

BBC



DOCTOR WHO

ADVENTURES IN TIME AND SPACE



7TH DOCTOR
1987 - 1996

THE SEVENTH DOCTOR SOURCEBOOK



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"My Seventh ends in a riddle"

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INTRODUCTION

'Think about me, when you're living your life. One day after another, all in a neat pattern. Think about the homeless traveller in his old police box. Days like crazy paving.'

Having survived a sentence of death from the Time Lords and an attempt on his life from his own future self, it is a simple gravity beam from the Rani that forces the Doctor to regenerate once more.

The Seventh Doctor replaced the arrogance of his predecessor with an almost naive fortitude in the face of evil. At first appearing to be nothing more than a mad professor, he quietly revealed a dangerously sharp and focused mind. The Seventh Doctor was always one step ahead of his enemies, littering time with traps to catch the unwary at their weakest moment. He was a true lord of time, looking ahead not just to his own future but seeing the potential in his companions. He constantly tested and challenged not only his enemies but also those who travelled with him. Only when they had survived their latest encounter did his companions understand what the Doctor had put them through; how they had unlocked parts of themselves they never knew they had.

In his seventh incarnation the Doctor is a mystery. At first glance he seems unimpressive, but only those who come to know him understand the depth of his plans and secrets. He is a puppet-master, a visionary, a teacher and a friend. He is a guardian of the universe, the gatekeeper of secrets, and perhaps even more than a Time Lord...

Welcome to **The Seventh Doctor Sourcebook**. Here you'll find a wealth of information on the Seventh Doctor and his adventures, to help you recreate this era or to add vintage spice to your current **Doctor Who: Adventures in Time and Space** campaign.

HOW TO USE THIS BOOK

This book is designed to be a primer on capturing the feel of the Seventh Doctor's era and incorporating it into your adventures. **Chapter One: The Seventh Doctor and Companions** provides information on the Doctor's seventh incarnation and his companions. **Chapter Two: Tools of the Trade** offers advice for creating characters for this era, as well as new traits and gadgets. **Chapter Three: Enemies** looks at the some of the most dangerous opponents the Doctor

faced from the Rani to Fenric and **Chapter Four: Designing Seventh Doctor Adventures** offers advice on crafting your own Seventh Doctor adventures and adding the right feel, tone and style for the era. **Chapter Five** describes the Seventh Doctor's adventures. Each adventure has the following sections:

- **Synopsis:** Where did the TARDIS materialise? Who did the Doctor meet? And what horrible fates awaited the travellers there? This section summarises the key events of the adventure as experienced by the Seventh Doctor and his companions.
- **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. Sometimes, we'll give you full statistics for a character. At other times, when their Attributes and Skills are obvious or irrelevant, we'll just list their key Traits.
- **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 alternative histories that expand on the Doctor's initial adventures.

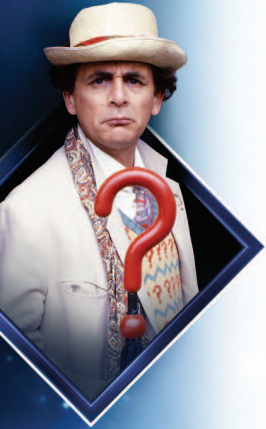
There are lots of ways to use these adventures. You can use our suggestions for Further Adventures, or build your own adventures using the material provided. In fact, if your players aren't familiar with these classic stories, then you can substitute your player characters for the Seventh Doctor and his companions and 're-run' the adventures. Maybe your player characters will take other paths and make different decisions!



CHAPTER ONE

THE SEVENTH DOCTOR AND COMPANIONS





'How do you know what I'm like? I've regenerated! I mean look at me, look at me!'

WHO IS THE DOCTOR?

Having passed through several regenerations, we might imagine the Doctor has little left to surprise us with. But, as so many of his enemies learn, to underestimate him is a gross misjudgement. His regeneration is among the most violent but also the least climactic. The TARDIS is smashed across space and time by gravity beams controlled by the Rani; no mere fall, gentle poisoning or civilised punishment. However, this time the Doctor was not in the midst of saving the universe from destruction or saving the life of his dying companion.

Nevertheless, this regeneration is no less traumatic, especially as the Rani captures him and quickly pumps him full of lies and drugs to manipulate him as part of her plans. Once more his companion is unprepared for the extent of the changes. To Mel, this new Doctor looks more like a mad clown, especially in his previous incarnation's clothes. He in turn has been convinced she is the Rani. Only by comparing each other's pulse can they prove who is a Time Lord and who isn't.

This new incarnation was a lot more personable than the Sixth Doctor, almost his opposite. Instead of striding around as if he owned the place he bumbles along as if constantly apologising for being in the way. He is also one of the shortest Doctors, especially compared to his predecessor. His mannerisms are almost birdlike, curious but tentative, and more like a crow or magpie than a hawk. It would be very easy to see the Seventh Doctor and write him off as a failed regeneration. Something must have gone a little wrong, a few too many kinks not ironed out. Possibly better to give it another go rather than let him ramble along talking to himself like that. No wonder the Rani was quick to write him off in despair as a cretin.

While all these things are true, the Seventh Doctor is far from being the weak link in the chain. If he is distracted it is because several plans and possibilities are running through his mind at every moment, variants of probability and plans within plans. When he settles on a course of action, usually at the crisis point when everything is both at its most dangerous and clearest, his eyes focus and there is no doubt you are looking at the Doctor. The guise of the mad professor drops in an instant and you are faced with a Lord of Time, a man who is privy to the secrets of

the universe, who has bested hundreds of foes and faced far more desperate odds and prevailed. Then you realise that everything you have done up to this point, has been exactly as he designed.

So, in short, the Seventh Doctor is a mystery.

PLAYING THE SEVENTH DOCTOR

If the Seventh Doctor is like any of his previous incarnations, it would be his second. They both maintain a 'mad professor' demeanour, the sort of hopeless academic too focused on his thesis to remember to put his shoes on the right feet, or wear them at all. However, where the Second Doctor is a father figure, the Seventh Doctor is more like a mad uncle; the sort of relation who treats you to ice cream, makes a coin appear from behind your ear, and then loses you on the beach because he got distracted and expected you to know the way home. His companions are fellow travellers, not assistants or tourists, and while they may still be waifs and strays they are expected to pull their weight. He alternates between shuffling along and striding forward confidently like an Englishman on holiday, unaware of the dangers of the foreign lands he is travelling in. While he dresses less garishly than his sixth incarnation he still has an eccentric sense of fashion. His casual mismatched suit might seem normal enough, but he wears it with a certain amount of 'individuality'. His braces sit outside his question mark jumper, and several scarves and hankies drip out of his pockets as if he is carrying a few magic tricks that he hasn't properly hidden. He is also never without his question mark umbrella, because you never know when it is going to rain.

The Seventh Doctor is also one of the most polite of his incarnations. He rarely greets even his enemies without a raise of his hat. He also takes time to talk to people, not just the power brokers but also anyone he randomly finds himself standing next to. He rarely engages in small talk though. He really wants to know who they are and how they feel. This is why he gets caught up in deadly battles across time and space, not to save the universe, but to save the ordinary people that live there.

While he appears to be a clown, the Seventh Doctor is actually quite a mystery. His nutty professor exterior serves to confuse his real intent. He is a force of chaos, extremely difficult to predict and utterly impossible to plan against. If he has no idea of what he is going to do next, how can anyone else figure it out? This madman façade isn't really a façade though. He confuses his enemies with honesty. He

really is the nutty professor he professes to be, but that doesn't mean he isn't sharply focused on what is going on around him. The difference is that he seems to notice what everyone else is missing, while ignoring the obvious.

This chaotic way of working makes him one of the least controlled incarnations. While the Seventh Doctor isn't the fool he appears, he is rarely in charge of what is going on, even when his plans go well. More often than not he simply steers the chaos to the right conclusion rather than directly solving the problem. This is because he isn't looking for the way to fix the problem; that usually occurred to him a lot earlier. Instead he is looking for the right moment to act, the vital opportunity when fate might turn on a coin and he might nudge the outcome.

Having said that, the Seventh Doctor is far more of a forward planner than his previous incarnations. Very little of what he does happens entirely by chance. It is almost as if he knows what he is likely to face before he opens the TARDIS doors. He arrives at the best time to take on his adversaries, and even sometimes has traps prepared by his past or future self to aid his plans. He is both magician and puppet master. Everything you see is a distraction to stop you looking behind the curtain. Even when it doesn't appear so, he is usually one step ahead of his opponent. They get a chance to do the right thing, and then the trap closes.

Where the Seventh Doctor differs greatly from his predecessors is the way he treats his companions. They are not just there to share his travels. He looks for a certain kind of person to join him, and has very exacting standards. However, he also seems to know who they could become, he understands their destiny. He takes them not just as company for his adventures but so he can mould them into what they might be. It is not always an easy road; he confronts Ace in particular with very dark and difficult choices. He knows she will choose the right path, but it is vital that the decision remains hers, and the experience of making it makes her stronger even if it is painful. In this way the Seventh Doctor might seem quite cruel. However, he never burdens his companions with more than they can carry, even if he sometimes pushes them past what they believe to be their limits.



THE SEVENTH DOCTOR

STORY POINTS

8

ATTRIBUTES

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

SKILLS

- 3** ATHLETICS **3** MEDICINE
- 3** CONVINC **5** SCIENCE
- 3** CRAFT **4** SUBTERFUGE
- 2** FIGHTING **0** SURVIVAL
- 6** KNOWLEDGE **5** TECHNOLOGY
- 1** MARKSMAN **3** TRANSPORT

TRAITS

- | | |
|-------------------------------|--|
| Artron Battery | Tough |
| Bio-Rhythmic Control | Voice of Authority |
| Charming | Vortex |
| Boffin | Vortex Born |
| Brave | |
| Feel the Turn of the Universe | <i>Adversary (Major: See the Doctor's description)</i> |
| Friends (Major: UNIT) | <i>Clumsy</i> |
| Hypnosis (Minor) | <i>Code of Conduct</i> |
| Indomitable | <i>Distinctive</i> |
| Psychic | <i>Eccentric</i> |
| Quick Reflexes | <i>Impulsive</i> |
| Resourceful Pockets | <i>Insatiable Curiosity</i> |
| Run For Your Life! | <i>Obsession (Finish)</i> |
| Technically Adept | <i>unfinished business!</i> |
| Time Lord (Experienced x6) | <i>Random Regenerator</i> |
| Time Traveller (All) | |

STUFF

- TARDIS key
 - Question mark umbrella
 - Various coloured scarves and hankies
 - Panama hat
 - Spoons
 - Pocket watch
- More than Just a Time Lord:** In his seventh incarnation, the Doctor seems to have evolved from a mere wanderer in time and space into a being of deep and extensive knowledge of the universe who seems one step ahead of many of the situations he 'stumbles' into. When the Seventh Doctor uses Story Points, he spends one point less, to a minimum cost of 1.

Time Lord

10

BIODATA

PERSONAL GOAL

To defend the universe and maintain the laws of time.

PERSONALITY

The Seventh Doctor seems to go through life daydreaming, taking time to smell the flowers or raise his hat to passers-by no matter what the crisis. However, under this persona he is calculating all the angles and preparing a deadly trap for his enemies.

BACKGROUND

This Doctor appears to be something of the runt of the litter, a small and quirky creature not really sure if he's coming or going. However, he rarely encounters an enemy without having planned the encounter and laid a cunning trap for them to walk right into. In this incarnation the Doctor is more focused and directed, searching out evil to pronounce judgement rather than randomly bumbling into it.



THE SEVENTH DOCTOR'S COMPANIONS

MELANIE BUSH

Mel first met the Doctor before he actually met her. She was taken out of his future to attend the trial of his sixth incarnation. So when the Doctor first met her, unusually, she already knew him. It remains unclear how they first officially met, at least in the Doctor's timeline. Despite this odd introduction, Mel is a reasonably normal girl from 20th century Earth.

Mel is a small, elfin creature with a dancer's physique and a huge tumbling of red hair. She seems childlike at times and has a somewhat naive idea of how much good there is in the universe. She has a belief in the 'kindness of strangers' to rival Jo Grant. This means she is deeply disappointed with those who appear brave and kind but prove to be cowards and liars when the going gets tough.



There are few dark secrets or traumas in Mel's background; in fact she'd led quite an average life before meeting the Doctor. She is travelling with him to see the universe rather than right wrongs, seek revenge or save the innocent. Mel is happy to help the Doctor because his adventures are fun, and she does like to help people. However, she is really a galactic tourist, looking to see the sights of the universe and sneak into the VIP areas of the best resorts. Mel is essentially on holiday, and looking for fun and relaxation rather than wondrous sights and unique experiences.

While she certainly does not fit the stereotype, Mel is actually a skilled computer programmer, experienced with a wide range of systems and software. While she isn't unusually intelligent she picks up knowledge easily due to her eidetic memory, allowing her to remember everything she sees.

This ability is somewhat at odds with her 'dollybird' appearance and leads many to underestimate her skills and abilities. That said she is a hell of a screamer and will often prove the power of her lungs at even imagined danger.

Of much consternation to the Doctor is her insistence on good exercise and healthy eating. She maintains a solid dietary and physical regime and insists the Doctor does the same. All the Doctor really learns from the experience is that he hates carrot juice. Luckily she has mellowed a little in this regime by the Seventh Doctor's era. However, this might be because she feels this new version is so tiny he needs a few more good meals.

Mel eventually left the Doctor to travel with Sabalom Glitz, and keep him out of trouble. If Glitz doesn't mind carrot juice she may still tour the universe on the *Nosferatu II* with him.

SABALOM GLITZ

To say Glitz is a galactic con-man is really to give him too much credit. He is a small time thief and opportunist who would sell his grandmother for a quick profit. Unlike most criminals though, he would at least feel bad about it. Glitz has worked with several different partners and crews, but these relationships rarely last for long. This is usually because Glitz will sell them out if times get tough. All Glitz really cares about is making money, although he never seems to quite have enough of it for long enough to decide what he wants the money for.



Glitz first met the Doctor in his sixth incarnation on the planet Ravolox where he helped the Doctor and Peri free an underground people from the tyranny of their robot controller. However, he actually got involved (with his partner Dibber) because he wanted



to salvage a valuable black light generator powering the underground systems (see *The Mysterious Planet* in *The Sixth Doctor Sourcebook*).

He next ran into the Doctor on Iceworld after he had conned its ruler Kane out of 100 crowns by selling rotten fruit. When the authorities caught up with him (as they always do) he had already lost the money at cards. The Iceworld authorities impounded his ship, the *Nosferatu*, (the only thing he really cares about) but this didn't matter too much as he'd already sold his crew into frozen slavery to Kane!

So, in general, Glitz is not a nice person. He is selfish, cowardly, untrustworthy and not a little sexist (insisting Mel and Ace stay out of his Iceworld treasure hunt). However, every now and again he proves himself to be just a little better than people expect him to be. He doesn't kill, perhaps more from cowardice than morality and avoids violence for the same reasons. While he will scam anyone that crosses his path, he at least feels bad about what he's done. He will usually offer a fair deal when he's been found out though, if he has any money left that is. In general, Glitz is a weasel because he doesn't believe he can be a better person. Those who know him can see the potential though, even if it is hard to coax out of him.

ACE

Born Dorothy Gale McShane, she prefers to be known as Ace. While she has never been to Kansas, Ace has much more in common with Dorothy Gale than just a first name. Like Dorothy she was torn from Earth by a time storm and left in a strange and alien place. However, Dorothy Gale wasn't experimenting with explosives when she got taken to Oz! While being stranded in space sounded exciting, Ace found herself working as a waitress at a cafe on Iceworld to support herself, and the glamour of galactic travel soon wore off, until she met the Doctor.

To say Ace has had a chequered past is something of an understatement. Brought up in Perivale in west London, she excelled at chemistry. She enjoyed her life and hanging out with her gang of friends. However, she did not get on well with her mother, possibly her only family, and from this clash her problems with authority figures began. Ace sees her mother as a monster and her feelings towards her are extremely complicated, mixing anger and loathing with a desperate need for love and attention. While it is quite possible Ace's mother is actually decent and loving, somewhere in their relationship

she failed to show Ace that care and compassion and their connection became sour and bitter.

Sadly, Ace's inability to deal with authority led to expulsion from school and trouble with the police. Her teachers didn't share the view that blowing up the art block was creative expression, and the police took a dim view of her burning down an old house at Gabriel Chase. Ace has 'authority issues' to say the least and few things put her back up more than being given orders.



While she seems brave and adventurous, in some ways Ace is still running away. Her past is full of disappointment and fear and by joining the Doctor she thinks she'll stay one step ahead of it. However, the Doctor forces her to confront her fears. He faces her with several difficult decisions, and she manages to lay to rest demons that have haunted her since childhood. While Ace puts on a tough demeanour she isn't shy about telling the Doctor she is afraid. However, she never accepts his offer to just wait in the TARDIS. Whatever the danger, however frightening the opponent, Ace never backs down, or screams and runs. She grabs a baseball bat and stands by her friends.

While Ace is only 16, her life experience allows her to pass for much older. She keeps her brown hair tied back so it doesn't get in the way, and while she doesn't dress like a boy she avoids girly and frilly clothing. She is never without her bomber jacket covered with badges and (if the Doctor hasn't hidden them) a few cans of home-made Nitro-9 explosive.



ATTRIBUTES

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

SKILLS

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

BIODATA

PERSONAL GOAL

To travel, meet new people and experience everything the universe has to offer.

PERSONALITY

Mel is fun loving and friendly with everyone she meets. She enjoys meeting new people and joins communities with ease. She can be a little naive but always sees the best in people, which makes her doubly saddened by those who are found wanting.

BACKGROUND

Melanie is a young woman from 20th century Earth and a computer programmer by profession. It is unclear how she met the Doctor, but clear why she stayed.

TRAITS

- Brave (Minor Good):** +2 bonus to any Resolve roll when Mel needs to show courage.
- Indomitable (Major Good):** +4 bonus to any rolls to resist psychic control.
- Photographic Memory (Major Good):** May spend a Story Point to remember something Mel has seen but the player has forgotten.
- Positive Outlook:** +1 to Charm and Convince rolls, resistant to Convince attempts by +1 difficulty.
- Quick Reflexes (Minor Good):** Mel goes first in her Action Round unless taken by surprise.
- Screamer! (Minor Good):** Spend a Story Point to stun anything or anyone else in the room for one action.
- Technically Adept (Minor Good):** +2 to any Technology roll to fix a broken or faulty device.
- Impulsive (Minor Bad):** Especially where there is injustice, Mel tends to wade in before thinking.
- Insatiable Curiosity (Minor Bad):** Mel can't resist checking out what is around the next corner and must pass a Resolve + Ingenuity roll at -2 to resist the urge.

STUFF

None

5



ATTRIBUTES

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

SKILLS

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

TRAITS

Charming (Minor Good): +2 bonus to attempts to use charm.
Lucky (Minor Good): You may re-roll any 'double 1's'.
Cowardly (Minor Bad): -2 penalty to any 'fear' roll.
Selfish (Minor Bad): Glitz doesn't consider others when his life or profit is on the line.

STUFF

The *Nosferatu*

6

BIODATA

PERSONAL GOAL

To make a big enough score from a con that he can retire in luxury.

PERSONALITY

Glitz is an untrustworthy weasel who will do anything to make a fast buck. He is lazy and selfish, but at least he doesn't leave his friends to die. Well, most of the time anyway.

BACKGROUND

Glitz is a small time galactic con-man. He owns a ship, the *Nosferatu*, which he uses to trade and smuggle to make a living. Unfortunately times are hard and every now and again he has to short change or even sell his own crew. He has had several partners, but few last for long before he cheats them. Hopefully, hanging out with Mel will make him a better person, but its going to be hard work.



ATTRIBUTES

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

SKILLS

3 ATHLETICS	0 MEDICINE
3 CONVINCE	4 SCIENCE <small>Chemistry</small>
3 CRAFT	1 SUBTERFUGE
3 FIGHTING	0 SURVIVAL
2 KNOWLEDGE	1 TECHNOLOGY <small>Mechanics</small>
0 MARKSMAN	1 TRANSPORT

BIODATA

PERSONAL GOAL

Ace wants to have adventures, and occasionally blow stuff up.

PERSONALITY

Ace is the girl you want covering your back when trouble starts. She is strong, dedicated, loyal and not afraid of getting her hands dirty. She just has an unfortunate enthusiasm for blowing things up.

BACKGROUND

Ace may only be 16 (even though she says she is 18) but she has seen more than most people 10 years older, even before she met the Doctor. She is the epitome of the troubled teen, but her acting out is due to what she has suffered rather than petulance or selfishness. After an experiment with Nitro-9 blew her across the galaxy she decided she had little to go home for. However, she also discovered that being a waitress in space was little different to being one in Perivale. With the 'Professor' she was finally able to see the universe.

TRAITS

Attractive (Minor Good): +2 bonus to any rolls that involve Ace's looks.
Biochemical Genius (Major Good): May create biological and chemical 'gadgets'. Using Science instead of Technology for jiggery pokery.
Brave (Minor Good): +2 bonus to any Resolve roll when Ace needs to show courage.
Quick Reflexes (Minor Good): Ace always goes first in her Action Round unless taken by surprise.
Tough (Minor Good): Reduce total damage by 2.
Argumentative (Minor Bad): Ace will argue her point of view until forced into a sulk.
Distrustful (Minor Bad): -2 to social rolls with new people.
Impulsive (Minor Bad): Ace isn't one for thinking things through.
Insatiable Curiosity (Minor Bad): Ace will take a look at anything interesting that comes her way (unless she passes a Resolve or Ingenuity roll at -2).
Prejudice (Minor Bad): Ace suffers -3 when dealing with authority figures.
Past Trauma (Minor Bad): Ace had several unresolved issues in her past, manifesting in a fear of clowns and a lot of anger towards her mother.

STUFF

Baseball bat
 Backpack (Containing a concerning amount of Nitro-9).
 Enhanced tape deck
 (see p21)

5





THE SEVENTH DOCTOR'S TARDIS

While he has no less love for the 'old girl' than his previous incarnations, the Seventh Doctor has far less use for the TARDIS than his predecessors. In most of his adventures it simply gets him to where he's going. He rarely goes back to it, even during the direst of situations. He also never uses it to create forcefields, move planets, trap enemies or sneak around time with. It is almost as if he has learned to live without her, and decided to give her a well-earned rest.

In general, the TARDIS really hasn't changed at all since the Sixth Doctor's era. The console room remains the same, although that's all we see of the place during the Seventh Doctor's era. Ace opens the cupboard in the console room that was last cleared out by Romana but that's it.

One thing that very much separates the Seventh Doctor from his predecessors is that he no longer feels an urge to tinker with his ship. He never pulls the place apart for random maintenance or tears out pieces of the console to make 'upgrades'. Consequently the whole place is a lot neater and might even have a few spares. However, it may be that the Doctor has finally run out of spare parts, which is why he's stopped messing with it!

The most dramatic thing to happen to the Seventh Doctor's TARDIS is that the swimming pool had to be jettisoned as it was leaking.



THE SEVENTH DOCTOR'S TARDIS



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

SKILLS

Knowledge 8, Medicine 2, Science (Temporal Physics) 6, Survival 1, Technology 4, Transport 3

TRAITS

- Clairvoyance (Major)
- Face in the Crowd
- Feel the Turn of the Universe
- Psychic
- Resourceful Pockets
- Telepathy
- Vortex,
- Argumentative
- Impulsive
- Restriction (Tricky Controls, 6 Pilots)
- System Fault (Unsteerable Chameleon Circuit)

GADGET TRAITS

- Scan (x3)
- Transmit
- Forcefield (Major)

ARMOUR: 30

SPEED: 12

STORY POINTS: 17

CHAPTER TWO

TOOLS OF THE TRADE





TOOLS OF THE TRADE



*'Where is the game Time Lord?'
'You couldn't resist it could you? The game of traps.'*

NEW CHARACTERS

Character groups for Seventh Doctor era adventures are very similar to those of the Sixth Doctor's era. There is often only one companion with the Time Lord at a time. However, the Seventh Doctor's companions are more partners than fellow travellers. The Seventh Doctor is happier to leave his companions to their own devices and trust their judgement. He also assumes they'll be pretty good at rescuing themselves.

You are free to use the Seventh Doctor himself and one (or more) of the companions we've described here, but you don't have to. This section provides you with some extra details to create new characters of your own that might follow in the mysterious footsteps of the Seventh Doctor.

Given the universe is a dangerous place, you might find you need to replace a fallen character. However, most of the Seventh Doctor's companions leave of their own accord. Rather than falling in love or getting left behind, the Seventh Doctor's companions eventually come to a point where they understand

they have outgrown their need for the Doctor. They have realised their potential and feel a desire to be part of the universe rather than an observer. While even the Doctor often can't predict when it might occur, it is what he has been preparing them for from the moment they met.

NEW COMPANIONS

Like his previous incarnation, the Seventh Doctor prefers not to crowd his TARDIS and generally has only one companion at a time. These companions are often vagabonds like himself, people who don't quite fit in wherever they go. They are usually looking for something, but not sure what it is, hoping they will recognise it when they find it. The Doctor really wants someone he can show the universe to, so he looks for someone with the same sort of wanderlust he has. As he isn't very good at expressing his feelings he often tries to be stern and serious, leaving an undertone that he is reluctantly doing his companions a favour by taking them on or giving them a lift. But he also cannot hide his glee at being able to share his wonder of the universe with a like mind.

While the Seventh Doctor enjoys teaching his companions and showing them the sights, he has so many plots going on he doesn't have time to baby sit.



He expects his companions to be able to function without him, even figure out their part in his plans for themselves on occasion. Mel might be a screamer, but she is often separated from the Doctor and forced to survive on her own. It is possible that the only reason the Doctor keeps an eye on Ace is to make sure she doesn't blow up anything too important with Nitro-9. The Doctor isn't looking for hangers-on or an assistant; he is looking for a partner in crime. He wants someone who shares his goals and can help him deal with what they find, perhaps even teach him something on occasion.

Most importantly the Doctor is also looking for someone with potential, someone he can nurture and grow. He is very good at spotting it, especially in people no one else seems to value or understand. To most people, Ace was an angry teenager with violent tendencies. The Doctor recognised her intelligence and resourcefulness and wanted to see her grow from a troubled teen into the capable and clever young woman he knew she could be. So the Doctor isn't looking for 'the best of the best'. They don't need his help and are already following their destiny. The Doctor looks for those the universe has passed by, those who need someone to help bring out their potential because they are somehow a little lost. He can be a tough, even ruthless taskmaster in forcing them to confront their shortcomings, but he is only really giving them the courage to face what they have been running from.



When creating companions for the Seventh Doctor it is actually more important to initially focus on their weaknesses and failings. Every companion should have some shortcoming that they need to confront, perhaps more than one. This need not make them a bag of neuroses, but they shouldn't be all that organised and together. There is a shadow following

them, something that no matter how far they run they can't quite escape. As the campaign progresses the Gamemaster should make a point of offering them opportunities to face these fears. They may not manage to confront them on the first or even second try, but eventually they will find the strength and move on.

To help you develop a darker side to your companions, you might ask yourself a few questions about them and their history:

What do they fear and why?

Everyone is frightened of something: ghosts, spiders, the dark, an old house. However, we leave most of these fears behind in childhood unless we suffer some trauma that holds them into our adult life. What trauma held that fear for your character? Can they even remember it or did they blank it from their memory?

What makes them angry?

Rage is often a way of avoiding a problem. When something touches a nerve we might get angry and defensive, seeking to lash out or run from a potential confrontation. Ace had problems with authority based on her issues with her most important authority figure, her mother. Your character might have a prejudice towards some group of people or even something more esoteric like an overdeveloped sense of fairness or right and wrong.

What are they running from?

Many companions join the Doctor to run towards something, but often the Seventh Doctor's companions are running away. Is your companion looking to escape a bad home life? Perhaps they dread a life where nothing ever happens to them, or they never amount to anything. Maybe their job and their responsibilities are what they are trying to escape from.

What makes people avoid them?

Your character may be quite social, but many Seventh Doctor companions are loners, and don't work well with others. Mel often made friends but never seemed to keep any and Ace managed to be alone even in a gang. What is it about your character that makes them keep friends at arm's length? Do they fear intimacy or that those who get to know them will discover 'the truth' that they aren't worth being friends with? Do they just find people hard to understand, or that they always let them down eventually? Maybe they take their frustrations out on anyone nearby when things get tough?

You don't need to create a psychological wreck of a character to fit into a Seventh Doctor campaign, but give these questions a little thought and try and make at least one of them apply to your character. Your Bad Traits will help you with this, so make sure each one you pick has a reason to be there.

NEW TIME LORD

Just because this is the Seventh Doctor's era, it doesn't mean you have to play the Seventh Doctor in your campaign. However, the Time Lord you do use should have a few traits in common if you are going to maintain the feel of the era in your campaign. Their personality isn't as important as it might be for another incarnation, and their relationship with their TARDIS matters very little too. It is unlikely they will be a gadgeteer, they will want to figure out problems and find a solution themselves with whatever they have to hand rather than rely on technology.



What they should have is some sort of remit as a guardian of time. They could be a secret and deniable agent of the Time Lords as the Seventh Doctor might have been, or they could work for a higher power. Perhaps your Time Lord serves the White Guardian, or even tries to do good as an enforced servant of the Black Guardian. They may even serve the Eternals, or seek to protect mortal beings from their casual abuse. They might simply be the keeper of some very powerful artefacts, which they have to protect from the marauders of the universe.

This means your Seventh Doctor might not even be a Time Lord! The power they serve will have given them the tools to do their job. It might be a device like a TARDIS, but they may just as easily dump him where he needs to be. The artefacts he is in control of might be the source of his power, or he may have nothing more than quick wits and some forward planning to defeat his enemies. In fact, you might even decide there is no Time Lord, but instead all the characters as a group must shoulder this responsibility for the universe themselves, and all be damned together for their failures.

OTHER GROUPS

Being free to wander the universe, you might use any group as the basis for your campaign. While the Seventh Doctor was not limited to any particular time and place, there is no reason not to involve UNIT or Torchwood in your adventures. However, most groups will need to be able to cross time and space to fulfil the duties the group have got lumbered/honoured with.

Criminals

Thankfully the Doctor rarely listened to any of Glitz's offers, but what if he had? The characters might decide to wander the universe looking for a big score, and with all of time to choose from they have plenty of options. If they want to play the good guys they might instead track a particular criminal or criminal gang across the Vortex looking to bring them to justice.

Ghost Hunters

The Seventh Doctor's era had its share of spooky adventures, lending the era to more horror-themed adventures. The characters might specifically hunt down spirits, which might actually be invaders from other worlds or trapped souls in the Vortex. It will be up to the characters to figure out how best to deal with the haunting, and a few may even be by real ghosts. After a few encounters your characters might even create a few ghost capturing and detecting gadgets to give them the upper hand.



Prison Warders

Given the Seventh Doctor often came across adversaries trapped in ancient prisons, the characters could be the wardens for such a prison. They must keep their house in order and maintain control as their charges are all extremely dangerous. Occasionally one might escape, and they must be hunted down and recaptured before they can do any damage. The prison they look after need not be all bars and cages, though. They might run a place like Iceworld or Paradise Towers that everyone knows about but few know the true purpose of. However, it could just as easily be a maximum security jail, perhaps like Shada, the Time Lord prison (see **The Fourth Doctor Sourcebook**), or the Stormcage (see **The Eleventh Doctor Sourcebook**). If River Song is still a resident there, good luck!

Shadow Proclamation

Given the Seventh Doctor often acted as a galactic policeman, your characters might all work for the Shadow Proclamation (see **The Tenth Doctor Sourcebook**). It will certainly help enforce their judgements if they can call on a force of Judoon to back them up. Adventures might begin with an investigation to discover if any wrongdoing is actually occurring. The characters will need to blend in and investigate to make sure. Then, when they are sure who the guilty party is the fireworks start when they call in back up to make some arrests.



NEW CHARACTER TRAITS

The following new traits were used in designing characters for the **Seventh Doctor Sourcebook** and are available for general use. Some of these traits can also be found in **Defending the Earth** and the **Time Traveller's Companion**, as well as the other Doctor Sourcebooks. We have reprinted them here for convenience.

GOOD TRAITS

Arrogant (Minor Good)

While it doesn't make you very easy to get along with, you have a powerful confidence that you can deal with any situation. You gain +2 to resisting fear and feelings of hopelessness, but suffer -1 to social interactions with those you consider to be not as clever as you.

Back Up (Minor/Major Good)

You have a group of people you know you can rely on. You might be a gang leader, the head of a group of paramilitaries or even a scout leader. Whoever they are, you know you can rely on their help in a time of crisis. As a Minor Good trait your group has no special skills or training, but they will do what they can. As a Major Good trait your group is not only trained but have access to decent equipment as well. It is up to you to define the group, who may or may not consider you their leader. The group is usually between 5 and 20 people strong, but the more skilled and useful they are the fewer of them there are. The Gamemaster is free to rule this back up is unavailable if you go too far away from their usual area of operations.



Burn Essence (Major Good)

You are able to use your own physical form and energy to empower your skills and abilities. You may spend Attribute points as if they were Story Points, but no more than 2 at a time. Unfortunately you suffer the same effects as being wounded when Attributes are reduced, which heal at the normal rate. This includes reducing an Attribute to 0.

Danger Sense (Major Good)

The character has a sixth sense that alerts them to nearby danger, at least most of the time. If taken

by surprise, such as an ambush, the character may spend a Story Point to negate the effects of being taken unawares.

Innocent (Minor Good)

There is something about you that makes people think you can do no wrong. You might be very young or just have a sweet smile. Of course, this doesn't mean you actually are a goody-two shoes, just that people think you are. Whenever someone is looking for suspects, you may spend a story point for them to pass you by. In fact, if there are other people near the scene of the crime the authorities will arrest them rather than you.

Noble (Minor Good)

You have been born into the highest levels of society and are used to entertaining dignitaries, ambassadors and even kings and queens. Your experience gives you a +2 bonus whenever you deal socially with the cream of society, especially when you are in a formal environment.



Positive Outlook (Minor Good)

The character is relentlessly positive, upbeat and cheerful. So much so in fact that they gain a +1 to Convince rolls and Convince rolls against them are at a -1 Difficulty.

Reliable (Minor Good)

When something important needs doing, you can be relied on to do what needs to be done. You are an all-round good egg who takes responsibility seriously and doesn't desert their post. You gain a +2 to any task you are left on your own to perform by someone you trust.

Well Mannered (Minor Good)

You know how to behave in polite society and how to engage in mannered small-talk. You know when to speak, when to listen and how to address those you speak to. You gain a +2 bonus when trying to fit in or use charm in well to do society.

BAD TRAITS

Distrustful (Minor Bad)

The character does not trust easily. They might naturally dislike strangers or perhaps have been hunted or alone for a long time. They suffer a -2 penalty to all social rolls with any new people they meet. This penalty is only removed when the person has proved true to their word.

Indolent (Minor/Bad)

The character is far more concerned with their own pleasures and comfort. Work is something to be done tomorrow or better yet by someone else. They are not entirely lazy or selfish, but a strange mixture of the two. To the character, everything is just too much effort, and they are just too busy to do anything but pursue their own pleasures. Whenever the character is engaged in some leisure pastime, they suffer -2 to any action that interrupts their 'relaxation time'.

Marginalised (Minor/Bad)

Due to your gender or ethnic background, you usually have to work harder to prove yourself or get your voice heard in your community. You suffer prejudice at every turn, especially when working in non-traditional roles. You and your opinion are generally overlooked, and your professional qualifications are often questioned by those who don't know you. You suffer a -2 penalty to all social interactions based on your profession, and often have to remind people of your credentials.

Prejudice (Minor/Major Bad)

There is a group of people you just don't like. It may be based on a past trauma or simple bigotry but you have a knee jerk reaction to them in any situation. You also have a tendency to think "they are all the same" and stereotype anyone who fits into this group. As a



Minor Trait you have a low level of bigotry and simply suffer a -3 to any social rolls interacting with this group. As a Major Trait you are an active bigot who does their best to expel or even destroy this group.

This trait might seem understandable if the group is 'Daleks', but significantly less so when the character is a racist or misogynist. The Gamemaster may decide a prejudice against certain groups is inappropriate to their campaign.

Past Trauma (Minor/Major Bad)

The character has suffered deep emotional trauma at some point in their past or their formative years and been unable to face it. The trauma might take several forms but any number of things might remind the character of a past they try very hard to forget. The player and Gamemaster should discuss the nature of the trauma and what might trigger it. It might be one event or manifest in a series of phobias (such as a fear of clowns and crowds). When the character finds themselves confronted by their past they suffer -2 to all rolls if this is a Minor trait and -4 if a major one. The Major trait will also have more triggers.

