out of its eye-sockets and climbed up Webley's arms. Artie, oblivious to Webley's predicament, was kidnapped by a rogue Cyberman, and another managed to seize Angie in front of the entire barracks, shrugging off their fire with its superior speed and technology.

When they arrived to find Angie abducted, the Doctor went to check on Artie and left Clara in charge of the platoon, overruling Captain Ferrin with his Psychic Paper. The Doctor found nothing in Webley's tent but funny insects. He scanned one with the Sonic Screwdriver, activating its teleport, which returned the bug and the Doctor both to a Cyberman HQ.

Webley was there, as were the Maitlands, but they'd been cybernetically augmented into living avatars of the Cyberiad. The new Webley explained they'd been harvesting children's minds to make a Cyber Planner, but the Doctor's mind was more remarkable still. Funny insects swarmed over the Doctor, and converted him.

The Cyberiad was only able to seize 49.881% of the Doctor's mind. The Doctor retained a further

49.881%, while the rest hung in the balance, so the Doctor challenged the Cyberiad to a game of chess, staking his brain as the prize. The Cyberiad accepted.

The platoon relocated to Natty Longshoe's Comical Castle – identified by Clara as the best defensible position in the park – and took inventory. They had an Anti-cyber Gun, some Hand-pulsars to de-convert the Cybermen's drones, and a trigger for a bomb that, if detonated, would destroy the entire planet. Captain Ferrin had grown sick of taking orders from Clara, and began the detonation process, but a lone Cyberman shot her from behind.

At the Cyber HQ, the Doctor temporarily jammed the Cyberiad's communications with a golden ticket, seizing the moment to take the Maitlands, Webley and the chessboard to the Comical Castle, where Clara tied the Doctor to a throne, at his own request.

When the Cyberiad reawakened, it taunted and deceived Clara, managing to seize and destroy the trigger for the planetary bomb. It then awakened a Cyber Legion, three million strong, who advanced upon the castle. Clara electrified the moat in a bid to stave off the attack, but their fortifications withered as the Cybermen adapted, and patched out each weakness. The Doctor, however, distracted the Cyberiad; he sacrificed his queen in exchange for the children, then claimed he could still win the game in three moves. The Cyberiad didn't believe him, but nevertheless focused their entire army's processing power on solving the problem. Cybermen immobilised, the Doctor performed his three moves. First, he took out his Sonic Screwdriver. Second, he amplified the power of Porridge's Hand-pulsar. Finally, he applied it to his face, freeing his mind from Cyberiad control.

Meanwhile, Angie had deduced that Porridge was the Empire's absent ruler, depicted in one of Webley's waxworks. Sure enough, the bomb responded to the Emperor's voice, and before the Cybermen could resume their attack, his imperial flagship had locked onto Porridge's position and transmatted the humans and the TARDIS aboard. The planet exploded, and the Doctor took Clara and the children home to safety.

CONTINUITY

- This adventure is set 1000 years after the end of a long war between Cybermen and the human empire. The best the human forces could muster was a stalemate, and the decision was taken to destroy the hundred million worlds of the Tiberian Spiral Galaxy, along with all the humans and Cybermen within it.
- Technology marches on, and Cyberman technology has advanced significantly since we last met them. This is the first we've heard of the Cyberiad, a cloud technology that links cybernetic minds. We also meet the Cybermites, a new cybernetic drone, even smaller than the Cybermat (see ***Closing Time***, on page 166).

- Webley introduced his Chess-playing Cyberman as the 699th Wonder of the Universe. The city of Exxilon was introduced as one of the 700 Wonders, and later destroyed to halt a Dalek plan (see ***Death to the Daleks*** in **The Third Doctor Sourcebook**). The empty Cyberman would have been obliterated with the planet at the end of this adventure, so if it truly was a Wonder of the Universe, the total now stands at 698.

RUNNING THE ADVENTURE

From an adventure point of view, ***Nightmare in Silver*** has it all – political intrigue and duplicity, a castle under siege, innocents in peril and... a game of chess. Taking any one of these elements by itself and the characters should easily overcome the threat. But, throw more than one at them at the same time, with shifting goals and priorities, and watch them run about to keep all their plates spinning. Doubly so if you take out a key character just when things look to be getting under control.

The adventure starts with an intriguing location – Hedgewick's World of Wonders – and a cast of mysterious, some might say suspicious even, characters, and exploring the place should keep your own characters preoccupied for a little while. Ratchet up the sense of foreboding as you go – hints that something is working behind the scenes (the empty Cyber-shell, the Cybermites), and slowly, slowly separate them before they realise what you're up to.

Then, when it all gets too much to bare, hit them with the big reveal: the Cybermen! Pick on a couple of NPCs – possibly a dependent of one of the characters, or an innocent victim they brought along for the ride – and have the Cybermen 'augment' them. They're the hosts for the Cyberiad now, beyond saving. Unless... one of the characters offers to take their place, attempting to defeat the Cyberiad in a mental battle where losing is not an option. At the same time, while the mental battle is being played out, all too real Cybermen attack in force as well. Some of the characters will have to stop them, rousing the hapless misfits in the Punishment Platoon into a lean, mean fighting force with which to hold off the implacable assault.

The adventure should be played as a juxtaposition of horror – the indomitable march of the Cybermen and the creeping terror the Cybermites pose – with a certain sense of black humour. The adventure is set in a fair ground, after all, so have the last stand of the Punishment Platoon take place in Natty Longshoe's Comical Castle, or the daring raid by one of the characters taking place on a dodgem.

DEFEATING THE CYBERIAD

The mental conflict with the Cyberiad can be played out as an extended conflict, using metaphors, riddles and cutting dialogue in place of physical violence. There are all manner of possible actions available, from the Cyberiad taunting and bullying the character – and his loved ones – to the use of a golden ticket to disrupt the malevolent foe to a hastily bodged together Gadget to destroy it entirely. Even chess moves, heavily laden in metaphor, of course, can be used to defeat the foe. Each successful 'attack' inflicts Resolve damage, and once one side or the other is reduced to Resolve 0, they're either driven out and destroyed (in the case of the Cyberiad), or permanently taken over (in the case of a character).

PLANETARY BOMB (SPECIAL GADGET)

A bomb that was designed to destroy the planet in the event that the Cybermen should attempt an uprising. It had two modes of detonation – a physical trigger, which was destroyed by the Cyberiad, and a voice trigger that could only be activated by a senior military officer (i.e. Captain Ferrin) or Emperor Longstaff XLI. The Doctor was adamant that the planetary bomb must not be used, at any cost, but once all options were exhausted, Porridge conceded his identity and triggered the detonation. All civilians and soldiers were safely transported off-planet, and Hedgewick's World was obliterated.

Traits: Delete (Planets), Restriction (Can only be activated by characters with the Military Rank or Voice of Authority Trait).
Story Points: 10*

*It should be noted that 10 Story Points isn't actually enough to blow up a planet – if you're the poor schmuck who has to press the button, it makes sense for you to contribute most of your own pool too. Blowing up planets isn't something done lightly with a casual roll of the dice, after all, even if it is Cybermen down there.

ANTI-CYBER GUN (MINOR GADGET)

A relic from the Cyber Wars, the Anti-Cyber Gun was one of the few effective weapons available to the Punishment Platoon as they defended Natty Longshoe's Comical Castle. A heavy weapon, it emitted a beam that was lethal to Cybermen – Clara did use the gun on one occasion, but as the assault intensified, it was given to the sharpest shooter in the platoon. Although it was initially very effective, the Cyberiad was able to examine its effects through repeated use, and eventually developed a patch that negated the weakness. When the patch was transmitted to all Cyber units, the Anti-Cyber Gun became completely useless, and left the platoon entirely vulnerable.

Damage: 4/L/L
Traits: Restriction (Only works on characters with the Cyborg trait).
Story Points: 1

CAPTAIN ALICE FERRIN

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

Alice Ferrin may have been at odds with the Doctor throughout this adventure, but she aimed for heroism in her own way.

SKILLS
Convince 4 (Charm 6), Fighting 3, Knowledge 4, Marksman 3.

TRAITS
Brave
Friends: She's loyal to her men.
Military Rank: Captain.
Obligation: The Punishment Platoon.
Outcast: Alice is here for a reason, even though she chooses not to reveal it.
Voice of Authority: It's her misfortune to be in charge.

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

HAND-PULSAR (MINOR GADGET)

A series of hand-held weapons that would neutralise Cyber technology, but only at short range. Hand pulsars were most often used to remove Cybertechnology from part-converted humans, freeing them from Cyber control, and one was used by the Doctor to reclaim his mind from the Cyberiad.

They required very little training to use and the pulse did no harm to organic matter, making them convenient defence mechanisms for soldiers and civilians alike.

Damage: Stun.
Traits: One Shot, Quick Reflexes, Restriction (Use with Fighting skill only), Stun.
Story Points: 1

THE PUNISHMENT PLATOON

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

Alice Ferrin's platoon was an army of the damned and delirious, consigned to patrol Hedgewick's World for crimes undisclosed. The platoon, though scared, fought bravely to keep the Cybermen at bay, but proved no match for their superior technology and numbers.

SKILLS
Fighting 3, Marksman 3.

TRAITS
Brave
Eccentric: The Punishment Platoon are all individuals.
Friends: The Punishment Platoon are all in this mess together.
Obligation: Punishment Platoon.
Outcast: They're all here for a reason, whatever that might be.

TECH LEVEL: 7 **STORY POINTS:** 1-2

FURTHER ADVENTURES

- This adventure reveals the magnitude of the Cyber Wars, but doesn't dwell on the details. How must life have been in that Tiberian Spiral Galaxy in the months before its implosion? More chillingly, how would it have been in the last few days? Because the Doctor went to destroy one planet, and it crippled him – who would have the nerve to destroy a hundred billion?
- We see a Cybermite drifting through space – what happens when it finally lands? How much damage can a Cybermite do before it gets noticed? Especially if it chooses its target well – how quickly could an unprepared village, caught off guard, become a ghost town? How about a city?
- When the Cyberiad talks with the Doctor, it mentions that the Cybermen are no longer limited to converting human prey. This opens up a rich vein of storytelling, an entire universe of intelligent life: what use might the Cyberiad have for an army of Cybersensorites, or Cyberood? The Gelth are looking for bodies – but is it worth sacrificing their souls?

IMPRESARIO WEBLEY

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

A born showman, Webley was neither exceptionally clever nor brave – just an unfortunate bystander, unlucky enough to be caught in the crossfire when Cybermen returned to the galaxy.

SKILLS
Convince 4 (Charm 6), Knowledge 4.

TRAITS
Charming: Webley is quite the showman.
Cowardly
Eccentric: Well, you'd have to be to work here.
Friends: Webley has befriended Porridge, unaware of his true identity.
Unlucky: Just his luck to finally make it to Hedgewick's World of Wonders and not only find it closed, but overrun by Cybermen.

TECH LEVEL: 6 **STORY POINTS:** 2

PORRIDGE

AWARENESS	3	PRESENCE	6
COORDINATION	4	RESOLVE	6
INGENUITY	4	STRENGTH	2

Emperor Ludens Nimrod Kendrick Cord Longstaff XLI – or Porridge, to his friends – struggled with his job, and abandoned his throne to find an anonymous life at Hedgewick's World.

SKILLS
Convince 4 (Leadership 6), Knowledge 4, Subterfuge 3 (Disguise 5).

TRAITS
Cowardly
Dark Secret: He's really Emperor Ludens Nimrod Kendrick Cord Longstaff XLI, even though he's better known here as Porridge.
Distinctive: He looks a lot like a certain waxwork...
Quick Reflexes
Voice of Authority: Even though he doesn't like to, he can take charge when he has to.

TECH LEVEL: 6

STORY POINTS: 5

THE NAME OF THE DOCTOR

'[The Doctor has a secret] he will take to the grave. And it is discovered.'

SYNOPSIS

London, England, 1893 and 2013, and Trenzalore, The Future

The Citadel, Gallifrey, a long time ago, and someone was stealing a faulty TARDIS. Clara called out and the First Doctor turned round to see what she wanted. "Sorry, but you're about to make a very big mistake." Clara was falling, breaking into a million pieces. She had to save the Doctor, but he always looked different. She kept seeing his different incarnations and called out to him, but he never heard her. Almost never. She was the Impossible Girl. She was born to save the Doctor.

In a prison cell in London, 1893, a prisoner named Clarence DeMarco called out to Madame Vastra, imploring her to save his life. She refused, until he told her that the Doctor had a secret that he would take to his grave. And that it had been discovered.

In Paternoster Row, Vastra instructed Jenny to set up a conference call. Vastra sent out the invitations while Jenny fetched the candles. Strax had the weekend off, enjoying a friendly bar brawl in Glasgow. He was interrupted by a messenger bearing an urgent telegram from Vastra, and requested his foe render him unconscious. Jenny and Vastra lit the candles and fell into a trance, waking around a table in a dream world. Strax woke there too.

In London, 2013, Clara was making a soufflé for Angie and Artie when she noticed an old letter, addressed to her and instructing her to only open it when alone. It was from Vastra, who explained that it was an emergency and she was to light the enclosed candle, which contained a soporific to induce a trance state. The letter ended by stating that Clara had no reason to trust it, so Vastra had embedded the same soporific into the fabric of the paper. Clara fell asleep and awoke around the table. Vastra explained that time travel had always been possible in dreams.

Suddenly River appeared in a puff of smoke, and poured herself a glass of champagne. Vastra introduced Clara and River, and awkwardness ensued. Vastra explained what DeMarco had told her, the space-time coordinates of the Doctor's greatest secret. Trenzalore. River explained that Vastra had misunderstood what DeMarco had said.

Back in the waking world, something entered the room where Jenny and Vastra slept. Jenny could feel a presence, and told Vastra that she had forgotten to

lock the doors. Vastra dismissed her, pressing River to explain. But Jenny insisted, saying she had been murdered. River told them all to wake up, slapping Vastra and throwing champagne in Strax's face. They awoke, surrounded by Whisper Men. Clara and River, still in the trance, were also surrounded. The Whisper Men tell them to tell the Doctor, and when they ask them what the face of Walter Simeon appears and says, "His friends are lost forever more, unless he goes to Trenzalore." River told Clara that the Doctor must never go there.

Clara woke up to find the Doctor. She made him a cup of tea and explained what had happened, asking who River was. The Doctor asked Clara for the exact words Vastra had told River, and when Clara told him he began to cry, before dashing from the house. Clara found him hiding in the TARDIS, despondent. He had heard the name Trenzalore before, but had never wanted to find out what it was — although he had suspected. It was not his secret that had been discovered, but his grave; the one place a time traveller must never visit. But he had to save Vastra, Strax and Jenny, he had to break into his own tomb. The TARDIS, realising where they were going, tried to stop them, bucking and shaking. They hung high above Trenzalore, all TARDIS systems shut off. All except one — the anti-gravs. The Doctor shut them off and the TARDIS plummeted to the surface.

They wandered through a graveyard, a battlefield graveyard for the Doctor's final battle. They headed towards a huge monument towering over everything, in the shape of the TARDIS. The Doctor explained that it didn't just look like the TARDIS; it was the TARDIS, its dimension dams breaking down so that its bigger on the inside started leaking to the outside. As the Doctor walked towards it, River appeared, but only Clara could see and hear her; they were still mentally linked from the conference call. Then the Doctor saw River's gravestone, but he knew she couldn't be buried there. Suddenly Whisper Men began to close on them, and River suggested her grave was maybe a secret entrance to his tomb. He zapped it with his Sonic Screwdriver and a hole opened; they fell through.

Outside the tomb, Vastra and Strax woke up. Jenny lay dead near them. Strax resuscitated her. Dr Simeon and the Whisper Men approached; but Simeon had died, so Vastra surmised it must be an avatar of the Great Intelligence.

In the catacombs beneath the tomb, the Doctor explained to Clara that River was his wife, and that when she had died he'd made a back-up of her. River added that he had left her in the Library, "like a book on the shelf." He doesn't like endings, after all. Whisper Men gave chase.

Simeon explained that Trenzalore had only been a minor skirmish, by the Doctor's blood-soaked standards, but it had been enough to finish him. Vastra contested that the Doctor had never been

blood-soaked, but Simeon countered that the Sycorax, Solomon the Trader, the Cybermen or the Daleks might disagree. Simeon pulled his face off to reveal... nothing but an empty shell, before reappearing from a Whisper Man.