NEW GADGETS

ACE'S TAPE DECK (MAJOR GADGET)

To replace the tape deck that was destroyed by the Daleks, the Doctor constructs Ace a new one. He adds a few enhancements, though, allowing it to transmit and jam communications signals and even display cloaked spacecraft in orbit.

Traits: Disable (Minor Good, Communications Signals Only), Scan (Minor Good), Skill (Minor Good), Transmit (Minor Good), Bulky (Minor Bad).

Cost: 2 Story Points



DALEK DISCOMBOBULATOR (MINOR GADGET)

This device transmits a beam that interferes with Dalek systems and renders them momentarily helpless. However, it doesn't destroy them and makes them very unpredictable. They might easily start firing in all directions as the beam confuses their systems. However, it does usually allow someone to get close enough to deliver a fatal blow. It is possible later model Daleks are shielded against such effects.

Traits: Disable (Minor), Restriction (Daleks Only).

Cost: 1 Story Point

NITRO-9

No. Just no. Tell your players they can't have any. OK, fine, it's your funeral. Nitro-9 canisters are capable of blowing a hole in pretty much anything, from metal to concrete, and you really don't want to be next to one when it blows. Any person within 15' will be in small pieces. Essentially, the Gamemaster can decide to inflict whatever damage they like on anyone in range. Luckily, Nitro-9 is very stable when not being used. Several canisters roll about in Ace's backpack as she runs around, after all.

The problem is that Ace never really got the fuse system right so they tend to go off a little sooner than expected. When a canister is used the Gamemaster should roll a dice: on an odd result the timer fires early, forcing everyone in its considerable blast radius to spend a Story Point or get seriously hurt. On an even roll the canister goes off late, but don't even think about going back to see if something went wrong or it'll go off. Seriously. If you do you are really just telling the Gamemaster you want to create a new character.





TOOLS OF THE TRADE

THE DOCTOR'S POCKET WATCH (MAJOR GOOD)

Having lost his Sonic Screwdriver some time ago the Doctor has been looking for a replacement. The Seventh Doctor generally eschews gadgets, but does carry a rather advanced pocket or fob watch latched into his left jacket lapel. From the outside it appears to be an ordinary gold pocket watch on a chain, depicting a hunting scene on one side. Inside it offers a three screen digital readout showing the time and a variety of other useful bits of information. The Doctor checks it quite often, although possibly not just to see the time as it monitors local energy signatures and displays their relative strengths. He also sets alarms to remind him of pivotal moments in his schemes, although it doesn't tell him which scheme or what he should be doing! Given the amount of extra functions he gave Ace's tape deck, it is possible it has several other traits and functions (perhaps Transmit, Augment, Control, Disable or even Forcefield).

Traits: Scan (Minor Good), Innocuous (Minor Good).
Cost: 2 Story Points

TIME CONTROLLER (MAJOR GOOD)

While the Daleks are not as advanced as the Time Lords, they still have access to very powerful temporal technology. Currently their ability only allows them to create time corridors, gateways to fixed points in time. However they are very good at creating and maintaining these gateways. Lacking the raw firepower of their rival Imperial Daleks, the Renegade Daleks make the most use of these devices. They allow them to send small teams in and out of areas for quiet and discrete missions.



The Time Controller is a small glass globe about a foot across that crackles with energy inside. It is not especially heavy, as a child can carry it easily. However it is complicated to control, requiring a few

minutes for even a skilled operator, who places their hands on the globe and realigns the energy matrix. Once set, the Time Controller can then open a Time Corridor between its current position and the coordinates it has been attuned to.

Traits: Travel (Major Good), Slow (Minor Bad), Vortex (Special Good).

Cost: 2 Story Points

ARTEFACTS

Some devices, such as the Hand of Omega and the Nemesis are beyond the scope of mere 'gadgets'. We call these rare and legendary items 'Artefacts' and they deserve special care and attention as their power can destroy stars and wipe out civilisations. The Fourth Doctor also came across several Artefacts, such as the Key to Time and the Dodecahedron, so this detail can also be found in **The Fourth Doctor Sourcebook**.

Artefacts are usually just as mysterious as they are powerful. Their powers and operation are not always obvious, even to a Time Lord. When the Daleks took control of the Hand of Omega, even they didn't know how to override the Doctor's previous commands. When such items end up in the hands of characters their best option will be to investigate the legends that will have probably sprung up around the device, and this is where the Gamemaster can lay clues for them to follow. Ancient carvings around its resting place might offer a warning to the unwary. Local legends from the time it was last used might offer hints at how a hero of old might have operated it. There may even be an order of ascetics who guard the knowledge of the device and only grant their secrets to those who prove worthy.

When designing an Artefact it is important to make it a vital part of the adventure. While the Fourth Doctor got involved in several scrapes collecting the Key to Time, finding the segment was ultimately the most important prize of each adventure. So the Artefact need not be all the characters are thinking about, but it should never be forgotten. Luckily, Artefacts are hard to forget as such powerful devices are usually being sought by several people at once. This means the characters will usually be racing to get hold of the Artefact before the competition, or spending all their time guarding it when they finally have it.

So the quest for, or use of, an Artefact is often an adventure in its own right. But having constructed that adventure, what does the Artefact do? Here the



Gamemaster is not limited to statistics and Story Points. Quite simply it does whatever you want it to. However, a 'God device' that does anything is a little boring so what may help is to design the Artefact as if it were a Gadget, but one that requires no Story Points to use (once you know how to work it) and has powers beyond the limits of the usual Gadget Traits. For instance, you may assign it the Gadget Trait 'Open/Close', but as an Artefact it can open or close *anything*. It might open doors, portals across time, the secrets of the mind or even the heart of a TARDIS. To give you some ideas for Artefacts of your own, we offer some detail on expanding the usual Gadget Traits to Artefact level:

Delete: The device can destroy anything, planets, a TARDIS, a star, whatever it is pointed at will be gone in moments.

Forcefield: The barrier this device can create is impenetrable, and need not be physical. It might just as easily create a prison or impenetrable shield for the mind. It might be designed to hold a TARDIS or a Time Lord criminal.

Open/Close: This device can open or close *anything*, not limited to physical doors. It might open doors, portals across time, the secrets of the mind or even the heart of a TARDIS.

Scan: In moments this device knows everything there is to know about anything that comes into its presence.

Skill: Plugged into the universal subconscious, this device is almost omniscient, able to impart any knowledge to its controller.

Transmit: Nothing can stop the signal from this Artefact, and nothing is outside its reach. Its voice might be so powerful as to become a weapon.

Teleport: Much like a TARDIS (almost an Artefact in their own right themselves) this device can take you anywhere or anywhen, and no barrier can stop it.

Weld: What is bound together by this device cannot be pulled asunder. It might create a bond as powerful as love between two people, or it might weld suns together to power new star systems.

You might also give the Artefact a few restrictions, which will work in much the same way as they do for usual Gadgets. A One Shot Artefact will make timing its use of vital importance.

While many Artefacts are simply powerful devices, they can take many forms. In some cases the Artefact might be constructed in several component pieces, like the Key to Time. So, all these pieces will have to be collected to get the device to work. However, with a truly powerful Artefact, each piece might be an Artefact in its own right with lesser powers of its own. However, when assigning powers to the component pieces, they should all fit the logic of the device as a whole. If the Artefact controls the elements, it might come in four pieces that each control fire, water, earth and air. An Artefact that can destroy a planet might be built of segments that are powerful weapons in their own right and assemble to create the super-weapon.

Many Artefacts are so powerful they gain a form of self awareness and even sentience, in much the same way as a TARDIS. This is especially true of Gallifreyan Artefacts, such as the Hand of Omega and the Nemesis. These items can be especially dangerous as they might resist their operators or even use their powers as they see fit. Such sentient Artefacts are rarely truly thinking beings; instead they have a very single minded personality, set on pursuing the agenda they were built for. This quirk can make the Artefact more frightening and alien, but it can also add comic relief, especially if it is something like a bomb that is desperately looking forward to blowing itself up and fulfilling its purpose. Such a device also offers an element of tragedy when that purpose is finally complete.

While some Artefacts are sentient, others might even be living beings. This is a fine line as any sentient creature, no matter how powerful, will usually be classed as a character. Some, like Princess Astra (see *The Armageddon Factor* in **The Fourth Doctor Sourcebook**) might be considered both. It may be possible to create other organic Artefacts. These devices might grow and adapt to their users needs, or to fulfil their purpose more successfully. They might even operate themselves, using their intelligence to defeat any attempt to disarm them. Using such technology living time ships might be possible, for instance.

Once you have created an Artefact there is only one thing left to consider: what will your players do with it? The Doctor has a sensible tendency to get rid of such powerful devices, but players tend to be hoarders. If they build a super-weapon for an adventure they are pretty likely to want to keep it and use it again. Even a less destructive Artefact can become a short cut to solving any adventure if



applied with a bit of cleverness. So the Gamemaster must create a decent reason the characters can't use it too often or keep it for themselves.

With especially powerful Artefacts there are usually godlike beings looking to collect them, beings that probably set the characters on the quest in the first place. When they come to collect the only sensible options are to hand the device over or throw it somewhere they can't get it. Either way, the characters won't have it. If they insist on keeping it, the godlike being will tighten the screws until they hand it over. However, some Artefacts might be too unwieldy to move. While the Dodecahedron shrunk to a convenient pocket size, the screens of Zolfathura certainly didn't (see **Meglos**, in **The Fourth Doctor Sourcebook**). The other reason not to keep a powerful Artefact is that others might need it more. The Artefact might power a civilisation, meaning the characters who steal it doom such a civilisation to a new dark age.

Finally, the cost of using it might be too great. The Artefact might require the energy of a Time Lord's regeneration, or a life to function. It might drain a TARDIS' energy, leaving it defenceless. It is up to the Gamemaster to build in a 'fail safe' to make sure the characters don't turn into a new terror threatening the universe.

◉ SAMPLE ARTEFACTS

THE HAND OF OMEGA

This ancient Gallifreyan device is one of the tools that gave them mastery of time. It is essentially a 'stellar converter' meaning it can manipulate the energy of a sun, even turning it into a controlled black hole. It is the Hand of Omega that created the 'Eye of Harmony', the black hole that powers most Time Lord technology.



The Hand of Omega takes the form of a long box that might be mistaken for a coffin. It has markings and designs on the outside but they are worn away after centuries of use, dulling the outside to a plain rusted black colour. The Hand was given into the care of the Doctor and it only really obeys his commands. However it remains able to interpret those commands with some intelligence, which is why it allows the Daleks to believe they have mastered its use.

As the main power of the device can manipulate solar energy it is also capable of manipulating smaller amount of energy. The Doctor uses it to 'charge' Ace's baseball bat so it might even damage a Dalek (ignoring the Dalek's armour at the very least). It can also float and follow its controller when required to fly itself into a sun.

Traits: Convert (Major Good), Delete (Major Good), Forcefield (Minor Good), Zap (Major Good), Restriction (Obeys its guardian only).

VALIDIUM, THE NEMESIS

Validium was created as the ultimate defence for Gallifrey by Omega and Rassilon in the ancient times and shouldn't have left the place. It is a living metal that possesses a certain intelligence and empathy, allowing it to bind itself mentally to a controller. This empathic link reaches both ways allowing the validium to understand many of its controller's secrets. Like a genie in a bottle, the validium wishes only to be free of a controller, but even the Doctor feared what it might do if left unfettered to wander the universe.

To function, the validium needs a critical mass. So when a piece escaped Gallifrey and connected to Lady Peinforte (see the adventure **Silver Nemesis**) it became a statue of her wielding a silver bow and arrow. To disarm the weapon the Doctor removed the bow and arrow, reducing its mass to a safe limit and then sent it out into space. Unfortunately, when it returned, two groups had got hold of the bow and the arrow, intent on reconnecting them and taking control of this powerful device.

Once more the Doctor stopped them both, and destroyed the Cybermen who had also arrived to lay claim to the validium. He commanded it to return to Gallifrey where we can only hope it remains safe.

Traits: Delete (Major Good), Zap (Major Good), Restriction (Must have a certain mass to function).



CHAPTER THREE

ENEMIES





ENEMIES



'Yeah, so who were they anyway? Who'd want to kill us?' 'I'm afraid there is an infinite number of possibilities.'

The Seventh Doctor fought a variety of enemies, and all his old foes returned to face him once again. However this time he was prepared, and his conflict with both the Cybermen and the Daleks became part of his deadly endgame. While the Seventh Doctor only faces each of these villains once, their history and battles with the Time Lord deserve a little more detail.

CYBERMEN

The Cybermen of the Seventh Doctor's era are a broken people. With their base on their home planet of Telos destroyed (see ***Attack of the Cybermen*** in **The Sixth Doctor Sourcebook**) the remains of their fleet are forced to roam space. However, they remain a deadly threat to those who cross their path, perhaps made moreso by their desperation.

The first Cybermen were the inhabitants of the planet Mondas, who were forced to adapt when their home began to travel far from its sun. They developed ways to augment their bodies with cybernetic implants, and as time went on they became more machine than human. They became colder and more ruthless as they lost their emotions and continued to augment themselves with cybernetic parts. However, this meant they could only increase their numbers by capturing other humanoids and converting them into

Cybermen. For this reason they have always coveted Earth and its inhabitants, especially as Earth was once the twin planet of Mondas.

Luckily, each time they have tried to conquer the Earth, the Doctor has been there to stop them. In their first encounter their home planet of Mondas was destroyed (see ***The Tenth Planet*** in **The First Doctor Sourcebook**). They moved to a new home called Telos, conquering the inhabitants the Cryons who could only survive in sub-zero temperatures. Using Cryon technology the Cybermen developed a way of hibernating, and stored many of their people in 'tombs' where they might lead new waves of conquest upon awakening from these secret bases.

Cybermen are cold and emotionless, and the conversion process makes them utterly dedicated to the Cyber cause. While they are linked they do not maintain a hive mind, although each is so lacking in personality they might as well be the same person. There is little command structure to Cyberman society. Each group is led by a Cyberleader, who may be more advanced or intelligent than the soldiers they command. However, if the Cyberleader is destroyed, one of the other soldiers will take on the mantle of leader and carry on with the mission.

After their encounter with the Sixth Doctor there is very little left of the Cyberman forces. They desperately seek a new base with which to launch a campaign of conquest across the galaxy once more.



When they heard that the comet Nemesis contained a powerful Gallifreyan weapon called validium, they were eager to claim it. They brought their entire fleet to Earth, unaware they are walking into a final trap set by the Doctor to destroy them once and for all.

While the Nemesis destroys the Cyberfleet, it is unclear if this is the last of the Cybermen. There might be many tombs on deserted worlds waiting to be reactivated, and other ships may have been absent from the fleet. While the Doctor dealt them a crippling blow, it would be naïve to assume that every last trace of them was gone forever.

CYBER AGENTS

As Cybermen are quite distinctive, they often make use of agents taken from the local population. These people are brainwashed with cyber-conditioning, although not converted into full Cybermen. The conditioning makes them loyal agents, even slaves, of the Cybermen. They are invaluable in preparing

the way for a Cybermen invasion, acting as spies and assassins to ensure the maximum impact for the full invasion.

The Cybermen have many ways to create Cyber Agents, some being more discrete than others. In the Seventh Doctor's era they put a headphone-like device on captured humans which converts them almost instantly. Unfortunately this makes the agents stand out and if the control device is removed in time the victim's real personality may reassert itself. More advanced Cyber Agents are created using direct brain implants, which takes longer but makes them almost undetectable. Such agents might also be augmented with discrete cybernetic parts to enhance their physical attributes and make them better able to perform their mission.

While vital for Cyberman operations, Cyber Agents are considered an expendable resource. The process often makes them unsuitable for full conversion, so most are killed when the objective has been completed.

CYBERMEN

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

SKILLS

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

TRAITS

Armour (Minor): The Cybermen's metallic armour reduces damage by 5.

Cyborg: The Cybermen were once human, but have everything apart from their major internal organs replaced with machinery.

Environmental (Minor): Cybermen can survive in the vacuum of space.

Fear Factor (3): Cybermen are pretty scary and gain a +6 to rolls to actively scare someone.

Networked (Major): Cybermen in a particular unit are in communication with others of that unit.

Slow: Due to their heavy cybernetic bodies, Cybermen are slow. They only have a Speed of 1 in chases.

Technically Adept: The Cybermen are extremely good at adapting technology they find to their own purposes.



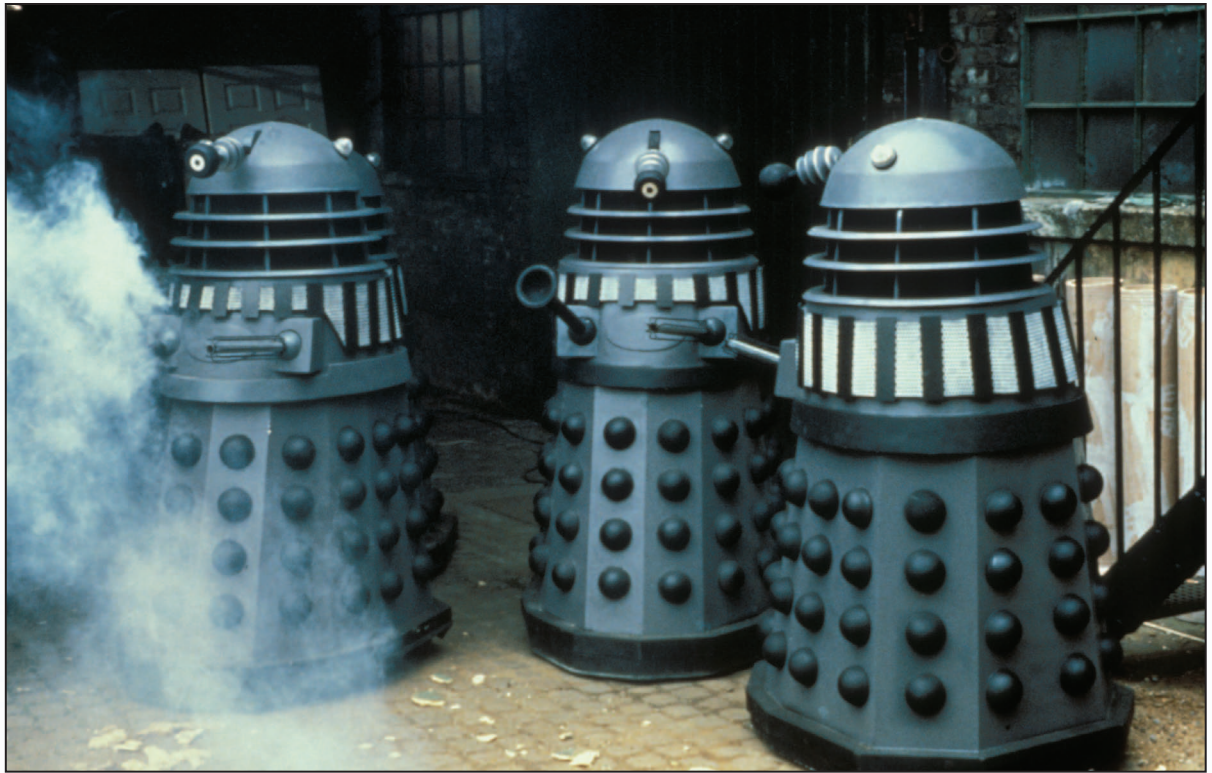
Weakness (Minor) Gold: Gold particles are lethal to a Cyberman, clogging its respiratory system. Exposure to gold dust should be treated as if the Cyberman is 'drowning' or suffocating in a vacuum. Exposure to gold is usually lethal for them.

WEAPONS: Particle Blaster 4/L/L

TECH LEVEL: 7 **STORY POINTS: 3-6**



ENEMIES



DALEKS

Once more, the Doctor's most implacable foes return to haunt him in his seventh incarnation. This time, however, they are fighting each other as a civil war rages between the Imperial Daleks and a Renegade faction. When the Seventh Doctor confronts them he doesn't just blunder across their plans as usual. Instead he sets a trap for them that leads to the destruction of their home planet.

The Doctor has faced the Daleks in every one of his incarnations, and was there at the moment of their birth. They were born from a bitter war between the Kaleds and the Thals that irradiated their entire planet. When many Kaleds developed mutations, their chief scientist Davros created a travel machine that would allow them to function. These travel machines were equipped with armour and weapons, making them mobile battle-tanks, and turned the helpless mutants into deadly soldiers. Not content with creating a new army, Davros also manipulated the development of the mutants, which he renamed 'Daleks', so they might be loyal to him and unclouded by emotions and mercy.

The Daleks rebelled against their creator, refusing to serve a non-Dalek. Davros was believed destroyed, leaving no one that could stop them. But before they

could leave their underground base the Fourth Doctor trapped them inside it, so it might be years before they emerged. Eventually the Daleks managed to dig themselves free and continued the ages old war against the Thals. Unable to face these new war machines the Thals were almost wiped out and those that survived were forced to leave their home planet of Skaro. This was no hardship as the entire world was now a desolate irradiated husk, incapable of supporting life other than the Daleks. However, the Daleks did not remain on their own world either. Driven by Davros' need for conquest and their own desire to purge the universe of everything non-Dalek they went on a crusade of destruction.

The new Dalek Empire enslaved and destroyed countless worlds. However, they were not simply thugs as the Doctor discovered when they attempted to manipulate the political balance between several planets, including Earth, from behind the scenes. They have constantly tried to 'improve' themselves with stolen technology, even attempting invisibility, and are never afraid to experiment on their own kind. They even attempted to restore their humanity, if only to become better conquerors. However, such attempts always led to schisms and civil war. The Second and Third Doctors fought their plots across several different planets and star systems.



Eventually the Daleks met their match in the form of the robotic Movellans. Unable to break a stalemate brought on by both sides' reliance on coldly logical battle computers, the Daleks returned to Skaro to find and restore their creator Davros. The Fourth Doctor was able to stop them, but this only meant the war continued. Davros made several attempts to adapt and control his creations, each time facing the Doctor once again. In the Doctor's Fifth and Sixth incarnations it is Davros that lies behind the schemes of the Dalek forces, and his defeat that has scattered them once more. However, somehow Davros has always managed to escape and create a new force of Daleks for his plan of universal conquest.

The Sixth Doctor came across Davros' plot to create a new Dalek race loyal to him, which he called his 'Imperial Daleks'. When the Sixth Doctor exposed his scheme, the 'real' Daleks of Skaro arrived to stop him and destroyed the Imperial Daleks. They arrested Davros and took him back to Skaro as their prisoner. However, it appears Davros managed to be rather persuasive with his captors. We can only assume Davros offered to augment the Daleks and in so doing turned most of them into new Imperial Daleks. The remainder of the Daleks that captured him in the first place were forced to flee and became the Renegade faction.

By the Seventh Doctor's era, a civil war has been raging for many years between these two factions. The Imperial Daleks hold the most advanced technology and greater numbers, and they have been augmented with bionics by Davros, now disguised as the Dalek Emperor. The Renegade faction, led by the Black Dalek, refuses to accept Davros as their leader. Obsessed with 'racial purity' the Renegades believe Davros has corrupted the Dalek race, and that the Imperial Daleks must be purged as impure anathema. The Imperial Daleks feel the Renegades are old, impure Daleks no longer fit to be part of their species.

While the Imperial Daleks are more numerous and have more resources than the Renegades, the battle is far from over. Both sides have extensive experience in temporal mechanics, and realise the key to their war is mastery of time as well as space. They have come to understand the subtleties of temporal manipulation. The Doctor tells Ace that even the Daleks would be wary of changing the course of established events as the results are so unpredictable. However, even though they may have matured they are still one of the most deadly species in the universe, but it is the Seventh Doctor who deals them all the hand that will end the game.

IMPERIAL DALEKS

Imperial Daleks are the most advanced type of Dalek at this time. Not only do their casings have the latest technology but the mutants inside are also augmented with bionic parts. This form of Dalek is recognisable by their white casing with gold trim. Otherwise they are just as cold and single-minded as ever. They are also utterly loyal to Davros, in his guise as the Emperor.

The Imperial Daleks maintain a large space fleet, but usually send a single mothership on any given operation. These motherships are vast, containing several Daleks and assault craft. A single mothership is often all that is required to take control of a planet. Such assaults are usually managed by transmat device if a subtle approach is required. However, if large-scale landings are required the assault shuttles can be launched. Each shuttle carries six Daleks and one pilot (who cannot leave the control position). The shuttles themselves have massive ground defence systems, making an approach very difficult. However, they also have an access hatch on the top that is almost undefended.

Special Weapons Dalek

Even though Dalek weaponry is extremely powerful they still sometimes require heavy ordnance. For tasks of unspeakable destruction they send in the Special Weapons Dalek. This Imperial Dalek is more heavily armoured than usual, and instead of a gun and manipulator arm it mounts a single energy cannon. The blast from this beam is capable of levelling buildings and destroying several Daleks with one shot.



The Special Weapons Dalek has the same statistics as any other Dalek (see pg. 30), but carries a heavy exterminator weapon. While the heavy exterminator does the same amount of damage (4/L/L) it is so powerful it ignores the first 10 points of Armour



ENEMIES

protection any target may have. The weapon also not only inflicts damage on the specific target, but also does full damage to anything within a 10' radius of the target as well.

Dalek Agents

The Imperial Daleks recognise the use of servants and slaves to do their bidding secretly when they don't want their plans discovered. In the interests of subtlety they favour placing control devices on a few local agents that can blend in with the inhabitants. The control devices are implants that connect to the brain, although an exposed circuit is visible behind

the ear if you know where to look. Those under Dalek control act much as they always did, but often become hesitant when asked questions as they require orders from their Dalek masters.

It is possible to remove the control devices but very difficult. It would be hard to do so without the Daleks noticing as the agent is in constant telepathic communication with his masters using the control device's wireless signal. If the control device is removed without the operation (or the Daleks) killing the agent they will usually awake with no memory of their time under Dalek control.

DALEKS

While there are several differences between Imperial and Renegade Daleks, the creatures are so dangerous as to make such details academic. Imperial Daleks are cybernetically augmented and have better weaponry and armour. But when both Imperial and Renegade Daleks are nearly impervious to weapons fire and can kill with a single shot the differences don't mean that much to those facing them.

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

SKILLS

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

TRAITS

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

Cyborg

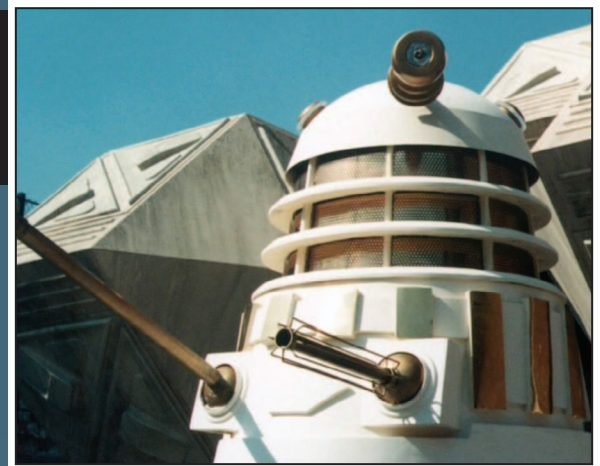
Environmental: Daleks are able to survive in the vacuum of space or underwater.

Fear Factor (3): Once you realise how deadly the Daleks are, they are terrifying, getting a +6 to rolls when actively scaring someone.

Flight: Daleks are able to fly. When hovering their Speed is effectively 1, when in open skies or space they have a Speed of 6. Note that Daleks don't actually fly during the Seventh Doctor's adventures so this trait costs a Story Point to use.

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

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



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

*The Dalek mutant inside has different attributes when removed from the Dalekanium casing. Of course, 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



RENEGADE DALEKS

The Daleks of the Renegade faction are an older, grey model of Dalek. While not as advanced as the Imperial Daleks, they are still extremely dangerous. A single Renegade Dalek can destroy a whole unit of well-armed army soldiers with barely a scratch. With fewer resources, the Renegade faction has to work with more secrecy and subtlety. They recruit agents but prefer to convince them to join their cause rather than force them to comply. So they look for people who share their goals of racial purity or just those greedy enough to serve the Daleks in return for promises of wealth and power. While this does not ensure the same slavish loyalty of a control device, it does allow their agents more creativity and initiative when their plans turn sour.

Essentially, Renegade Dalek agents are more effective, but less likely to die for the cause. For this reason the Renegades usually execute their agents as a matter of course once their mission is complete or their usefulness is at an end. The Renegade Daleks are no longer in control of Skaro, and have few spacecraft of their own. However, the Renegade faction has access to much the same

technological advances, albeit without the genius of Davros to improve them. They make particular use of Time Corridor technology to move from place to place more discreetly.

Dalek Controller

The Renegade Daleks have learned the value of creativity and imagination in their agents, and have extended this to their battle computer systems. However, they have also learnt the danger of trying to instil such qualities in themselves. So they capture a small child from the local area to function as a Controller for the battle computer.

This child is able to leave the computer system, and also makes an excellent agent as few people take notice of them, or consider them a threat. However, the link to the Dalek systems gives the child access to the computer data banks, allowing them to understand and operate Dalek technology. The connection also overrides the personality of the young mind, instilling her with the moral code of her masters. Coupled with a child's imagination and cunning it makes for a dangerous opponent, who seems to take pleasure in pursuing the Dalek agenda.

DALEK CONTROLLER

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

SKILLS

Athletics 4, Convince 2, Craft 2, Knowledge 4, Science 4, Subterfuge 4, Technology 5.

TRAITS

Enslaved: The Dalek Controller is controlled by the Daleks.
Face in the Crowd (Minor Good): +2 to any Subterfuge Skill roll to sneak about.

Innocent (Minor Good): Spend a Story Point to avoid suspicion.

Natural Weapons (Major Good): Lightning attack (Ranged: 4/L/L).

Networked (Minor Good): The Controller can sense others of its kind and know if they are in trouble.

Run for your Life! (Minor Good): +1 bonus to the Controller's Speed when escaping pursuit.

Voice of Authority (Minor Good Trait): +2 bonus to Presence and Convince rolls.



Vortex (Special Good): The Controller may pilot time craft through the Vortex, and gains +2 when doing so.

Obligation (Major Bad): Serve the needs of the Dalek race.

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



ENEMIES

To properly co-ordinate Dalek operations the Controller needs to fully connect to the Battle Computer. She does this by sitting in a command chair at the main computer and wearing a helmet shaped like a Dalek headpiece. The connection requires no wires and she can skip in and out of the seat as she pleases. She can also use the energy of the system to blast enemies with deadly lightning attacks. Corrupting children is probably one of the Dalek's most horrible crimes. However, if the child can be disconnected from the system (by destroying the computer or command Dalek) her true personality can reassert itself and she suffers no lasting harm, even though the disconnection is highly traumatic.

FENRIC

Before the universe began, before time itself, there were two opposing forces; we might call them the dark and the light, positive and negative, good and evil, although these terms meant nothing to them. As they clashed the universe was born. Time, matter, even life were created from their conflict. Eventually the forces negated each other, but not entirely. A small part of the darker force survived, the way evil always survives. Not true evil, but the memory of it, known by many names, one of which was Fenric.

Fenric is not really a person or a being, but a force of nature, a primal creature that is as old as the universe. It is a slave to its own instinct, creating pain and suffering just because this is its nature. It needs no reason to do what it does other than its own existence. This casual ruthlessness, coupled with millennia of experience and knowledge makes it more dangerous than almost any enemy the Doctor has faced.

The Doctor and Fenric have crossed swords before, in the 3rd century AD near Constantinople. In a great desert, where many armies had fallen before, they met for a final confrontation. But instead of bringing an army the Doctor challenged Fenric to solve a puzzle. Amazed at the audacity that this tiny mayfly creature had in challenging his intelligence, Fenric agreed. He expected to solve this puzzle instantly and then enjoy crushing this troublesome Time Lord. So he allowed the Doctor to carve chess pieces from the bones that littered the desert sands, which he used to present a chess puzzle.

The chess puzzle was a simple one. With only a few pieces remaining, how could one side win? Fenric stared and stared at the puzzle, getting angrier that there appeared to be no solution. As he poured more effort into solving the puzzle he grew weaker.

Eventually the Doctor was able to force Fenric's essence into a flask, which trapped him like a genie in a place called 'the Shadow Dimensions'.

For over seventeen centuries, Fenric remained trapped, but he was not idle. Even trapped, Fenric could still reach out and manipulate our universe, although not directly. Reaching into an alternative future he drew the last Haemovore into the past as his servant, tasking it to find the flask that was the key to Fenric's freedom. The Ancient One followed the flask as it changed hands across the centuries, until it was eventually stolen by Viking raiders.

The Vikings came to believe the flask, although valuable, was cursed, and they buried it. However, Fenric had already managed to take control of many of the raiders. He imbued them and their descendants with a fraction of his essence, creating 'the Wolves of Fenric', who would become his servants when the time was right. Later, Fenric conjured another time storm, one that brought Ace to Iceworld where she might meet the Doctor. He also manipulated a chess game in the study of Lady Peinforte, to remind the Doctor that he is returning and his time will come once more.

Eventually, in 1943, the flask was uncovered, having lain under the English town the Viking's descendants built. When opened, Fenric was freed at last, but the Doctor was there to stop him once more. Fenric took control of a vast supply of chemical weapons the military has been stockpiling, created with a poison Fenric has been feeding into the area. He tasked the Ancient One to release this poison across the world, where it would destroy and corrupt the entire planet.



However, the Doctor presented Fenric with the old chess puzzle once more, knowing he has never found the solution. Still unable to comprehend that such a 'lesser being' as a Time Lord might out think him, Fenric could not resist the puzzle. As his captured



body failed he stole that of a Russian Captain who actually traced his lineage back to the Viking invaders, making him a 'wolf of Fenric'. Unfortunately, Ace told what she believed to be the Russian Captain the answer to the puzzle. Both sides must join forces and work together.

Fenric was freed to continue his plan, but in the meantime the Doctor had been speaking to the Ancient One. He realised the poisoned world the Ancient One hailed from in the future was the direct result of what he will release in the present. While Fenric glories in pain and destruction, the Ancient One took no delight in seeing his world become a poisoned wasteland. Joining forces with the Doctor they once more defeated Fenric.

While Fenric's body was destroyed, it is unlikely the essence and power of the spirit is truly gone. It is quite possible there is nothing in the universe powerful enough to destroy Fenric completely. While it may take centuries for Fenric to rise again, he is a patient creature.

The statistics we present for Fenric really depend on the body he has possessed at the time, so the Gamemaster might adjust his physical attributes depending on who he consumes. Those possessed by Fenric are utterly suppressed, and possibly even killed in the process. Sadly, Fenric is so powerful, usually the complete destruction of his body in the only way he can be banished.

FENRIC

AWARENESS	6	PRESENCE	6
COORDINATION	3	RESOLVE	8
INGENUITY	8	STRENGTH	3

SKILLS

Athletics 3, Convince 4, Craft 4, Fighting 4, Knowledge 8, Marksman 4, Medicine 6, Science 8, Subterfuge 6, Survival 4, Technology 6, Transport 4.

TRAITS

Biochemical Genius (Major Good): May create biological and chemical 'gadgets', using Science instead of Technology for jiggery pokery.

Boffin (Major Good): Allows Fenric to create Gadgets.

Burn Essence (Major Good): Fenric can spend his Attribute points as if they were Story Points but suffers the same effects as being wounded. When one Attribute reaches 0 his possessed body fails and dies.

Immortal (Major/Special Good): Fenric cannot be truly killed, only his body destroyed.

Indomitable (Major Good): +4 bonus to any rolls to resist psychic control.

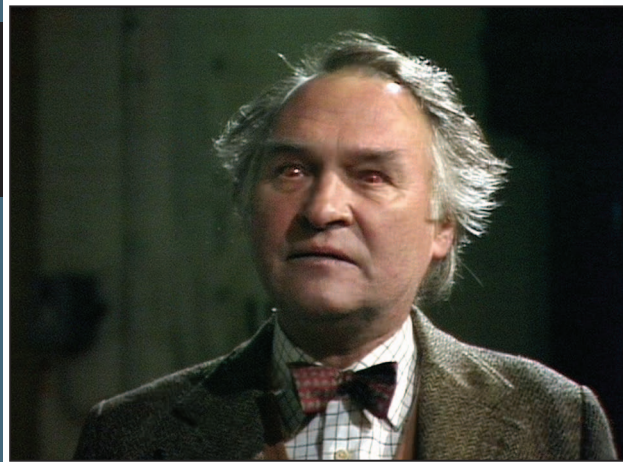
Feel the Turn of the Universe (Special Good): +2 bonus to Awareness and Ingenuity to detect something wrong with time or space.

Keen Senses (Major Good): +2 to all Awareness rolls.

Possess (Special Good): Fenric may attempt possession with a +4 bonus.

Psychic (Special Good): +4 against mental attacks and Fenric may attempt to read minds.