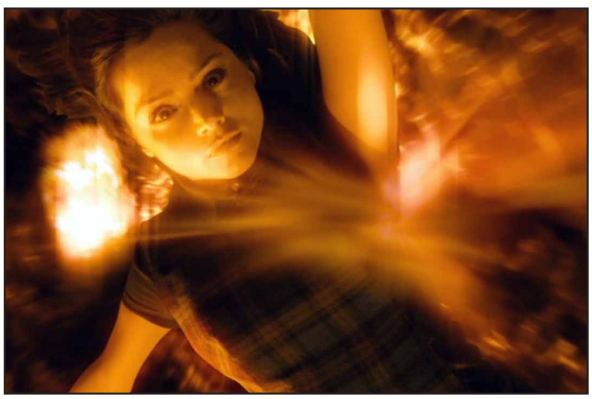
The Doctor and Clara shut a door behind them, locking the Whisper Men out. Clara swooned, the dimensional forces deep inside the TARDIS making her giddy. She knew that, but how did she know that? She started remembering things she shouldn't, of clambering through the wrecked TARDIS. The Doctor explained that the telepathic circuits were awakening memories she shouldn't have. But she remembered the Doctor asking her how they had met before, how she had died at the Dalek Asylum and Victorian London. She asked how she'd died before, but the Whisper Men chased them again.

Outside the tomb, Simeon explained that the tomb required a key, and the key was the word, and the word was the Doctor's name. The Doctor arrived and Simeon told him to speak and open his tomb. The key was the answer to the Question, the Doctor's name, but the Doctor refused to say it. The Whisper Men stopped his companions' hearts but the Doctor would not say it. But River did, and the TARDIS alone heard her. The doors opened. They entered.

Inside was the console room, but instead of the console there was a swirling helix of bright light. It wasn't the Doctor's body — bodies were boring, he'd had loads of them — but instead it was a tear in the fabric of reality, the scar tissue of the Doctor's journey through the universe. It was his path through time and space from Gallifrey to Trenzalore. It was all his days, even the ones he hadn't lived yet. He collapsed to the floor, struggling to breathe.

Simeon stepped towards it, explaining that the open wound could be entered. It would kill Simeon, but it would destroy the Doctor. The Great Intelligence would rewrite his every living moment, turn every one of his victories into defeats, poison every friendship. This would be his final revenge against the Doctor. He stepped into the light and the Doctor screamed in anguish, as Simeon began to kill him at every moment of his life. The light went red, and Vastra explained that a universe without the Doctor would have its consequences. She went to leave but Jenny had vanished. She went outside, but the stars were going out. Strax, never having been indebted to the Doctor, reverted to a Sontaran and Vastra was forced to kill him.

Clara knew that she had to go in there; that she had already done it, that this was how she was the Impossible Girl. River explained that if she stepped into the scar she would die, broken into a million echoes throughout the Doctor's timeline. She turned to the Doctor and told him that if he survived, he was to "Run, you clever boy, and remember me." Then she stepped into the Doctor's time stream and was gone. The light turned white again.



The Citadel, Gallifrey, a long time ago, and the Doctor was about to steal a TARDIS. Clara told him to steal the other one — the navigation system was knackered, but he'd have much more fun. She appeared to him again and again, saving him piece by piece.

Back on Trenzalore, Vastra, Jenny and Strax had been restored. The Doctor too, but not Clara. The Doctor knew he had to rescue her himself. River — invisible to them all — implored the Doctor to find another way, and went to slap him. But he caught her hand, and told her that he could always hear and see her, but he hadn't spoken to her because it would have hurt him too much. They kissed, and the Doctor said goodbye — but River made him say it like he was coming back. He stepped into his own timeline.

Clara was falling, the Doctor saved her. She landed with a thud. She called out and the Doctor answered. His time stream was collapsing in on itself, but he

was going to save Clara. He sent her something from her past, which would take her home — a leaf, blown on the breeze. She grabbed it and the Doctor appeared. She stumbled into his arms and as they turned to leave, she caught a glimpse of another man, a face of the Doctor's she had not seen before. The Doctor's secret incarnation, the one who broke the promise.

CONTINUITY

- The incarnation of River that appears is that after her own death, the version of whom that the Doctor stored in the databanks of the Library. He has not been back to see her since. (***See Silence in the Library/Forest of the Dead*** in **The Tenth Doctor Sourcebook**).
- Vastra comments to Clara that the Doctor does not share his secrets with anyone. The Dream Lord said the same thing to Amy (see ***Amy's Choice***, on pg. 80) and Lady Peinforte to Ace (see ***Silver Nemesis*** in **The Seventh Doctor Sourcebook**). River is the one exception.
- The Doctor thought he had seen his own gravestone once before, and it rattled him then as it did now (see ***Revelation of the Daleks*** in **The Sixth Doctor Sourcebook**).
- The Great Intelligence says the Doctor will come to be known by a number of different names, amongst them the Valeyard, the Beast and the Storm. The Valeyard was a villain who claimed to be the Doctor's future (see ***The Trial of a Time Lord*** in **The Sixth Doctor Sourcebook**).
- River tells Clara that the Doctor hates endings (see ***Logopolis*** in **The Fourth Doctor Sourcebook** and ***The Angels Take Manhattan*** on pg. 199).
- Clara's fate — multiple echoes scattered through time — resembles that of the alien Scaroth (see ***City of Death*** in **The Fourth Doctor Sourcebook**).

RUNNING THE ADVENTURE

This adventure is the climax to the mystery of the Impossible Girl, revealing how the Doctor has seen Clara many times before, and why she has saved his life each time. It also sees the final showdown with the Great Intelligence, as well as leading into a new mystery: that of his forgotten incarnation.

The adventure begins with a mystery itself. Quite out of the blue, one of the companions is told a secret about another character, a secret that will put their life in danger if discovered, and told that it has been discovered. That character's companions must all gather to discuss what they will do, but it turns out

THE WHISPER MEN

AWARENESS	2	PRESENCE	2
COORDINATION	3	RESOLVE	3
INGENUITY	1	STRENGTH	6

Do you hear the Whisper Men? The Whisper Men are near. If you hear the Whisper Men, then turn away your ear. Do not hear the Whisper Men, whatever else you do. For once you've heard the Whisper Men, they'll stop and look at you.

SKILLS
Athletics 3, Fighting 3.

TRAITS
Alien Appearance: The Whisper Men have white faces, featureless save for black, fanged maws.
Alien Senses
Enslaved: The Whisper Men exist solely to serve the Great Intelligence.
Fear Factor (2)
Immunity: Attacks aimed at the Whisper Men often pass harmlessly through them, making them resilient to physical attack.
Networked: The Whisper Men are linked to the Great Intelligence, who can see, hear and talk through them – it can even manifest through them too.
Special – Ethereal: The Whisper Men are somewhat spectral in nature, able to pass through solid walls as though they were thin air. This ability also allows them to pass through other creatures too. The Whisper Men's attacks ignore both Armour and the Tough trait.
Teleport: The Whisper Men can simply appear near their victims.

STORY POINTS: 2-4

to be a trap. Once they are all gathered, the enemy attacks, capturing the companions and taking them to the one place the character must never go: their own grave. They are used as bait for the character, who must go to his own grave to rescue them. But to do so they must battle with one of their great foes, who seeks to undo his every moment.

It's a great, time-travelling romp, using Vastra's conference call to bring together companions from different times and space — the Paternoster Gang, Clara and River Song. This is a great excuse to bring together a cast of characters that might not normally adventure together, perhaps bringing some of your group's favourite characters back from retirement. It's a great way to handle a guest appearance by another player too.

There's plenty for all of the characters to do too. Once the trap is sprung, you should still give them a chance to escape, to fight their way free of the Whisper Men or get away somehow. If they don't, its a great way of keeping everyone on the edge of their seats — are they dead? Can they be saved? If they do escape — as Clara did — then they must reunite with the others and launch a daring rescue attempt.

This in itself should be no mean feat, for the surviving characters should know that they too are walking not only into a trap, but somewhere that it is temporally dangerous to be in. The risk of causing a paradox is great. Can they defeat the enemy themselves and rescue their companions, or will they be undone — and another companion be forced to sacrifice themselves to save them? This is great, high stakes stuff, and Story Points should be flying around the table. It's this sacrifice that is key, of course — not only saving the character's life, but also solving the series arc's mystery. By the end, it's all wrapped up and all the loose ends are tied up. Except one...

THE TOMB OF THE DOCTOR

When you are a time traveller, there is one place you must never go. One place, in all of time and space, that you must never find yourself. Your own grave. Everyone has a grave, somewhere out there, waiting for them. But as a time traveller, you can actually go and visit yours. Doing so is practically an invitation for causing a paradox, for it means crossing your own timeline in the biggest way possible.

The Doctor's grave was more than just a headstone, of course, more than a resting place for a dead body. It was an open wound, a scar in the fabric of time and space caused by his time travelling. And it could be entered.