Tough (Minor Good): Reduce total damage by 2.



Voice of Authority (Minor Good Trait): +2 bonus to Presence and Convince rolls.

Adversary (Major Bad): The Doctor, and all that is good and pure.

Eccentric (Major Bad): Fenric cannot believe any mortal creature can out think him, so his arrogance won't allow him to leave a challenge he can't solve. He will use 'Burn Essence' as much as he can to improve his chance of beating the challenge if he initially fails.

Obsession (Major Bad): To see the entire universe burn with corruption and torment.

Selfish (Minor Bad): He puts his own needs first.

Uncreative (Major Bad): Fenric cannot think 'out of the box', incurring a -4 penalty to creative endeavours.

TECH LEVEL: 12 STORY POINTS: 12

THE MASTER

Having already faced the Daleks and the Cybermen, it is only fitting the Seventh Doctor's final confrontation should be with his old adversary, The Master. The Doctor and the Master have been opponents since their time as children on Gallifrey. Both decided to leave the cloistered halls of the citadel but for very different reasons. While the Doctor wanted to just see the universe, the Master wanted to conquer it and see it bow down before him.

Throughout the Doctor's third incarnation they clashed constantly, but eventually his plans for universal domination took their toll and the Master ran out of lives. He returned to Gallifrey in a broken body held together only by his will, planning to take control of a power that would allow him to live past his final incarnation. When that failed he crafted a subtler plan to steal the power of the Keeper of Traken, possessing the body of Consul Tremas, the father of the Doctor's companion Nyssa, and rejuvenating himself. The Master last encountered the Doctor during his trial (see *The Ultimate Foe* in **The Sixth Doctor Sourcebook**), when the Master proved to be a secret ally manipulating events in the Doctor's favour – to his own ends, of course.

The Master's plots are usually carefully considered and planned before their execution. He is meticulous in their detail and works hard to cover all the angles, often predicting his opponent's responses and planning for them. This is one of the reasons the Doctor is so hard to defeat; he is so horribly unpredictable, even to himself. The Master is also fond of using agents to further his plans, often unwitting ones. He likes to stay back and monitor the situation carefully so he might adjust his plan, and to keep his enemies unaware of who is really behind the scheme. For such plots his extraordinary powers of hypnosis have proved invaluable. Many of his agents are left mesmerised into playing their part without any understanding of what they are doing, and so if they are captured can say nothing. Only when the trap is ready to be sprung does the Master come out of hiding, like a spider in a web, to take the prize for himself.

While the Master is a megalomaniac, a genius and a ruthlessly selfish survivor, he is ever the gentleman. He is always polite and civilised, even urbane to his enemies. In fact, the more he respects them for their skill and ability, the more polite he tends to be. Rudeness is the evidence of a lesser mind; only those who are weak or fearful get angry or emotional with their enemies. So the more dangerous the enemy,

the more eager the Master is to prove he is above such things. This doesn't mean he plays fair though. He will backstab, double cross and cheat his way to victory using any means necessary. While he sees his plots and machinations as a game he has no problem with breaking the rules. If that defeats his enemy, then they weren't thinking ahead far enough. Any move is fair play and to not make the most advantageous one is simply lunacy.



This attitude is one of the reasons the Master wants to see the Doctor destroyed. He has been defeated at almost every turn and constantly seeks to even the score. He doesn't want the Doctor dead; there is no fun in that. He wants the Doctor to know he has been beaten, to kneel before him and be forced to acknowledge it. It will also be a shame to see the Doctor destroyed as then there will be no one left with the intelligence and experience to truly understand just how clever the Master is. This makes him prone to gloating, which often proves to be his downfall.

After his encounter with the Seventh Doctor, the Master's fate is unclear. Is he destroyed as the feral planet tears itself apart around him? Does he finally give in to the animal instincts he has been fighting for so long? We cannot be certain. But with the Master, it is better to assume he is still alive unless you actually see his body, and even then he has still been known to return. While he has many skills, his main talent has always been to survive, no matter the cost.



ENEMIES



THE MASTER

AWARENESS	4	PRESENCE	6
COORDINATION	4	RESOLVE	6
INGENUITY	9	STRENGTH	3

SKILLS

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

TRAITS

Attractive (Minor Good): +2 bonus to any rolls that involve the Master's looks.

Boffin (Major Good): Allows the Master to create Gadgets.

Charming (Minor Good): +2 bonus to attempts to use charm.

Hypnosis (Special Good): +2 bonus to control another's actions and feelings and may attempt to possess subject.

Indomitable (Major Good): +4 bonus to any rolls to resist psychic control.

Percussive Maintenance (Minor Good): May re-roll repair attempts.

Photographic Memory (Major Good): May spend a Story Point to remember something the character has seen but the player has forgotten.

Reverse the Polarity of the Neutron Flow (Major Good): May reverse a test result once per adventure.

Technically Adept (Minor Good): +2 to any Technology roll to fix a broken or faulty device.

Voice of Authority (Minor Good Trait): +2 bonus to Presence and Convince rolls.

Block Transfer Specialist (Major Good): +3 to any Mathematics roll and +1 to all Jiggery-Pokery rolls.

Time Lord*

Time Lord, Experienced x 12 (Special Good)

Time Lord Engineer (Major Good): Doubles the bonus of Technically Adept to +4.

Time Traveller (Major Good): Familiar with all Tech Levels.

Vortex Born (Major Good): May re-roll a failed test involving time or time travel.

Adversary (Major Bad): Most everyone, but especially the Doctor and the Daleks.

Eccentric (Major Bad): Megalomaniac, control freak, twisted game player: take your pick!

Obsession (Major Bad): Beat the Doctor and conquer the universe, and not always in that order.

Selfish (Minor Bad): The Master only ever thinks of himself.



Wanted Renegade (Special Bad): Not only the Time Lords seek to bring the Master to justice.

Weakness (Minor Bad): -2 to rolls when Gloating, he can't resist it.

PERSONAL GOAL

To rule the universe and see everyone bow down before him, especially the Doctor.

PERSONALITY

The Master is ruthless and callous, considering nothing more important than furthering his plans and protecting his own life. He kills without hesitation, but only when his plans require it, as dead bodies create complications. He considers all other life forms beneath him, and that to command them is his birthright.

BACKGROUND

A graduate of the Academy from the same chapter as the Doctor, the Master was one of Gallifrey's brightest students. However, he developed a lust for power and obedience bordering (if not crossing into) madness. He has committed atrocities against countless cultures and nearly destroyed the entire universe on at least one occasion. Luckily, the Doctor, his arch-enemy, has always been there to stop him, much to his annoyance.

EQUIPMENT: Compression Eliminator (2D6/L/L)

REGENERATIONS USED: 12+ (Now in stolen body)

TECH LEVEL: 12 **STORY POINTS:** 6

*The Master can no longer regenerate, nor does he have any of the anatomical advantages of a Time Lord.

THE RANI

Not every renegade Time Lord wants to rule the universe, or even try to stop those who do. Some leave Gallifrey simply so they might pursue their interests in peace and without interference. This is true in the case of the Rani, a contemporary of both the Doctor and the Master at the Prydonian Academy. Unfortunately the interests she wants to be left alone to pursue are possibly far more horrific than anything the Master might consider.



The Rani is a gifted biochemist, able to manipulate the stuff of life almost on a whim. On the one hand she is looking to create the perfect life form, but on the other she just enjoys taking apart anything biological to see how it works. She is a mistress of all kinds of biology, able to augment her servants or create deadly insects and diseases. Her most complicated experiment linked several stolen geniuses together so she might calculate the right equations to grow a living, planet-sized time manipulator. With such a device she would be as a goddess, able to go to any point in a species' history and remake it to her design.

Despite eschewing power, the Rani does control a planet called Miasimia Gorja. She uses it as a global laboratory, experimenting to enhance the population to make better servants. Unfortunately a side effect of one of her experiments left her people without the ability to sleep, which was driving them mad. So she used times of violence in Earth's history as a cover for stealing the vital neuro-chemicals she required from humans to solve the problem. While the process killed the victim, at such times no one noticed a few more bodies.

Luckily the Sixth Doctor arrived in 19th century England to stop her. Against her better judgement the Rani teamed up with the Master, but even this was not enough to deal with the interfering do-gooder (see *The Mark of the Rani* in *The Sixth Doctor Sourcebook*).

While beautiful and intelligent the Rani is utterly amoral. Anything that isn't Gallifreyan is a 'lesser species' to her. To her they are no more worthy of concern than an ant. No pain or torment she inflicts with her experiments is great enough to stir her conscience. There are Nazi doctors who showed more concern for their patients.

The Rani finds both the Doctor and the Master extremely tiresome. Whenever she runs into one, the other can't be far behind, and both of them have a tendency to mess up her carefully organised experiments. Their battles across time and space are met with a withering stare, as an elder sister might tire of her younger brother's childish antics. She sees their conflict as a pointless squabble that is frankly beneath both of them, and wishes they would do something more useful. Even their goal to control or save the universe seems like a waste of time and effort to her. Controlling the universe would only be an annoying distraction, and saving it a hobby she simply doesn't have time for.

First and foremost the Rani is a scientist, and might form an alliance with anyone who can assist her experiments. She does not look to do harm, it's just that she doesn't care if she causes it. It is also important to remember she is a Time Lord. Like the Doctor and the Master she meets her adversaries face to face and defeats them with her intelligence. Despite being attractive she never uses her sexuality or attempt to manipulate her enemies by appearing weak and in need of protection. She tends to avoid guns (her biological weapons are far more deadly) but has no qualms about using any tool that gets the job done. Who, or whatever that tool might be.

THE RANI

AWARENESS	4	PRESENCE	5
COORDINATION	4	RESOLVE	6
INGENUITY	9	STRENGTH	2

SKILLS

Athletics: 3, Convince: 3, Craft: 1, Fighting: 1, Knowledge: 5, Marksman: 2, Medicine: 4, Science: 4 (Biology, Chemistry), Subterfuge: 4, Survival: 2, Technology: 3, Transport: 3.

TRAITS

Attractive (Minor Good): +2 bonus to any rolls that involve the character's looks.

Biochemical Genius (Major Good): May create biological and chemical 'gadgets'. Using science instead of Technology for jiggery pokery.

Boffin (Major Good): Allows the Rani to create Gadgets.

Doctorate (Minor Good): +3 when using Biology or Chemistry.

Indomitable (Major Good): +4 bonus to any rolls to resist psychic control.

Reverse the Polarity of the Neutron Flow (Major Good): May reverse a test result once per adventure.

Quick Reflexes (Minor Good): The Rani always goes first in her Action Round unless taken by surprise.

Technically Adept (Minor Good): +2 to any Technology roll to fix a broken or faulty device.

Time Lord (Special Good)

Time Traveller (Major Good): Familiar with Tech level 5 and below.

Tough (Minor Good): Reduce total damage by 2.

Voice of Authority (Minor Good Trait): +2 bonus to Presence and Convince rolls.

Vortex (Special Good): The Rani may pilot time craft through the Vortex, and gains +2 when doing so.

Insatiable Curiosity (Minor Bad): The Rani will investigate anything that sparks her curiosity unless she passes a Resolve + Ingenuity roll at -2.

Obsession (Major Bad): Experimentation and biological advancement.

Selfish (Minor Bad): The Rani puts her own needs first.

Voice of Authority (Minor Good): +2 Presence and Convince rolls to get people to do what the Rani wants.

Wanted Renegade (Special Bad): The Rani's methods are unconventional, which is why she left Gallifrey.



PERSONAL GOAL

To continue her experiments in peace.

PERSONALITY

The Rani is elegant and clinical, the epitome of the brilliant doctor who is unconcerned with her patients. To her, anyone who isn't a Time Lord isn't really any more than an animal to her. Certainly she has favourite pets, but they don't really have *feelings*. While she is polite and mannered, she is also utterly ruthless and used to getting what she wants. She always works to a precise plan and engages enemies with her intellect, which is also her greatest weapon.

BACKGROUND

The Rani is not only a graduate of the same year but the same class at the Prydonian academy as the Doctor and the Master. Like them she found the rules of Gallifrey not to her taste, so she left. Not even the Time Lords should be allowed to meddle with her experiments. As she keeps to herself and has few plans to take over the universe the Time Lords mostly leave her alone. A cynic might suggest they hope to benefit from the incredible discoveries she has made, even if they are at the cost of so many lives.

EQUIPMENT: Mind Control Worms (Special Gadget); Hypnosis (Special), Weapon (4 /L /L).

REGENERATIONS USED: 1

TECH LEVEL: 10 **STORY POINTS:** 7

CHAPTER FOUR

DESIGNING SEVENTH DOCTOR ADVENTURES





“Time for a quick adventure, and then back for tea.”

SEVENTH DOCTOR THEMES

Chapter Seven of **Doctor Who: Adventures in Time and Space** offers a wealth of information on creating adventures, so this chapter is designed to complement it rather than replace it. As you are already familiar with how to construct adventures we'll concern ourselves here with how to make adventures that reflect the themes and style of the Seventh Doctor era.

As you might imagine, there are certain traits and tropes that Seventh Doctor adventures share with his other incarnations. In terms of story structure they often follow similar paths. As with other eras, that also includes a few well-chosen cliffhanger moments for the end of each session. The usual themes of fighting against terrible odds and terrible evil remain just as relevant as they have always been. The Doctor is still a wanderer, an explorer and a little eccentric. The Seventh Doctor also had his turn fighting the evil of the Daleks and the Cybermen as his predecessors had done.

However, there are also several elements that will give your adventures a more specific feel for the Seventh Doctor era. So without further ado we should take a look at them, before the tea starts getting cold.

While it certainly isn't a good idea to cram everything into one adventure, there are several themes that you might incorporate into Seventh Doctor adventures. One or two will do, most usually one for the main plot and one for a sub-plot. This being the Seventh Doctor, such themes might also be used for sub-plots based on one of the companion's backgrounds as well. It is very much in the style of the Seventh Doctor to make the adventures personally relevant to his companions, especially their fears and weaknesses.

THE MAD MAGICIAN

The Seventh Doctor is not quite the bumbler through time his previous incarnations were. Like a magician he is often using cunning and misdirection to confuse both friend and enemy alike. Nothing is quite what it seems and the Doctor certainly keeps his cards very close to his chest.

In the same way, each adventure might be layered and deceptive. Good guys might turn out to be bad guys and the most obvious threat masks a more dangerous foe. What you seek is not what you need, and what you need turns out to have been under



your nose all the time. To solve such adventures you need to find the man behind the curtain, but which curtain? Misdirection, as with any good magic trick, is key.

JUSTICE NOT RIGHT

Like his previous incarnations, the Seventh Doctor was always ready to draw a line in the sand against evil. However, he is usually looking for justice, not necessarily right. He is a judge, the keeper of the laws of time, not a rogue agent looking to make an on-the-spot moral decision. Justice is about the big picture, and as such is not always fair to every wronged party.

Despite his chatty exterior, the Seventh Doctor did not stay his hand when whole planets were to be destroyed in the name of justice. In these adventures the Doctor must often punish his enemies, not just defeat them. He offers them a choice: change their ways or be annihilated.

Unlike his fourth incarnation, he no longer baulks at the genocide of an evil force, but he still does not commit such acts casually. He works according to the law and offers his foes a fair chance to prove their innocence or contrition. The companions too may have to face these same decisions, and so may find themselves acting as judge, jury and even executioner.

GREAT POWER, GREAT RESPONSIBILITY

The Seventh Doctor has a little more responsibility than his previous incarnations. He is trusted with powerful devices like the Hand of Omega and the secrets of the Nemesis. These are not just oddities he's picked up but a sacred trust granted to him by the Time Lords. They are a responsibility to be taken very seriously indeed.

A devious Gamemaster might give the characters the responsibility of taking care of something exceptionally powerful and dangerous, perhaps something they have very little understanding of. How might they use the device, and who will come looking for it? More to the point, why were they given the device? What is it that they can do with it that no one else can?



FOLLOWING YOUR OWN FOOTSTEPS IN TIME

The Seventh Doctor is very good at laying trails of breadcrumbs for himself to follow. Sometimes he has to figure out not what the bad guys are doing, but how to fathom the clues he has left for himself ahead of time. Cryptic messages might dog the heels of the characters, but can they trust them? How can they really know they are from their future selves, and if the timeline changes how can these messages be trusted? What happens if the characters decide not to heed their future selves' advice? Maybe their future selves have planned even for this?

CROSSING YOUR OWN TIMELINE

The reverse of the above is also possible. If the characters meet younger versions of themselves, what advice might they give them? Is it even right to explain who they are? How careful do you have to be when you are holding your own mother as a babe in your arms? Knowing what you know now, would you



warn yourself to avoid the trials and torments you know are yet to come? Can you warn your younger self of the terrible tragedies you failed to avoid? If you do, will you be the same person?

TEMPTATION

Everyone has a bad side, and it's very tempting to take the easier path. Both villains and characters can be slaves to their own desires. But where the villains succumb to their base natures the characters should manage to rise above theirs. Temptation need not be attractive. Ace often declares she is scared rigid, but resists the temptation to take the easy way out and stay in the TARDIS.

Temptation appeals to our most basic urges and needs. When it becomes personal it is very difficult to resist. Sometimes there is nothing wrong with following your dreams and desires, but when there is a cost, to either you or someone you know, it becomes a more difficult decision.

ENLIGHTENMENT THROUGH CONFLICT

Adventuring with the Seventh Doctor is not all fun: he has a plan for you. The Seventh Doctor likes to test his companions, putting them through the mangle so they might become stronger for their experience. Ace is practically tormented by the Seventh Doctor, who takes her to her most feared places and makes her face her issues with her mother and her terror of Gabriel Chase.



It isn't clear what the Doctor intends, but Ace certainly learns from her experiences. It need not just be the companions though. Every character might be faced with their deepest secrets, fears and even desires so they might be tested.

BRITISHNESS

There has always been something very British about the Doctor and his seventh incarnation is no exception. He is polite to strangers and raises his hat to those he meets. He is not just an explorer but seems at times to be a Victorian adventurer. Just like the Victorians he always thinks he knows better. At the end of an adventure the time travellers seek not glory or fame but a nice cup of tea. When sorely tested, can the characters remain polite and calm?

A DISH BEST SERVED COLD

By his seventh incarnation the Doctor has made a lot of enemies. Even those he has beaten are unlikely to accept their defeat and have been planning revenge for many years. Revenge is a powerful force and while many parts of the universe praise the Doctor for his vital assistance, just as many places curse his name and plot his downfall.

In a Seventh Doctor adventure the Gamemaster shouldn't be afraid to bring back old enemies, who have a personal stake in the characters' defeat. Conquest of the universe, untold wealth and power beyond imagining all shriven to nothing compared to the chance to finally even the score after an ignominious defeat. This time they have a plan, one designed specifically to destroy the characters, and they will not be caught out by the same tricks as last time.

ADVENTURE STRUCTURE

As well as the themes listed above, many of the Seventh Doctor's adventures fit into a particular type of plot. Again, you need not be constrained by the types of adventure we detail below, but they do follow the style of the Seventh Doctor. So if you create a campaign, you may find it a good idea to include several of these forms of scenario to give your adventures a Seventh Doctor twist.

ALIEN INVASION

This type of adventure is quite standard for any era of *Doctor Who*. Aliens are coming to destroy or conquer and the characters must stop them. It's a pretty simple and straightforward sort of adventure with clear goals and an obvious enemy. This makes it perfect as an introduction or as a climax to a campaign. An alien invasion allows you to run adventures on a grand scale and add a lot of action to the plot. You may also like to involve UNIT to give the characters a little back up.



What is special about Seventh Doctor adventures is that these invasions are often quite local. The bad guys might eventually be looking to take over the world, but for now they want to form a beachhead in a sleepy little village. Quite often this is because the area has some strategic value or an artefact the invaders need for their ultimate plans. Even though the conflict is small, the stakes are still high. If the good guys cannot stop them here, stopping the main invasion will be near impossible.

Sometimes though, the invasion is not really concerned with Earth. The planet is not the prize but merely a staging ground. While the inhabitants will get caught in the crossfire, the invaders are actually seeking the destruction of a third party. The Daleks bring their civil war to Earth, as does Morgaine. So when the first wave of invaders land it is not up to the characters to stop them as much as find out what the hell is going on and what else might be following them. Can they strike a deal with their enemies or are both sides as terrible as each other? Maybe the invaders have actually come to help against what is already on the way.

SOMETHING HERE IS WRONG

Another classic *Doctor Who* adventure is one where the Doctor lands somewhere that appears normal but where something appears to be terribly wrong.

Sometimes it may be obvious, such as the brutal oppression of the *Happiness Patrol*. However, it can also be subtle, as in the strange manor in *Ghost Light*. In fact, this type of adventure works best when there is something odd but the characters can't quite put their finger on it. It instantly creates a mystery and makes the characters think hard about what it might be rather than try to follow a linear plot. As they wander around looking to pin down what is nagging at them they begin to interact with the world and discover the various powers and players in the adventure. By the time they find out what is really wrong, and then start trying to fix it, they have already walked too far into the plot of the villain.

THE TRAP IS SET

The Seventh Doctor in particular likes to set traps for his enemies and let them come to him. These plots might take years to draw in their target but when they do the Doctor is waiting to spring the trap. It's never easy, of course, as the villains in question are both dangerous and cunning, but their own greed and thirst for power is usually the key to their undoing.

While it is unlikely the characters will conceive of a trap quite as clever as the Doctor's, there is no reason they shouldn't find themselves part of his plot. He might not even appear, having set the wheels in motion he trusts the characters to prevail and for



events to unfold as he has predicted. In fact, he may trust the characters' skills so much, he has told them little to nothing about how this trap is supposed to work!

THE PRISONER

Some of the Seventh Doctor's enemies have already been dealt with and are actually prisoners in their lair. Now that considerable time has passed the original purpose of the prison has been long forgotten, and the prisoner in question has found a way to assert their authority. The prison might have become a residence (as in *Paradise Towers*) or even a galactic trading point (as in *Dragonfire*). Of course the prisoner is still a prisoner, even if they have the run of their jail. Such prisoners have been planning a jailbreak for many years, even centuries, because there is one thing their captors failed to take into account. It might be a weakness in the prison, or that they leave the key tantalisingly out of reach to torment them. All it takes is for some naive visitor to bring them the key or the last component they need to create a device that will let them escape...



AN OLD ENEMY

Someone like the Doctor makes a lot of enemies. Those who escape justice often come looking for revenge, or at least payback. However, some (like the Rani) might bear little malice, but see the Doctor as a useful tool. When such an enemy makes an appearance they will have a plan, and it will be one they have considered carefully. They will know the characters well and use their nature against them. Whatever their vice, be it an inability to resist a mystery or a sucker for a damsel in distress, this will be the hook that draws them into the trap. Only when the trap is sprung will the enemy reveal themselves and by then it may be too late.

UNIT IN THE SEVENTH DOCTOR'S ERA

While we see little of UNIT during the Seventh Doctor's era, we do see its beginning and its evolution into its modern incarnation. In *Remembrance of the Daleks* we meet the Intrusion Countermeasures Group, a small arm of the British military tasked with dealing with 'unique threats'. What no one wants to

really admit at this point is that by 'unique threats' we are really talking about alien invasions. Later, in *Battlefield* the Doctor encounters a new, more modern UNIT. Having faced several alien invasions they are now taken very seriously, with open support from not only the British government but several foreign ones as well. This new UNIT is a worldwide defence force, well equipped and trained to deal with anything that might seek to dominate the Earth.

The Intrusion Countermeasures Group (ICG) makes a perfect setting for a small scale UNIT style campaign. While they have the support of armed soldiers, they are a very small organisation, one where everyone knows everyone else. Resources are tight, and constantly need to be justified. They are finding their feet and constantly having to prove to their superiors the threats they face are real and not some trick to get hold of more funds. Even so, with few of their superiors understanding what they do, the members of the ICG have a lot of autonomy, and are free of a lot of military hierarchy.



ICG characters might also be a very varied group. While the standard military archetypes are to be found here, the unit also values scientific staff. In fact, they rely on their physicists and biologists to recognise potential threats and determine the right way to defeat them. It is also quite likely Torchwood would infiltrate such a group, possibly giving them support clandestinely as they saw fit, or quietly stealing any intelligence they acquire.



Eventually the ICG proves there is a need for a more dedicated and better-equipped force, and UNIT is formed. Given the ICG is a British organisation, and UNIT an international one; it is quite possible that other countries had their own ICG units, which were amalgamated under UNIT. These early days of UNIT would also make for a very interesting campaign. The various ICG groups would have to work together, and share technology and resources, but might not entirely trust each other. They may also have conflicting orders from their own governments, more eager to steal what they can from foreign powers than work against an alien threat.

Several years later we meet the fruits of these early attempts at détente, modern UNIT. This UNIT has developed further than the Brigadier ordering five rounds rapid. The men and women who serve in this force are better equipped to face non-terrestrial opponents. New forms of technology and weaponry give them more than a fighting chance against alien creatures, who often prove invulnerable to common bullets. It is no longer just about “every man doing his best” but applying training and intelligent force to a threat that they understand (at least in general terms). This is not to say the Brigadier is a dinosaur, and his wealth of experience is not only accepted but valued, but modern UNIT is a force that values strategy and tactics over “getting stuck in”.

UNIT campaigns in this era are more able to deal with alien threats than ever before. What they need, they get. Anti-Dalek weapons, silver bullets, gold plated ordnance for Cybermen; nothing is too ridiculous. The powers that be recognise that if UNIT falls, nothing else matters so they get all the help they need. There have been plenty of other changes too. Much like the modern army, women are now in respected command positions and a mixture of backgrounds and nationalities serve together.



Adventures using this most modern UNIT are very different from the UNIT of the past. No more blasting away desperately at the enemy. Now they bring technology to the battle in a way they never could before. With the resources behind them to get the job done, they can apply intelligence as well as brute force. Each engagement is designed to test the enemy and retreat with minimal losses, until enough has been learned for formulate a way to destroy them. The battle to save Earth is now a war of strategy and intelligence, not individual heroism and the occasional lucky break. Not to say that every now and again they don't just need the right man in the right place with the gumption to stare a demon in the eye and pull the trigger.

FORGETTING THE TARDIS

Unlike his previous incarnations, the Seventh Doctor rarely uses the TARDIS as more than a vehicle. It is there simply to get him to the next adventure. In some adventures we don't even see the control room. Once he arrives the Doctor relies on what he has available rather than return to the TARDIS for a special gadget, or use its incredible energy to create powerful force fields or manifest some ancient Gallifreyan power. It is almost as if the Doctor



has decided the old girl needs a rest. As an arch manipulator, maybe the Doctor considers using the TARDIS somehow cheating in the game; to use such an awesome device would make it all too easy.

We usually encourage Gamemasters and players to remember their TARDIS and find new and interesting ways to make use of its incredible power. But for Seventh Doctor campaigns the opposite is true. Now the Gamemaster should encourage the characters to avoid resorting to gadgets and the safety of their blue box. This might be tough, as the TARDIS is a powerful device, and it might be hard for some players to give up.

The easiest, but rather heavy-handed way to reduce TARDIS use is to restrict it. Maybe a rock fall cuts off access to it. The bad guy might steal it or its key. Perhaps powerful energy has built up and it is not safe for humans to be inside it for a little while. While effective, this method is like using a hammer to crack a nut and your players may well feel hard done by. So use it sparingly, and back up the removal of access by making it part of the plot. If a villain has stolen it, what are they going to do with it? What caused the energy build up and can they find something to help fix it? It will certainly feel less like 'taking their toys away' if the purpose of the adventure is to find a way to get the TARDIS working or get it under their control again.

A more subtle method is to simply make the players forget about the TARDIS. You can do this by making it clear the answers to their problems exist outside their blue box. Clues and resources should be a little more obvious, although their function and use might not be. Only when the characters leave the TARDIS do they begin to discover answers to what is going on. They need to talk to people and find out what they know to get to the bottom of the mystery. In fact, people are the key here. It should be quickly apparent that scanning for alien tech or doing a sensor sweep won't glean half as much information as talking to the maid or interviewing the local bartender.

Each piece of information should also raise a few more questions and deepen the mystery. It may be obvious their mysterious host has an aversion to cats, but why and how can it be used? Once the characters start following the clues they won't need to make use of their TARDIS. If they realise the answer, however obscure, is outside the TARDIS it is in the characters' best interests not to spend much time inside it.

GOING BUMP IN THE NIGHT

Much as they are exciting and incredible, the Doctor's adventures can also be dark and terrifying. Horror plays a strong part in many of the Seventh Doctor's adventures, but never relies on shocks and frights. Instead the horror is one of lingering dread,





where something is twisted and wrong. Under the mundane surface, something sickening and horrific lies beneath, watching and waiting. It must be faced not only with bravery but also with faith and purity, lest it corrupt you too. There are plenty of techniques and themes the Gamemaster can use to create fear and dread in a game. So here are those that relate best to the style of the Seventh Doctor's adventures.

ISOLATION

Our greatest fears come out when we are alone. When we are isolated we know there is no help on the way. With a TARDIS, it is hard to cut off the characters completely, as they need only run there to escape. However, if they run away, things can only get worse. It is easy to isolate the area the adventure is in; a deserted asteroid, a lonely house in the middle of nowhere, a breakdown on an empty road. People don't come to these places, so there is no one to help you, and no one to stop the villain if you don't. Just to emphasise the point, you might have help arrive in the form of a policeman who is quickly dispatched. It becomes clear that if the characters call for help they are only responsible for more deaths.



While the Gamemaster will need to be subtle about it, another good tool to increase the isolation is to split the character group. This is often hard as most gamers know that 'splitting up the party' is probably the worst mistake they can ever make. However, you don't need to get them all alone. If you can just get one of them alone you can torment just that character. Even if you can't get any of them alone, just breaking the group down into pairs will help. You might give them too many clues and not enough time to allow them to check them all out together. This forces them to separate at least a little to cover more ground.

It is also possible the players themselves might help break up the group. If they are put in the right situation, the stresses between the characters and a few arguments might naturally break the group. If you try this approach, make them feel safe before pushing their character's buttons. Only when they have stormed off in a huff do they realise they are alone, and the place might not be quite as safe as it first appeared.

PRIMAL FEARS

Another way to invoke the right sort of atmosphere is to rely on more primal fears, the fears that bypass our conscious mind that we are almost pre-programmed to be terrified by. Fear of being alone, the dark, confined spaces and even poisonous creepy crawlies are all things that provoke at least some sort of response in most people. When players imagine what their characters are going through, when you describe something scuttling over their foot as they squeeze down the thin secret passage, or how they can't see the others when the lights go out, their natural empathy with their character will put them on edge.



Shocks and scary monsters don't bring anywhere near this sort of fear to the gaming table, because the players can't empathise with what their character might feel. Haemovores might be scary to meet, but the players don't know what its like to stand in front of one. They do know what it is like to be alone in a dark room.

FEAR OF THE MUNDANE

Ordinary things are not meant to be scary, so when they are, they are doubly so. The Psychic Circus is an excellent example of this. While clowns often come under 'primal fears' they and the circus are meant to



be fun and safe. When they turn out to be dangerous and corrupt it makes us doubt everything else we believe to be safe and secure. The key to fear of the mundane is to offer small clues that something is deeply wrong. The smile of the clowns might be too false, the maids in the house too polite, and the plants in the forest a sickly rather than natural shade of green.



These oddities show the players that little can be trusted. If even the most basic parts of their environment are somehow wrong, how can the most complicated parts be right? Worse yet, what can they trust to behave as they expect? They will have to be on their guard against everything, because anything could prove dangerous.

A lot of this sort of fear comes from corruption, where something familiar has become different and unnatural somehow. In *Ghost Light* this sort of corruption is the most evident. Something alien has taken control of something familiar and twisted it. While the alien force is doing its best, it simply does not understand the subtleties of what it is using and it is perverting it in horrible ways, even if it doesn't intend to. All this makes the enemy more unpredictable and harder to understand and therefore defeat.

VIOLENCE IS NOT ENOUGH

Most importantly, and doubly so in *Doctor Who*, violence is rarely the answer. The creature or force you fight cannot simply be dispatched with gunfire or explosives. Sure, Ace may find a few well-placed canisters of Nitro 9 often do the job, but it rarely defeats the real threat. Violence is the easy answer, and when it fails the stakes rise dramatically. We are

conditioned to think that enough force (be it physical, mental or even social) will eventually solve any conflict. When the force we can bring to bear proves unequal to the task, we feel weak and powerless. If the characters are also in physical conflict with the enemy, it may already be too late to find another key to their destruction.

Time may be already running out which only makes the situation worse. So let your characters sometimes throw their best shot and see their enemy brush past it without concern. Then you'll see the look of fear on the faces of your players that their characters have on theirs.



GAMEMASTERING THE MAGICIAN

Finally, another important aspect of many Seventh Doctor adventures is his pre-planning and puppet-mastery of the situation. On several occasions he knows far more than he tells Ace and has planned for almost every eventuality. Very little of what he does is by accident, and he is often leading his enemies into a trap. If the Seventh Doctor is being played by the Gamemaster this isn't a problem. The Gamemaster can use him to direct the plot and manipulate the adventure as much as they feel like doing.

However, what if the Seventh Doctor is a player's character? How can the player know so much and still enjoy the adventure? More to the point, how can the Doctor remain in charge of the situation and plan for things the player never saw coming? To a certain degree the answer will depend on your group and play style, and we'll return to the problem in more detail in some of the individual adventures. But in the meantime we can offer you three options to help play the Doctor's quiet mastery of the situation:



GM hints

The Gamemaster can offer a few secret hints to the Doctor's player as time goes on. During each encounter the GM might pass a short note with detail only the Doctor might know. This means he can plan with a small advantage but need not know the whole plan ahead of time. However, the problem here is that the Gamemaster is almost running the character by giving them a crutch. A way around this might be to offer the clues in cryptic language or as a puzzle. If the Doctor's player (or the player group as a whole) can solve the clues they gain valuable information that will help them outflank the opposition.

Story Points

The Doctor's Story Points are a marvellous mechanism designed to solve this very problem. The Gamemaster can allow the Doctor to spend Story Points to retroactively plan for almost every situation. For instance, if the player group finally reach the master computer and discover they need a Reflux Capacitor to reprogram it the Doctor's player spends a Story Point and the Doctor produces a Reflux Capacitor with a cheery grin and polite raise of his hat. It doesn't matter the player didn't know he'd need to carry such a device, but the Doctor will have planned for it.

Of course, this can only be done as many times as the Doctor has Story Points, but this means the player will have to spend them carefully and use this ability only when it is really necessary.

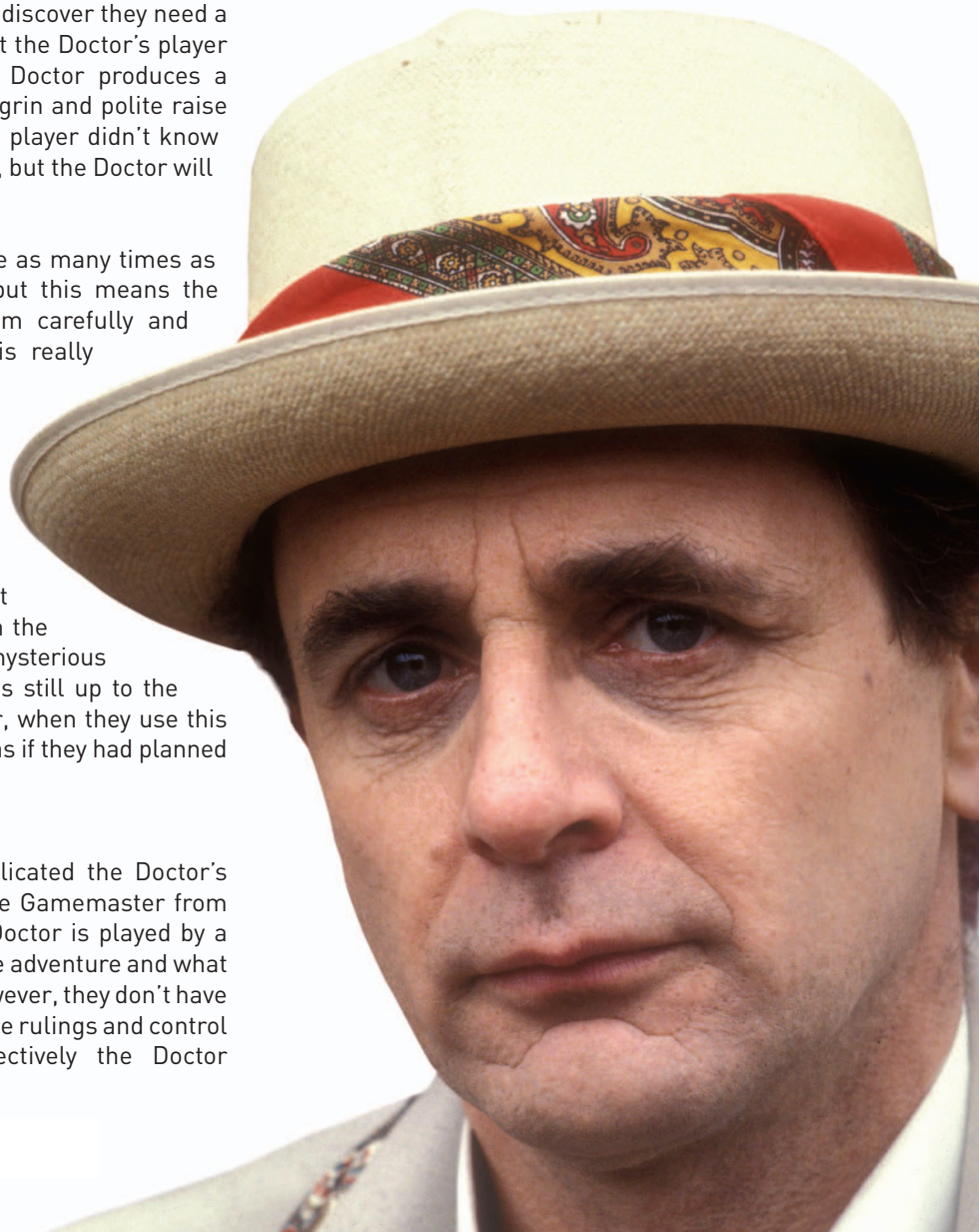
This ability might not only produce the right object. It might be used to declare the Doctor had programmed a device a specific way even after it begins its countdown. He might have also manipulated events in the past, his identity disguised as a mysterious deliveryman or even Merlin. It is still up to the player to be inventive and clever, when they use this ability to 'retcon' their own past as if they had planned it from the start.