Entering it is decidedly not a good idea. The time winds will tear you into a million years, scattering your life like confetti through the time stream. A million versions of you, living and dying all over time and space, like echoes. For most people, this would be suicide. For a creature with as much willpower as the Great Intelligence, this was its chance for revenge, for it was able to use all those echoes to subvert the Doctor's history, to kill him over and over again. For someone with as much willpower as Clara, this was her chance to save him, for she was able to use all of her echoes to save the Doctor over and over again. The Great Intelligence was destroyed in the process, and Clara would have been too had the Doctor not stepped in, saving her for once.

FURTHER ADVENTURES

- Clarence DeMarco was a very bad man, who was going to get what he deserved. But how was he apprehended in the first place, and how had he come by the secret he shared with Madame Vastra? Did the Whisper Men use him solely as bait for their trap, or were there other schemes afoot? And what other secrets might they have whispered to him? Sounds like a job for the Paternoster Gang!
- What if the Great Intelligence had not destroyed the Doctor, but corrupted him. It referred to Trenzalore as "the final resting place of the cruel tyrant", but what if this had not been metaphorical but literal. What if the consequence of the Great Intelligence entering the timeline did not remove the Doctor's from the universe, but twisted it, turning him from hero to villain? How might that look, and can his companions save the universe from the evil tyranny of the Doctor?

THE DAY OF THE DOCTOR

'Today, this war will end. No more.'

SYNOPSIS

London, 2013; England, 1562; and Gallifrey, on the last day of the Time War

At Coal Hill Secondary School, Clara was teaching history. At the end of the lesson, a colleague raced in and told Clara her Doctor had called. Somewhere outside London, she raced to the TARDIS on her motorbike. The Doctor was waiting and the two planned to go to the Moon when, suddenly, the TARDIS started to take off – but its engines weren't going. The TARDIS had been lifted up by a helicopter was was being taken somewhere.

Outside the Tower of London, Kate Stewart's phone rang. It was the Doctor calling. Kate told him they'd found the TARDIS and were bringing it in to UNIT for him; she hadn't realised the Doctor was on board. The helicopter changed course and dropped the TARDIS in Trafalgar Square, in front of the National Gallery. The Doctor and Clara were met by Kate, her assistant Osgood and a squad of UNIT soldiers.

Kate handed the Doctor sealed orders from her Majesty, Queen Elizabeth I, and told the Doctor that her credentials were inside the gallery. She showed him a painting in 3D, *Gallifrey Falls*, of an alien city under attack. The Doctor said that it didn't belong there, in this time or place, and explained to Clara that this depicted the Fall of Arcadia. He also explained that "he was there. Me, the other me. The one I don't talk about," and told Clara about the incarnation that fought in the Time War and that the painting showed the day he ended the war by killing all the Time Lords and Daleks.

In the past, on Gallifrey, Arcadia had fallen. The Daleks had invaded and exterminated everyone in their path. The War Doctor appeared and blasted a message to both Time Lords and Daleks in a wall: *No More*. Elsewhere, in the Citadel, the General received news of the Doctor's message. He also learned that the Doctor had stolen the Moment from the Omega Arsenal – a weapon of ultimate mass destruction, albeit one with a conscience.

Elsewhere on Gallifrey, the War Doctor wandered through a desert, carrying a sack. He found an abandoned barn and, inside, opened the sack to reveal an ornate brass, clockwork box: the Moment. He couldn't work out how to activate it, opining the lack of a big red button. He heard noises outside and went to investigate, and when he returned Rose

Tyler was sitting on the box – but it wasn't Rose, it was the Moment's conscience manifesting itself. The Moment began to question the War Doctor about his intentions, asking him how many children he would have to kill on Gallifrey to wipe out both the Daleks and the Time Lords. She opened a window on the War Doctor's future, to show him what that act would turn him into. A fez fell through the fissure.

In 2013, Kate told Clara that the painting was not why they were there – it only served to prove that the letter had come from Elizabeth.

Kate took them down to the Under-gallery, as the Eleventh Doctor reminisced about his previous incarnation meeting Elizabeth in 1562. There, the TARDIS was parked in a meadow and the Tenth Doctor, mounted on a white horse along with Elizabeth, rode out. He then proposed to the Queen and, when she delightedly accepted, he announced that he had caught her out; the real Elizabeth would never have accepted his marriage proposal, that she would have noticed when he mentioned having a previous face and that she was in fact a shape-shifting alien from outer space – a Zygon. It was only after she protested her ignorance that he realised that it was his horse that was the Zygon, not Elizabeth. They ran off into the woods to hide. The Doctor and the Queen were separated and, after hearing a scream, he found two versions of the Queen. As he tried to decide which Queen was the Zygon, a time fissure opened above them and a fez dropped through.

In the Under-gallery, the Eleventh Doctor noticed that the floor was covered with stone dust and sent Osgood to analyse it. He then found a fez in a display cabinet and put it on. Kate showed them the other 3D paintings, the glass of their frames shattered all over the floor. The Doctor remarked that it had been broken from the inside and Kate pointed out that the paintings were only landscapes, with no figures of any kind in them – but there had been. Something had gotten out.

Suddenly a time fissure appeared in the gallery and, remembering how it had happened before, the Doctor threw a fez into it – before leaping in himself. The Eleventh Doctor landed in 1562, to find himself in the company of the Tenth Doctor (and two Queen Elizabeths). They compared Sonic Screwdrivers. The time fissure reappeared and the Tenth Doctor urged the Queens to run. The Eleventh Doctor threw the fez in to see if it went back to Clara, but it didn't. The War Doctor appeared through the time fissure, and the two Doctors recoiled from him.

A group of soldiers encircled them, who claimed the Queen had been bewitched and demanded the head of the Doctor. The Queen arrived and ordered that the Doctors be arrested and taken to the Tower. The

Eleventh Doctor, coming up with a plan, demanded that he and his co-conspirators be taken to the Tower. On the other side of the time fissure Kate cottoned on to his plan and took Clara to her office: the Tower of London.

Elsewhere, Osgood was analysing the marble dust and worked out that it was from lots of old statues being smashed up to give the things from the paintings somewhere to hide. Suddenly the dust sheets were thrown off the statues and the Zygons attacked. Osgood managed to get away from her duplicate.

Kate took Clara into the Tower of London. She knew the Doctor would be trying to send her a message, so instructed her men to look for a string of numerals from 1550. She led Clara to the Black Archive, a super secret archive of information about the Doctor and the TARDIS, so secret that the entire staff had their memories wiped after leaving each night. She pointed out a Vortex Manipulator to Clara but said only the Doctor knew the code – as she did so her men phoned to say they'd found the code and sent it to her phone. Osgood entered and Kate transformed into a Zygon. While she was distracted, Clara grabbed the Vortex Manipulator and entered the code from Kate's phone, vanishing.

The three Doctors were locked in a cell in the Tower of London. The Eleventh Doctor was scratching the code in the stone work. The War Doctor was scanning the wooden door, working out how to use the Sonic Screwdriver to break it open. They talked about the Time War, the Moment urging the War Doctor to find out what he needed to know. He asked them whether they'd ever counted how many children were on Gallifrey that day and the Tenth Doctor said he had – 2.47 billion. They argued, and then the War Doctor realised that, although it would take centuries for the Sonic Screwdriver to finish calculating how to disintegrate the door, they all shared the same device. He started the calculation off on his and then, 400 years later, the Eleventh Doctor's Sonic Screwdriver completed it. Suddenly Clara burst in, the door unlocked the whole time, followed by Elizabeth.

In the Under-gallery, the real Osgood discovered Kate, who explained that the Zygons needed to keep the originals alive to "refresh the image." She explained that if the Zygons had taken the Black Archive, UNIT would have lost control of the planet.

Elizabeth led Clara and the three Doctors into the Tower of London and explained the Zygons' plan. Their home had been destroyed in the first days of the Time War so they wanted to take over Earth, but it was still too primitive. Instead they were translated into the 3D painting, using it as a form of suspended animation until Earth had evolved enough to make it worth conquering.

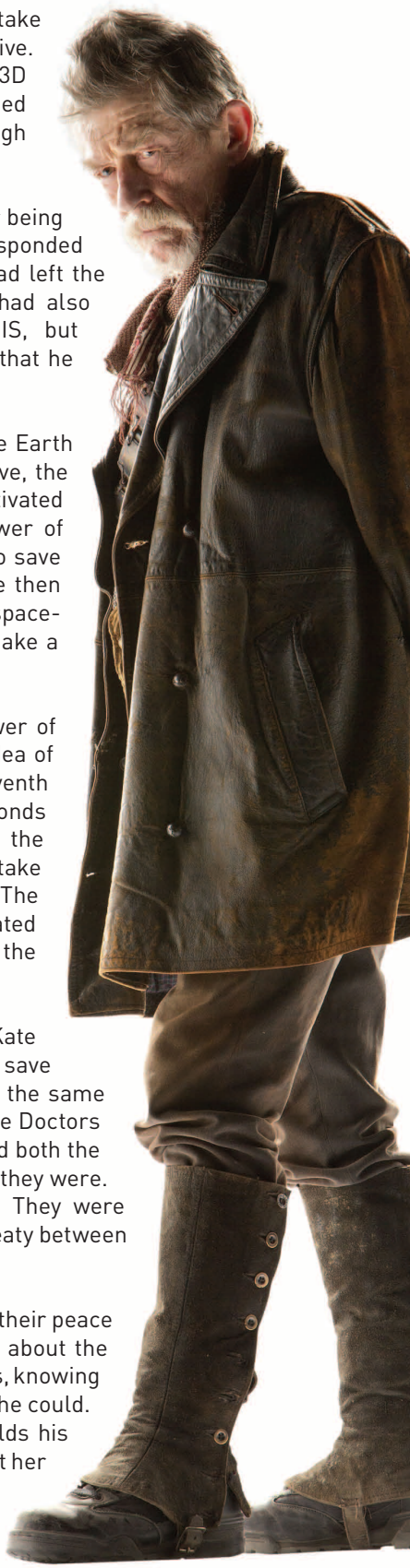
The Tenth Doctor mocked Elizabeth for being such a poor copy, at which the Queen responded that she was the real Elizabeth and had left the Zygon in the forest, dead. Elizabeth had also recovered the Tenth Doctor's TARDIS, but before they could depart she insisted that he kept his promise and married her.

As the Zygons planned to take over the Earth with the technology in the Black Archive, the real Kate and Osgood entered. She activated the nuclear warhead beneath the Tower of London, prepared to destroy London to save the world. The Eleventh Doctor's voice then started playing from the Brigadier's space-time telegraph, warning Kate not to make a terrible mistake.

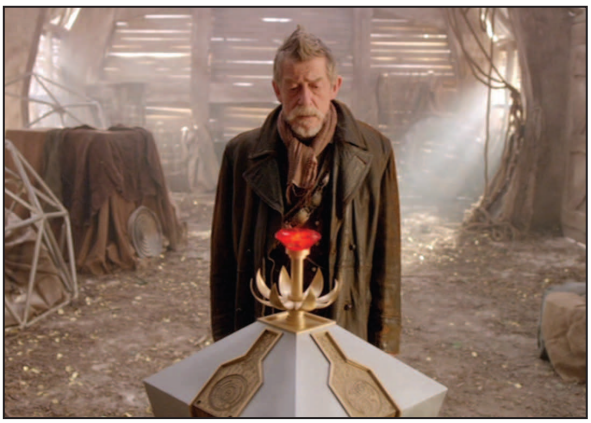
The TARDIS could not land in the Tower of London, but the War Doctor had the idea of using the Zygon's stasis cube. The Eleventh Doctor phoned UNIT in the past, seconds after Kate had taken the Doctor to the Under-gallery, and ordered them to take *Gallifrey Falls* to the Black Archive. The three Doctors and Clara were translated into the painting, and from there into the Black Archive.

The Tenth and Eleventh Doctors told Kate that she couldn't murder millions to save billions, explaining that they had done the same – once – and regretted it to this day. The Doctors then overloaded the memory filters and both the Zygons and the humans all forgot who they were. Both Kates cancelled the detonation. They were forced to work out the perfect peace treaty between themselves.

As the humans and Zygons worked out their peace treaty, Clara talked to the War Doctor about the regret she could see in her Doctor's eyes, knowing that he'd choose a different outcome if he could. The War Doctor asked how many worlds his regret had saved. Clara turned to look at her Doctor and when she looked back, the War Doctor had vanished.



Back in the barn, the Moment had grown a big red button. The War Doctor said that he had made his mind up, that there was no other way. As he prepared to push the button, the Moment said that the noise the TARDIS made brought hope wherever it went. The War Doctor agreed and, in the background, the sound of the time rotor could be heard. Two TARDISes appeared and the Tenth and Eleventh Doctors, and Clara, entered. The three Doctors all stood around the Moment, preparing to press the button together.



Clara wept, and said that she never pictured the Eleventh Doctor wiping out his own people. She told the Doctor that the people of Gallifrey didn't need any more warriors, any more heroes; they needed a doctor. She reminded him that the name he'd taken was a promise and the Eleventh Doctor announced that he wasn't going to change his personal history; he was going to change his mind. The Eleventh Doctor had been thinking about it for 400 years and had a plan: the Dalek fleets in orbit were firing on Gallifrey constantly, but if the planet disappeared they'd all destroy themselves in the crossfire. To the rest of the universe, it would look like they had annihilated each other, but the Doctor would know that Gallifrey would be frozen in an instant of time, safe and hidden away, like a painting.

In the Citadel, the Time Lords received another message from the Doctor, this time saying: "Gallifrey Stands." All three Doctors – the General's worst nightmare – appeared on the monitors to explain their plan. The General called it impossible, that the calculations would take hundreds of years. At this point all thirteen of the Doctor's incarnations appeared, and everything went white.

Back in the National Gallery, all three TARDISes were parked inside, the three Doctors enjoying a cup of tea with Clara in front of Gallifrey Falls. The Eleventh Doctor explained that neither the War Doctor nor the Tenth Doctor would remember saving Gallifrey – their time streams were out of sync and they couldn't retain the knowledge. The War Doctor left and, as his TARDIS dematerialised, he began to regenerate. The Tenth Doctor prepared to go too, but insisted the Eleventh Doctor told him where it was he was going that he didn't want to talk about. The Eleventh Doctor told him about Trenzalore. The Tenth Doctor said that they needed a new destination, and departed too.

Clara left the Doctor alone with his painting, and he commented that he'd like to retire and be the curator of the Under-gallery. The Curator – resembling an elderly Fourth Doctor – then entered and said that he really might, that in the years to come he might revisit a few of his favourite faces. He talked to the Doctor about the painting and explained its real name: Gallifrey Falls No More. The Doctor took this to mean that his plan had worked, but the Curator denied knowing any more, saying that the Doctor had an awful lot to do.

CONTINUITY

- Clara and the Doctor meet up for weekly adventures, but in between she has a new job – as a teacher at Coal Hill Secondary School. The governor of the school is Ian Chesterton, one of the First Doctor's original companions.
- This would not be the last time that the Doctor encountered Queen Elizabeth I. When he and Martha visited London in 1599, 30 years after the events of this adventure, Elizabeth pronounced him her sworn enemy and ordered "off with his head!" (see ***The Shakespeare Code*** in **The Tenth Doctor Sourcebook**). Presumably the Doctor never did come "right back", as he promised her.
- The Vortex Manipulator was bequeathed to UNIT by Captain Jack after (one of) his deaths.
- The space-time telegraph – a hotline to the TARDIS – was a present from the Third Doctor

to the Brigadier. The Brigadier used it to contact the Fourth Doctor on several occasions (see ***Revenge of the Cybermen*** and ***Terror of the Zygons***, in **The Fourth Doctor Sourcebook**).

- The Tenth Doctor mentioned that he was present during the Fall of Arcadia in ***Doomsday***.
- The Doctor's promise: "Never cruel or cowardly; never give up, never give in."

RUNNING THE ADVENTURE

At first glance there's an awful lot going on in this adventure – not just three different Doctors, but UNIT, the Time War, the Zygons and a whole tangle of different plotlines. It's a small episode and a big episode and a UNIT episode and a historical episode and a future episode and a mythological episode and a monster of the week episode... all at the same time! And yet these elements don't clash, they don't contradict or confuse one another; they all come together, beautifully, at the end.