Co-GM

If the above ideas seem complicated the Doctor's player can be in league with the Gamemaster from the start. In this scenario the Doctor is played by a Co-Gamemaster, who knows the adventure and what the Doctor is expected to do. However, they don't have the Gamemaster's power to judge rulings and control the player's adversaries. Effectively the Doctor

becomes a 'directed NPC' with the player free to play him as they like. However, the Doctor's player has a specific plan in mind as well as an understanding of the adventure and will be looking to manipulate events to suit it, with the help of the Gamemaster as well. While this does take the mystery out of the adventure for the Doctor's player, it does allow him to plan ahead. It might also be useful training for a player who is looking to run an adventure as a Gamemaster but wants a little practice first.

If you do use this option it is very important to ensure the Doctor does not steal all the limelight. It should be part of his plan to allow his friends and companions do a lot of the work, he simply manoeuvres the pieces into the right places. That way the real players won't feel that the Gamemaster and the assistant who is playing the Doctor are sidelining them.



CHAPTER FIVE

THE SEVENTH DOCTOR'S ADVENTURES



TIME AND THE RANI



TIME AND THE RANI



'They kidnapped the Doctor, and no one would do that unless they were desperate for his help. He's not exactly predictable.'

SYNOPSIS

Planet Lakertya, the Present Day

Rocked by powerful energy beams, the TARDIS was brought to Lakertya by the Doctor's old enemy, the Rani. The crash left Mel unconscious and forced the Doctor to regenerate, leaving him very confused and disoriented. Taking advantage of his condition, the Rani captured and drugged him, then disguised herself as Mel to gain his confidence. She needed the Doctor's help to fix a vital machine for her current experiment.

Left behind in the TARDIS, Mel went in search of the Doctor, and ran into Ikona, a local Lakertyan rebel. He told Mel how his people had been enslaved by the Rani, although Ikona was one of the only ones to fight her rule. The Lakertyans were an indolent and obsequious people, unwilling to risk a revolt. Ikona warned Mel about the deadly traps laid on his planet by the Rani, and the bat-like Tetraps who guarded her complex and kept the locals in line.

With the Doctor confused, but working on repairing her machine, the Rani returned to her TARDIS to get

more parts for the repairs. Mel used the opportunity to sneak inside. Unfortunately, the Doctor thought she must be the Rani, and she failed to recognise him after his regeneration. Luckily a check of each other's pulses revealed who was Gallifreyan and who wasn't. The Doctor realised he was being played by the Rani and investigated the machine and the Rani's computer to try and understand her plan. He found she had been monitoring a large asteroid filled with 'strange matter', a powerfully radioactive and super dense material.

Beyus, another slave of the Rani and the leader of the Lakertyans, showed Mel and the Doctor the Rani's secret collection. She had stolen some of Earth's greatest minds, including Einstein, Louis Pasteur and Hypatia. All of them were kept comatose in an alcove, and Beyus explained how the geniuses were connected into a powerful computer system. Together, the geniuses created an incredible mind, far greater than the sum of their individual intellects. There was only one empty place, which was reserved for the Doctor! As the Doctor and Mel plotted how they might understand the Rani's scheme, Beyus begged them to obey her orders for the sake of his people.

Hoping to learn more of her plan the Doctor continued the charade when the Rani returned and he repaired the machine. However, the Rani



realised he was no longer her puppet and turned on the device before the Doctor could get her to explain its purpose. The Doctor made a run for it, stealing a vital part as he escaped. Unfortunately bat-like Tetraps captured Mel, paralysing her with their venom. The Rani offered a trade, the part for Mel, but double-crossed the Doctor using a hologram of Mel to make the exchange. When the Doctor tried to sneak into the complex to rescue Mel he was captured by the Tetraps and Beyus was forced to connect him to the Rani's genius gestalt, despite Mel's protestations.

Luckily, the Doctor's eccentricity brought chaos to the Rani's gestalt genius brain and she was forced to disconnect him. However, the brief connection with the Doctor had allowed the brain to calculate the final equations the Rani required. These equations solved a formula the Rani used to create the precise material that would explode the strange matter of the asteroid. Certain she could not be stopped the Rani revealed her plan to the Doctor. Detonating the asteroid at a precise time would turn the entire planet into a 'Time Manipulator', an organic device capable of controlling time itself. With this organic machine the Rani planned to go back and rewrite the evolution of countless worlds to her own grand design.



The Rani saw to it the material produced by the formula was loaded into the rocket she had prepared. The Doctor was forced to run once more as the Tetraps closed in. With everything in place, the Rani set the rocket control countdown and retired to the safety of her TARDIS. She ordered the Tetraps to stand guard, unconcerned that the explosion of the asteroid and conversion of the planet would

destroy them as well. The Doctor, Beyus and the Lakertyans managed to take control of the complex in the Rani's absence, delaying the countdown. Livid at their interference, the Rani was forced to fire the rocket manually, but with the precise timing out of alignment, the rocket missed the asteroid.

Lakertya was free at last and the Rani's complex was destroyed. While it appeared that the Rani had escaped, the Tetraps had actually taken control of her TARDIS. As she had been willing to leave them to die, they decided she would make an excellent pet on their home planet.

CONTINUITY

- It is a little unclear what actually causes the Doctor to regenerate. Surely if it is purely the buffeting the TARDIS receives, Mel would have been killed rather than knocked out. The Doctor might have been especially unlucky, smashing his head on the console for instance. We might also consider if he was perhaps weak from a previous adventure. As we have still not seen him meet and collect Mel from her own time, perhaps there is a far more dangerous prelude to this adventure, and it is the consequences of this that are really responsible for his regeneration.
- It is also worth noting that in this adventure the Doctor's regeneration is an important (but not essential) part of the plot. He is not just 'off his game' as usual. His weakness is specifically useful for the Rani to be able to convince him to fix the machine.
- We again get a check on the Doctor's age, although it is strange that he is so vague about everything else in this adventure but spot on with his age. He is apparently 953, which is an age he shares with the Rani, even if their birthdays might not be quite the same. If it is true that the Master, Doctor and Rani were all in the same Prydonian class at the Gallifreyan academy, we might suspect the Master's age is also the same.

RUNNING THE ADVENTURE

The Rani's plan is quite complicated and layered. She wants to explode a unique asteroid in a particular place. To do this she needs the formula to a very specific substance that will react with the asteroid's chemical composition precisely. To calculate the



TIME AND THE RANI

formula she needs a gestalt of geniuses wired together, including a time-sensitive mind, to make the calculations. In this case the asteroid will convert the entire planet and its biomass into a Time Manipulator. This planet-sized brain machine will allow her an unspeakable level of control over time itself.

While the plan is complicated, involving the characters is actually quite simple. The Rani has a plan but a vital machine has developed a fault. She lacks the skills to repair this vital component of it, so she captures the Doctor to fix it for her. In the adventure she chooses to dupe the Doctor with drugs as he is weak from regeneration. However, she is not averse to threatening lives to force his compliance later on. So the Gamemaster needs to consider what skills the characters might have that the villain of this piece doesn't so she needs their help.

It is also quite possible the Rani is not the only one who has discovered the asteroid's potential for creating a Time Manipulator. Another rogue Time Lord might be trying the same scheme. In fact, maybe the Rani is not trying to create the device herself, but is calculating the necessary co-ordinates so she can intercept someone else's rocket before it hits the asteroid. She really objects to people interfering in her experiments after all. If the characters stop her scheme, they will only discover someone else is launching the rocket they really need to stop!

The villain in question need not be the Rani, but it should be someone the characters have run into before, otherwise she won't know their use. In the adventure, the Rani tries to convince the Doctor she is Mel. But what if Mel *had* been the Rani all along? Perhaps the villain is actually a character or a very close friend. It might turn out they only thought she was their friend, but they were grossly mistaken about her in their previous encounters. If you don't want to retire a character after the adventure, it might turn out the villain actually replaced the real character some time ago. They might be duplicated with a 'ganger' in a similar way to Amy Pond (see *The Rebel Flesh/The Almost People* in *The Eleventh Doctor Sourcebook*)

If the Rani is the villain of the piece this adventure is a great opportunity to lie to the players. If they don't know they have been drugged, the Gamemaster can tell them whatever she likes. It is important to describe not what is really going on, but what

their characters believe they are seeing. This isn't cheating at all (despite what the players may insist!) as long as the Gamemaster subtly allows them rolls to resist the drugs they are being fed with. Should some but not all the characters resist the mind altering chemicals their next question is which of them are right and which are wrong? The whole situation is a great excuse for the Gamemaster to play dirty.

LAKERTYA

The planet Lakertya is a dry, desolate world, inhabited by lizard-like humanoids who are treated as slaves by the Rani. The entire planet resembles a vast quarry, with huge open areas of barren rock and stone. Very little grows in this arid, dry climate, but at least the rocks and cliffs offer plenty of hiding places. Around the Rani's complex are several deadly traps, and her guard of Tetraps. While the guards regularly patrol the inhabited areas, anyone in the rocky wilderness outside can usually go where they please with impunity.

KEY LOCATIONS ON LAKERTYA

- **The Rani's Complex:** Set apart from most Lakertyan dwellings is the Rani's fortress compound. It has only one entrance, although a determined infiltrator might get in through the rocket launch doors on the roof. The complex is centred around the Rani's brain gestalt machine, which contains alcoves for all her geniuses. Behind a locked door lies the control area for the organic computer brain that distils the genius's intellect into a gestalt. The rocket she intends to use to shatter the asteroid is in a launch platform on top.
- **The Centre of Leisure:** This open recreation centre supplies food and drink as well as several entertainments for the local people. Most Lakertyans spend their time here, so the Rani has installed the area with one of her most deadly traps. The globe hanging in the centre contains a swarm of deadly insects, the sting of which is fatal. The globe is compartmentalised, allowing the Rani to release as many or as few of the deadly insects she deems necessary to enforce obedience.

SPHERE TRAPS

The Rani has littered the area around her complex with deadly sphere traps. When a victim breaks



a tripwire they are encased in a sphere of energy that spins them through the air. When the sphere collides with a surface it explodes, reducing the victim to a skeleton. Luckily, if the sphere lands in water the detonation can fail, although the target is still trapped in the force sphere.

The tripwires are extremely difficult to notice, requiring an Awareness + Subterfuge roll (Difficulty 21) to avoid. If triggered, the character had better spend Story Points to ensure the sphere lands in water.

If the sphere does land in water, someone outside it can attempt to disarm it. This requires an Ingenuity + Technology roll (Difficulty 14). There may be time to try and disrupt the sphere with a Gadget before it

lands, and cancelling the sphere will free the victim. They will probably still suffer falling damage, but that's better than getting killed.

FURTHER ADVENTURES

- **Accidental Asteroid Attack:** Having survived the Rani's plan the asteroid of strange matter continues travelling through space. Unfortunately it is on a collision course with an inhabited planet. Worse yet, the planet has a certain amount of strange matter on it as well. If it hits, not only will millions die, but the explosion will be immense, and may even create a Time Manipulator by accident! Unfortunately, if you can't blow up the asteroid, how do you stop it?

LAKERTYANS

Most Lakertyans are quite indolent, happy to spend all their time in the leisure complex as their technology sees to pretty much all their needs. While none of them like being slaves, they all fear their lives will be much worse if they resist, so they cling on to the Rani's promise that she will leave them alone when she has no more use for them. Only a fool would believe this, but denial is a powerful thing.

The Lakertyan leader is Beyus, who serves the Rani faithfully, convinced that collaboration will lead to her eventually letting his people go. He maintains this attitude even after his daughter Sarn is killed by one of the Rani's traps. However, his wife Faroon is not so philosophical after such a terrible loss and helps Ikona convince Beyus to stand up to the Rani.

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

SKILLS

Athletics 3, Craft 3, Knowledge 2, Medicine 2, Science 3, Subterfuge 2, Survival 2, Technology 3, Transport 2.

TRAITS

Alien Appearance (Minor Bad)

By the Book (Minor Bad): Lakertyans do not like to act against procedure.

Indolent (Minor Bad): -2 to actions requiring exertion.

Keen Senses (Minor Good): +2 to Awareness rolls that use sight.

Quick Reflexes (Minor Good): Lakertyans are swift, acting first in their Action Round unless taken by surprise.



Unadventurous (Major Bad): Few Lakertyans enjoy adventure and excitement.

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



- **To Rescue the Rani:** The characters receive a transmission from the Rani. She wants to be rescued from the Tetraps and needs their help. If the characters refuse, she tells them she will do what the Tetraps are asking of her and create a deadly biological weapon that will destroy billions.
- **The New Tetrap Empire:** The Tetraps begin a new policy of expansion, quickly taking control of nearby planets. They use deadly biological weapons and seem to be capable of amazing physical feats. Have they forced the Rani to augment them physically and provide them with new weapons? Perhaps the Rani has taken control of them, again, but if so, what is this new conquest seeking to achieve.

Maybe the Rani is still a prisoner, but when augmenting the Tetraps has imbued some with new loyalties in the same way Davros manipulated the early Daleks. If so, war and bloodshed will soon be unleashed when the Rani makes her move.

- **Fly Killers:** While it is laudable the Lakertyans decide to destroy the Rani's deadly insects, it turns out that to create an antitoxin for their sting they need an ingredient the Rani invented. There are rumours she has a hidden base that might contain the substance. However, such a place is bound to be dangerous. Even if the Rani is still a prisoner of the Tetraps, she will not have left it unguarded.

IKONA

There is only one rebel on Lakertya, and it is Ikona. He is not content to do as he is told by anyone, and remains disgusted by his people's indolence and submission to the Rani. Ikona's heart is in the right place, but he is so tired of inaction he is rather too impetuous. Having been fighting on his own for so long he is very suspicious of other people. In fact, his people skills in general have atrophied somewhat. However, once convinced he can trust someone he is extremely loyal. In truth he has been desperate to find allies since he began resisting the Rani.

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

SKILLS

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

TRAITS

Alien Appearance (Minor Bad)

Brave (Minor Good): +2 bonus to any Resolve roll when Ikona needs to show courage.

Danger Sense (Major Good): May spend a Story Point to avoid surprise.

Distrustful (Minor Bad): -2 to social rolls with new people.

Impulsive (Minor Bad): Ikona is not very good about thinking things through.

Keen Senses (Minor Good): +2 to Awareness rolls that use sight.

Outcast (Minor Bad): -2 to social rolls with Lakertyans when recognised.



Quick Reflexes (Minor Good): Ikona always goes first in each Action Round unless taken by surprise.

Sense of Direction (Minor Good): +2 bonus to any Navigation roll.

EQUIPMENT: Glittergun (see boxout)

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

WEBGUNS

The Tetraps use webguns, designed to capture their targets. The attacker uses Coordination + Marksman against the target's Coordination + Athletics. Should the attacker win the target is caught in the sticky strands the gun fires and immobilised until cut free. The strands will dissolve in an hour though if no help is at hand.

GLITTERGUNS

Ikona's glittergun is an improvised weapon based on little more than a firework. It fires a bright charge that does little damage but serves to confuse and disorient the target. This is especially true for those with more eyes than most.

When hit by a glittergun the target must make a Resolve + Athletics roll against a difficulty of 10 + their Awareness. If they fail they are stunned for 1D6 rounds, suffering a -3 to all actions if they are forced to defend themselves.



TETRAPS

The Rani's servants are a race of bat-like creatures, who are not quite as loyal as they first appear. They see the Rani as something akin to a goddess, implying she has given them new technology and possibly enhanced them biologically as well. After all, few species have eyes in the back of their heads. The Tetraps live in underground communities, and enjoy a liquid diet of a thick blood-like substance. While they fear and worship the Rani even the Tetraps know when they are being taken for a ride.

When the Rani commands them to guard the rocket, they realise she has given them a suicide mission with barely even a thank you. The Tetraps decide a time has come for a change. Instead of obeying her rather offhanded commands they take control of the Rani's TARDIS. Taking her prisoner they take her back to their home planet where she might become their servant, or even slave.

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

SKILLS

Athletics 3, Fighting 3, Knowledge 2, Marksman 3, Subterfuge 2, Survival 3, Technology 2.

TRAITS

Alien (Special Good)

Alien Appearance (Major Bad)

Keen Senses (Minor Good): +2 to Awareness rolls that use sight.

Natural Weapons (Minor Good) – Claws: Claws that do Strength +2 damage.

Natural Weapons (Minor Good) – Tongue: The Tetraps' forked tongue can inject a paralysing venom into its victim, causing Stun damage.

Obligation (Minor Bad): Serve the Rani.



Tough (Minor Good): Reduce total damage by 2.

EQUIPMENT: Webgun (see boxout)

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

PARADISE TOWERS



PARADISE TOWERS



'No doubt you've been allowing the Cleaners to kill off some of your people as well as the Kangs, for reasons that are for the moment beyond me. But then, I'm not a power-crazed psychopath.'

SYNOPSIS

Paradise Towers, an Earth Colony in the far future

After seeing the brochure, Mel insisted the Doctor take her to 'Paradise Towers' which boasted a huge rooftop swimming pool. The Doctor didn't want to go but when they arrived and found the place dark, dingy and vandalised he became a little more interested. Before they got far, Mel and the Doctor ran into a gang of teenage girls calling themselves the 'Red Kangs'. The Red Kangs, and their rivals the Blue and Yellow Kangs had to be constantly wary of the Caretakers, a regimented group of men charged with keeping the place in good order. Unfortunately, something had been killing off both Caretakers and Kangs, although the rivalry between both groups made it impossible for them to work together.

When a group of Caretakers attempted to arrest the Red Kangs, Mel and the Doctor were separated. The Doctor was taken to the Chief Caretaker, who believed him to be the 'Great Architect' who built Paradise Towers. Unfortunately, the Chief Caretaker believed things were just fine without the Great Architect and ordered the Doctor's execution.

Using the Caretakers' rigid rules against them the Doctor escaped while the Chief Caretaker went to the basement to tend to his 'pet'. This pet was a powerful computer who was constantly hungry, demanding and becoming far harder for the Chief Caretaker to control. It was also responsible for the disappearances, using the cleaning robots to murder the inhabitants.

While separated from the Doctor, Mel ran foul of another group, the 'Rezzies' or Residents. Some of these old ladies were cannibals given the lack of food in the dilapidated building. Luckily, a soldier called Pex was able to help free Mel. However, when they met the Blue Kangs, they told Mel that Pex was



a coward. He was meant to fight in the war that took the young men and women from Paradise Towers, leaving it populated with children and old people.



While hiding out with the Red Kangs, the Doctor was shown a promotional film for Paradise Towers, which explained how it was the last building created by Kroagnon, 'the Great Architect'. The Doctor remembered Kroagnon's previous construction 'Miracle City' and how Kroagnon tried to kill the inhabitants that he felt had polluted his creation. It became clear Paradise Towers was not only built as a refuge for those who could not fight in the war, but as a prison for the insane architect.

The Doctor realised that the Chief Caretaker's 'pet' was actually the mind of Kroagnon trapped in a computer system. He rushed to the basement with the Kangs but was too late to stop Kroagnon taking control of the Chief Caretaker's body. Using the robot Cleaners, Kroagnon set about systematically destroying all life in the Towers.

The remaining Rezzies, Caretakers and Kangs were forced to the top of the building, where the Doctor and Mel were reunited. After much arguing a tentative alliance was formed between the various rival groups to defeat Kroagnon. The Doctor put a plan in motion to destroy Kroagnon after luring him out of his command centre by insulting his architectural ability. However, the timing of the plan failed and instead of Kroagnon walking into a room full of explosives, the Doctor was forced to fight Kroagnon in a desperate attempt to destroy him. Unfortunately, Kroagnon quickly gained the upper hand and was about to destroy the Doctor. But Pex finally found the courage he had once lacked and threw himself at Kroagnon, setting off the explosives and killing them both.

With Paradise Towers free of the Great Architect, the various rival factions made peace. They mourned Pex together and, in remembering his sacrifice, they found common ground to rebuild together.

CONTINUITY

- The Doctor has been forced to jettison the TARDIS swimming pool as it was leaking. It appears to be the only one as Mel insists on going to Paradise Towers because of this swimming pool. However, at some point the TARDIS manages to manufacture a new one (see *The Eleventh Hour* in *The Eleventh Doctor Sourcebook*).
- The Doctor also makes a point of raising his hat to inanimate objects quite often. When Mel asks him why he is being polite to a broken piece of technology he replies that "you never know!" After all, life in the universe takes on many forms.
- The mind of Kroagnon trapped in the basement computer continually screams to the Head Caretaker that it is hungry. This might make us wonder if a similarly starved disembodied life form called 'The Wire' might be some sort of relative (see *The Idiot's Lantern* in *The Tenth Doctor Sourcebook*).

RUNNING THE ADVENTURE

This adventure is unusual in that the real villain of the piece doesn't reveal himself for quite some time. At first it seems the Cleaner robots have gone haywire, then that the Chief Caretaker is running the show, before it finally becomes clear that Kroagnon is pulling the strings. So this adventure is a mystery first, one with a lot of opportunities for side plots and player driven storylines.





PARADISE TOWERS

Paradise Towers is a place to be explored, and the player characters might run into anything as they wander about. In fact, the Doctor only wanders into the main plot by chance.

The Gamemaster shouldn't present the characters with a trail of breadcrumbs to follow, but instead let them go in whatever direction they please. The Doctor ran into the Red Kangs first, but what if he'd run into the Caretakers earlier? Perhaps the characters arrive in time to save the last Yellow Kang. Maybe they decide to go to the basement first. The Gamemaster shouldn't be too hurried about facing them with killer robots and mad despots. There is a wealth of role-play opportunities in seeing how they interact with all the various factions.



When adapting the adventure, the geography of the building can be adapted as the Gamemaster sees fit. What if Kroagnon isn't in the basement but resides in the plush swimming pool penthouse? Kroagnon might not even be the villain. He may have created an automated system to look after the building that keeps him trapped here. The Chief Caretaker might even be a robot designed to interact with and operate the system. This might make Kroagnon, now perhaps an old man rather than a machine, the only key to shutting down the system.

The morality of the various groups can also be adapted. Maybe the Kangs aren't as naive as they first appear. They may play games, but perhaps all their games have a deadly twist. After all, if the nice old ladies have turned to cannibalism, why not the Kangs too? While he might still seem useless, maybe Pex is actually more than he appears. He might really be fighting to protect Paradise Towers, and secretly been responsible for it surviving this long.

A key factor in the adventure is isolation. The people here are cut off from the outside world, to the point that the outside is almost a myth to them. As the adventure progresses the characters should also feel trapped in the place. They might feel doubly so if one of the factions takes control of their TARDIS!

It's unclear what really happened with the war that all the young men and women (except for Pex) went to fight. Did they win? If so, why didn't they return to the Towers? If they lost, who killed them and will they too decide to visit the Towers to finish the job? Perhaps the war was actually a lie to rid a society of some of its more dangerous citizens, the serial killer old ladies and delinquent gangs. If so, Paradise Towers might be more prison than palace and a dangerous place to find yourself alone in.

WHERE IS PARADISE TOWERS?

Given the isolation of Paradise Towers it is difficult to place it in context. The occupants appear human, and the technology isn't incredibly advanced, so it might be the remains of an Earth colony. Having said that, the picture of the Cleaner robot stencilled on the wall by the TARDIS is very reminiscent of the style used by the Cybermen in their iconography. Maybe this is actually Mondas before the Cybermen?

The war the rest of humanity is fighting could be against anything, possibly even Daleks, which might explain why no one came back from it. Perhaps, if it is Mondas, the war is being fought against the growing Cyberman threat. Given the residents of Paradise Towers are either too old or too young for cyber-conversion they have been ignored by the victorious Cybermen.

PARADISE TOWERS

Paradise Towers is a vast apartment building of 304 floors. The top floor boasts a very attractive swimming pool and the entire place is designed to accommodate several other leisure activities. While the apartments are quite average, nowhere is cramped and much of the space has been used for courtyards and bridges to make it appear like a city rather than a tower block. Sadly the building has gone downhill quickly since opening. Few of the



residents were able to properly maintain it and no supplies from the outside were forthcoming. It is now grey and dilapidated, with many of the walls covered in graffiti.

security desk with several monitors for the duty Caretaker to keep an eye on the hundreds of cameras throughout the building.

KEY LOCATIONS IN PARADISE TOWERS

- **Fountain Courtyard:** One of the more open public areas, the courtyard forms a great community space. Sadly it is now full of junk and rubbish and the fountain hasn't worked in years.
- **Caretaker's Office:** In the middle of the building is a large security office occupied by the Chief Caretaker. It forms an HQ for the Caretakers and allows them to coordinate their activities and keep an eye on potential troublemakers. It has holding facilities for prisoners and a



PEX

Pex is a soldier who has decided it is his job to "put the world of Paradise Towers to rights". Unfortunately he is known to the Kangs as a "cowardly cutlet". Little more than a boy himself at the time, he was drafted into the war. However, he escaped the fighting by stowing away on the shuttle that took the residents to the new Paradise Towers. He has felt guilty about this ever since but lacked the courage to make a real change.

In the final battle with the Great Architect Kroagnon he finally finds his courage. He saves the Doctor by forcing Kroagnon into a room wired with explosives. While he saves the day he loses his life, but creates a lasting legacy. His sacrifice becomes the binding force that brings the rival tribes of Paradise Towers together.

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

SKILLS

Athletics 4, Craft 2, Fighting 2, Marksman 2, Subterfuge 2, Survival 2, Technology 1.

TRAITS

Attractive (Minor Good): +2 bonus to any rolls that involve his looks.

Charming (Minor Good): +2 bonus to attempts to use charm.

Cowardly (Minor Bad): -2 penalty to any roll made to resist getting scared and running away.

Dark Secret (Minor Bad): Draft dodger.

Impulsive (Minor Bad): Character doesn't think things through before acting.

Outcast (Minor Bad): -2 to social rolls with Kangs and Caretakers when recognised.



EQUIPMENT: Blaster (4/L/L).

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



- **Swimming Pool:** Floor 304 is the only unspoiled part of Paradise Towers, mainly as it is tricky to get the lifts to go there. Floor 304 is designed for leisure and remains well kept by the Cleaner robots. Unfortunately, the Cleaners are under instructions to kill anyone they find here.
- **Kang Brainquarters:** Each of the Kang gangs have their own HQ they refer to as their "brainquarters". The entire point of their games is to reach an opposing Kang's brainquarters and enter it to claim victory. When this occurs the win is recorded and the game begins again. All the Kangs consider their brainquarters home and live there together with whatever they have scavenged. Each also has a pyramid structure draped with the appropriate colour material that forms the centre for many of their rituals.
- **Apartments:** All the Rezzies have apartments assigned to them by the Caretakers. In most

cases these are two-person flats, but there are also some single occupancy ones that are significantly smaller. Each apartment has a basic kitchen and sitting room, with a bedroom and bathroom attached.



- **Basement:** Below Paradise Towers is the lair of Kroagnon. Few of the inhabitants even know

THE CHIEF CARETAKER

The leader of the Caretakers is a dictatorial and pedantic dictator, as much a slave to his rules as everyone else. The term "little Hitler" might have been invented for him. He considers Paradise Towers to be his domain even to the point of executing anyone who might challenge his authority. However, the Chief Caretaker has secrets of his own. He believes the mind of Kroagnon in the basement to be his pet, and he does his best to indulge its every whim. Eventually he meets his end when Kroagnon decides his body will best serve his purposes as a host.

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

SKILLS

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

TRAITS

By the Book (Minor Bad): Character must be convinced to act against procedure.

Dark Secret (Major Bad): He has a 'pet' in the basement who he delivers bodies to.

Indomitable (Major Good): +4 bonus to any rolls to resist psychic control.

Military Rank (Major Good): Head of the Caretakers.

Obsession (Major Bad): Take care of his 'pet'.

Selfish (Minor Bad): The Chief Caretaker puts his own needs first.



Voice of Authority (Minor Good Trait): +2 bonus to Presence and Convince rolls.

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

there is a basement, and those that do avoid it. The Cleaners regularly come here to offer new bodies to Kroagnon, whose mind remains trapped in a plain cubic computer system.

make their last stand against the enemy they have fought against for so long. Unfortunately the inhabitants have fought for their home and have no desire to see it become a military camp. Worse yet, the soldiers will bring their enemy to lay waste to the place once more. Can the enemy be defeated before they reach the towers? Can the inhabitants work with the soldiers if they are forced to defend their homes?

FURTHER ADVENTURES

- **Battle for the Towers:** The war has not gone well and the remains of the army are forced to fall back. They choose Paradise Towers to

KANGS

The Kangs are girl gangs divided into three factions: Red, Yellow and Blue. They dress in a ragged punky style, wearing a collection of scraps of the right colour for their gang, even dyeing their hair the right colour too. They were brought to the Towers as very young children and have been playing games ever since, even though most are now aged between 16 and 20. At the beginning of the adventure, the last of the Yellow Kangs is killed by a Cleaner, but the intent of the Kangs' games is not to kill or "make unalive" each other.

The Kangs are steeped in ritual and sayings. Playground games like pat-a-cake have become solemn greeting rituals. They have also taken their names from the words they see around them: 'Bin Liner', 'Fire Escape' and 'No Exit'. Most of their sayings are taken from the Paradise Towers brochures, especially their favourite 'Build high for happiness'.

The Caretakers refer to them as 'Wall-scrawlers' as they mark territory and victories with graffiti. Otherwise the Kangs work hard to obey the rules (No Ball Games, No Visitors) even though they don't actually understand them very well.

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

SKILLS

Athletics 4, Craft 2, Fighting 1, Marksman 3, Subterfuge 3, Survival 4.

TRAITS

Brave (Minor Good): +2 bonus to any Resolve roll when the Kangs need to show courage.

Code of Conduct (Major Bad): The Kangs have several rules and rituals they follow without question.

Distinctive (Minor Bad): -2 penalty to rolls to blend in. Others have a +2 bonus to remember or recognise the character.

Keen Senses (Major Good): +2 to all Awareness rolls.

Obligation (Major Bad): All Kangs are loyal to their own tribe and serve its needs before all others.

Quick Reflexes (Minor Good): Kangs always go first in their Action Round unless taken by surprise.



Technically Inept (Minor Bad): -2 penalty to any attempt to fix electrical or computer equipment.

EQUIPMENT: Crossbow (2/4/6), Vivid, ragged clothing of the right colour.

TECH LEVEL: 2 **STORY POINTS: 6**



PARADISE TOWERS

- Art Invasion:** With peace in Paradise Towers at last, tourists have started to appear. Kroagnon was an artistic genius and his final masterpiece has become something of an attraction. Several groups are now looking to buy the towers, or make deals with the inhabitants to make a few changes that might support the tourist trade. Is it good or bad that people are showing an interest and can the inhabitants remain united amidst many tempting offers? What will happen if a few Rezzies still have a taste for exotic meat and the tourists start disappearing?
- Final Solution:** While Kroagnon may be gone, his legacy remains. The Caretakers uncover details in the tower system that suggests Kroagnon left a doomsday device somewhere in the building that will destroy the towers. Is it a bluff or was the Great Architect prepared to destroy his greatest creation if it could not be his? None of the inhabitants know how to find, let alone disarm such a device. Their attempts have also been made more difficult by the Cleaner robots, who have begun to act oddly once more.



CARETAKERS

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

The nemesis of the Kangs are the Caretakers, an all male group of uniformed guards. While their uniforms may be ragged and they are just as underfed as everyone else, they remain stalwart in their duty to patrol and maintain Paradise Towers. Each Caretaker is named after the section he patrols, but there are not enough of them to maintain a full building-wide security programme. The Caretakers are led by the Chief Caretaker, who usually remains in the security office. His Deputy keeps the day-to-day schedule running, even though he rarely understands it.

The Caretakers operate a very precise schedule and slavishly obey their rulebook. They believe it has a rule for every contingency, and if they cannot find the right one, they become paralysed with indecision. Despite having read it several times, few of them really understand the rules and their purpose. They memorise and quote rules constantly, but none of them claims to know the entire book.

SKILLS

Athletics 2, Fighting 3, Knowledge 1, Marksman 2, Subterfuge 2, Survival 2, Technology 3.

TRAITS

By the Book (Minor Bad): A Caretaker must be convinced to act against procedure.

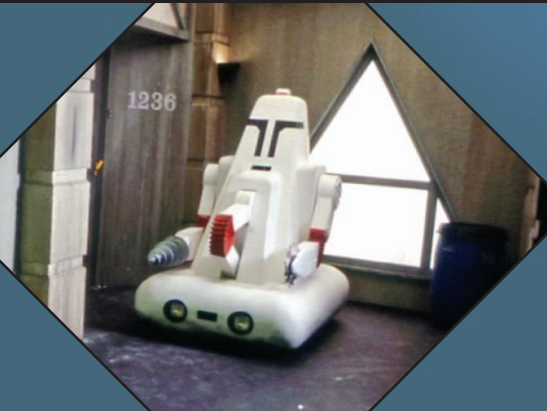
Dependency (Major Bad): Caretakers suffers -4 to all rolls when they are without orders or a clear rule to follow.

Sense of Direction (Minor Good): The Caretakers get a +2 bonus to any roll made to regain their direction when lost.

EQUIPMENT: Tattered uniform, communicator.

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

CLEANER ROBOTS



AWARENESS	3	PRESENCE	0
COORDINATION	4	RESOLVE	5
INGENUITY	0	STRENGTH	8

The job of basic cleaning and maintenance is left to a selection of robots who are supposedly under the control of the Chief Caretaker. However, they are actually taking their orders from Kroagnon. They patrol the corridors of Paradise Towers, looking for lone victims, who they attack by grabbing them by the neck and crushing. The victims are brought to the basement so Kroagnon can decide if they are suitable to use as a host. Generally the inhabitants leave the Cleaners to do their own thing, which is why they never expect to find their metallic claws around their necks.

SKILLS

Athletics 2, Fighting 3, Subterfuge 3.

TRAITS

Armour (Major): The Cleaner Robots' tough shell reduces damage by 10.

Natural Weapons (Minor Good) – Metallic

Claw: Strength +2 damage.

Obligation (Major Bad): Obey Kroagnon.

Robot (Special Good)

Slow (Minor Bad): Cleaners move at half their Speed rate.

Slow Reflexes (Minor Bad): Cleaners always acts last in an Action Round.

Tough (Minor Good): Reduce total damage by 2.

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

THE REZZIES



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

The residents or 'Rezzies' are a group of old ladies who survive day to day by catching rats and other vermin. When not hunting for food they like to knit. Not every Rezzie is content with scraps though, and some have turned cannibal to balance their diet. Tabby and Tilda are one such predatory couple, who lure guests into their apartment with tea and cake.

SKILLS

Convince 3, Craft 4, Fighting 1, Knowledge 2, Survival 4, Technology 1*

TRAITS

Slow Reflexes (Major Bad): Rezzies always acts last no matter what they are doing.

Unadventurous (Minor Bad): Rezzies avoid adventure and excitement.

*Tabby and Tilda have Convince 4, Fighting 3 and Subterfuge 4. They also do not have the 'Slow Reflexes' trait, but do have the Dark Secret (Cannibal) trait.