Let's look at all the separate elements of the episode, one by one:

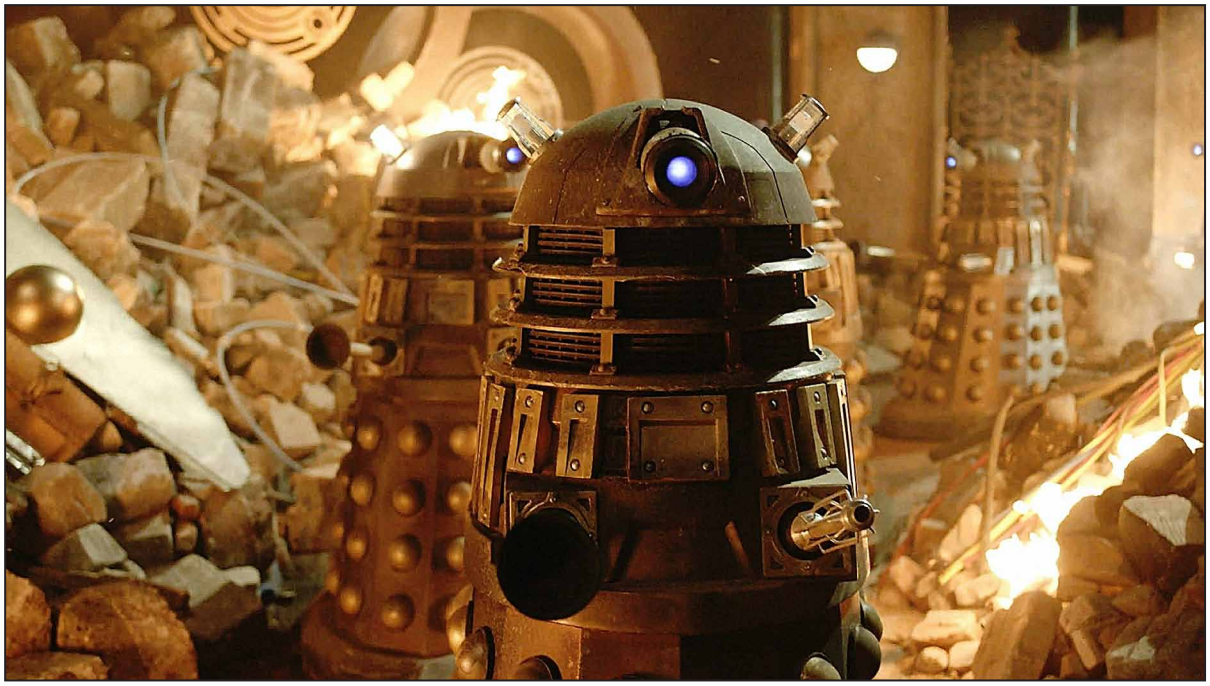
THE TIME WAR

The thing about the Time War is that, even in this adventure, it's rarely seen. It remains a shadowy event in the past, an event that has almost entered legend but continues to scar the characters of the present. It crops up as something the Doctor, and those he encounters, talk about, but only in hushed, scared tones. The Couldhavebeen King, the Nightmare Child, the horde of travesties. These names have far greater resonance because we never see them, and because we never see them our imagination does the rest (and it's why you'll never see stats for any of them).

You can do the same in your own adventures. Rather than play in the Time War itself, play in its shadow. Explore the effects it's had since its end. Reference its battles and the horrors that fought in it, get your Time Lord characters and the aliens they meet to make oblique mention of it.

And that means it'll have all the more power when you do decide to tackle it head on. ***The Day of the Doctor*** isn't *all about* the Time War – it's not set in the War Doctor's own time period, after all, but in that of the Tenth and Eleventh Doctors – but it is about the decisions he made to end it, and how his subsequent incarnations have dealt with that decision.

You don't have to retread the same ground – although you certainly could, seeing whether your own Doctor would make the same decision, or do as the Eleventh Doctor did and change his mind – but instead make it about a fateful decision made in the past of your own characters. Remember that 'event' we talked about back in **The Ninth Doctor Sourcebook**, the excuse to reboot your campaign



and your setting? Well, if you used that trick, now's a good time to revisit it, to re-examine it, to explore it even and maybe undo it.

THE ZYGON PLOT

At the heart of this adventure there is a regular, monster-of-the-week threat – the Zygon plot to take control of UNIT. Strip away the nostalgia, the anniversary celebrations, the three Doctors and the Time War, and you're still left with an absolutely cracking adventure that you can happily run on its own.

The Zygon plot is very much a plot of two halves – infiltrate the royal court back in the 16th century in order to gain access to the paintings that will allow them to reappear in Earth's future, when it is ripe for conquest. Therefore your adventure should also be made up of two halves – one set in the past, and one set in the modern day. In ***The Day of the Doctor***, we encountered the Elizabethan plot first, but you could easily upend it and have the characters discover the modern-day end of the Zygon plot and be forced to travel back in time to foil the Zygons before they store themselves in the paintings.

And you don't need to restrict the setting to Elizabethan England either – what if the Zygons were active in, say, Renaissance Florence, infiltrating the court of the Medicis and attempting to hide themselves away in Michaelangelo's (augmented) paintings? Or perhaps it's William the Conqueror's era they've found themselves in – wait, did the Bayeux Tapestry always have rubbery red monsters in it?

Remember: wherever there's a plot involving Zygons, there's also all sorts of shapeshifting shenanigans afoot too, so stoke the paranoia up. Is the Queen a Zygon? How about Kate? Am I a Zygon? Chuck out some bonus Story Points and bring a couple of the players on-side to turn out to really be Zygons at a critical point of the adventure.

NOSTALGIA-FEST

The 50th anniversary celebrations of ***Doctor Who*** provided the ideal excuse to cram in as much nostalgia, and as many nods to the past and references to the show as possible, and you can do the same in your adventure.

On the one hand, you can play it as a celebration of the history of the show, setting parts of the adventure in the most memorable locations, having the monster of the week be your favourite monster or dropping in on one of the best companions – or their son or daughter – to see how they've got on since travelling with the Doctor. You can pepper the adventure with all sorts of tantalising hints and Easter eggs – a character with a celery on their lapel, a museum case with a Roman Centurion's helmet in it, a photo of an original Cyberman on UNIT's wall – and let your players try to spot them all. With the other ten Doctor Sourcebooks, you've got more than enough material to run a whole nostalgic campaign, so cherry pick your favourite moments and have some fun with the mythology and history of the Doctor's adventures.

Or, you can play it as a celebration of the history of your own adventures, using it as an excuse to reminisce about your own campaign's highlights with your players. Revisit the setting of your first adventure, bring back a retired (or dead) companion or use a much-hated old nemesis one more time.

EVERYONE PLAYS THE DOCTOR

One of the great opportunities this adventure poses is the addition of not just one, nor two, but all of the Doctors in some capacity. This gives you the ideal answer to the perennial question of "who gets to play the Doctor?" Well, everyone can in this adventure! Get the players to put their regular companions to one side and grab their favourite Doctor from the relevant sourcebook for a one-off super special team-up.

And if you're not playing with the Doctor, but with another Time Lord, then this could be a great opportunity to explore that character's past – or future – incarnations, with the help of the other players.

TIME LORD ART (SPECIAL GADGET)

Time Lord art is bigger on the inside, as one might expect, and is in truth a slice of real time, frozen for all eternity in a stasis cube. The Zygons had worked out how to upload themselves physically into the artwork, effectively turning it into a form of suspended animation or a crude mode of time travel. Then, much later in time, they could escape. While typically only a single landscape or portrait could be frozen in this way, given enough processing power (and long enough to process the computations involved) something as large as an entire planet could be frozen in time. Entering and exiting a painting requires an Ingenuity + Science roll (Difficulty 15).

Suffice it to say that performing the kind of trick the Doctors pull on Gallifrey is going to cost a lot of Story Points – say, all of them, from all of his incarnations.

See pg. 67 of **The Time Traveller's Companion** for more information about the Time Lord's Stasis Fields.

UNIT'S BLACK ARCHIVE

The Black Archive is hidden beneath the Tower of London and has the highest security rating on the planet. It is protected by powerful memory filters, which wiped the memories of the entire staff at the end of each day, and a simple dead-lock and key.

The whole place is TARDIS-proof and designed to keep the Doctor out, as he wouldn't approve of the collection at all, for it is an archive of every artefact and scrap of information about the Doctor UNIT has, an invaluable database of future technology that they can't allow to fall into the wrong hands – not even the hands of their allies. So much so that beneath it is buried a nuclear bomb, which could be detonated to destroy the Black Archive, along with much of London, to stop that happening. All the Doctor's former companions were screened by UNIT in the Black Archive. It's likely that, if they are known associates of the Doctor, the characters have been here before – they've just forgotten about it.

MEMORY FILTERS (MAJOR GADGET)

The Black Archive is protected by special memory filters, which erase the memory of anyone who has been there, so that they cannot remember ever doing so. The Doctor overloads them, causing everyone to forget if they were a Zygon duplicate or a human.

Effects: Anyone entering the Black Archive immediately gains the Amnesia Minor Bad trait upon leaving, unable to recall ever being there. When overloaded by the Doctor (with an Ingenuity + Technology, Difficulty 18 roll), this becomes the Major Bad version of the trait.

Traits: Delete, Psychic, Restriction (deletes memories only).
Story Points: 2

MACHINE THAT GOES DING (MINOR GADGET)

The Doctor made this Gadget himself. It lights up in the presence of shapeshifter DNA, can microwave frozen dinners from up to 20 feet away and download comics from the future. The Doctor never knew when to stop.

Traits: Scan, Transmit (comics from the future), Restriction (scans for shapeshifters only).
Story Points: 1

FURTHER ADVENTURES

- How had the Doctor come to be in the service of Queen Elizabeth I, to such an extent that he had won her trust (and heart)? Was it an earlier encounter with the Zygons, which led him to her court in 1562, or did some other alien threaten her green and pleasant land?
- What other pictures might be found in the Under-gallery? Time Lord art was surely just one of the parts to the collection (and could provide endless plots by itself), but what else? A portrait that gives endless youth to the owner, perhaps, whilst encouraging their darkest urges? A vital clue to an eternal mystery or a deadly future (such as Van Gogh's painting in ***The Pandorica Opens***)? A self-portrait of the Master, that is really a deadly trap?
- They may have negotiated the 'perfect peace treaty', but can the Zygons really be trusted once the Doctor leaves? Do they remain on Earth, hidden away, plotting to overthrow the humans to make it their new homeworld? What about humanity? Do they conspire against the Zygons, aiming to steal their own biotechnology for themselves? Can there really be "peace in our time"?

ZYGONS

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

In their natural state, a Zygon is obviously alien with a large, cone-shaped head, bright red, rubbery skin and covered in suckers. But a Zygon is rarely encountered in its natural state for they are the masters of shapeshifting, able to flawlessly transform into another creature through their body-print technology. The Zygons used this ability to infiltrate a planet, replacing key people with alien duplicates.

SKILLS

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

TRAITS

Alien

Alien Appearance: It's a big red rubbery thing covered in suckers. Kinda hard to miss. Unless it's disguised as your horse.

Fear Factor (2): A Zygon gets a +4 bonus to inspire fear when transforming back to its natural form in front of an unsuspecting victim.

Natural Weapon (Minor) – Stinger: The Zygon has poisonous barbs in their palms that have the potential to kill (4/L/L) and leave large welts.

Shapeshift (Major): A Zygon can assume the form of another creature (from a humanoid to a horse to a rabbit) that it has synchronised with through body-print technology. The Zygon may assume this form at will, but they need to re-imprint every few hours or the victim dies and its form can no longer be mimicked.

Special – Organic Interface: A Zygon can interface with the organic controls of its Zygon ship, giving it the Technically Adept trait when operating them.

TECH LEVEL: 6 STORY POINTS: 7-9

QUEEN ELIZABETH I

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

Queen Elizabeth I, had several encounters with the Doctor, marrying the Tenth Doctor after he mistakenly proposed to her whilst trying to uncover a Zygon. She never forgave the Doctor for leaving her after their wedding.

SKILLS

Athletics 2, Convince 5, Craft 2, Fighting 2, Knowledge 2, Subterfuge 2.

TRAITS

Adversary: She is hated by both the Spanish and Catholics, and especially Spanish Catholics.
Attractive: A pale-skinned, red-headed beauty of the ages.
Brave: She famously announced that she had "the heart and stomach of a King."
Distinctive: She is about as famous an icon of her age as can be found.
Friends (Major): As the Queen of England, she has more than a few men she can call on – not least the Doctor.
Indomitable: She is not easily put down, even by a Zygon.
Run for your Life! Even in a fancy dress, she can still run from a marauding monster.
Voice of Authority: When she can yell, "Off with their head," people tend to listen.

TECH LEVEL: 3 STORY POINTS: 8

OSGOOD

AWARENESS	4	PRESENCE	2
COORDINATION	2	RESOLVE	3
INGENUITY	6	STRENGTH	2

Osgood was a scientist and one of Kate Stewart's assistants. Of all the humans and their Zygon doubles trapped in the Black Archive, Osgood was the only one to work out whether she was human or not.

SKILLS

Craft 1, Knowledge 4, Science 6, Technology 5.

TRAITS

Boffin: One of UNIT's top minds, Osgood was assigned the job of investigating where the stone dust in the Under-gallery came from.
Clumsy: Osgood is always tripping over her own feet – or scarf.
Dependency (Minor): Osgood needs to use her asthma inhaler whenever she gets overexcited.
Distinctive: Haven't we seen that scarf somewhere before?
Friends: Kate Stewart always looked out for Osgood.
Impaired Senses: Osgood needs her glasses to see.
Obligation: Osgood is a loyal member of UNIT.
Run for your Life! When the Zygon stood on her scarf, Osgood knew it was her chance to get away.

TECH LEVEL: 5 STORY POINTS: 4

THE MOMENT

AWARENESS	7	PRESENCE	-
COORDINATION	-	RESOLVE	7
INGENUITY	7	STRENGTH	-

The galaxy eater. The final work of the ancients of Gallifrey. The Moment is a weapon so powerful that its operating system became sentient, developing a conscience.

The Doctor supposedly ended the Last Great Time War by using the Moment to destroy both the Daleks and the Time Lords, and to seal the events of the war behind a Time Lock.

SKILLS

Convince 6, Knowledge (Gallifrey History, the Dark Times) 6, Science 5, Technology 5.

TRAITS

Clairvoyance: The Moment can see pretty much anything, anywhere, so long as it is relevant to the user's decision.
Code of Conduct: The Moment is really a manifested conscience, appearing to sit in judgement on anyone that attempts to activate it. It will only allow itself to be activated once the user has successfully made amends with the terrible things they are about to do. (See below.)
Eccentric: With knowledge of all of the past, the present and the future, all at the same time, it sometimes gets them mixed up.
Empathic: The Moment knows the user's darkest, guiltiest secrets, and will use them to sit judgement on them.
Feel the Turn of the Universe: Created by the ancient Time Lords, the Moment can sense the movement of all of time and space.
Immovable Object: As both an ancient artefact, powerful beyond all measure, and a figment of the user's imagination, the Moment can ignore all damage taken for an entire round by spending 1 Story Point.
Precognition: The Moment knows exactly what's coming.
Psychic
Shapeshifter: The Moment's interface can take on whatever form it chooses, typically a confidant from the user's past – or future.
Telepathy: The Moment can hear the thoughts of others, can read their minds. It is only visible to the user of the device, wherever they might be.
Unstoppable Force: When activated, the Moment can destroy, well, anything. (See below.)
Vortex: The Moment can open Time Fissures between any point of time and space (even alternate futures that may not come to pass), allowing it to give its user insight into the consequences of their actions. Anybody it wishes can accompany her through them.

TECH LEVEL: 11 STORY POINTS: 18

USING THE MOMENT: To use the Moment, the user must first overcome their own conscience and win a battle of wills against the device. This should not be resolved by a single dice roll, but as a series of opposed Resolve + Convince tests spread out across the adventure and taking the form of scenes confronting the user with the consequences of their eventual decision. Each success inflicts 1 level of Resolve damage – if the user is reduced to 0 Resolve, they back down from using the Moment and it deactivates. They may never attempt to activate the Moment again.

If a character successfully overcomes this judgement and somehow reduces the Moment's Resolve to 0, and still wishes to activate the Moment, then god help us all. The Moment can do exactly as promised and destroy a planet, an entire race, a whole galaxy. Pick one, it's gone. I hope you can live with yourself.

THE TIME OF THE DOCTOR

'And now it's time for one last bow
Like all your other selves
Eleven's hour is over now
The clock is striking twelve's.'

SYNOPSIS

London, England, 2013 and Trenzalore, The Future

Somewhere around an icy, ringed planet, a fleet of alien spaceships orbited. The Doctor appeared on one of them, carrying a Dalek eye-stalk as proof of camaraderie; unfortunately it was a Dalek saucer, and the Daleks tried to exterminate him. He teleported away, chastising his companion, a disembodied Cyber-head, Handles. Handles explained that the ships were all here because a message was being broadcast from the planet, but nobody could translate it. The TARDIS' telephone rang. It was Clara, telling the Doctor he had to pretend to be her boyfriend for Christmas dinner with her family.

Clara was trying to cook the turkey and entertain her family when the TARDIS materialised outside. She ran to greet the Doctor as he emerged from the TARDIS. He projected a hologram of his clothes directly onto Clara's visual cortex. The Doctor took one look at the turkey and told Clara it wasn't going to work, so she persuaded him to cook it in the TARDIS for her, popping back to Trenzalore.

Handles informed them that it had identified the origin of the message: Gallifrey. The Doctor said that this planet was not Gallifrey, as Gallifrey had gone. But what if he'd been successful at saving it? The planet was shielded, so he could not go and look. Suddenly a huge, church-like ship arrived — the Papal Mainframe, which had shielded the planet. Tasha Lem, Mother Superious, invited them aboard. The Doctor told Clara she had to swallow a hologram projector before they arrived, as she couldn't go to church with her clothes on.