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

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spacecraft, which was designed to appear as a 1950s bus. The Doctor was less than enthusiastic so took the TARDIS instead. Just as the bus was about to leave, a young woman called Delta jumped aboard at the last minute.

The space bus nearly crashed thanks to a collision with a satellite, and landed at the 'Shangri-La' holiday camp in Wales. Mistaken for another group of holiday makers, the aliens were assigned chalets and Mel ended up as Delta's chalet-mate. Despite Mel's attempts to strike up a conversation, Delta refused to open up to her, and concerned herself with her only luggage, a strange egg.

That evening the camp organised a dance. The local mechanic Billy, who also played in the dance band, was instantly attracted to Delta. After the dance, Billy came to visit Delta at her chalet in the hopes she would return his affections. As he arrived, an alien child hatched from the egg Delta was carrying, much to Mel's surprise. Her secret somewhat revealed, Delta confided in Mel and Billy that she was actually the Chimeron Queen and the last of her kind except for her child. She was being hunted by Gavrok and his 'Bannermen', a vicious group of killers dedicated to destroying her people.

"Are you telling me you are not the happy hearts holiday club from Bolton, but instead a spaceman in fear of attack from some other spacemen?"

SYNOPSIS

Wales, Earth, 1959

Upon arriving at a somewhat out-of-the-way galactic toll booth, Toll Port G715, Mel and the Doctor were surprised to discover they had won a prize for being the station's ten billionth customers. This prize turned out to be a trip to the 1950s with a coach party of aliens. Despite her recent experience at Paradise Towers, Mel was keen to take up the offer of a free holiday. She joined the other holiday makers, all alien Navarinos adapted to appear human on their

Mel insisted they enlist the Doctor's help and they organised an evacuation of the holiday camp to keep everyone safe before the deadly Bannermen arrived. Sadly, not everyone escaped and the Navarinos were killed when their ship was obliterated.

The Doctor attempted to reason with Gavrok, reminding him how many interstellar laws he was breaking, but Gavrok ignored his threats.

Meanwhile, Delta and her child had remained hidden. The child was growing at an exponential rate thanks to the especially rich food Delta was feeding her. Hopelessly in love, Billy stole some and began eating some of the food to make himself more Chimeron in the hope he would be able to stay with Delta.



After several attempts to keep on the move and avoid the Bannermen, they eventually caught up with Delta. The Doctor organised a stand at the holiday camp, and they quickly prepared what defences they could. They connected up the camp sound system to amplify the sonic scream Delta's child was able to produce. The scream incapacitated the Bannermen and caused Gavrok to fall foul of a booby trap he had placed on the TARDIS. With their leader gone the remaining Bannermen proved easy to subdue. Delta and her daughter took their ship and set off to make a new home with Billy.



CONTINUITY

- In this adventure we learn there are other advanced species with time travel technology, which they use for holidays. The bus spacecruiser isn't as advanced as the TARDIS but is still able to use a warp drive to return to 1959. Unfortunately this technology is in the hands of 'Nostalgia Tours', a company with a bad reputation across five galaxies.
- The TARDIS also proves unable to resist the pull of the toll booth, unless the Doctor knew that by landing just then they would be the place's ten billionth customer...
- We might also speculate about whether there is something odd about Goronwy the bee-keeper. He's certainly odd enough to be another Time Lord, but maybe he is something more. He gives the Doctor a jar of honey at the end; maybe this means something, or maybe he is just a nice old man.
- Delta talks about taking her case to "the authorities". This might mean the Shadow

Proclamation (see *The Stolen Earth* in **The Tenth Doctor Sourcebook**). They would certainly have laws against genocide.

RUNNING THE ADVENTURE

Unlike many of the Seventh Doctor's adventures, this one is not very complicated at all. No secrets, cunning plots or mysterious devices from ancient Gallifrey. Instead we have Gavrok and the Bannermen who are hell bent on destroying Delta, the last of the Chimerons. While it may start quietly, this is an action adventure, with chases, gunfire and lots of running. In fact, with the Doctor throwing together a gadget to win the day at the end it has quite a lot in common with an adventure for 'The A Team'.



The Gamemaster can use the toll booth and the Navarinos, but this adventure can easily fit in with whatever the characters are doing. All they need to do is run into Delta as she tries to escape and follow her so they can help. Where they meet her and where she is running to hide isn't really that important. As the environment defines a lot of what might be possible and what tactics might be available, changing the setting will alter the adventure considerably. What if the Bannermen caught up with Delta at the toll booth, or the Navarino cruiser turns out to be a massive space liner that the Bannermen board?

It is also very easy to change who the good and bad guys are. It does seem rather odd that Billy should fall so hopelessly in love with Delta as soon as they meet. Perhaps as a queen she has some power over men so that she might find a mate; a pheromone lure, for instance. She actually wants Billy to fall for her so she can use him to breed, after which she will kill and maybe even eat him – something that is not



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that unusual among insects, which the Chimerons seem to have much in common with. The characters might become targets of the queen's power, if not as potential mates then as slaves besotted enough to protect her at all costs. Even if they find out they are being manipulated, the characters will have to fight hard against her control.

As the Bannermen are all male, they might be escapees from a Chimeron prison, where they were all being kept as potential sacrificial mates. They broke out and vowed to avenge themselves on the Chimeron so no more innocent men would have to die to further their species. This would add an interesting moral element; after all, while the Chimeron may kill, they are only acting according to their nature. Does that make them evil, and worthy of genocide?



Finally, we also have to wonder why Gavrok is so intent on destroying Delta. It appears his group are mercenaries, so where is the profit in this escapade? The Gamemaster might consider introducing a villain who has employed Gavrok for a substantial fee. If Gavrok fails, this villain will almost certainly find another stooge to send after Delta, and this time they'll be after the characters too.

However, it is possible that Gavrok has already failed and it is the characters who are initially sent after Delta. If they are decent people their employer will insist that she is utterly evil. It doesn't matter if the characters insist on capturing her alive; once in his power, the villain will be able to do what he likes.

For an extra twist, Gavrok hasn't been destroyed, only fired by his boss for failure. He is looking to take

Delta from the characters, and possibly kill them to show his former employer he is still the best.

TOLL PORT 6715

The galactic toll booth that catches the TARDIS is just as bland and grey as its name suggests. It is a large grey installation set on a reasonably out of the way space lane. Each ship that tries to pass it, in normal space or the Vortex, is caught and landed in one of the bays so a toll might be collected. So for all its functional tedium it is actually a very advanced piece of technology.

The platform is entirely automated, and allows ships to land and refuel as well as diverting them from their journey. It is manned by a single toll-keeper, who wears a uniform somewhat out of keeping with the rest of the place. Basically, unless you've won a prize, it's not a place you are going to want to stay in for very long.



THE SHANGRI-LA HOLIDAY CAMP

This holiday camp may itself be a bit rubbish, but it is set in the middle of some of the best countryside Wales has to offer. The camp welcomes visitors through its arched gate that leads to an open area with swings and slides for the children. The main building houses the chalets on two levels built in a horseshoe shape around a courtyard. The camp's 'Yellowcoat' entertainment staff offer guests a wide programme of group activities and entertainments. The spirit of this sort of holiday is to get involved with all it has to offer, as well as meeting new people in the many group activities. By today's standards the park and staff are annoyingly perky and enthusiastic, and almost fascistic in their insistence you 'join in'.



KEY LOCATIONS IN SHANGRI-LA

- **The Main Hall:** Most entertainments take place in the main hall, which can be rearranged to house a dance one night and a variety show the next, as well as offering children's activities during the day. When larger events are planned it may be closed so the staff can decorate it. It is a short walk back to the chalets from here, and close to the large storage area where linen and other camp equipment is kept
- **The Dining Room:** Meals are served during strict hours to the guests in the dining room. Several tables with coloured, checked tablecloths fill the place, each seating four guests. People are encouraged to fill up each table, so those not in a group of four can meet and get to know other guests. The kitchen is attached to the dining room and serves rather bland but serviceable repast.
- **The Chalets:** The individual chalets are small units arranged on two levels in a large building. Each is very basic and accommodates two people, but only just. A single door leads out to the shared courtyard and is the only exit.

DELTA, THE CHIMERON QUEEN

Delta is the last of the Chimeron people, after a battle with the Bannermen murdered the rest of them. However, it is possible her people were simply one tribe of Chimeron as she talks of there being other brood planets. But these may just be some form of spawning ground, so it is lucky that Delta escapes the Bannerman assault with an egg that quickly hatches into a new queen.

Delta herself is very human-looking, although her skin has an odd sheen to it that almost glows. The other Chimerons are similarly humanoid but have a deep green skin pigment. The Chimeron maintain a society similar to bees; a queen produces new members of the hive which are mostly drones. When a new queen hatches she sets up a new colony. Chimerons even have their own equivalent to 'royal jelly', a food substance that turns larvae into a queen rather than a drone. This Chimeron royal jelly not only helps the new queen develop at a rapid rate, but also converts Billy into enough of a Chimeron to remain with Delta. Delta herself comports herself as a queen might, an attitude that might be considered regal and aloof or just plain arrogant and haughty. However, she does mellow when she allows herself to trust the strangers she is forced to rely on.

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

SKILLS

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

TRAITS

Adversary (Major Bad): Gavrok and the Bannermen have sworn to destroy Delta and her people.

Attractive (Minor Good): +2 bonus to any rolls that involve Delta's looks.

Brave (Minor Good): +2 bonus to any Resolve roll when Delta needs to show courage.

Distinctive (Minor Bad): -2 penalty to rolls to blend in. Others have a +2 bonus to remember or recognise her.



Obligation (Major Bad): Protect the Chimeron people and ensure their survival.

EQUIPMENT: Pistol (4/8/L), egg incubator.

TECH LEVEL: 6 **STORY POINTS:** 10

THE CAST OF THOUSANDS

This adventure has several more characters, a small legion of them to tell the truth. However, few if any of them really deserve their own statistics as they are unlikely to be involved in combat or any challenge. Nevertheless, they offer several role-playing opportunities and it would be remiss of us not to offer some detail.

Burton and the Camp Staff: The leader of the camp is Mr Burton, who is in charge of around 20 'Yellowcoats' (the nickname coming from their distinctive yellow uniform blazers) who entertain the guests and another 20 or so kitchen and logistics staff. While Burton spends as much time with the guests as possible he is responsible for pretty much all the paperwork in the camp. While

he may seem a jobsworth, Burton is dependable in a crisis and cares about the well-being of his staff.



WEISMULLER AND HAWK

These two somewhat anachronistic Americans are actually government agents charged with tracking a recent satellite launch. They are not the most elite agents the United States has to offer and may even have been sent to England just to get them out of the way. When they first encounter the Bannermen they are hopelessly outmatched and easily taken prisoner after most of their equipment is destroyed.

The satellite they are tracking is the same one that the Navarino bus crashes into. So when the remains of it is pulled out of the front grille of the bus, everyone is happy to hand it over to them. It isn't entirely clear if that will qualify as a job well done for this pair.

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

SKILLS

Convince 2, Knowledge 2, Marksman 2, Science 2, Subterfuge 2, Technology 3, Transport 2.

TRAITS

Dark Secret (Minor Bad): Actually American secret service agents.

Friends (Minor Good): As secret service agents they have a little support from their organisation, although it's a long way away.

Obligation (Minor Bad): They need to follow the orders of their superiors.

Resourceful Pockets (Minor Good): These two have been given a lot of odd equipment; some of it is even useful. Roll two dice and get a 'double' (or spend a Story Point) to find something they need.



Unlucky (Minor Bad): Re-roll the dice whenever double '6's are rolled. These two don't have many good days.

EQUIPMENT: Camping equipment, satellite tracking equipment.

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



Murray and the Navarinos: The alien Navarinos are a happy go lucky bunch of tentacular aliens who have been put in human form to avoid upsetting the natives. The group is led by the bus driver Murray, who is something of a clutz, and not an especially good driver either, but a pretty decent guy all the same. The Navarinos are a gentle, peaceful, liberal people who just want to have a nice holiday in a human era they all love. This makes their collective death at Gavrok's hands all the more tragic.

The Toll-keeper: Despite the grey and depressing appearance of the toll port, its single occupant cuts quite a glamorous figure. His uniform is covered in purple sequins and he welcomes those he meets with the enthusiasm of a game show host. He is

interrogated and murdered by Gavrok in his hunt for Delta.

Goronwy: There is little that disturbs this local bee keeper. He barely turns a hair when Americans ask him about falling satellites and aliens attempt a showdown in his house. If it doesn't involve bees, Goronwy really isn't interested, in which case he'll sit and read about bees until someone needs his expertise. He does make very good honey though and unsurprisingly knows an awful lot about apiary.

Agents and Hunters: Gavrok is not without agents across the universe. There are plenty of mercenaries looking to claim bounty, no matter who is offering

GAVROK

The leader of the Bannermen is Gavrok, a tyrannical madman who believes might makes right. Gavrok rules the Bannermen as their only commander, unwilling to trust any of his subordinates with officer status. He is brutish, murderous and single-minded. He kills anyone who gets in his way, or that he has no use for any more. It will not surprise you to discover he doesn't get invited to many parties.

Gavrok is very difficult to negotiate with. He cares nothing for the laws he might have broken and refuses to compromise in any way. He quite simply does what he wants, when he wants and kills anyone who gets in his way. While he isn't especially clever, he isn't a fool either and has a solid tactical cunning. However, his lack of subtlety and an insistence on barging in with full force rather than carefully assessing a situation are significant weaknesses.

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

SKILLS

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

TRAITS

Impulsive (Minor Bad): Gavrok rarely considers his options, especially if he is armed.

Obsession (Major Bad): Destroy the Chimerons! No mercy!

Selfish (Minor Bad): Gavrok is not known for his altruism.

Tough (Minor Good): Reduce total damage by 2.

Voice of Authority (Minor Good Trait): +2 bonus to Presence and Convince rolls.

Unattractive (Minor Bad): Gavrok isn't that bad to look at, but his manners are repulsive. -2 penalty



to any rolls that involve his looks. Also provides +2 to intimidate rolls.

EQUIPMENT: Zap pistol (4/8/L).

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



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it. One such agent joins the Navarino tour and gives away Delta's position to the Bannermen. Gavrok kills him for his trouble by sending deadly feedback back down his communications device. Given that he tells the Doctor he rather enjoys killing people it's no great loss.



FURTHER ADVENTURES

- Nostalgia Down!:** A Nostalgia tour bus has crash landed in the middle of a dangerous period of history. It might be Jerusalem during the Crusades, Paris in the revolution or even a dinosaur-infested prehistoric era. As the only other people with a time machine, the company pleads with the characters to mount a rescue. However, the company is mainly keen on saving lives simply to avoid another law suit.
- False Accusation:** While on holiday the characters are spotted by a bounty hunter, who mistakes them for a dangerous criminal. Very soon a group of mercenaries or police are arriving to arrest them. How do they explain they aren't who they have been mistaken for, especially when the invader's policy is to shoot first and ask questions afterwards?
- Hi-de-Hi!:** The characters accept a job welcoming an alien dignitary and his party, who has a love of the 1950s holiday camp experience. Unfortunately the camp they are sent to prepare and run has almost no staff and barely works. They are going to have to fix the place, cook the food and even worse, entertain the guests with variety acts and daytime activities! Grab your Yellowcoat, it's nearly time to judge the glamorous grandmother contest!

BILLY



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

The camp's mechanic and general handyman is Billy. While he is a keen biker, the job is very much a stopgap rather than a career. He really dreams of leaving the place, possibly with his band, of which he is the lead singer. Billy has lived in the area all his life, and grown up with his friend Rachel. Unfortunately, he sees Rachel as a sister, despite her obvious attraction to him. Billy falls instantly in love with Delta from the moment he sees her. He steals some of her Chimeron royal jelly to make himself more like her in the hope they can be together. When the Doctor discovers this he warns him it might provoke terrible mutations, but Billy appears to take to the process very well. He becomes almost Chimeron and leaves with Delta and her child once the Bannermen are dispatched.

SKILLS

Athletics 3, Craft 2, Subterfuge 2, Technology 3, Transport 4.

TRAITS

Attractive (Minor Good): Billy's resemblance to James Dean gives him a +2 bonus to any rolls that involve his looks.

Technically Adept (Minor Good): +2 to any Technology roll to fix a broken or faulty device.

EQUIPMENT: Vincent motorbike (with sidecar), mechanic tool kit.

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

RACHEL (RAY)



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

Rachel is a really sweet girl from the Valleys who is doomed to be ignored by the boy she has loved for so many years. She has known Billy since they were children, but nothing she does seems to turn his head. She even learned how to ride and repair motorbikes just to impress him. It didn't. This makes Billy's attraction to Delta very hard on Rachel, but frankly she is better off without him. She proves far more use to the Doctor than anyone else while Billy moons over Delta.

SKILLS

Athletics 3, Craft 1, Fighting 1, Knowledge 2, Science 2, Subterfuge 1, Technology 3, Transport 3.

TRAITS

Brave (Minor Good): +2 bonus to any Resolve roll when Rachel needs to show courage.

Empathic (Minor Good): Ray pays attention to people and gets a +2 bonus on rolls to 'read' another person.

Face in the Crowd (Minor Good): Sadly, no one ever really notices Ray, she gets +2 to any Subterfuge Skill roll to sneak about.

Obsession (Minor): Ray really wants Billy to notice and fall in love with her.

Reliable (Minor Good): +2 to any task she is left to perform by another.

TECH LEVEL: 4 **STORY POINTS:** 10

BANNERMEN



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

Gavrok's army are called the Bannermen. They dress in black armour and many bear his red banner on their backs like the ancient Samurai, hence their name. While Gavrok may be a thug, his men are more trained and skilled than you might imagine. They operate as an effective and professional fighting force, and are well trained and equipped. They follow Gavrok because he delivers on his promises on money and murder, the Bannerman's two favourite things. Gavrok is also careful to look after his men, although he has no problem with sacrificing them in combat if that is what is required for victory.

SKILLS

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

TRAITS

Impulsive (Minor Bad): It doesn't pay to hesitate when Gavrok is in charge.

Obligation (Major Bad): Obey Gavrok (or he'll probably kill you).

Selfish (Minor Bad): Thinking about number one keeps you alive.

EQUIPMENT: Zap guns (4/L/L), battle armour (4 points).

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

DRAGONFIRE



DRAGONFIRE



'If Kane knew we were after the Dragon's treasure, your life expectancy wouldn't be looking too clever at the moment. He's a cold man, Doctor. Cut him open and you won't find a heart, just a lump of ice.'

SYNOPSIS

Iceworld, in the very far future

Drawn by an interesting energy reading, the Doctor brought Mel to 'Iceworld' a frozen spaceport and trading centre on the dark side of the planet Svartos. Even though the place was full of alien travellers, they ran into an old 'friend', Sabalom Glitz and made friends with a bored waitress called Ace. Glitz was in trouble again, having conned the commander of Iceworld, a dangerously ruthless man called Kane.

However, Glitz had a plan; he was going to use a map he'd bought to find the fabled lost treasure of Iceworld, a treasure purported to be protected by a Dragon. The Doctor was intrigued, as was Mel, but Glitz insisted she and Ace stay out of it. Unbeknownst

to the Doctor and Glitz they were being used. Kane had ensured Glitz got hold of the map, which had been installed with a tracking device. Not only was the treasure real, but Kane wanted it for himself, and planned to use the Doctor and Glitz to find it for him.

While Glitz and the Doctor wandered the ice-covered undercity, Ace showed Mel her homemade explosive called Nitro-9. To pass the time and do something useful, they used the explosives to open a blocked corridor the authorities were unable to deal with. For their trouble they were arrested and taken to Kane. Kane had been building an army by freezing mercenaries in such a way that their memories were destroyed to ensure their loyalty. Ace nearly became one of them, but she and Mel escaped into the undercity.

Eventually, Mel and Ace met up with the Doctor and Glitz, just in time to find the Dragon! The creature was a robotic lifeform, who guarded a powerful energy crystal. Kane was desperate for this power



source, as it would allow him to leave Iceworld. He was actually a brutal criminal, exiled from his home planet over 3000 years ago. His ship had been brought to the dark side of Svartos and the power source removed and left in the care of the 'Dragon' to keep him trapped there.

With the tracking device in the map still working, Kane was able to pinpoint the Dragon's position. He sent his guards into the undercity to destroy it and claim the crystal. Then he released his frozen mercenaries to kill or drive off the inhabitants of Iceworld in preparation for his escape. Most of the people tried to escape using Glitz's ship. As the ship lifted off, Kane destroyed it.

Kane's guards managed to kill the Dragon, but when they attempted to take its head back to Kane a booby trap killed them. The Doctor arrived too late to save the Dragon, but he did get hold of the crystal. Checking some star charts the Doctor realised that Kane had made a terrible mistake. Meanwhile Ace had returned to her quarters to pick up more Nitro-9, but Kane was waiting for her and took her prisoner.

When Kane offered to exchange Ace for the crystal the Doctor obliged, seeing an opportunity to have a chat. True to his word Kane released Ace when the Doctor handed him the crystal. Using the crystal, Kane powered up the flight systems of Iceworld, and the whole station lifted off into space. As Kane prepared to take his revenge on the people who had imprisoned him, the Doctor suggested he check his newly operational star charts. Kane discovered his home planet was gone, destroyed by a supernova over 2000 years before. Denied the revenge that had been keeping him going, Kane threw himself into a beam of unfiltered sunlight and melted.

Never one to miss an opportunity, Glitz decided to take control of Iceworld, renaming it after his old ship as the *Nosferatu II*. Mel decided it was time to finally leave the Doctor, if only so someone was keeping an eye on Glitz. But the Doctor was not alone for long, as he decided to take on a new companion who needed a lift back to Earth: Ace.

CONTINUITY

- In this adventure, we lose Mel but Ace joins the Doctor's adventures. Mel's choice to leave is a little abrupt, but given how dreadful the Doctor proves at saying goodbye she might have been trying to broach the conversation for a while.
- We meet Sabalom Glitz again, last seen in *The Ultimate Foe* (see **The Sixth Doctor Sourcebook**) who recognises Mel but has to be reintroduced to the Doctor. Glitz is there to rescue the Doctor from the first actual cliffhanger we've seen since Romana was pushed off one (see the *The Stones of Blood* in **The Fourth Doctor Sourcebook**). While Glitz gets a brand-new ship (after losing his pride and joy, the *Nosferatu*), he is less than happy that Mel decides to stay with him to keep him out of trouble. We might wonder what sort of adventures this 'odd couple' will have across the universe together.





DRAGONFIRE

- The guards on Iceworld are also a cut above the usual stock. When the Doctor engages one in philosophical debate as a distraction it turns out the guard has been looking forward to a decent intellectual conversation for a while.

◉ RUNNING THE ADVENTURE

This adventure is almost the epitome of the 'bait and switch' device. The heroes are lured after something they think they want; only to discover it isn't quite what they thought when they get it. The characters come across a map that supposedly leads to treasure. However, someone else is after it and has seen to it they get the map so they can lead him to it. The treasure itself turns out to be the key to the villain's prison.



With all the characters keeping their cards quite close to their chest, their motivations are easily swapped around. Kane might be a political prisoner, seeking to return home to right the wrongs of his government. While he is outspoken he isn't evil, and much of his record is actually government propaganda. However, like many political dissidents he may have gone too far and committed acts of terrorism. Depending on what he actually did, this might make him an interesting moral conundrum. Can a freedom fighter looking to remove an oppressive government really be the villain, but can someone responsible for the deaths of innocents be a hero?

Kane might not even be the real villain. He might be a figurehead that Belazs hides behind as the true villain of the piece. If she isn't a character, Ace might even be an agent of Kane's sent to join them and make sure the bad guys get the treasure once they find it. Incidentally, Ace's introduction in

this adventure also proves it's a perfect place to bring in a new character. Plenty of strange folk find themselves on Iceworld, and not all of them arrive intentionally.



The treasure need not be what it appears to be either. Maybe it really is just gems and jewels and the Dragon is actually a huge reptilian monster. The Dragon itself might also be the treasure, as it might be the only being able to interface with Iceworld and fly it. If you really want to turn the tables, the Dragon is actually trapped in the undercity because it has been hunting Kane. He's been hiding from it for years. It seeks a way out so it can destroy him (possibly hurting a lot of other innocent people in the process).

If you really fancy upping the ante, you may have noticed Kane's control room looks a little similar to a TARDIS console. He might actually be a Gallifreyan, trapped here for crimes against the Time Lords and regenerated into a form that cannot stand sunlight. However, this means he is a criminal from the ancient times, the time when Gallifreyans used the universe as their plaything. What horrendous crime can he have committed to deserve such a punishment? More interestingly the Time Lords that banished him might still be around for him to wreak his vengeance upon...



ICEWORLD

On the dark side of the planet Svartos is a renowned trading and refuelling port called Iceworld. While on first inspection it might appear to be just a huge freezer centre it offers several services for space travellers. It has more in common with a motorway service station, offering food, accommodation, fuel and spares for space travellers. Most people believe Iceworld to be a colony complex, and only Kane knows the place to actually be a powered down spacecraft. Few would care if they did know, as it is an excellent place to trade goods where the authorities don't ask too many questions. Kane and his white-uniformed guards run Iceworld, and also provide a basic emergency service. However, Kane rarely deals directly with visitors, leaving most of the day to day running of the place to his second in command, Belazs.

KEY LOCATIONS IN ICEWORLD

- **Control Room:** Iceworld is run from a large, open plan control room, not unlike the TARDIS control room. It has two levels to it and also houses Kane's frozen army of mercenaries.



- **Restricted zone:** Next to the control room is an area restricted to Kane where he rests in a refrigeration capsule to bring his body heat down. He is extremely vulnerable here so only allows his closest minions access. He commissioned an ice sculpture of his former lover Xana here, killing the artist on its completion so none but Kane might gaze on her beauty. The statue melts when Kracauer attempts to kill Kane by shutting down the refrigeration unit.
- **Cafe:** Most visitors to Iceworld pause for a while in the local cafe, which serves a variety of food and drink. The place is usually full of a varied

clientele and finding a table can be difficult. The food on offer is quite simple fare, but perfectly acceptable. The place is owned by a human called Alexander, who is not the friendliest boss. When Ace worked here as a waitress the service could be somewhat flaky.



- **Docking area:** Iceworld has several areas to dock ships, including a large landing pad for those the size of the *Nosferatu*. When a ship lands, a docking tube snakes out to let the passengers enter Iceworld. The docking tube opens into a wide plain area that welcomes travellers with several advertising posters.
- **Undercity:** Under Iceworld is a collection of ice caves and walkways that few bother to explore. There is little here to interest most travellers, and the rumour of a Dragon below keeps the curious away. Those who investigate the place might be drawn to see the Singing Trees and the Ice Gardens, but few know of these attractions.



- **Singing Trees:** This cave in the undercity is actually the lair of the Dragon. The 'trees' are ice sculptures that trill in the breeze that flows through the room to create a constant flutelike music. The cave's true purpose is as an archive



DRAGONFIRE

room that details Kane's crimes and history. The 'ice' is actually a series of complicated optic circuits that form the archive computer.

- **Ice Gardens:** Another tourist secret of the undercity are the Ice Gardens, a cave of beautifully shaped ice crystals. The place has another function though as a navigation chamber. It contains a full set of local star maps, although they are all out of date by over 3000 years.

THE NOSFERATU

Glitz's ship is a rather well worn transport ship that he loves more than anything in the universe. We might suggest he loves it like a child, but he'd probably sell his children to keep his ship. The *Nosferatu* is a large square and functional spacecraft, and not a lot to look at really. While

its control cabin is a little cramped, it has space for almost all the inhabitants of Iceworld to get on board. The ship is a bit of a mess inside, although it is functional and reliable. It ideally requires a crew of around 10 to move cargo and keep the maintenance schedule up to date. However, a single pilot can get the ship off the ground.



BELAZS

Belazs is Kane's second in command, and to those on the station who deal with her is a no nonsense enforcer of Kane's laws. While she has been well rewarded for her service, and even had a tryst with Kane in the past, she is now having second thoughts. She joined the service at 16, making what she felt was a somewhat uninformed choice. Now at 33 she wants to escape, but Kane's service is forever. When she shows the Doctor the mark left in her palm for taking 'Kane's Sovereign', even he recognises the permanency of the bond she has made. Belazs wants only to escape. At first she tries to take Glitz's ship, but soon realises that only with Kane's death can she truly be free of him. Her insurrection fails and Kane kills her.

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

SKILLS

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

TRAITS

By the Book (Minor Bad): Belazs loves to follow procedure, especially when dealing with criminals.

Keen Senses (Minor Good): +2 to Awareness rolls that use sight.

Obligation (Major Bad): Belazs must serve Kane forever.

Obsession (Major Bad): To escape Kane by any means she can.

Voice of Authority (Minor Good Trait): +2 bonus to Presence and Convince rolls.



EQUIPMENT: Energy pistol (4/L/L).

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



FURTHER ADVENTURES

- **The Glitz Conspiracy:** Things are not going too well for Glitz in his new job as the lord of a new Iceworld. It's a profitable enterprise, which is great. Unfortunately, someone in his employ is moving against him and looking to take over. Is it one of Kane's old guards, a resident or an outsider? Unable to trust any of his own people, Glitz asks the characters to get to the bottom of the mystery.
- **Crystal Dreams:** The crystal that powers Iceworld, the Dragonfire, is losing power. It needs to connect to the great solar crystal of Proamon, after which it will be fine for another 3000 years. The problem is, Proamon is gone and its sun is gradually forming into a black hole. Might there be a large enough lump of crystal left in the old Proamon system to recharge the crystal before Iceworld dies? If so, the characters will have to conduct their search while steering clear of the black hole. Additionally, someone else has noticed the long lasting power potential of Proamon crystals, and they are not willing to share.
- **ANT Below:** There wasn't just a Dragon underneath Iceworld. The dark side of Svartos is crawling with giant scorpions, reptilian monsters and clawed terrors. So when the daughter of a high ranking official gets lost down in the caves, someone is going to have to find her before the monsters do.

THE DRAGON

Deep below Iceworld, a Dragon is rumoured to reside, and for a change, the rumours are actually true. Considered by the guards to be an ANT (Aggressive Non-Terrestrial), the Dragon is actually a tall reptilian humanoid robot. Inside its head it keeps the 'Dragonfire' a power crystal capable of turning Iceworld into a starfaring vessel again.

The Dragon generally avoids explorers in the undercity, but it can drive off the curious with powerful lasers mounted in its eyes. If it is treated politely, however, it is quite willing to help those who seek to know more about Kane and his crimes. It will lead such people to the Singing Trees where the truth can be revealed.

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

SKILLS

Athletics 3, Fighting 2, Marksman 4, Science 3, Subterfuge 5, Technology 3.

TRAITS

Alien Appearance (Major Bad)

Armour (Major Good): Reduce damage by 10.

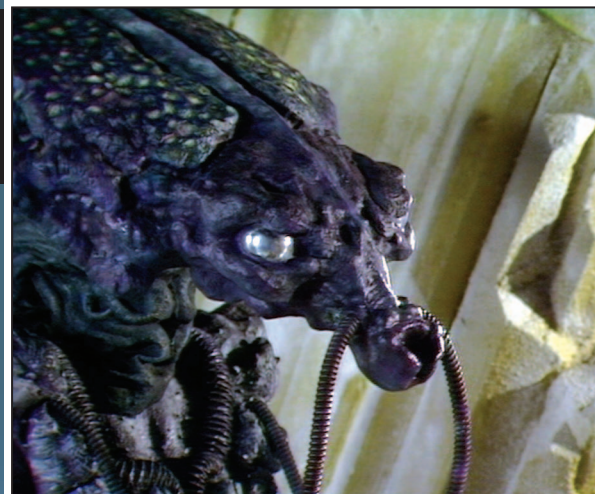
Code of Conduct (Minor Bad): The Dragon avoids causing harm where possible.

Environmental (Major Good): As a robot the Dragon can survive anywhere.

Immortal (Special Good): The Dragon will never die of natural causes.

Five Rounds, Rapid (Major Good): May fire during the "Runners" or "Doers" phases.

Natural Weapons (Major Good): Ranged laser blasts from its eyes (4/8/L).



Obligation (Major Bad): To protect and guard the Dragonfire.

Robot (Special Good)

TECH LEVEL: 6

STORY POINTS: 8



DRAGONFIRE

KANE

To the visitors of Iceworld, Kane is nothing more than the slightly eccentric manager of a local spaceport. However, he is in fact an exiled criminal from a now-dead world called Proamon. Over 3000 years ago he was part of the Kane-Xana gang, a brutal group of revolutionary criminals. They believed themselves to be dedicated freedom fighters, but were actually thieves and terrorists.

When the gang was captured, Kane's lover Xana killed herself to escape arrest, for which Kane blamed the authorities. Kane was brought to the icy dark side of Svartos and the power core of his ship removed, marooning him as a permanent exile. Kane saw his punishment as victimisation and vowed revenge on his homeworld.

As the inhabitant of an almost sunless planet, Kane's body temperature runs at over a hundred degrees below freezing. This means he needs to rest in a refrigeration unit to stop his blood boiling, even in the cold conditions of Iceworld. This is why he hasn't escaped before; he needs the extreme conditions on the ship to survive. The upside of his condition is that it does make him immune to extreme cold, even that of liquid nitrogen, and means he is cold enough to kill with a touch.

Kane is utterly ruthless and single-minded, for over 3000 years all he has thought about is his lost lover and how to escape and take revenge. So, when the Doctor proves to him his planet is gone, he has nothing to live for any more.

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

SKILLS

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

TRAITS

Dark Secret (Minor Bad): Kane is actually a criminal.

Dependency (Major Bad): Kane suffers -4 to all rolls if he is unable to bring his blood temperature down every four hours or so.

Environmental (Minor Good): Kane suffers no ill effects from the cold.

Immortal (Special Good): The deep cold Kane lives in keeps him preserved forever.

Indomitable (Major Good): +4 bonus to any rolls to resist psychic control.

Natural Weapon (Special Good) – Cold Touch: Anyone in solid contact with Kane's bare flesh (such as the victim of a grapple) suffers 4 points of damage each round from the intense cold.



Obsession (Major Bad): To return to Proamon for revenge!

Tough (Minor Good): Reduce total damage by 2.

Voice of Authority (Minor Good Trait): +2 bonus to Presence and Convince rolls.

Weakness (Major Bad): Direct heat does 4 levels of damage to Kane each round.

TECH LEVEL: 6

STORY POINTS: 10

KRACAUER



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

Poor Kracauer is something of a stooge. He is a loyal senior officer in Kane's guard. That is, until Belazs convinces him that if they don't destroy Kane they will eventually be killed by him. Interestingly, Belazs finds an excuse not to be with Kracauer when he makes his move. By turning up the heat on Kane while he is refrigerating, Kracauer nearly kills him. Unfortunately there are no points for second place and Kane freezes him to death for his temerity.

SKILLS

Athletics 2, Fighting 2, Knowledge 2, Marksman 3, Subterfuge 2, Technology 3, Transport 2.

TRAITS

Obligation (Major Bad): Kracauer took Kane's sovereign, and is bound forever.

Unlucky (Minor Bad): Re-roll the dice whenever double '6's are rolled.

EQUIPMENT: Energy pistol (4/L/L).

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

FROZEN MERCENARIES



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

Kane has been buying and freezing mercenaries for many years, and has built up quite a collection in that time. The process destroys the victim's neural pathways, making them forget who they are. This makes them very pliable as a fighting force, as they rarely question their orders. However, in cases of extreme rage they can retain some of their memories, but that doesn't often make them any easier to deal with. The freezing process effectively turns these people into zombies. They are slow moving, but also extremely strong. Even two canisters of Nitro-9 aren't enough to stop them.

SKILLS

Athletics 3, Fighting 3, Marksman 2, Subterfuge 2, Technology 1, Transport 1

TRAITS

Amnesia (Major Bad): The mercenaries have no memory of their past.

Armour (Minor Good): Their frozen bodies reduce damage by 5.

Enslaved (Major Bad): Must obey the will of Kane.

Environmental (Major Good): The dead suffer no ill effects from any environment.

Slow Reflexes (Major Bad): As you'd traditionally expect, the zombies act last no matter what they are doing.

Tough (Minor Good): Reduce total damage by 2.

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

REMEMBRANCE OF THE DALEKS



REMEMBRANCE OF THE DALEKS



'The Hand of Omega is inside this box. The most powerful and sophisticated remote stellar control manipulator device ever constructed.'

*'Are you sure you want the Daleks to have it?'
'Absolutely.'*

SYNOPSIS

Earth, Totter's Lane, 1963

The Doctor brought Ace back to a once familiar place, Earth in 1963, and Coal Hill School close to a scrap merchant in Totter's Lane. Outside the school the Doctor noticed a van with some very peculiar technology, overlooking the young girl watching him from the school gates. Never one to be shy the Doctor introduced himself to the van's occupant, Professor Rachel Jensen, who was trying to find the source of some very odd readings. Before Rachel could tell the Doctor she was working on a classified project, she was called to the scrapyards in Totter's Lane by her superiors and the Doctor naturally decided to tag along.

These superiors turned out to be the military, led by Group Captain Gilmore, who had already lost a man to an assailant with an energy weapon while

investigating the scene. Now backup had arrived he felt more confident of destroying the invader. However, when the soldiers assaulted the area they found a lone Dalek who proved more than a match for them until the Doctor used some of Ace's Nitro-9 to destroy it.

Ace and the Doctor left the military to busy themselves securing the area and returned to the school where the energy readings were detected. The Doctor told Ace he was actually expecting to find the Daleks here as they sought something he had hidden a long time ago: the Hand of Omega, a powerful piece of Gallifreyan technology. Investigating the cellar of the school they discovered a transmat device that was the source of the energy readings. This device was transporting Daleks from a mothership stationed in orbit. However, they appeared quite different to the Dalek found in the scrap yard. It appeared there were two factions of Daleks here, both looking for the Hand of Omega. The Imperial Daleks in the mothership were bionic creatures that served the Emperor Dalek.

The Renegade faction had broken away and refused to serve the Emperor or have their mutations 'enhanced'. While the Doctor had planned to let

the Daleks have what they want, the two factions complicated things and the military was in danger of being caught in the crossfire.

The Doctor went to retrieve the Hand of Omega from its hiding place at an undertakers, but agents of the Renegade Daleks learned of its location. When they tried to retrieve it the Imperial Daleks detected the power source and dispatched an assault shuttle (since the Doctor had put their transmats out of action). When the shuttle landed the Imperial Daleks poured out and engaged the Renegade faction for control of the Hand of Omega. The Imperial Daleks were victorious, but while they were away from the shuttle the Doctor snuck aboard and hacked into their computer system.

As the shuttle returned to the mothership with the Hand of Omega, the Doctor rigged up a communication device to speak with the Dalek Emperor himself. The Emperor turned out to be Davros, who the Doctor goaded into using the Hand of Omega. Davros believed the device would turn Skaro's sun into a power source similar to the Time Lord's Eye of Harmony. With this power his Daleks could expand their time technology and use it to destroy the Time Lords. Unfortunately he had been led into a trap and the Hand of Omega destroyed Skaro's sun instead, vaporising the home planet of the Daleks. Then it returned to the mothership to destroy that too before returning the Gallifrey.

The Doctor's plan worked, the Imperial Daleks destroyed the Renegades, and were themselves destroyed by the Hand of Omega. However, at the last moment, Davros abandoned the mothership, escaping so he might rebuild his creations once more.

CONTINUITY

- Given that the Doctor returns to his old home in Totter's Lane, this episode is full of history and references. Coal Hill School is where Susan went to school and where Barbara Wright and Ian Chesterton first met her as teachers. When Susan brings her teachers to meet her grandfather, they visit the

junkyard at 76 Totter's Lane (see *An Uneearthly Child* in **The First Doctor Sourcebook**). It's also where Clara Oswald subsequently teaches (see *The Day of the Doctor* in **The Eleventh Doctor Sourcebook**).

- After all this time we learn why the First Doctor came here: he was hiding the Hand of Omega. It is unlikely his plan to destroy the Daleks began here; after all he hadn't encountered them yet. However, at some later date he must have decided to leak the location to draw them in. He may have made some of his plans when he last returned here seeking the source of a distress beacon (see *Attack of the Cybermen* in **The Sixth Doctor Sourcebook**).
- While the Hand of Omega destroys Skaro, the Doctor will later have to travel there to collect the Master's remains after his execution by the Daleks (see **The Eighth Doctor Sourcebook**).





REMEMBRANCE OF THE DALEKS

So, we might assume the Daleks find either a new home or rebuild their old one before the end of the Seventh Doctor's era.

- The Doctor mentions his age again, noting he is over 900 years old as we already know (see **Time and the Rani**). He also treats Davros to a list of his titles – “President-elect of the High Council of Time Lords, Keeper of the Legacy of Rassilon, Defender of the Laws of Time and Protector of Gallifrey”. Now it's possible he's only inventing some impressive titles to scare Davros, but what if they are real? He has been voted in as president twice before, after all.
- What is Rassilon's legacy and how might the Doctor have been charged with keeping it? Is he a lot older than he looks? He does let slip to Ace when explaining the Hand of Omega that “we, I mean they, had trouble with the prototype”. Was the Doctor there in the early times with Rassilon and Omega, or does he simply use 'we' to refer to his people?
- The title of Defender and Protector of Gallifrey and the Laws of Time suggests his unofficial status might have become official. The Time Lords have always used him as a 'black ops

agent' to do things their own laws don't allow them to. What if the Doctor is now some sort of sanctioned off book agent of the Time Lords? The title may have been given to him after his trial, possibly by way of apology (see **The Ultimate Foe** in **The Sixth Doctor Sourcebook**). This would let him go about manipulating time as he sees fit for 'the common good' with the official blessing of the Time Lords. It would give him carte blanche to do as he pleases, and would explain why the Time Lords are happy to let him look after the Hand of Omega. While the Time Lords have misplaced things in the past, losing track of a device that can destroy stars seems unprofessional even for them!

- It may seem odd that UNIT isn't involved in this adventure, but in 1963 they didn't yet exist. UNIT won't be formed for another five years, under Colonel Lethbridge-Stewart, after a Yeti attack in the London Underground (see the **The Web of Fear** in **The Second Doctor Sourcebook**). However, it is encounters like this one with the Daleks that will lead the military to decide there is a need for a specialised task force.
- Finally, as if confirmation were really needed, we learn that stairs pose no problem for a Dalek.



🌀 RUNNING THE ADVENTURE

There is so much going on here it is a little difficult to know where to start. It's definitely the sort of adventure best saved for an experienced group of characters. One group of Daleks is bad enough, but this adventure pits two in open conflict over one of the most powerful artefacts of ancient Gallifrey. So our first piece of advice is tread carefully (especially as characters can often do more damage than Daleks with such a device – see pg. 22)!

If you run this adventure using the Doctor, it makes sense for him to have placed the Hand of Omega here as a lure and chosen this time to play his endgame. However, a less renowned Time Lord is unlikely to have been given stewardship of such a potent device. So maybe the Doctor has actually left it to them to sort out. Once he has left the Hand of Omega at the undertakers he contacts the characters and asks them to retrieve it. He might be watching on the sidelines to make sure things go well, but he's actually chosen the characters for the job as he knows they won't manage to keep the Hand of Omega from the Daleks. He can be cunning like that, and keeping himself out of it ensures the Daleks won't smell a rat.

This adventure might also fit a UNIT campaign very well. While there is no UNIT as yet, the characters may serve in a military investigation group. This adventure might prove the catalyst that allows the characters to get funding and begin UNIT themselves. In fact, many of the characters in this adventure, such as Gilmore, Rachel, Mike and Allison would make excellent characters. The only problem is that without the Doctor they may be hopelessly outclassed by the Daleks.

There are plenty of ways to change the story as well as you might expect with so much going on. The first is to change the Doctor's agenda. What if he actually doesn't want the Daleks to have the Hand of Omega? It's not a bluff; he really is fighting to keep it from them! Should he fail, the Time Lords themselves might be forced to intervene before the Daleks really do use it to destroy Gallifrey and become masters of time.



ALLYING WITH THE DALEKS

With two factions of Daleks, their agenda might be a little different as well. While we hesitate to suggest one is actually made up of 'good' Daleks it is still possible to find allies of the moment. It doesn't really matter which faction is the potential ally, as either side is dangerous enough. However, given the Renegades' limited resources it makes sense that they might be looking to join forces against the Imperial Daleks. There are a few reasons they might find an alliance acceptable:

- The Imperial Daleks actually want to destroy the Earth, just to make sure there are no other powerful artefacts left there by the Doctor. The Renegades therefore reason they might find useful cannon fodder allies among its inhabitants.
- The Renegades are actually the broken remains of Daleks from the future. They have come



back to stop their past selves using the Hand of Omega, as they do not actually possess the skills to use it properly. They know for a fact that their experiments will actually bring the Dalek Empire to its knees.

- The Renegades are actually robot imposters created by the Movellans (see *Destiny of the Daleks* in *The Fourth Doctor Sourcebook*) to look like Daleks to distract the Imperials while they plan a new offensive.
- The Renegades are actually infected with the Movellan virus (see *Resurrection of the Daleks* in *The Fifth Doctor Sourcebook*). They have slowed its progress but need help to find a cure. If the humans don't help them they will destroy everything, if the Imperials don't destroy them first.
- The Renegades are actually just radio-controlled empty shells left over from previous conflicts or fashioned out of fibreglass. The military constructed them to draw out and distract the 'real' Daleks. They may get more than they bargained for.
- The little girl is actually a computer genius who has hacked into the Dalek systems. She is playing a huge game and sees the Imperials as more toys to play with.



76 TOTTER'S LANE

This junkyard in Shoreditch, in the East End of London has become somewhat mysterious; more for what it might be than for what it actually is. The place is an open yard, entered through large wooden gates with the name I. M. Foreman painted on them as the proprietor. The yard itself is full of scrap and junk, collected over who knows how many years. A few small buildings sit around the edge of the yard, but only serve as more storage space rather than offices or habitation.



What makes this place special is that it might be the closest the Doctor has to a home outside the TARDIS, or it could just be a junkyard. Foreman might be a clue to the Doctor's name or Susan might just as easily have borrowed it to for herself. There is an implication that the Doctor owns the junkyard, but he might just as easily have just parked the TARDIS here once. His connection is well known enough to the Daleks for them to begin their search for the Hand of Omega here.

COAL HILL SCHOOL

Near the junkyard lies the school that Susan Foreman attended. It is a school like most others, except for the fact that the Daleks have taken control of it to use it as a forward base. There are few children here, although the little girl who serves as the Renegade's battle computer spends a lot of time here observing. What has happened to the rest of the staff and pupils is unclear, but it is perhaps safest to assume this adventure takes place during a school holiday. The Headmaster is the only adult on the premises, and while he is a very average human being he is also under the control of the Imperial Daleks.

KEY LOCATIONS IN COAL HILL SCHOOL

- **Playground:** The main courtyard of the school is a simple tarmaced area with a hopscotch grid as its only feature. However it also makes a perfect spot for the Daleks to land their assault shuttle, which has been here before to set up the transmat. This previous landing has left four tell-tale piles of ash where the landing rockets fired.
- **Cellar:** The basement of the school (accessed by a small door in the main corridor and a simple flight of steps) is the most important area as far as the Daleks are concerned. Here they have set up a transmat receiver station so they can deploy their troops quietly and quickly. The Headmaster's primary job is to defend this

area, and he is usually assisted by an Imperial Dalek guard as well.

- **Science Labs:** Overlooking the playground on the second floor is a series of science labs. Like most of the classrooms they have large windows that look into the corridor as well so passing teachers might see the misdoings of unattended pupils. The labs are well equipped with glassware and chemical apparatus that remains set up between classes.

RATCLIFFE'S BUILDER'S MERCHANTS

The Renegade faction has made their base at the business premises of their agent, George Ratcliffe. Ratcliffe owns a builder's merchant that is not

GROUP CAPTAIN IAN GILMORE

The Group Captain leads a small team charged with investigating strange incursions from hostile life forms. No one in the ministry wants to say aliens yet, in fact Captain Gilmore laughs at the Doctor's suggestion he is facing little green men. However, he doesn't laugh for long. When a Dalek slaughters several of his men and proves impervious to his best weapons he quickly understands that humanity is outclassed by these extra-terrestrial visitors.

Officially his team is there to respond to threats that cannot currently be classified. So they really have very little idea about what they are facing. Luckily Gilmore cares about the safety of his men and isn't too proud to take advice from someone outside the chain of command who seems to know what they are doing.

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

SKILLS

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

TRAITS

Brave (Minor Good): +2 bonus to any Resolve roll when Gilmore needs to show courage.

Code of Conduct (Minor Bad): Gilmore follows orders and does his best for his men.

Military Rank (Major Good): Group Captain.

Obligation (Major Bad): Protect the Earth and take care of his men.

Tough (Minor Good): Reduce total damage by 2.

Voice of Authority (Minor Good Trait): +2 bonus to Presence and Convince rolls.



EQUIPMENT: Pistol (2/5/7).

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



dissimilar to 76 Totter's Lane. A double wooden gate leads into a small yard, which is backed by a warehouse and office building. A series of garages sit along one side of the yard where vehicles or materials can be stored. Behind a small storeroom lies Ratcliffe's office, where the Renegade Dalek battle computer and command chair can be found. The computer consists of a desk and screen that multicoloured lights constantly play over. Ratcliffe comes here to get his orders from the Dalek commander, which he then relays to his men.

FURTHER ADVENTURES

- **The Shoreditch Murderer:** Several people have been killed late at night in the Shoreditch area

near Totter's Lane. The police are looking for a killer who seems to drain their victim of an odd selection of minerals. In fact the killer is a Dalek mutant that survived the destruction of its armoured casing during the battle. It is feeding on random passers-by simply to survive and trying to collect enough scraps of technology to build a distress signal.

- **Jenny Dreams:** The little girl, let's call her Jenny, who was connected to the Dalek computer has seemingly recovered from the experience. However, she still has nightmarish dreams of metallic monsters doing terrible things to strange beings from other worlds. It seems she is still connected to the Daleks somehow,

SERGEANT MIKE SMITH

Mike seems a decent enough chap, and works as Gilmore's right hand man. He is dynamic, daring, unconventional and downright heroic. Unfortunately, under all that he is also a racist and a bigot. He is secretly part of Ratcliffe's group of neo-Nazis and honestly believes in racial segregation. This also makes him a knowing Dalek agent. While he doesn't want to lead a revolution or see blood spilled, he genuinely believes white people are better than everyone else. His attitude is almost worse than Ratcliffe's as it is the sort of casual racism shared by many of the 'men on the street' and those who read right wing tabloids. The sort of people who say "I'm not racist but..." When Mike's secret allegiance is discovered he turns to Ratcliffe and his Dalek allies rather than trying to make amends. Ace is drawn to his fighter pilot charm, making her feel doubly betrayed by both his treachery and morality. The most sickening thing about Mike is that he truly believes he is one of the good guys.

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

SKILLS

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

TRAITS

Attractive (Minor Good): +2 bonus to any rolls that involve Smith's looks.

Brave (Minor Good): +2 bonus to any Resolve roll when the character needs to show courage.

Charming (Minor Good): +2 bonus to attempts to use charm.

Dark Secret (Major Bad): Working as part of Ratcliffe's association and a Dalek agent.

Impulsive (Minor Bad): Just like any hero, Mike doesn't think before diving in.

Military Rank (Minor Good): Sergeant.



Prejudice (Minor Bad): For all his charm, Mike is a racist.

Quick Reflexes (Minor Good): Mike dynamically goes first in his Action Round unless taken by surprise.

TECH LEVEL: 5

STORY POINTS: 6

and might be a way to discover their plans and save lives. However, can the characters put a little girl through all that again? If they don't find a way to sever her connection at least, the dreams might drive her mad. Worse yet, if the Daleks discover what she can do, they might decide to clean up this loose end.

- **Davros must be Exterminated!:** The Renegades destroyed in Shoreditch were only a strike team, not the entire movement. With Skaro and the Imperial Daleks destroyed, they are now the main Dalek force in the galaxy. After waging a more direct war against the remains of the Imperial Daleks they turn their attention to Davros. There are rumours he escaped and

they want to hunt him down. Unfortunately they need a Time Lord to track him across time and space. Will the characters help the Daleks hunt down their creator, and if they do, can they trust them not to exterminate them afterwards?

- **Lost Property:** What else might the Doctor have left in Totter's Lane? Is it as dangerous as the Hand of Omega? A strange build up of energy in the junkyard suggests something dangerous is hidden there. Unfortunately, the energy readings have been picked up by other interested parties who know of the area's significance, and they are looking to claim whatever might be there for themselves.

GEORGE RATCLIFFE

Mr Ratcliffe is a despicable human being, but one who hides as a pillar of the community. He is a local businessman and also runs the local chapter of the Territorial Army. However, he has formed them into an 'association' that does more than serve in time of war. His men work for the town and do what they can for their country. That might sound very laudable, until you discover what sort of England Ratcliffe thinks needs protecting. Ratcliffe's association is actually a group of neo-Nazis, waiting for the day they can purge England of the corruption of all foreigners. He has even been imprisoned for insisting England should have fought with Hitler's Nazis in the war rather than against them. His views of racial purity and segregation are pretty much the same as the Daleks, and this has made him the perfect agent for the Renegade faction. Filled with dreams of a new England under Dalek (and his) control he has given the Renegades everything they ask for and is wholly dedicated to their agenda. It is then ironic that despite his loyal service the Daleks decide to kill him for no better reason than he isn't a Dalek and they have no use for him any more.

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

SKILLS

Athletics 2, Convince 3, Craft 2, Fighting 2, Knowledge 2, Marksman 2, Subterfuge 3, Transport 2.

TRAITS

Back up (Minor Good): The 'association' are all loyal to the cause.

Charming (Minor Good): +2 bonus to attempts to use charm.

Dark Secret (Major Bad): Leading the Renegade Dalek agents.

Prejudice (Major Bad): Ratcliffe is an unapologetic neo-Nazi.

Selfish (Minor Bad): Ratcliffe puts his own needs first.



Voice of Authority (Minor Good Trait): +2 bonus to Presence and Convince rolls.

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



REMEMBRANCE OF THE DALEKS

ALLISON WILLIAMS



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

Allison is a qualified physicist, with a solid expertise in her field. It is why she got the job as Professor Jensen's assistant. Unfortunately, it doesn't seem to matter how many degrees you have, the military types just expect her to act as a secretary or make the tea. It's frustrating, and annoying, but at least she is not the only woman on the team, and working with Rachel is a fantastic opportunity to partner with such an eminent scientist. Allison is young and eager to learn, but also dedicated, skilled and resolute. Yes, she can make a cup of tea, and it'll be a bloody good one, but she'd far rather answer your questions about physics because that's what she's here for.

SKILLS

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

TRAITS

Attractive (Minor Good): +2 bonus to any rolls that involve the character's looks.

Face in the Crowd (Minor Good): +2 to any Subterfuge Skill roll to sneak about.

Marginalised (Minor/Bad): -2 to all professional social interaction.

TECH LEVEL: 5 STORY POINTS: 5

PROFESSOR RACHEL JENSEN



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

Jensen is one of the most renowned scientists of her generation. So she was doubly annoyed when she was essentially drafted by the military to act as scientific adviser for Gilmore's operation. While she hates being pushed around by the military, she does secretly relish the opportunity to put her expertise to practical use. In the same way that Gilmore gets a reality check on the power of his armed forces, Rachel comes to understand she really knows little about the science she is supposedly an expert on. This both at once frustrates and excites her. On the one hand a space vagrant is forced to talk to her like a child because her understanding is so limited. On the other hand there are whole universes of science she has yet to even discover, let alone explore.

SKILLS

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

TRAITS

Boffin (Major Good): Allows Rachel to create Gadgets.

Cutting Edge Technology (Minor Good): Rachel has no penalty when operating technology from one Technology Level above her home time period.

Insatiable Curiosity (Minor Bad): Rachel will investigate anything that sparks her curiosity unless she passes a Resolve + Ingenuity roll at -2.

Marginalised (Minor/Bad): -2 to all professional social interaction.

TECH LEVEL: 5 STORY POINTS: 6

THE HAPPINESS PATROL



'Don't forget, when you smile, I want to see those teeth.'

SYNOPSIS

Terra Alpha, 24th century

On the Earth colony Terra Alpha, something was wrong, and the Doctor decided to take Ace there to investigate the rumours he'd heard about the place. When they arrived, things looked peaceful enough. However, several citizens had been executed by the 'Happiness Patrols' led by the colony administrator Helen A. The only crime they were guilty of was being unhappy, and the forced smiling had taken its toll on the population.

Deciding the best way to get to the bottom of things was to get arrested, the Doctor declared he was

feeling a little down to one of the patrols. He and Ace were instantly arrested, and noticed the Happiness Patrol had decided to cheer the TARDIS up by painting it pink! While incarcerated in a 'Waiting Zone' Ace and the Doctor met Harold V who told them any form of sadness was a capital crime. Wearing black, listening to sad music, even reading poetry was considered dangerously subversive. Those who were captured were taken to 'The Kandy Man' for use in his experiments or publicly executed in the main forum, by being smothered in fondant.

Having learned all they could from the Waiting Area, the Doctor and Ace escaped but got separated. Ace made an ally in the form of Susan Q who was a member of the Happiness Patrol but had lost her faith in the organisation. The Doctor met Earl Sigma, a travelling blues musician and medical student who had got stuck on Terra Alpha. He also met Trevor Sigma who was conducting an official census of the planet. Using Trevor Sigma's access to the administration centre, the Doctor managed to confront Helen A. She insisted her programme of executing 'Killjoys' was not only making Terra Alpha a happier place but also meeting the galactic guidelines on population control.

Meanwhile, Ace had discovered a demonstration by the factory workers who keep the city running. She also ran into the tribal indigenous inhabitants of the planet who lived in the tunnels under the city. She and the Doctor realised these oppressed people had the power to topple the regime if they could stand united. So the Doctor led a public demonstration where he invited all the subversives to come to the main forum and laugh themselves silly.

With no protocol for executing happy people, the Happiness Patrol was powerless to stop the laughter and chaos. A joyful revolution quickly followed, and Helen A was forced to surrender the control centre and make a run for it. Without their leader, the Happiness Patrol fell apart and freedom prevailed. The TARDIS got repainted blue, as the blues returned to the colony.



THE HAPPINESS PATROL

CONTINUITY

- Ace turns out to have an interest in dinosaurs, so the Doctor promises to take her to the Cretaceous period sometime.
- Having only travelled with the Doctor for a short time, she is also adept at playing the spoons.
- When asked his name by Trevor Sigma, who refuses to accept nicknames, the Doctor mentions his nickname at the Academy was Theta Sigma (see *The Armageddon Factor* in *The Fourth Doctor Sourcebook*).
- As if we needed reminding, the Doctor once more shows how much he hates guns. When two patrolmen treat their task of murdering members of the factory procession as a video game he cannot stand by and do nothing. He shows the patrolmen they are executing real people by getting them to train their guns on him and look him in the eye. They find themselves unable to fire. Interestingly, the Doctor will find himself in the reverse situation later on (see the adventure *Battlefield*).



This is another adventure where we never see inside the TARDIS. However the outside gets repainted bright pink by the Happiness Patrol. The Doctor quite likes it but loses no time painting it blue again before he leaves!

◉ RUNNING THE ADVENTURE

After the complexity of the last adventure, this one is very simple, but also very player driven. The minute the characters arrive they will discover the Happiness Patrol is executing anyone who is sad. It should be pretty clear to them this is a bad thing and they need to do something about it! In a sense, that's all there is to this adventure but that makes it a lot harder to run. The emphasis is on the players figuring out a plan and making it work, but toppling a regime is never easy.

The Doctor goes about taking down Helen A in two stages. First, he investigates what is going on to get an idea of what he is up against. Then he looks for allies he can bring together so he can mount a real

assault on the regime. In the Doctor's case the key is when he finds out the factory workers have the power to hold the city to ransom and the primitive tunnel dwellers are more numerous and organised than first expected.

While this adventure can be a simple romp trying to topple an insane dictator, it need not be quite as silly as that might sound. All the bright pink and enforced smiles can be very threatening if not played for laughs. The Gamemaster can create a very dark atmosphere by allowing the characters to wander the city of Terra Alpha for a while. The dark, empty streets might seem more oppressive with the strange addition of 'elevator musik'. In fact, if the Gamemaster likes to use music during the game a tape of this awful tuneless rubbish might be quite useful in evoking atmosphere.

The Happiness Patrol might also not be quite as insane as it first appears. It might be the case that Terra Alpha is in the grip of an epidemic of mood-altering drugs (see *Gridlock* in *The Tenth Doctor*



Sourcebook). Criminal gangs are feeding the population shots of 'happy' (or even 'sad') to help them cope with the depressing world they live in. The Happiness Patrol in this case seeks out drug users, made obvious by their emotional state, and follows a zero tolerance policy with extreme vigilance. While this might sound draconian, the drugs might have turned a friendly, prosperous city into a hell-hole in the grip of criminal gangs. In such an adventure, the characters will have to help root out the drug gangs. However, at the same time they'll have to work hard to deal with the fanatical Happiness Patrol.



Another possibility for adapting the adventure is to make Silas P the leader of a resistance movement rather than an undercover agent. What if the lies he tells killjoys are actually true? He might work as an undercover agent so he can help killjoys. The secret safe house he mentions may actually exist and he has a network of killjoys looking to revolt 'when the time is right'.

Given this adventure involves nothing more complicated than arriving on a planet; it can also be an easy adventure to bring almost any group of characters into. Portals or spacecraft might bring Torchwood agents, Time Agents or just ordinary people here as well as Time Lords and companions. Or the characters might actually be sent here, possibly instead of Trevor Sigma, to conduct an overdue government survey.

TERRA ALPHA

Until the Happiness Patrols, there was little very special about Terra Alpha. It is one of several Earth colonies in the system, and lies not too far away from the galactic core. Even so, it is something of a

backwater. While it sees a few tourists each year it only gets visited by Earth officials when it is time for its bi-yearly census.

The society of Terra Alpha operates a rigid class system. Each citizen has a letter of the alphabet as a surname, which grades them into social groups, A being the highest caste and Z being the lowest. Citizens can be re-graded as a punishment or reward, moving up or down the alphabet. Visitors are all accorded the surname 'Sigma', which has its own rights, privileges and restrictions. Most of Terra Alpha is a dark concrete jungle, where few people are able to see the sky. Under Helen A, the buildings are painted in dark colours and 'musak' is constantly played throughout the city on ubiquitous speakers. Few people wander the streets and most keep themselves to themselves.

KEY LOCATIONS ON TERRA ALPHA

- **Administration Centre:** Terra Alpha is ruled from the bright beige offices of the Administration Centre. From here, announcements can be made citywide and all the important areas can be observed using the camera system. Helen A essentially runs the colony from this suite of rooms.



- **The Forum:** This social centre of the colony has become a place of entertainment and execution. It is a large open area surrounded by a balcony and a rough colonnade. In the centre is a large square plinth around three feet high and ten feet wide where the condemned await their fate. Executions are officially by firing squad, but Helen A prefers drowning then in fondant once they believe they have been given a reprieve. Several tired-looking balloons adorn the area to make the executions look a bit more fun.



- **Forum Entrance:** The main entry to the Forum also serves as a meeting area. A wide staircase leads up to the entrance of the Forum, decorated in Gothic-style arches. The steps are sometimes used as a stage of sorts and there is certainly enough space in the area at the bottom of the stairs to fit a large audience.
- **The Waiting Zones:** Officially Terra Alpha has no prisons, such places would be too depressing. Instead it has Waiting Zones, small areas marked out with white tape against one of the buildings. An armed guard looks after the area, and while no one is a prisoner, she will happily shoot anyone who tries to leave. Some Waiting Zones are equipped with fruit machines that pay out a video of Helen A telling a bad joke very badly as a prize. Most people laugh, as Helen A is able to kill anyone touching the fruit machines by charging them with electricity.
- **The Kandy Kitchen:** The underground lair of the Kandy Man is a sugar-caked factory. From here, fondant and sugar are processed and sent all over the city through massive pipes.



Levera near the Kandy Man's lab area direct the flow of the system to where it is required. Most of the area is taken up by the Kandy Man's lab where he perfects his craft, and tests it on those strapped into two nearby chairs. A large staircase leads out of the kitchen, but it is possible to get in or out by travelling through the larger pipes connecting to the room.

- **The Undercity Tunnels:** Under the city are a series of large tunnels, used to move sweets and sugar across the city. The tunnels are made of steel and easily big enough for a human to stand upright in. They are rarely used by the populace, but have become the home of the 'Pipe People' the original inhabitants of Terra Alpha who have been displaced here.
- **The Factories:** Terra Alpha's economy is based on the factories and processing plants that toil ceaselessly below. The workers are poorly paid and expected to work in bad conditions. They are ruthlessly oppressed so Helen A might remain in control, as the wealth and economic power of the planet lies with what the factories produce.

SUPPORTING CAST

There are several inhabitants of Terra Alpha that deserve a mention but don't really have enough significant skills to warrant full detail on their statistics. Nevertheless, they can become useful allies or antagonists depending on the character's actions.

Joseph C: Helen A's husband is a dotty old man, happy to let his wife run everything as it allows him to read the paper and drink cocktails all day. He appears blissfully unaware about what is going on. However, he is shrewd enough to see when the tide is turning and steals Helen A's escape shuttle from her with Gilbert M when everything starts going wrong.

Gilbert M: Nominally the Kandy Man's assistant, Gilbert M is in fact his creator. He is an exile from the planet Vasilip where a lab accident saw him release a deadly poison that killed half the population. He is only really sorry that this disaster lost him his job. Like Joseph C, he knows that staying out of the limelight is the best way to stay alive.

Harold V: Harold V used to be Harold F when he was Helen A's chief joke writer. However, when

his brother 'disappeared' along with several other people he knew, Harold tried to contact the neighbouring colony of Terra-Omega. He was demoted to V for his temerity and sent to the Waiting Zone where Helen A eventually executed him just to make a point.

Earl Sigma: A tourist who got stuck on Terra Alpha, Earl Sigma is a medical student and blues virtuoso. He was travelling the colonies after completing his fifth year as a post-med psychology student. His harmonica playing was a way to fund his journey and he busks his way around the city. However, his mournful blues tunes quickly shift to up-tempo jazz when the Happiness Patrol passes by.

Trevor Sigma: The galactic census agent takes his job very seriously. He wears a pinstripe suit and bowler hat, which looks oddly incongruous among the pink tones of Terra Alpha. Trevor is only interested in performing his duties, and ignores

anything not relevant to them. He is a rather tediously serious individual who has little in the way of a sense of humour.



Patrol Guards: While women serve in the Happiness Patrol, there is a more utilitarian militia in the form of the patrol guards, who are mostly male. They

SILAS P

As far as we can see, Silas P is the only male member of the Happiness Patrol. However, instead of riding with the patrol cars, he roots out killjoys as an undercover agent. He quietly engages those he finds alone who look a little down and tells them there is a resistance movement. He says there is a safe place they can go to express themselves. He offers them his card if they are interested, at which point he knows them to be subversives and calls the Happiness Patrol. For Silas, job satisfaction is not just executing killjoys (of whom he has uncovered 47) but the look on their face when they realise he has trapped them. Ironically, when Silas tries his tricks on the Doctor, the tables are turned. His conversation with the Time Lord leaves him so confused the Happiness Patrol executes him as a killjoy.

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

SKILLS

Convince 4, Fighting 1, Knowledge 2, Marksman 2, Subterfuge 4, Technology 2, Transport 2.

TRAITS

Charming (Minor Good): +2 bonus to attempts to use charm.

Eccentric (Minor Bad): Silas P rather enjoys seeing others suffer.

Empathic (Minor Good): +2 bonus on rolls to 'read' another person.

Face in the Crowd (Minor Good): +2 to any Subterfuge Skill roll to sneak about.



Obsession (Minor Bad): He loves finding and disposing of killjoys.

TECH LEVEL: 5

STORY POINTS: 8



THE HAPPINESS PATROL

tend to get the mopping-up detail and often complain that the women of the Happiness Patrol get the best guns. They are so divorced from what they do that they see killing as a form of computer game, until the Doctor puts some of them straight on the matter.



Factory Workers: The workers are rarely seen as they spend their time toiling in the factories.

However, they often organise demonstrations through the city. Dressed in black bearing placards they are a clear sign of civil disobedience, which is why Helen A orders them gunned down by sniper fire should their procession carry on for too long.

FURTHER ADVENTURES

- **The Sweet Keeper:** While the Kandy Man may have gone, his research has not. People are dying, but with a smile on their face. Someone has finally perfected his deadly candy that kills with pleasure. Luckily, most children seem immune, having such a capacity for sugar they hardly notice, but to adults the sweets are fatal. The sweets are being made by a child genius who is trying to find the perfect sweet, unaware of the damage he is doing. However, a drug cartel has considered the possibilities and are giving them to adults. They hunt for the child so they might ensure their supply.

PRIMITIVES

Also known as 'Pipe People', the indigenous people of Terra Alpha are a race of large eyed tribesman with grey skin and alien features. The arrival of humanity forced them out of their homes and left them to build a new life in the pipes of the undercity. Understandably, they are none too happy about having their planet taken away from them, but there is little they can do. They have little in the way of technology and the best weapons they can muster are spears. It is a daily battle to find enough food to survive. However, they are quick to join the rebellion when it becomes clear that there is hope the regime might be toppled. The primitives have a language of their own, and while they understand English are unable to speak it. They have somewhat Germanic names, such as Wences and Wulfric.

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

SKILLS

Athletics 3, Craft 3, Fighting 3, Subterfuge 4, Survival 3.

TRAITS

Alien Appearance (Major Bad)

Empathic (Minor Good): +2 bonus on rolls to 'read' another person.

Outcast (Minor Bad): -2 to social rolls with inhabitants of Terra Alpha.

Tough (Minor Good): Reduce total damage by 2.

Unadventurous (Minor Bad): The Pipe People try to avoid excitement.



EQUIPMENT: Spear (Strength +2 damage)

TECH LEVEL: 2

STORY POINTS: 6

- Fighting the Flab:** With a new regime, Terra Alpha returns to exporting its only real commodity: sweets. People come from across the galaxy to get hold of the best candy in the universe. Unfortunately some people are overindulging, and obesity and heart attack rates have increased exponentially. Are people just eating too much or have the Terra Alphans added something more sinister to their sweets? Can the characters find out? It will be tough to get to the truth, as the livelihood of the inhabitants and the economy of the planet depends on the sweet industry.
- Goth Revolution:** With people free to be unhappy once more, some of them decide to take it to extremes. A huge Goth/Emo subculture begins to develop on Terra Alpha.

THE KANDY MAN

The Kandy Man is one of the oddest robots ever designed. It is a self-aware machine built out of sweet ingredients formed around a metal frame. It was something of an experiment by Gilbert M who feels it has somewhat run its course and become a little tiresome. The Kandy Man has become Helen A's chief executioner. He makes the strawberry fondant used for executions and is often given prisoners to use as subjects for his experiments. The Kandy Man's dream is to invent a sweet so wonderful that those who eat it die of sheer pleasure.

While the Kandy Man is a dangerous and intelligent opponent, he does have a couple of design flaws. Carbonated liquids can melt the top layer of his glucose coating. This means a squirt of lemonade at his feet can stick him to the floor. The stickiness of the sugar used in his construction also means he has to keep moving or he will seize up.

When forced to escape his Kandy Kitchen the Kandy Man leaves through the fondant tunnels. Unfortunately the primitives in control of the kitchen fill the tunnel with deadly fondant, melting the Kandy Man and reducing him to a metal frame with a few electronics, this being the state he arrived on Terra Alpha when Gilbert M brought him here in a suitcase.

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

SKILLS

Athletics 2, Craft 4, Knowledge 2, Science 3, Subterfuge 2, Technology 3.

TRAITS

Biochemical Genius (Major Good): May create biological and chemical 'gadgets' using Science instead of Technology for Jiggery-Pokery.

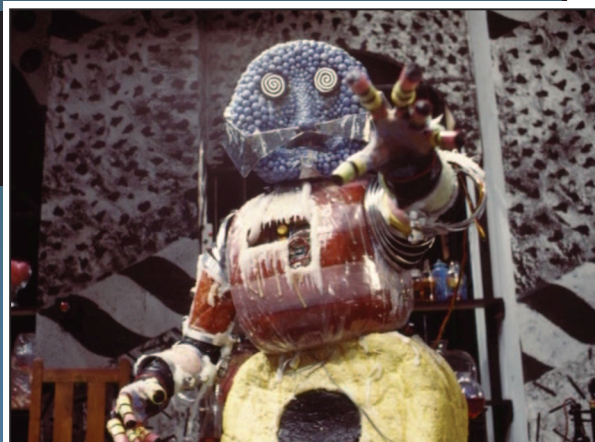
Distinctive (Minor Bad): Looking like a massive liquorice allsort, the Kandy Man is hard to miss. -2 penalty to rolls to blend in. Others have a +2 bonus to remember or recognise him.

Obsession (Minor Bad): To create the perfect sweet.

Robot (Special Good)

Tough (Minor Good): Reduce total damage by 2.

Voice of Authority (Minor Good Trait): +2 bonus to Presence and Convince rolls.