Tasha greeted the Doctor like a long-lost friend and they went to her private chapel to discuss whether he could set foot on Trenzalore. Tasha explained that the message was transmitting through all of time and space, and that everything that heard it felt something overpowering; fear, pure, unadulterated dread. The message was coming from a farm but nobody had been down to have a look, for if one ship landed all of them would; bloodshed would ensue. Tasha planned to teleport the Doctor and Clara to the surface, discretely, so he could investigate the source of the message. She forbade him from taking any technology down there, TARDIS included, so made him hand over his key. He had one hour.

Clara spotted an arm sticking out from the snow. Suddenly a statue grabbed her leg. Weeping Angels pulled themselves out of the snow, having snuck past the planet's shield. The Doctor needed the TARDIS to rescue them, but Tasha had taken his key. He pulled off his wig, to reveal a spare key hidden underneath! The TARDIS materialised around them. More suitably dressed for the weather, they set out to investigate the source of the signal; the town of Christmas, where they posed as a couple from the next town.

But as they neared the bell tower, they blurted out their true identities; a Truth Field emanated from it.

Inside the tower, they discovered the source of the message — it was coming through a crack in the wall, scar tissue from when the universe had blown up. Even though the Doctor had repaired it, structural weaknesses still remained. The origin of the message as Gallifrey suddenly made sense; the Time Lords had chosen the weakest point to break *back* into the universe. He dug around in his pockets and found the Seal of the High Council of Gallifrey, and told Handles to use the algorithm encoded in its atomic structure to decode the message.

Everybody heard the translation. The message was a question. *The* Question. "Doctor who?" The Time Lords were asking a question only the Doctor could answer, projecting a truth field to make sure that he wasn't lying, and that if he gave his name they would know it was safe to return. But it wasn't safe to return; the alien armada was waiting to fire upon the planet if they did. He handed Clara a disc and told her to put it in the TARDIS console. She ran. The TARDIS took Clara home. As she set foot outside and realised where she was, she turned around to put her key back in the lock but the TARDIS dematerialised.

The Doctor spoke to Tasha, who told him he could not speak his name. If the Time Lords returned — even if they came in peace, as the Doctor promised — the Time War would reignite. Tasha said if he spoke his name, Trenzalore would burn. The Doctor would not let that happen, ringing the bell to gather the townsfolk around to tell them what was happening. Elsewhere, Tasha broadcasted a message to the rest of the Church, rededicating it to one cause: Silence. The Doctor would not speak his name, and the war would not begin. The Siege of Trenzalore had begun.

Days passed, and then years, and the Papal Mainframe strove to maintain peace. The Doctor also stayed true to his word, protecting both his own people and his new home. The TARDIS materialised again, and Clara was still outside it with her key in the lock. The Doctor explained what had happened since, how a stalemate persisted. The Doctor told Clara how he had saved her, how he was an old man now at the end of his final regeneration. He told her he had seen his grave here, in the future, so knew this was where he would die.

Tasha requested parlay with the Doctor. She asked the Doctor why he had come to Trenzalore, but he told her that he had done and nothing could change that, even though the Church had tried. Tasha told the Doctor that the Kovarian Chapter had broken away from the Church, travelling back along his personal timeline to stop him going to Trenzalore at all, blowing up his TARDIS and causing the cracks in the universe through which the Time Lords now called. Tasha told him that the Daleks had attacked the Papal Mainframe itself. She told him she had died, and a Dalek eyestalk emerged from her forehead. Daleks entered the room but the Doctor told them if they tried to kill him he'd answer the question; he insulted Tasha for being weak, baiting her into resisting the Daleks. She did, blowing them up, and they fled back to the surface.

The timer went bing: the turkey was ready. The Doctor promised Clara he would never send her away again, but as she went back to get plates and crackers, the Doctor remembered his young friend Barnable and the TARDIS returned to Trenzalore, leaving Clara behind.

But the siege was ended and war begun on the Fields of Trenzalore. Enemies attacked but the Church of the Silence stood with the Doctor and held them back.

Clara joined her family for a miserable Christmas dinner but as Gran told her to make a wish, the TARDIS could be heard rematerialising outside. She grabbed a cracker and ran into it, finding it piloted not by the Doctor but by Tasha. They returned to the town of Christmas to find everything aflame. Tasha told Clara that the Doctor shouldn't die alone. Daleks entered the town and a saucer hovered overhead, demanding the Doctor be brought to them.

As the Doctor climbed the bell tower to face the Daleks, Clara went to the crack in the wall. She whispered to the Time Lords, imploring them to help the Doctor. Suddenly the crack appeared in the sky and regeneration energy flowed from it into the Doctor. But, sure enough, the Doctor began to

regenerate anew, blasting the Daleks with a burst of regeneration energy. After the battle, Clara went to find the Doctor inside the TARDIS. He was young again, as his body prepared to regenerate. He began to glow, seeing an apparition of the first face this incarnation had seen: Amy Pond. She wished her raggedy man goodnight, and the Doctor removed his bow tie. He was wracked with pain and threw back his head as he regenerated...

CONTINUITY

- Time Lords can only regenerate twelve times (see ***The Deadly Assassin*** in **The Fourth Doctor Sourcebook**). The Eleventh Doctor is revealed to be the Doctor's thirteenth and final incarnation — including the War Doctor (see ***The Name of the Doctor*** on pg. 236) and the Meta-Crisis Doctor (see ***Journey's End*** in **The Tenth Doctor Sourcebook**).
- The origin of the Crack in Time is revealed to be as a result of the rogue sect of the Church of the Silence led by Madame Kovarian travelling back to blow up the TARDIS (see ***The Pandorica Opens*** on pg. 102 and ***The Big Bang*** on pg. 107).
- The Crack in Time was also the Doctor's greatest fear, which he saw in his room in the hotel (see ***The God Complex*** on pg. 160).
- The Doctor can silently materialise the TARDIS (see also ***The Dalek Invasion of Earth*** in **The First Doctor Sourcebook**).
- Clara rode through the Time Vortex outside the TARDIS, as Captain Jack (see ***Utopia*** in **The Tenth Doctor Sourcebook**) and the Doctor (see ***Hide*** on pg. 219) both have done.
- When Clara arrives at the TARDIS, its phone has been left off the hook. Now, who might the Doctor have called, one last time?
- Whilst regenerating, the Doctor has seen his companions before (see ***Logopolis*** in **The Fourth Doctor Sourcebook** and ***The Caves of Androzani*** in **The Fifth Doctor Sourcebook**).

RUNNING THE ADVENTURE

The plot of ***The Time of the Doctor*** centres on a conundrum: the Time Lords want to return through the crack in Trenzalore, but if they do the assembled fleet of alien spaceships will destroy the planet and restart the Time War.

The Doctor, knowing his time is nearly up, decides to save as many lives as he can by forcing a stalemate. He doesn't have the energy nor the means — since the TARDIS was missing — to come up with anything cleverer. The characters, on the other hand, might. Will they decide to risk reigniting the Time War by bringing Gallifrey back? Will they attempt to destroy the fleet? Or will they attempt to parley or negotiate a permanent truce to allow everyone to live?

HANDLES (MINOR GADGET)

Handles was the disembodied head of a Cyberman that the Doctor acquired late in his life, using him as a stand-in companion and personal assistant. He found it at the Maldovarium, its organics gone but its data banks intact. It mostly served to frustrate him by being inept at anything he asked it to do.

Traits: Disembodied Head, Scan, Transmit.
Story Points: 1

HOLOGRAM SHELL (MINOR GADGET)

To visit the Papal Mainframe was to expose yourself to its judgement — quite literally, in fact, as worshippers and visitors alike were forbade from wearing clothes. To maintain their modesty, worshippers could swallow a Hologram Projector, which projected the appearance of clothing onto the visual cortex of onlookers, as well as providing a heat-loss filter too. A clever user could likely reprogramme it to create a disguise, but members of the Church were trained to see straight through the hologram.

Traits: Environmental (Cold), Transmit, Restrictions (does not work on the Church clergy).
Story Points: 1

FURTHER ADVENTURES

- The Doctor and Tasha Lem obviously go way back, but we've not seen any of their stories before. What (mis) adventures might they have had, the psycho head of an order of nuns and the Doctor?
- The Siege of Trenzalore would make for an exciting series of adventures in its own right, especially if the characters did stay to aid the Doctor. Each adventure might see a different enemy try to attack, needing to be foiled with just the characters' wits.

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