Weakness (Major Bad): If the Kandy Man is subjected to acidic or carbonated liquids the affected part will stick to any surface like glue.

Weakness (Major Bad): If denied the ability to move the Kandy Man begins to seize up, gaining the 'Slow Reflexes' trait (Minor or Major Bad depending on how long he has been immobilised).

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



THE HAPPINESS PATROL

The more middle class members of the population are concerned, believing these black clad creatures of the night to pose some sort of danger. What is most concerning is that a substantial number of these denizens of darkness appear to be committing suicide. Is it the movement causing the depression,

or is the movement a symptom of a powerful depression taking over the folk of Terra Alpha for some other reason? Perhaps the truth is that someone doesn't like this new subculture and is engineering these apparent suicides to cover their own killing spree.

THE HAPPINESS PATROL

While they have a fun name, the Happiness Patrol are essentially Helen A's elite, well-dressed death squad. This all-female group of soldiers, dressed in light pink, short-skirted power suits, patrol the city looking for 'killjoys'. Anyone they find who doesn't look happy is terminated on sight by this gang of armed kabuki faced executioners. The Happiness Patrol is organised into six patrols, designated A to F. Some patrol groups are known for their brutality more than others, but they all have the same standing orders. Those unassigned to a patrol group are often used as guards on the waiting zones. Aside from martial training the women of the Happiness Patrol are expected to be perky and joyful at all times. To join the patrol they must also audition, proving their credentials as entertainers as well as assassins.

There are three particular members of the Happiness Patrol that are worth a special mention:

Daisy K: Helen A's right-hand woman, effectively the second in command of the Happiness Patrol. She gets all the blame and little of the glory.

Priscilla P: Possibly the most bloodthirsty member of the Happiness Patrol. She is both utterly cold and very trigger-happy. While she has been assigned as a waiting zone guard she longs for the day she can go out on patrol and destroy some killjoys.

Susan Q: Left to guard Ace, Susan already had doubts about her chosen career. She lets Ace escape and later joins Ace and the Doctor in their attempt to topple Helen A's regime.

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

SKILLS

Athletics 3, Convince 2, Fighting 2, Knowledge 2, Marksman 3, Subterfuge 2, Technology 2, Transport 2.

TRAITS

By the Book (Minor Bad): The Happiness Patrol strictly obey Helen A's directives against killjoys.

Distinctive (Minor Bad): The pink hair and uniform makes it tricky (-2 penalty to rolls) to blend in. Others have a +2 bonus to remember or recognise them.

Quick Reflexes (Minor Good): The Happiness Patrol are swift and well trained, going first in their Action Round unless taken by surprise.



EQUIPMENT: Blaster Carbine Mk IV (4/L/L).

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

HELEN A



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

The tyrannical ruler of Terra Alpha is a hawkish woman who bears no small resemblance to a certain British Prime Minister of the 1980s. Helen A has a vision of the perfect society that would not be out of place in the pages of a right-wing tabloid. She believes those who are not happy under her rule are simply not trying hard enough. Helen A loves sweets, especially strawberry fondant, and models her fashion style in a similar vein. She dresses in shades of pink and purple and wears her hair in a high 'punk/new romantic' style. She paints her face almost like a kabuki mask. While she has a husband (Joseph C) she only really cares about her pet Fifi, a wolfen rat of a dog with a vicious attitude to everything except Helen A. Only when Fifi is killed does Helen really understand that true sadness cannot be denied or ignored.

SKILLS

Convince 3, Knowledge 2, Marksman 2, Science 3, Subterfuge 2, Technology 2.

TRAITS

Back up (Major Good): Helen can call on the Happiness Patrol.

Disctinctive (Minor Bad)

Eccentric (Major Bad): Helen is pretty loopy, believing in enforced smiling and denial as the key to happiness.

Voice of Authority (Minor Good Trait): +2 bonus to Presence and Convince rolls.

TECH LEVEL: 5

STORY POINTS: 10

FIFI



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

Helen A's most beloved pet is a Stigorax, a sort of rat-like wolverine. While it is all cuddles and cute toothy grin for Helen, Fifi is a psychopathic sadistic ball of teeth and claws eager to tear apart anything it gets set loose on. It takes a can of Nitro-9 just to slow it down. Fifi is only dispatched when a sugar rockfall crushes it, and even then it manages to crawl out to find Helen A again. Fifi obeys Helen A without question, but mostly as she sends it out to chew up her enemies. However, there is a real bond of affection between the two, and Fifi's death forces Helen to feel the only real emotion she has felt for years.

SKILLS

Athletics 3, Fighting 4, Subterfuge 2, Survival 2.

TRAITS

Alien Appearance (Special Bad)

Fear Factor (Special Good): 1

Keen Senses (Major Good): +2 to all Awareness rolls.

Natural Weapons (Minor Good): Teeth and claws that do Strength +2 damage.

Tiny (Minor Bad)

Tough (Minor Good)

STORY POINTS: 8

SILVER NEMESIS



SILVER NEMESIS



'This time there will be a reckoning with the nameless Doctor whose power is so secret. For I have found his secret out. In good time, I will speak it. I shall be his downfall.'

SYNOPSIS

Windsor, England, 1988

A comet was on its way to Earth, and three deadly adversaries raced to claim it for themselves. The comet, called Nemesis, was more than just a piece of space rock. It was actually a space capsule containing a dangerous piece of Gallifreyan technology, a weapon made of a living metal called validium. The Doctor sent it into space in 1638, to keep it out of the hands of a dangerous noblewoman called Lady Peinforte. However, the validium had been with Lady Peinforte long enough to take the form of a silver statue in her image, which she called her Nemesis. To deactivate the statue the Doctor removed a silver arrow and bow from Nemesis before hurriedly sending it into space.

Unfortunately, Lady Peinforte would not be denied. She found where the Doctor had hidden the arrow and hired an astrologer to calculate when the

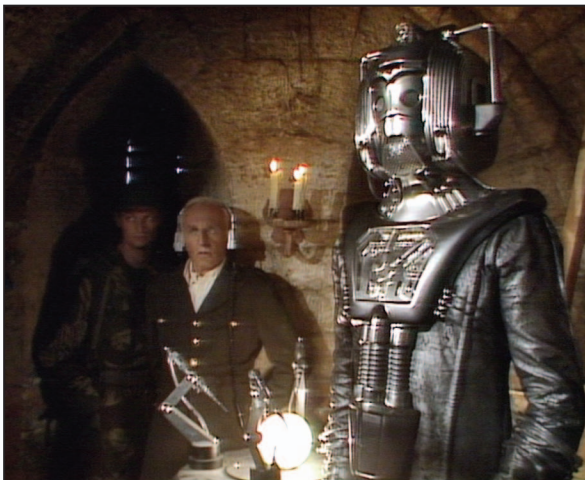
comet might return to Earth. Using the power of the arrow she crossed time with her servant Richard to 1988, when the decaying orbit of the comet would bring it back to Earth. However, she was not alone in seeking the prize. A group of neo-Nazis led by a German nobleman called de Flores had located the bow and sought the power of the statue to create a new Reich.

Unfortunately, a third group also sought the comet. As de Flores' team and Lady Peinforte arrived at the landing place of the comet, a strike force of Cybermen also appeared to claim it. A pitched battle ensued, with no side able to get close to the comet. The Doctor and Ace arrived to claim Nemesis too but decided to wait until the fighting died down. However, while everyone was occupied, the Doctor managed to steal the bow from de Flores' men.

Eventually, the Cybermen took control of the statue, but needed the bow and arrow to awaken it. They decided to use the statue as bait, hoping to draw out the owners of the bow and the arrow. Their plan worked and Lady Peinforte brought the arrow to the tomb the Cybermen had hidden the statue inside. Compared to the Cybermen, Lady Peinforte and Richard were 'primitives', but they were armed with

gold-tipped poison arrows that kept them at bay. De Flores made a deal with the Cybermen to help take the statue back. His men, who were less vulnerable to her arrows, assaulted Lady Peinforte's position and managed to secure the statue, although Lady Peinforte and Richard got away. Not wanting any of them to get the statue, the Doctor interfered with everyone's plans once more. He used the bow to activate the validium and allowed Ace to blow up the Cybermen's ship with Nitro-9 while they were guarding the statue.

The Cybermen eventually prevailed and took the statue to a hangar at an airstrip to guard it while it fully awakened. However, the Doctor managed to take control of the statue while Ace fended off the Cybermen with a catapult and a bag of gold coins. The Doctor prepared to send the statue to destroy the Cyberfleet hiding in orbit. However, Lady Peinforte arrived and threatened to reveal the Doctor's greatest secrets, told to her long ago by the statue, unless the Doctor handed it over to her. The Doctor told her she was nothing more than his pawn, though, a convenient way to bring the silver arrow to where he wanted it. Lady Peinforte lost what remained of her power-crazed mind and was disintegrated when she tried to take the statue for herself.



De Flores arrived to make a final bid for the statue, but was killed by the last remaining Cyberman, the Cyberleader. The Cyberleader told the Doctor to hand over control of the statue by threatening Ace's life. The Doctor acquiesced and sent the rocket bearing the validium to the Cyberfleet. However, the Doctor had left additional instructions with the statue and it vaporised the entire fleet. Before he could destroy the Doctor the Cyberleader was killed by Richard, using the last gold-tipped arrow.

With the Cybermen destroyed and the statue safe once more, Ace asked the Doctor what secrets Lady Peinforte was going to reveal about him. He only answered her with a smile.

CONTINUITY

- The Doctor and Ace both turn out to be big jazz fans, especially the 'smooth blowing' talent of Courtney Pine, who Ace asks for an autograph. After the Daleks destroyed Ace's stereo tape deck (see *Remembrance of the Daleks*) the Doctor has built her a new one. It not only plays Jazz, but can also receive and jam Cyberman transmissions and monitor spacecraft in Earth orbit.



- To keep track of his long-term plans the Doctor has an alarm set on his watch to remind him something important is going to happen. Unfortunately the alarm doesn't tell him what he's forgotten, but does tell him how concerned he ought to be about forgetting it.
- In Windsor castle, Ace and the Doctor come across a painting of Ace by Thomas Gainsborough (1727-1788). As neither of them remembers it being painted, it appears they will one day have an adventure in the 18th century.
- The Doctor uses his skills in hypnosis to stun the security guards at Windsor Castle. He appears to need a pair of glasses to do it, and the effect only leaves them stunned for a few seconds. The Doctor's skills seem to have atrophied a little since his earlier incarnations.
- Nemesis has been circling the Earth every 25 years, and the Doctor tells Ace each time it has passed the planet it has only added to the strife and trouble humanity has had to suffer. When



SILVER NEMESIS

the Doctor speaks to the statue and orders it to destroy the Cybermen it asks if it can finally be free. The Doctor tells it he has more work to be done, although we never discover what he might have in mind. It is possible the validium is so dangerous the Doctor never intends to grant it freedom.

- Throughout the adventure the Doctor plays chess, apparently against himself. We will discover later this is a message from Fenric that they will meet again soon (see *The Curse of Fenric*).
- Upon hearing the growl of a wild animal, Richard is concerned there may be bears in the nearby woods. Lady Peinforte points out that people being chased by bears only happens in the theatre, a reference to the famous stage direction in Shakespeare's *A Winter's Tale*, "Exit, pursued by a bear".
- What secret about the Doctor does Lady Peinforte know? Could it be his name? We learn later the lengths people will go to discover his name, and the danger such knowledge poses (see *The Name of the Doctor* and *The Time of the Doctor*, in *The Eleventh Doctor Sourcebook*).



might get the other two to strike an alliance to take it from them. Of course, each side will do their best to betray the other, and none of them can be trusted, but that will just make negotiations interesting.

◉ RUNNING THE ADVENTURE

The first thing you may notice about this adventure is that it bears a certain similarity to *Remembrance of the Daleks*. Once more the Doctor has laid a powerful trap for one of his oldest enemies. Tempting them with a rumour of a powerful Gallifreyan device he tricks them into using the device, ultimately destroying them. Many of the same problems and opportunities arise in both adventures.

Where this adventure differs from *Remembrance of the Daleks* is that the various factions are not all dire enemies. While de Flores, Lady Peinforte and the Cybermen all want Nemesis, their conflict isn't personal. They have no desire to destroy each other, except where they stand in each other's way. This means there is room for negotiation. When one faction has control of the statue, the characters

It is also important to remember there is a certain desperation in each faction's actions. The Cybermen are a shadow of their former power, and understand that the survival of their species might be in the balance if they fail. This makes them more cautious and less willing to risk their soldiers. De Flores might also think he is part of 'the master race' but he quickly understands he commands a small force who are badly out of their depth. While Lady Peinforte is all too confident, Richard is in a constant state of fear from the moment they arrive in 1988.

Alter any of the three factions or play with a different Time Lord and the adventure is bound to unfold very differently. A different monster might take the place of the Cybermen. Any political group might have got hold of the silver bow, perhaps even UNIT. It might be interesting for one of the factions to be potential



trustworthy allies of the characters, especially if the rest of the opposition are rather dangerous. While Lady Peinforte has brought the arrow from the past, anyone else could have initially encountered Nemesis and there are a few ways they might find their way to the 20th century. Having said that, no one needs to have come from the past. Maybe Lady Peinforte was dealt with when the Doctor initially sent the statue into space and now another faction has come across the arrow in much the same way de Flores' group found the bow.

If you enjoy 'troupe style' play, you might allow each player to control a faction (Peinforte and Richard; de Flores and his militia; the Cybermen; and the Doctor). This means as the Gamemaster you just sit back and ask each of them what their plans are, allowing the players to attempt to plot and fight between each other.



There are also a few ways to adapt the adventure if you are running it more conventionally. Lady Peinforte might be an ally rather than an enemy. She might have actually helped the Doctor put the statue in orbit in the first place. She would make a very useful ally if the characters are not as experienced as the Doctor. As we've mentioned above, the three factions could be anyone, although the Gamemaster would be very mean to have three of the Doctor's enemies fighting over the statue, such as the Cybermen, Autons and, say, the Sycorax.

MAGIC AND TIME TRAVEL

Lady Peinforte apparently uses magic to travel through time to 1988, adding to her reputation as a witch. However, her power actually comes from the Silver Arrow. The arrow's Gallifreyan origin and connection to its other parts allows it to move through time. Without it, all the potions in the world won't get Peinforte and Richard across time. However, Nemesis has told Lady Peinforte some of the secrets

of time travel. So she may well have created her potion using her rather primitive understanding of Gallifreyan temporal theory. While the arrow is still the important ingredient, her potion may still have some sort of effect. At the very least it might weaken the veil between two times, possibly enough to allow communication with the future or past. In a similar way it might summon what appear to be ghosts, faded images from the past or future.



You may decide that Lady Peinforte has actual magical powers, but this would be rather rare. Even if something appears to be magical, there is usually a scientific reason for even the strangest occurrences and abilities. However, the advanced technology and understanding of the Gallifreyans can often appear to be magic, as it grants an understanding of the basic building blocks of time and reality. Even so, by Lady Peinforte's understanding, such powerful 'magic' requires a blood sacrifice, not something most players should be happy to perform.

WINDSOR CASTLE

Windsor Castle was built around 1070 CE by William the Conqueror, looking to consolidate his newly conquered lands following the battle of Hastings. The castle may not be the oldest in Britain, but it is the oldest and largest castle to be continuously inhabited in the world. It is one of the Royal Family's official residences and functions as a private home as well as a site for several formal duties. Ten British monarchs lie interred here, and it was used as a prison by Oliver Cromwell during the Civil War. The castle is open to the public, and Ace visited it on a school trip. As it still functions as a Royal residence, you might catch sight of an elderly lady walking her corgis if you go through the wrong door. The castle offers its visitors several state rooms, apartments, exhibitions and sights including the changing of the guard. There is, of course, also a little shop.



SILVER NEMESIS

If you are a Time Lord, security is quite lax, but if the Queen is in residence they can get somewhat jumpy around strange interlopers. The basement contains a collection of all manner of trinkets and treasures. It is here the Doctor left the Silver Bow, although it was stolen a few years later and moved between private collectors.

PEINFORTE MANOR

Lady Peinforte owns a manor near to Windsor Castle with its own grounds and manor house. By 17th century standards it is a large and well-appointed home. It is built with solid oak beams in the Tudor style, although this means the ceilings are quite low. The house survives through to 1988,

LADY PEINFORTE

Had Lady Peinforte been born in a different time, she might have been one of the Doctor's most dangerous opponents. She is intelligent and resolute as well as cunning and unflappable. However, she is also power mad to the point of mania and extremely arrogant. Lady Peinforte is used to being in charge, having been born into 17th century English aristocracy. While she might have lost her fortune and power to a husband or male relative, her ruthless use of poison ensured she remained the only heir to the family fortune. When she encountered the validium it took on her form and while she didn't understand exactly what it was she did understand it was powerful, dangerous and something she could control. She learnt a lot from the statue before the Doctor managed to send it into space, including knowledge of time travel and a few of the Doctor's secrets as well.

Lady Peinforte is the very definition of 'stiff upper lip'. The strangeness of the future doesn't phase her in the slightest, neither does opening her own tomb or fighting Cybermen. In fact, the Cybermen are almost the least of her problem because she prepares carefully, ensuring a good supply of gold-tipped arrows. But for all her planning her sanity is her weakness, and when she attempts to claim the statue by throwing herself on it she is vaporised.

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

SKILLS

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

TRAITS

Argumentative (Minor Bad): Lady Peinforte is used to being in charge.

Arrogant (Minor Good): Few things phase this lady, +2 vs. fear.

Eccentric (Minor Bad): Lady Peinforte is power hungry, and getting worse.

Empathic (Minor Good): +2 bonus on rolls to 'read' another person.

Indomitable (Major Good): +4 bonus to any rolls to resist psychic control.

Five Rounds, Rapid (Major Good): May fire during the 'Runners' or 'Doers' phases.

Noble (Minor Good): +2 bonus with proper society.

Obsession (Major Bad): To say she wants the validium is an understatement.



Selfish (Minor Bad): People are mere tools to her.

Voice of Authority (Minor Good Trait): +2 bonus to Presence and Convince rolls.

Vortex (Special Good): Lady Peinforte has a basic understanding of time travel.

EQUIPMENT: Elegant 17th century gown, longbow with gold-tipped arrows (2/6/L).

TECH LEVEL: 3 **STORY POINTS: 10**



but has passed out of Lady Peinforte's family by then. The main room becomes a pleasant rustic tea room, and much of the house is broken into individual apartments. The urban sprawl of Windsor has gradually enclosed the grounds, merging the manor with the town.

LADY PEINFORTE'S TOMB

Richard was loyal enough to his lady to build the tomb she always wanted for herself. The building is a large tower set on a hill just outside the town. The tower only has one floor, where Lady Peinforte's crypt lies. The crypt takes up most of the room, and bears the legend 'Death is but a Door', a reference to a secret door at the back of the crypt. Lady Peinforte's body does not lie in the tomb though, as she was disintegrated by Nemesis. She believes this to be a sign she will live forever. The Cybermen hide Nemesis in the crypt, thinking the sight of her own death will drive Lady Peinforte mad. She barely bats an eyelid. However, Richard is thoroughly unnerved by his own tombstone, which stands above his grave outside the main tomb.

FURTHER ADVENTURES

- **Cyberman Down:** While the fleet has been destroyed, not every Cyberman was vaporised. The remains of some cybertechnology falls to Earth and the person that discovers it makes the fatal mistake of plugging it into a computer. Now the computer is looking to rebuild the Cybermen and conditioning those it can to search out more cybertech so it can begin full conversions.
- **Tea-Time Time-Rift:** The portal that brought Lady Peinforte to 1988 has not closed properly. It has caused a growing rift in time, bringing all manner of oddities into this old English teashop. It's only going to get worse until someone finds a way to close it. Unfortunately, some unpleasant folk on the other side of the rift want to keep it open as they are intent on taking more from the future than jam and scones.
- **Frozen Nemesis:** The characters arrive on a peaceful planet and are surprised to find a statue in the town square made of validium. It seems inert, but why is it here? Has the Doctor sent it here to keep it safe or is it waiting to awaken to pursue some plan of the Doctor's. Can the characters help the Doctor? If they find out his plan, will they want to?

RICHARD



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

As the Doctor has a companion, so too does Lady Peinforte in the form of Richard. While Richard is a hardened criminal, he is left confused and frightened by the sights and sounds of the future. While he is not so foolish to stand against his lady, he is itching to go home the moment they arrive in 1988. Richard is a skilled thief and a passable archer. He is also a loyal companion, especially when he is working for someone as frightening as Lady Peinforte. He knows his place and expects little of life, knowing that if he does as he's told he has a good chance of surviving.

SKILLS

Athletics 3, Craft 3, Fighting 3, Marksman 3, Subterfuge 4, Survival 2, Transport 2.

TRAITS

Five Rounds, Rapid (Major Good): May fire during the 'Runners' or 'Doers' phases.

Obligation (Major Bad): It's generally best to do what Lady Peinforte says.

EQUIPMENT: Middle class 17th century clothes, longbow with gold-tipped arrows (2/6/L)

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



SILVER NEMESIS

DE FLORES



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

De Flores still dreams of a united Europe under fascism. From his home in South America he has been planning for a new Fourth Reich for most of his life. When the silver bow came into his possession, after its theft from Windsor Castle many years ago, he realised it was the key to his dream. Unfortunately, he was unaware the silver arrow was missing still. While he is organised and experienced, he and his men are unprepared to face either the Cybermen or Lady Peinforte.

SKILLS

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

TRAITS

Charming (Minor Good): +2 bonus to attempts to use charm.

Epicurean Tastes (Minor Good): +2 to appraising the quality of luxury items and to impressing others with their taste and style.

Obsession (Major Bad): Claim the validium to issue a new Reich!

Prejudice (Major Bad): As a Neo-Nazi, de Flores has the bigotry of a Dalek!

Voice of Authority (Minor Good Trait): +2 bonus to Presence and Convince rolls.

EQUIPMENT: Uniform, Uzi machine gun (4/8/L).

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

NEO-NAZI SOLDIER



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

De Flores' men also share his dream of a new Reich, but are somewhat less willing to risk their lives for it. Even so, they are trained and professional soldiers rather than just thugs (despite their Neo-Nazi beliefs) and work well as a fighting unit. Unfortunately the initial encounter with Cybermen proves that they are not the supermen they believe themselves to be.

SKILLS

Athletics 4, Fighting 3, Knowledge 2, Marksman 3, Subterfuge 2, Survival 2, Technology 2, Transport 2

TRAITS

By the Book (Minor Bad): De Flores' men are dedicated and obey orders.

Sharpshooter (Minor Good): The soldiers may aim for 2 actions rather than 1.

Obligation (Minor Bad): Serve de Flores and the new Reich.

Prejudice (Major Bad): Bigotry is a prerequisite for being a Neo-Nazi.

EQUIPMENT: Uniform, Uzi machine gun (4/8/L).

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

THE GREATEST SHOW IN THE GALAXY



'Fun for all the family? I don't know how they've got the nerve!'

SYNOPSIS

Segonax, the Future

The TARDIS was invaded by a strange robot advertising the 'Amazing Psychic Circus'. While Ace was less than impressed with this temporal junk mail and the thought of seeing clowns, the Doctor insisted they take a look. When they arrived on the planet Segonax they discovered several other visitors had been drawn to the circus, and especially its talent show. When they reached the big top the Doctor was keen to get involved but Ace found the place creepy.

In the darkened auditorium the Doctor and Ace discovered the only other audience members were a family, mother, father and daughter, who all looked very bored. However, the Doctor wasn't part of the audience for long as he was chosen to perform. Luckily, Ace chose this moment to run away as it

turned out the Doctor had walked into a trap. Those chosen to perform were vaporised by the family if they failed to entertain them, and no one could leave the ring while they proved entertaining.

The Doctor managed to escape the cage backstage with the help of another prospective performer called Mags. Wandering the maze-like tent corridors backstage they came across an old cave marked in runes. Deep in the cave laid a well with a staring eye at the bottom. It seemed the circus had become the puppet of some dark power. While wandering, the Doctor ran into Ace, who had met Bellboy, one of the original members of the circus.

Bellboy explained the circus was a happy place until they came here, but that those who refused to serve the dark eye had been killed. He was only being kept alive to fix the robot clowns. Bellboy also introduced them to Deadbeat, who used to be called Kingpin until he lost his mind. Deadbeat had a medallion marked with an eye, which the Doctor reasoned must be the key to defeating the dark power. However, the medallion had a piece missing.



THE GREATEST SHOW IN THE GALAXY

The Doctor charged Ace and Deadbeat with the task of fixing the medallion while he and Mags returned to the circus to confront the family. The Doctor attempted to stall the performance but it all went wrong, although the family enjoyed the chaos. When the Doctor escaped once more, the family demanded more entertainment, taking the lives of more of the circus folk when they failed to find a new act. Meanwhile, Ace and Deadbeat found the missing piece of the medallion, under guard by a robot bus conductor. With the medallion restored, Deadbeat's mind returned and he became Kingpin once more. They hurried back to the circus to help the Doctor.

The Doctor now realised who he was dealing with and insisted they open a path to their true reality. He was brought to the stone arena of the Dark Circus, where the family watched in their true forms as the stone Gods of Ragnarok. The Doctor performed several magic tricks to keep them entertained, but just as they ran out of patience Kingpin threw the medallion down the well where it appeared in the Doctor's possession. Using the medallion to reflect the power of the Gods of Ragnarok back towards them he destroyed the Gods and the Dark Circus. The Psychic Circus tent imploded in a cloud of pink

smoke. Mags and Kingpin decided to start a new circus, although Ace and the Doctor declined their invitation to join. After all, they both now found clowns quite creepy.

CONTINUITY

- While looking for her Nitro-9 (which the Doctor may have hidden) Ace goes digging through a cupboard in the control room. She finds the Fourth Doctor's scarf and the blue polka-dot jacket Mel wore in Paradise Towers. She leaves both behind.
- Before the robot mail arrives in the TARDIS the Doctor is practicing his juggling. This might suggest he planned to allow the junk mail robot to enter the TARDIS. While the TARDIS isn't impervious to intruders (like the Keeper of Traken, Sutekh and even the Titanic) it seems odd that a small robot manages to break through the shields.
- The Doctor insists he has fought the Gods of Ragnarok 'throughout time' even if this is the first time we've seen them. He also has a piece of a sword that was once used by a Gladiator



who died entertaining them. This suggests the Doctor has faced them before at least once in ancient Rome, but failed to destroy them.

◉ RUNNING THE ADVENTURE

As Ace says, clowns are really creepy. So this adventure allows the Gamemaster to indulge their taste for the chilling and surreal. It is an adventure about masks, where nothing is what it seems and secrets lie behind every face. While the circus might appear to be simple wholesome family fun there is a darkness here. It is full of shadows and the circus folk are outsiders, possibly even dangerous or untrustworthy. These are all themes the Gamemaster can evoke to layer on an atmosphere of fear and suspense.



Getting the characters into the adventure couldn't be much simpler. They just need to hear about the circus and decide to go. They need not have their own TARDIS either. The transmat receiver might allow aliens, Time Agents and Torchwood agents to attend the circus as well. In fact, a group of perfectly mundane humans might find themselves transported here as the winners of a competition. There may be other circus folk looking to send the best talent they can find to the Psychic Circus, wherever they find it.

The only problem (as always) will be the players. They may just not want to visit a circus, so the Gamemaster will have to give them a reason. Those with an artistic bent might be attracted to the talent competition, especially if it offers a grand prize. It is possible Flowerchild or Bellboy might find a way to send for help. However, the adventure will be more interesting if the characters initially arrive without knowing anything might be wrong here.

Once they arrive, at least one of the characters will be chosen to perform. In fact they might all be chosen. The Gamemaster should be careful here though as entering the ring usually means death. So, there should be a few NPCs available (like Nord and Whizzkid) who can go first and be killed. This will offer the characters a moral quandary as new acts arrive. Do they behave like the captain to save themselves and send others to their death to stay alive?



To adapt the adventure, the Gamemaster might change which of the circus folk are actually happy to serve the Gods of Ragnarok. For instance, the seemingly innocent Flowerchild might be the real villain with help for the characters coming from the chilling Chief Clown. The motives of the Gods might also be different. Perhaps the circus folk found a way to trap them in the form of the family. When they vapourise an act their life-force goes to the circus not the Gods, which has enabled the circus folk to extend their own lives. The Gods may or may not be concerned at the deaths they have caused, but they will certainly want to be freed. Unfortunately, to do so the characters will have to find out what traps them (perhaps the medallion) and find a way to use it (perhaps by breaking it or throwing it to the eye).

SEGNAX

This rather dull planet serves as a home for the Psychic Circus, which has ended its long tour and remained here for quite some time. Segonax is a rather dry sandy world and the circus rests far from any form of civilisation. A small platform several miles from the circus functions as a teleport receiver and is the way most visitors arrive. Near the platform is a stall run by a local woman who has something of a tabloid attitude to 'weirdos' and most visitors. Her stall sells a variety of local fruit, some of which are an acquired taste.



Those arriving at the platform have to walk or drive about five miles to get to the circus. However, the route is easy to follow as a single dirt road leads straight there. The surface of the planet is littered with broken junk and those who fancy a side trip on their way to the circus might find plenty to investigate. Old robots lie buried in the sand and the circus bus can be found broken down by the side of the road.

THE PSYCHIC CIRCUS

The Psychic Circus itself rests alone on a low plain surrounded by sand dunes. It is a simple and almost barren place, consisting of a large 'big top' tent. The entrance is widened with wooden arches that advertise the various acts and lead into the box office. Once tickets are acquired at the box office a clown leads guests along the tent corridor that brings them into the big top where they can take their seats in the dark.



Outside the circus the area is plain and quiet. A lone stilt-walking clown welcomes travellers and ushers them towards the tent. However, there are no queues of people or entertainers working outside

the big top. However, the sound of circus music and the roar of a large crowd can be heard from inside the big top, drawing visitors closer.

KEY LOCATIONS AT THE PSYCHIC CIRCUS

- **The Box Office:** All visitors must pass the box office to enter the big top. The area contains a small caravan that serves as a ticket stall and is manned by Morgana who also offers Tarot readings and a warning not to enter. The area is also used as a storeroom and contains examples of several old posters and a collection of Flowerchild's kites.



- **The Ring:** From the box office visitors travel along a short corridor to find themselves at the ringside. The circus ring itself is around 20 feet in diameter making it quite small; its most unusual feature is that the ring is circled with a low wooden barrier that is punctuated with several ancient stones. The auditorium is very dark and occupied by a family of three: a mother, a father and their daughter. They are actually the Gods of Ragnarok so rarely talk to strangers although they will offer them popcorn.
- **The Green Room Cage:** Those chosen to perform are led backstage to the 'green room' where they quickly find themselves caught in a cage with other potential performers. The cage is made of simple steel bars but is quite secure. Once outside it the escapee is free to sneak around the backstage area and its maze of fabric corridors.
- **Backstage:** Despite the apparent size of the big top, the area backstage and between the ring and box office is actually a maze of fabric



corridors. There are few patrols here (usually by the clowns) so those sneaking around are not often challenged. However, the circus is a small operation and everyone knows who ought to be there. Those wandering the area for the first time will find it easy to get lost in the maze of identical silken corridors.

THE TEMPLE

The big top of the Psychic Circus is set up over an old stone temple that leads deep into the earth. While the temple itself can only be entered from deep in the backstage corridors, the stones of the temple form the edge of the ring. The entrance to the temple stands out somewhat, being a square stone arch amidst the fabric corridors. Strange ancient runes are carved around the openings, which correspond to those on the ring stones. Passing through the arch leads to a long natural cavern, at the end of which is a deep pit. At the bottom of the pit, amidst swirls of mauve energy, a baleful eye stares up eternally.



THE DARK CIRCUS

The Gods of Ragnarok exist in their own dimension, called the Dark Circus. The best way to reach the Dark Circus is to convince the Gods to bring you there, which they can do with ease by creating a tunnel to their lair for you to traverse. The dimensional tunnel is colourful and surreal, and buffets the traveller with powerful winds as they force their way through. It is also possible to reach the Dark Circus using the well in the temple. However, living beings may not survive the fall.

The Dark Circus itself is a stone arena in the Roman style. It is built of dark grey stone blocks with high walls. It resembles a gladiatorial arena more than a theatre. There is only one seating area where the

three Gods sit and watch the entertainments. Those in the sawdust-covered arena are trapped among high stone walls and iron gates.

THE CIRCUS FOLK

The original Psychic Circus troupe was a happy-go-lucky collective of hippies and show-folk. They toured extensively, treated each other equally and settled disputes by discussing problems. It all changed when Kingpin came across the temple and the well, where he lost his mind trying to control the power of the Gods of Ragnarok. Some of the circus folk tried to rebel against the power of the Gods which forced them to deliver more acts to entertain them. However, most of the troupe decided to follow the will of the Gods, either for the promise of power or out of fear.

The circus folk have few skills beyond their act, although each is highly talented in the particular area. Some are wholly dedicated to the Gods, even if they don't quite understand them, others live in fear and wish only to escape.

Bellboy: The clown robots are built and maintained by Bellboy who is a mechanical genius. His greatest robot lies buried in the sand outside the circus and is equipped with powerful lasers. He might pass the control box on to someone he trusts. Bellboy is in love with Flowerchild, and they planned to escape together. However, after her death he gives up and allows his robots to kill him at the behest of the Chief Clown.



Deadbeat/Kingpin: Once the leader of the circus, Kingpin lost his mind encountering the Gods and became Deadbeat. As Deadbeat he sweeps the stage and grins maniacally at the prisoners, but a patient listener can gain his trust and reach what remains of Kingpin.



THE GREATEST SHOW IN THE GALAXY

Flowerchild: The circus kites are made by Flowerchild, a blonde hippie girl, who is able to construct psychic kites. These kites were once simple colourful delights. However they have now become spy drones for the circus to track down its errant members. The sweet and kind Flowerchild is in love with Bellboy. They attempt to escape together but she is killed by the Bus Conductor trying to reclaim Kingpin's missing medallion piece.



Chief Clown: The most chilling member of the troupe is the Chief Clown, who dresses in white 'Pierrot' style make up and costume. He has joined the Gods, enjoying the power they offer, as well as the control he has over the others. He is utterly corrupt and will stop at nothing to achieve his ends; the killing is simply a bonus. He is killed by laser fire when Ace manages to reactivate Bellboy's giant robot.



Ringmaster: Wearing a sequined top hat and tails with an American motif, the Ringmaster keeps the show going in the big top. He introduces all the acts in rhyme and always manages to keep a smile on his face. He happily supports the Gods, enjoying

the success and notoriety of the circus. However, when he fails to produce a new act, the Gods kill him without a second thought.

Morgana: The box office is run by Morgana who is able to read the future using cards or her crystal ball. She tries to get people not to come to the circus as she is sick of the killing. However, she fears the Gods and fellow performers too much to act openly against them. Morgana is the epitome of the gypsy fortune teller, all scarves, jewellery and colourful skirts and shawls. Morgana is killed by the Gods when the circus runs out of acts.

There are two other members of the circus, Peacepipe and Juniperberry, who have both met their end trying to escape before the Doctor arrives.

VISITORS

The Psychic Circus still attracts several visitors to its out of the way location. They usually arrive at the transmat receiver and are almost as strange as the circus folk. When running this adventure you should create several other visitors, each with their own reason to come to the circus. Some might come for the fame they might accrue from the 'talent competition' others might simply love the circus. In the Doctor's encounter with the circus we meet two:

Nord: A Viking biker from the stars, Nord is aggressive, rude and unsociable. However, this might be a front as he does his best to act tough. Nord dresses in stylised armour with a Viking theme and rides a loud three-wheeled motorbike. When Ace suggests she can help him tune it he tells her to get knotted. Nord offered a strongman act that impressed the Gods, but when asked to tell a joke he dismally failed.



Whizzkid: This rather nerdy kid is the circus' biggest fan. He has studied the history of the troupe and the places it has visited. To visit the place is a dream come true for him, and includes the bonus of meeting the famed explorer Captain Cook (a piece of whose shoe he owns). Sadly Whizzkid is overcome with the glamour of standing in the ring and the Gods slaughter him. Should the characters meet him before he is vaporised, Whizzkid's knowledge of the circus' history might prove very useful.

THE GODS OF RAGNAROK

The Gods of Ragnarok are beings of such power, statistics are meaningless. However, this does not mean they are indestructible or without limitation. There are three Gods, who exist in their Dark Circus awaiting the end of time, the time of Ragnarok. While they wait they expect to be entertained as their eternal vigil bores them in the extreme. They have slipped into our reality seeking entertainment several times, most notably among the blood-drenched age of the Roman gladiatorial arena. When they find a way to patronise a certain entertainment it often sees something of an upswing. After all, people try their best when under the threat of death from their audience. So the Gods might be found in the shadows of any golden age of entertainment, such as the heyday of the theatre or the great days of Hollywood.



When in our reality, the Gods manifest as a family, a mother, father and a child, dressed in clothes with a forties/fifties style, although the forms might vary. When encountered in the Dark Circus, from which they are actually observing our reality from, they appear in their true form. In their own lair the Gods are grey figures shrouded in thick robes and hoods,

but all made entirely of stone. They rarely move or engage in conversation, preferring to express their displeasure by burning their entertainment to ashes with powerful energy bolts.

The Gods cannot be destroyed in our reality as their form is little more than a projection. To truly face them you must convince them to allow you to perform directly before them in the Dark Circus.

THE CLOWNS



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

While the circus folk perform the various acts, they maintain a 'chorus line' of robot clowns to fill out the stage and entertain the crowd with tumbling and juggling between acts. Since the circus moved to a darker purpose they have become the Chief Clown's personal militia. He uses them to hunt down errant troupe members and patrol the corridors when acts escape.

SKILLS

Athletics 5, Fighting 2, Subterfuge 2, Transport 2.

TRAITS

Fear Factor (Special Good) 1: Clowns are creepy.

Quick Reflexes (Minor Good): These speedy devils always go first in their Action Round unless taken by surprise.

Robot (Special Good)

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



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They can open a portal for a supplicant, but some vehicles fitted for dimensional travel might be able to break into the Dark Circus. Unfortunately, here they are more powerful. Their medallion is the only defence, which reflects their power back at them. While the medallion's existence in our world helps them make a link here, they must make sure it doesn't fall into the wrong hands.

FURTHER ADVENTURES

- **Fear of Clowns:** The characters are asked to help a small boy overcome his fear of clowns by taking him to the circus. Having defeated the Gods of Ragnarok, they are the only people he feels safe with. However, the clowns in this

circus are quite sinister, and somehow know the characters have destroyed several of their kind. Can the characters help the boy overcome his fear, when surrounded by killer clowns bent on revenge?

- **Agent's Fee:** Mags and Kingpin need the character's help to convince a major act to join their new circus. If they get this magician to join them his fanbase alone will ensure they have a decent first year at least. Unfortunately he owes money to some very nasty people who insist he works for them until the debt is paid, including the growing interest. Can the characters talk the Magician into joining, and keep him safe from the mob?

THE BUS CONDUCTOR

Lost amidst the sands is the old tour bus of the troupe, all that remains of their touring days. Understanding that Kingpin's medallion could be used to destroy the Gods, it was broken and one of the pieces stored in a cash box in the bus. The circus folk didn't want it destroyed in case they one day needed it. However, hiding it wasn't enough so they put a guard on duty, the Bus Conductor.

The Bus Conductor is a large robot ticket inspector who politely strangles anyone he comes across. He is extremely strong and dangerous, and able to sneak up on his victims. However, he can be confused easily, especially by asking for a complicated ticket. As Bellboy created him under duress he installed a 'Request Stop' button under his hat that shuts him down completely.

AWARENESS	3	PRESENCE	1
COORDINATION	3	RESOLVE	4
INGENUITY	1	STRENGTH	8

SKILLS

Athletics 3, Fighting 4, Marksman 3, Subterfuge 4, Transport 1.

TRAITS

Armour (Minor Good): Reduce damage by 5.

Quick Reflexes (Minor Good): The Conductor always goes first in his Action Round unless taken by surprise.

Robot (Special Good)

Obligation (Major Bad): Kill everyone that enters the bus.

Slow (Minor Bad): The Conductor moves at half his Speed rate.

Request Stop (Major Bad): If they know to look for it an opponent can try and hit the Request Stop button on the Conductor's head which will shut



it down. This requires an opposed roll using Dexterity + Athletics against the Conductor.

EQUIPMENT: Conductor's uniform, ticket machine with built-in energy weapon (4/8/L).

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



- Your Greatest Fan:** The character's actions have drawn them the attention of a fan who follows them everywhere asking questions and getting in the way. Unfortunately, the fan is related to a very powerful noble who can help him track the character across space and time. The only way to get rid of this lodestone is for the characters to allow the fan to join them on an adventure. Unfortunately, the fan is blissfully unaware of any danger and assumes they are always safe with the characters.



CAPTAIN COOK

The renowned explorer Captain Cook has travelled the universe and trekked across the wilds in the deepest parts of the galaxy. If you believe his press releases he is brave and dedicated, fearless in the face of the unknown and relentless in his pursuit of the mysteries of the universe.

In actual fact the reason the Captain has managed to survive so long is because he holds true to the old explorer axiom that you need not outrun an enraged lion, as long as you can outrun the person you are with. There is no one the Captain will not sacrifice to keep himself alive, and will happily put anyone else in front of any danger that threatens him.

The Captain took on Mags as a companion knowing her homicidal tendencies might one day be useful. He comes to the circus knowing there is a dark power at work, convinced he can control it. Unfortunately his 'lion tamer' act with Mags fails disastrously and she tears him apart when overcome by rage. Even so, the captain is resurrected by the Gods of Ragnarok as a slave until he is finally cast into the well in a tussle with Ace and Kingpin. To be fair, though, he is quite philosophical about his death, regarding it as an unfortunate occupational hazard.

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

SKILLS

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

TRAITS

Charming (Minor Good): +2 bonus to attempts to use charm.

Dark Secret (Minor Bad): The Captain is not the great explorer his reputation suggests.

Distinctive (Minor Bad): -2 penalty to rolls to blend in. Others have a +2 bonus to remember or recognise him.

Keen Senses (Major Good): +2 to all Awareness rolls.

Lucky (Minor Good): Cook may re-roll any 'double 1s'.



Voice of Authority (Minor Good Trait): +2 bonus to Presence and Convince rolls.

Selfish (Minor Bad): He'll throw his own mother to the lions if it bought him a moment to escape.

TECH LEVEL: 6

STORY POINTS: 10



THE GREATEST SHOW IN THE GALAXY

MAGS

The Captain found Mags on Vulpana and took her under his wing. She has been his loyal companion for a while but not long enough to see how truly selfish and treacherous he is. She is also unaware of her own nature. Mags is actually a werewolf, and becomes a beast in the light of the moon. She is so sensitive to the power of the moon that even the symbol is enough to cause her distress and the right colour of stage light forces her to change. When not a clawed manic, Mags is a loyal companion and a generally decent person. She worries that she might hurt someone in her bestial form and that she will be considered a freak. Kingpin convinces her that she is fine as she is, and that she can use her skills to entertain in a new circus.

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

SKILLS

Athletics 3, Fighting 2, Knowledge 2, Subterfuge 3, Survival 3, Technology 2, Transport 2.

TRAITS

Alien Appearance (Minor Bad): Mags has wild hair, strange eyes and a bestial demeanour.

Dark Secret (Minor Bad): Mags doesn't like people knowing she is a Werewolf.

Keen Senses (Major Good): +2 to all Awareness rolls.

Phobia (Minor Bad) – The Moon: Mags suffers a -2 penalty to action when in the presence of the Moon or a moon symbol.

Quick Reflexes (Minor Good): Mags always goes first in their Action Round unless taken by surprise.



Tough (Minor Good): Reduce total damage by 2.

Werewolf (Special Good): See below.

TECH LEVEL: 6

STORY POINTS: 8

WEREWOLVES

Werewolf is a Special Good trait costing 5 character points. Those touched by the moon surrender to their bestial nature when bathed in its light. The nature of Werewolves might vary from creature to creature, but Mags is reasonably typical, if a little sensitive. The Doctor will encounter another type of Werewolf later on when his travels take him to Scotland (see **Tooth and Claw** in **The Tenth Doctor Sourcebook**). When they see the moon (or, in Mag's case, are simply hit with silver blue light) a werewolf will transform into a frightening creature. They grow claws and fangs and lose control of themselves, seeking only to kill anything in their path.

In Werewolf form the creature gains the following traits until the moon has gone:

Alien Appearance (Minor Bad): The Werewolf's hair grows longer and it gains powerful claws and teeth.

Fast (Major Good): The Werewolf doubles its usual speed.

Fear Factor (Special Good) 2

Frenzy (Minor Bad Trait): The Werewolf must resist frenzy whenever injured by making a Resolve + Strength roll (with a difficulty equal to 12 + damage taken). While frenzied, the Werewolf attacks anything nearby.

Natural Weapons (Minor Good): Close combat weapons (claws, teeth) that do Strength +2 damage.

Quick Reflexes (Minor Good): A Werewolf always goes first in its Action Round unless taken by surprise.

Tough (Minor Good): Reduce total damage by 2.

BATTLEFIELD



'Your manner betrays you. Do you not ride the ship of time? Does it not deceive the senses, being larger within than without? Merlin, cease these games and tell me truly. Is this the time?'

SYNOPSIS

Lake Vortigern, England, the Near Future

The Doctor intercepted a strange message from Earth, one that crossed the barriers between time and the dimensions and called for 'Merlin'. Landing on Earth they discovered the summons came from deep in Lake Vortigern, where nearby an archaeological dig had recently unearthed a mysterious scabbard. The Doctor and Ace attempted to get closer to the source of the message but ran foul of a UNIT operation in the area transporting a nuclear missile. UNIT's Brigadier Bambara refused to allow the Doctor to interfere, but her inquiry about this strange man brought word to the retired Brigadier Lethbridge-Stewart. Realising

he was needed once more, Lethbridge-Stewart set off to join the operation.

Unfortunately, the mysterious signal had not just brought the Doctor, and armoured knights began to appear across the countryside. Their leader, Mordred, opened a portal to another dimension and brought his mother, the powerful sorceress Morgaine, through. However, another knight called Ancelyn had also arrived, and was sworn to stop Morgaine and Mordred at any cost.

Upon meeting the Doctor, Ancelyn recognised him as Merlin, which the Doctor assumed must be a name he would adopt in the future. Following clues left by this future self, the Doctor and Ace found themselves in a spacecraft buried under the lake where the body of King Arthur lay with Excalibur! It was the sword that Morgaine had come to claim, and she sent Mordred to lead her army of knights against the UNIT forces to take it.



BATTLEFIELD

However, Mordred's attack was merely a bluff. Morgaine knew the Doctor had left Excalibur in the care of Ace, and with the Doctor occupied trying to stop the bloodshed, Morgaine used her sorcery to try and take it. Luckily Ace was prepared and used a chalk circle and the power of the sword to hold Morgaine at bay. Unfortunately this forced Morgaine to summon 'The Destroyer' a powerful demon she had shackled who had the power to take the sword. Ace was nearly crushed when the Destroyer pulled the whole building down to take the sword, and he and Morgaine left for their own dimension with Excalibur.



Realising Morgaine's plot, the Doctor raced back to Ace and was glad to find her alive even if the sword was gone. While Morgaine and the Destroyer had left, their dimensional portal was still open, allowing the Doctor to follow. The Destroyer had kept the portal open, reasoning that Morgaine might free him if she was forced to fight 'Merlin'. The Destroyer proved to be correct and Morgaine broke his chains before making a run for it. Brigadier Lethbridge-Stewart decided to face the Destroyer alone, but luckily some silver bullets and good old-fashioned gumption dealt with it.

Meanwhile, Morgaine had returned to the nuclear missile convoy and taken control of it. She planned to detonate the missile and the Doctor was powerless to stop her. However, he stayed her hand by telling her the truth, that her enemy Arthur was long dead. He also told her the destruction the missile was capable of, and asked her if such devastation was truly an honourable way to wage war. Morgaine was forced to agree and released control of the missile. Excalibur was returned to the spacecraft tomb of Arthur, and Ace's Nitro-9 ensured it would never be found again, until, perhaps, it was needed once more.

CONTINUITY

- This adventure takes place 'in the future' from the perspective of the mid 1980s. So while it might technically date to the early 21st century some things aren't quite right: there is a King rather than Queen and £5 coins are commonly available.
- The Doctor has a minor costume change for this adventure, exchanging his cream jacket for a brown one. He also makes a lot more use of his umbrella as a defensive weapon, often using the handle to hook the wrist of an opponent. As usual, he keeps all manner of rubbish in his pockets, including his old UNIT pass, as well as Liz Shaw's, which gets him and Ace past UNIT security for a while.
- The Doctor's ability with hypnosis has improved since *Silver Nemesis*. He quickly and quietly convinces the Rowlinsons and Peter Warmsly that they should allow UNIT to evacuate them from the area. However, the Doctor's poker face isn't what it once was; he can't convince Mordred he is capable of killing in cold blood by looking in his eyes (a reverse of his conversation with the snipers in *The Happiness Patrol*).
- The Brigadier and UNIT return in this adventure, although the Brigadier is called out of retirement, having left teaching and finally married Doris (see *Mawdryn Undead* in *The Fifth Doctor Sourcebook*). His military pension must be quite substantial as he owns a beautiful Tudor manor with an extensive garden.



- The Brigadier looks after the Doctor's beloved roadster 'Bessie'. While it might look antique, the Doctor enjoys proving to Ace the car has a lot more punch to her than it looks.



- Ace is by preference a vodka drinker, but quickly decides on lemonade when the Doctor glares at her.
- At the end of this adventure, when Morgaine and Mordred are taken into custody, we have to wonder what kind of cell UNIT can possibly hold them in.

🌀 RUNNING THE ADVENTURE

As the title suggests, this adventure is a battlefield. The plot is simple: Morgaine wants the sword Excalibur and has an army of knights she can use to take it. The forces of UNIT are there to stop her, as are the characters. However, how all these groups interact is going to depend a lot on what everyone decides to do. Will the UNIT soldiers encounter the knights early on and start shooting, or might Morgaine lead a more subtle attack? Perhaps she is unable to enter the ship, so she'll need to wait until someone retrieves Excalibur before showing her hand. The characters might even annoy the UNIT convoy commander so much they refuse to listen to them!

What can make this adventure especially interesting is Merlin. If you are using the Doctor, you might decide Merlin is a later incarnation as in this adventure. However, there are several other options. You might decide another of your time travellers is actually Merlin, and this adventure begins a campaign that ends in them laying the foundation for this one. It might also be a useful way to introduce the Doctor by making him Merlin, having left clues not for himself but for the characters.

Morgaine and Mordred are clearly the bad guys, but things might not be as simple as they appear. The Destroyer could actually be the one pulling the strings, having promised Morgaine he will lay waste to her dimension unless she finds him Excalibur. Another twist might be making the Destroyer a potential ally. Maybe Morgaine has chained an angel, and letting it loose might allow it to join the character's side, but only if they pass a test to prove their chivalry. Fail the test and the angel's judgement will be swift.



Essentially, if you've read T.H. White's *The Once and Future King* or Malory's *La Morte D'Arthur*, or simply seen *Excalibur* or a few episodes of *Merlin* you can probably come up with several ideas on how to play with the Arthurian themes and mythology here. What of Gawain, Percival, Lancelot and Galahad? Might the Lady of the Lake still protect Excalibur somehow? Might Guinevere now rule Arthur's realm and come with knights of her own to face Morgaine? If you are a fan of the myth of King Arthur this isn't so much an adventure as the start of an epic, dimension-crossing campaign.

LAKE VORTIGERN

This lake in the south of England is a peaceful, pastoral place of still waters surrounded by lush forest. However, it is also right next door to land owned by the Ministry of Defence which means the heavy thump of shelling can often be heard during training manoeuvres. The nearest town to the lake is Carbury, but it is so far away that the area remains quiet and reasonably undisturbed (apart from the military). Next to the lake an amateur archaeological dig by the local historical society has been going on for the past ten years. They believe the site to actually be where the Battle of Camlann was fought, the final battle where Arthur perished.



BATTLEFIELD

Sadly the only thing of note that has been unearthed is the scabbard of Excalibur, which now rests near the hearth of the Gore Crow Hotel. Other than the scabbard, very little has been uncovered. However, the most recent discovery is a stone covered in ancient script. The script is actually a message from 'Merlin' telling anyone who can read the language to 'dig here'. Beneath the stone lies an old concrete tunnel built in the 8th century. The tunnel leads under the lake to Arthur's ship, which lies hidden at the bottom of the lake.

ARTHUR'S SHIP

At the bottom of the lake rests the tomb of Arthur, a biological spacecraft that has remained dormant for several centuries. The only real entrance to the

ship is by the concrete tunnel. However, several trapped sections (one of which Ace falls foul of) are designed to fill with water and eject interlopers.



NEW UNIT AMMO

After having blasted five rounds rapid at many extra-terrestrial creatures that are usually utterly immune to bullets, UNIT seems to have finally learnt its lesson. The Brigadier ordered several new types of ammunition, specifically designed to combat alien threats to Earth. This ammo is available to any UNIT force likely to directly encounter aggressive alien invaders, but it isn't cheap and so is rarely issued to soldiers on standard duty.

Teflon Anti-Dalek Shells: Armour piercing, solid core with a Teflon coat. This bullet ignores up to 10 points of armour and is significantly less vulnerable to magnetic disturbances, such as force fields. This passes through any force field on a dice roll of a 5 or 6.

High-Explosive rounds for Yetis: These bullets explode on contact. Any hit using these bullets does damage as if a 'Fantastic' result had been rolled, inflicting the weapon's maximum damage.

Armour-Piercing rounds for Robots: More standard armour piercing rounds for metallic invaders, which ignore the first 5 points of armour.

Gold-Tipped for Cybermen: These bullets only have a special effect when used against Cybermen, otherwise they do standard damage. When they hit a Cyberman they render it incapable of action as the gold chokes its breathing apparatus.

Silver Bullets: Ordered by the Brigadier on the Doctor's suggestion. As silver is too soft to be used as bullets these have a silver core and are designed to flatten upon impact, effectively injecting silver into the enemy. They do the regular damage for the weapon, but additional damage to targets susceptible to silver.



Luckily, the lake is not so deep that those who are thrown out of the ship are likely to drown before breaking surface (although it is close).

The ship itself has two levels, the lower of which is 'guarded' by a door in the shape of a dragon's maw. This mouth is programmed to respond to Merlin's voice to open. Once through the dragon's maw, a spiral staircase leads up to the second level, where the control room is located.

In this dusty place Excalibur sits in a stone altar, upon which the body of Arthur lies. However, the body is only a suit of armour, inside which is a note

from Merlin that Arthur died in the last battle, and will never rise again.

The ship is actually biological in nature, drawing energy from the lake itself. As such, it hasn't rusted, but it has grown old and decayed. However, the security systems are still functional. These include the flood compartments, which close on the unwary, and a ghostly energy snake. The snake is able to physically attack any interloper and is immune to most weapons fire. It can be deactivated by destroying its control circuit located in a nearby console.

MAGIC IN DOCTOR WHO

While magic and magicians make regular appearances in the Doctor's adventures, we usually discover their power comes from some clever quirk of physics or advanced technology. Be they Daemons or Carrionites, these strange abilities have a basis in science and fact rather than hocus pocus and mumbo jumbo. However, Morgaine's power seems to be different. The Doctor even explains it to Ace by reversing Clarke's law, telling her that 'any form of sufficiently advanced magic is indistinguishable from technology'.

So, can Morgaine actually cast spells, and is magic real in the world of *Doctor Who*? To a large extent we have to offer the cop out answer and declare magic is as real as you want it to be in your campaign. Morgaine might be an oddity or magic might exist in several universes and times. However, she might just as easily use advanced technology that only seems magical. Her armour might hold a power source that allows her to throw lightning and the crystal ball is simply a communications device. Any number of magical tools might actually be technological upon closer examination.

Whichever you choose, though, you should bear a few things in mind:

Magic is not without limits: There are things it cannot do and limits to what it can achieve. A sorcerer also has a limit to the amount of power they can call on.

Magic has weaknesses: The right key for the right lock. A simple chalk circle is enough to keep Morgaine at bay because circles have power. The strangest things can prove devastating to a mage's power if you know the right combinations.

Magic requires knowledge: Not everyone can wield this power, it takes talent and understanding. You can't just read a spell and expect it to work. You need to understand the words and use them the right way.

Magic requires strength of will: You need a powerful will to work magic, a will stronger than the reality you are manipulating. Those seeking to resist your power can do so by exerting their own will in a mental contest.





BATTLEFIELD

SNAKE DEFENCE SYSTEM

AWARENESS	4	PRESENCE	1
COORDINATION	6	RESOLVE	3
INGENUITY	1	STRENGTH	4

When active, this ghostly snake creature flies around the control room and attempts to buffet or bite any interlopers.

SKILLS

Athletics 6, Fighting 1, Subterfuge 4.

TRAITS

Fast (Major Good): The Snake doubles its usual speed.

Immunity (Major Good): Being constructed of energy, the snake takes no damage from physical attacks, but is vulnerable to energy weapons.

Natural Weapons (Minor Good): Bite or body slam doing Strength +2 damage.

Quick Reflexes (Minor Good): The snake always goes first in its Action Round unless taken by surprise.

Weakness: Deactivated if control circuit is destroyed.

STORY POINTS: 5

GORE CROW HOTEL

The only real habitation for miles around Lake Vortigern is the Gore Crow Hotel. As the area gets few visitors the hotel mainly serves as the local pub. It sees trade from the archaeological dig and occasionally the military. Pat and Elizabeth Rowlinson own the pub, and Pat brews his own beer in a small brewery located next door.



The hotel is quite rustic and spacious, the building having been built in 1684. It also has a large beer garden, with a few wooden chairs and tables. On the wall near the fireplace in the main bar hangs the scabbard of Excalibur. It was found by Peter Warmcly at the dig site and kept in trust by the pub. No one thinks it is very special, except for Elizabeth, who is unnerved by what she senses from it.

THE CHURCH

When Mordred arrives on Earth he quickly sets up a base in an old ruined church not far from the lake. As the barrier between worlds is weaker

UNIT PRIVATE



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

Under the Brigadier's command are several highly-trained UNIT soldiers, including Sergeant Zbrigniev.

SKILLS

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

TRAITS

Friends (UNIT) (Major)

Obligation (UNIT) (Major Bad)

Quick Reflexes (Minor): Always goes first in their Action Round.

TECH LEVEL: 5 STORY POINTS: 5

here, he creates a portal to his home dimension using two energy pillars. The rift he opens brings a thunderstorm and causes a powerful EMP energy pulse that fries some nearby electronic equipment belonging to UNIT. Other than its status as a base for Mordred there is little special about the church, apart from its graveyard and war memorial. It is here Morgaine insists on a short ceremony to honour the war dead of Earth after Mordred's failure of soldier's etiquette.

Peter Warm Sly: The site manager for the archaeological dig was also responsible for finding the scabbard of Excalibur. He understands the local area but is also an authority on the King Arthur myth, which might prove very useful.



BYSTANDERS

This adventure contains quite a few NPCs that get involved in what is going on, but don't play much of a part in it. They can be very useful as background detail for the adventure or to give the characters information about the local area and its Arthurian history.

BRIGADIER ALISTAIR GORDON LETHBRIDGE-STEWART (RETIRED)

After becoming a teacher and then retiring, the Brigadier thought his UNIT days were behind him. But the Doctor tends to crop up in the most unexpected and awkward times, bringing his old friend back to the front once more. Before returning for one last operation the Brigadier was rather enjoying retirement and spending some time with his wife Doris. For more information on the Brigadier, see **Defending the Earth** and **The Third Doctor Sourcebook**.

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

SKILLS

Athletics 2, Convince 5, Fighting 4, Knowledge (Areas of Expertise: Military Tactics, The British Government, UNIT) 4, Marksman 3, Medicine 1, Science 1, Subterfuge 2, Survival 3 Technology 2, Transport 3.

TRAITS

Brave: The Brigadier has seen – and fought – it all.
Experienced

Five Rounds Rapid: The Brigadier can opt to shoot in either the Doers or Runners phases.

Friends (UNIT): The Brigadier is still called on by his former colleagues in UNIT.

Indomitable: Even though he is retired, the Brigadier is not easily put down.

Insatiable Curiosity: The Doctor taught him to stick his nose in where it wasn't wanted.

Slow: Due to his age, the Brigadier's running speed is reduced to 1 in chases.



Tough: The Brigadier has seen more than his fair share of action.

UNIT Veteran: Once per adventure, the Brigadier can call on his past experiences to gain the benefit of spending a Story Point without actually spending one.

Voice of Authority: When the Brigadier barks an order, soldiers jump to attention.

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

Shou Yuing: This bored local girl can be a helpful ally as long as the characters are young, interesting or both. She knows the area, as well as all the locals and their quirks.

Pat Rowlinson: The Landlord of the Gore Crow Hotel is a personable publican even though he doesn't see many visitors. He brews his own beer that is noted in the CAMRA (Campaign for Real Ale) guide, although it isn't actually very good.

Elizabeth Rowlinson: The Landlord's wife Elizabeth is as friendly to visitors as her husband, but she suffers from blindness. This has made her more sensitive to her environment and she feels the power of the scabbard, which hangs in the pub's main room.

As payment for Mordred's drinking, Morgaine heals Elizabeth's eyes, much to her surprise.



BRIGADIER WINIFRED BAMBERA

Lethbridge-Stewart's successor is every bit the soldier her predecessor was, and is a highly skilled fighter as well as a good leader. Bambera takes no glory in war, seeing it as a job that needs doing, and does her best to protect the lives of her men and those in her care. While she finds Ancelyn's enthusiasm for war somewhat irksome, she also finds it infectious and comes to enjoy proving her superiority in hand to hand combat with him. More information on Brigadier Bambera can be found in **Defending the Earth**.

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

SKILLS

Athletics 3, Convince 3, Fighting 4, Knowledge (Areas of Expertise: Military Tactics, UNIT) 3, Marksman 4, Medicine 1, Science 1, Subterfuge 2, Survival 3, Technology 2, Transport 3.

TRAITS

Brave: As a Brigadier in UNIT, Bambera is not easily scared.

By the Book: Bambera strictly follows UNIT protocols.

Five Rounds Rapid: Bambera can opt to shoot in either the Doers or Runners phases.

Friends (UNIT): Bambera can call on a lot of back-up, if she needs to.

Hot Shot: Bambera gains a +2 bonus to Transport rolls.

Indomitable: She's not easily swayed by the opinions of others.

Military Rank (Special Good): Brigadier

Obligation (UNIT): Bambera gives UNIT her all.



Quick Reflexes: She always goes first in her Action Round.

Tough: She's as tough as an old boot.

UNIT Veteran: Once per adventure, Bambera can call on her past experiences to gain the benefit of spending a Story Point without actually spending one.

Voice of Authority: When Brigadier Bambera tells UNIT to jump, they ask how high.

TECH LEVEL: 5

STORY POINTS: 12



FURTHER ADVENTURES

- **The Once and Future Player Character:** One of the characters gets a message from themselves telling them to travel to a particular time and place where they can be taken to another dimension. It seems they have a destiny that has been laid out for them by a future self. They might have to advise Arthur against Morgaine or perhaps accept Arthur's fate and find a way to preserve Excalibur.
- **The Black Knight:** A powerful knight and his army invades Earth, intent on claiming it as his domain. The characters need to release Morgaine and Mordred so they can help fight him. They will join the fight if they are promised their freedom, but can they be trusted? Who is the Black Knight anyway? A new pretender to Morgaine's throne, or a loyal vassal following a plan to ensure her freedom and return to power?
- **Spies in Camelot:** The dimensional portal has opened again due to a weakness in the barrier between worlds. It needs to be closed before it begins to consume the Earth. However, it is a force of magic and needs to be closed from the other side. The characters must travel in secret to the knight's dimension, a world of conquering lords and ladies, magic and strange technology, such as ornithopters (winged machines that fly like birds). Can they find the right ingredients to close the portal and who can they trust to tell them?

ANCELYN

This noble knight is one of many to come to Earth from the other dimension. He is sworn to serve Arthur and Merlin and is the only one to arrive to fight Mordred and Morgaine. As Mordred chides Ancelyn for "running from the field at Camlann" we might infer from this that all Arthur's knights were slain in that last battle. Ancelyn, being an honourable man, may have been ordered to leave at the last moment so that someone might remain to fight Morgaine and Mordred. Ancelyn is a blond vision of the perfect knight. He is noble and kind, honourable and loyal. Unfortunately he is also rather arrogant and somewhat dismissive of 'peasants'. He also enjoys battle too much, seeking an honourable death with the naivety of someone that has never really experienced the true horror of warfare. He and Brigadier Bambera hit it off very well, once Bambera has beaten some sense into him (which only makes him love her more).

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

SKILLS

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

TRAITS

Attractive (Minor Good): +2 bonus to any rolls that involve Ancelyn's looks.

Brave (Minor Good): +2 bonus to any Resolve roll when he needs to show courage.

Charming (Minor Good): +2 bonus to attempts to use charm.

Code of Conduct (Major Bad): Ancelyn follows a strict code of knightly chivalry.

Eccentric (Minor Bad): Ancelyn enjoys fighting just a little too much.

Obligation (Major Bad): Ancelyn is sworn to protect Arthur and his realm.



Tough (Minor Good): Reduce total damage by 2.

EQUIPMENT: Sword (Strength +2 damage), padded armour (2 points).

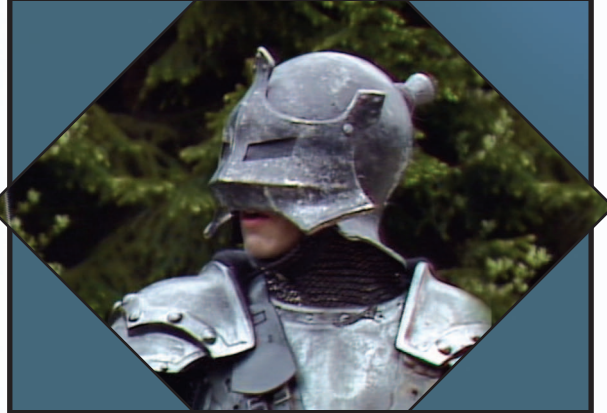
TECH LEVEL: 6

STORY POINTS: 12



BATTLEFIELD

WARRIOR KNIGHTS



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

Morgaine and Mordred bring a small group of Warrior Knights to help them take Excalibur. There are about 30 knights in total, who have all sworn loyalty to Mordred and his mother. While they are happily serving a villain they still do their best to behave with honour and noblesse oblige towards their enemies. Initially their armoured forms seem indestructible to the UNIT troops, but when UNIT gets hold of armour piercing rounds the fight becomes a lot more even.

SKILLS

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

TRAITS

Brave (Minor Good): +2 bonus to any Resolve roll when the character needs to show courage.
Code of Conduct (Major Bad): Honour before victory.
Obligation (Major Bad): Serve their sworn liege.
Tough (Minor Good): Reduce total damage by 2.

EQUIPMENT: Sword (Strength +2 damage), armour (5 points), blaster weapon (4/8/L).

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

MORDRED

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

Morgaine's son is a cruel bully, but a very dangerous one. He is an excellent swordman and a ruthless opponent. While he isn't the sharpest tool in the box, he isn't so much of a fool as to keep fighting when the day is lost; he'd rather run away and fight another day.

Mordred is supremely confident in his mother's abilities, often hiding behind the threat of her vengeance. When not fighting or drinking, Mordred enjoys making threats and laughing maniacally.

SKILLS

Athletics 4, Convince 2, Craft 2, Fighting 4, Knowledge 2, Marksman 3, Subterfuge 3, Survival 2, Technology 2, Transport 2

TRAITS

Code of Conduct (Minor Bad): Mordred follows the code of chivalry, at least when it suits him.
Impulsive (Minor Bad): Believing his mother will protect him, Mordred tends to wade in before thinking.
Lucky (Minor Good): Mordred may re-roll any 'double 1s'.
Quick Reflexes (Minor Good): Mordred always goes first in his Action Round unless taken by surprise.
Run for your Life! (Minor Good): +1 bonus to his Speed when escaping pursuit.
Selfish (Minor Bad): Nothing is more important to Mordred than Mordred.
Tough (Minor Good): Reduce total damage by 2.

EQUIPMENT: Sword (Strength +2 damage), armour (5 points), blaster weapon (4/8/L).

TECH LEVEL: 6 **STORY POINTS:** 12

THE DESTROYER

The Destroyer is known by many names, but few who come to know one survive for long. To Morgaine this creature is a powerful demon, but at best he is an extremely potent extra-dimensional being. The Destroyer is pure evil, living for chaos and slaughter. He enjoys taking humans as slaves and 'handmaidens' that he might torture and abuse for centuries.

On his home plane of existence, the Destroyer is almost a god, but when manifesting in a more human realm he takes on a more vulnerable physical form. This form is highly susceptible to silver, and when in close proximity to it finds his power greatly reduced. Silver bullets can even destroy its physical form, sending him back to his realm.

AWARENESS	4	PRESENCE	5
COORDINATION	4	RESOLVE	8
INGENUITY	5	STRENGTH	8

SKILLS

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

TRAITS

Alien (Special Good)

Alien Appearance (Major Bad): The Destroyer is a blue-skinned demonic creature over seven feet tall.

Environmental (Major Good): The Destroyer suffers no ill effects from any environment.

Fear Factor (4)

Immortal (Major Special Good): The Destroyer cannot be killed, but can be injured.

Indomitable (Major Good): +4 bonus to any rolls to resist psychic control.

Natural Weapons (Minor Good): Powerful claws doing Strength +2 damage.

Natural Weapons (Major Good): May drain life from all targets in nearby area doing (4/8/L) damage.

Psychic Training (Minor Good): +2 bonus to Resolve rolls when trying to resist psychic attack or deception.



Selfish (Minor Bad): The Destroyer tends to put himself first.

Teleport (Major Good): The Destroyer can move between dimensions by opening portals which can also be used to travel almost any distance.

Weakness (Major Bad): Silver weapons do their normal damage plus an additional 4 levels of damage to the Destroyer. Silver can also be used to bind him and reduce his power.

TECH LEVEL: 6 **STORY POINTS: 12**



BATTLEFIELD

MORGAINE OF THE FAY

As a powerful sorceress, Morgaine would be dangerous enough, but as a queen leading an army of knights she seems unstoppable. Morgaine loves battle and conflict, seeing every fight as a chess game. However, she doesn't like to cheat. She most enjoys beating a foe when they are evenly matched, proving her superiority, which is one reason she actually laments the passing of Arthur. It also ensures she obeys the rules of honour, as there is no true victory without honour.

Morgaine is utterly ruthless in the pursuit of her goals. While she has no desire to sacrifice her son, even Mordred is expendable to further her plans. She is also extremely arrogant and susceptible to taunts. She frees the Destroyer just to prove to the Doctor she has the stones to do so.

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

SKILLS

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

TRAITS

Code of Conduct (Major Bad): Morgaine may be a villain but she always acts with honour.

Indomitable (Major Good): +4 bonus to any rolls to resist psychic control.

Natural Weapons (Major Good): Lightning strike doing (2/5/7) damage.

Obsession (Major Bad): To finally defeat Arthur and claim Excalibur.

Psychic Training (Minor Good): +2 bonus to Resolve rolls when trying to resist psychic attack or deception.

Voice of Authority (Minor Good Trait): +2 bonus to Presence and Convince rolls.

Sorcery (Special Good): Morgaine has several magical abilities, some of which are reflected in her Traits, others that might be better suited to the expenditure of Story Points.

The Gamemaster should feel free to grant Morgaine the use of whatever 'spells' appear appropriate without making her impossible to defeat. Her abilities include but are not limited to:

- **Lighting Bolts:** Capable of bringing down a small helicopter (ranged attack) and inflicting Lethal damage.



- **Stealing Memories:** Taking thoughts from a living person by physical contact. This drains the life from a victim the longer it continues.
- **Disintegrating Objects:** Anything up to and including the size of a body might be rendered into dust.
- **Empathic Control:** Enhancing negative emotions in a target, even a protected one, such as fear or anger.
- **Healing:** She can restore the sight to a blind person by laying on hands, so may also be able to heal wounds with a touch.

EQUIPMENT: Golden armour (5 points).

TECH LEVEL: 6 **STORY POINTS:** 12

GHOST LIGHT



'Things are getting out of control. Even I can't play this many games at once!'

SYNOPSIS

Perivale, England, 1883

The Doctor and Ace arrived in London in 1883, to a house full of secrets. It had a daytime staff who refused to remain after dark. As soon as the clock chimed six o'clock, the evening staff and the house's occupants awakened, just in time to meet Ace and the Doctor. The whole place made Ace nervous as she once broke into a haunted house in Perivale, and encountered something that terrified her.

The master of the house was Josiah Smith, who lived there with his ward Gwendoline and the polite but mad Redvers Fenn-Cooper, who was usually locked up 'for his own good'. After ensuring Ace's clothes were less shocking to these Victorians, they all settled down for dinner. They were attended by the Housekeeper Mrs Pritchard and Nimrod the butler. When Josiah was called from dinner, Ace began to recognise the place as Gabriel Chase, the very haunted house that had frightened her. She was angry at the Doctor for bringing her here, but when she had told him her story he realised her fear may

have come from something alien in the place. Ace felt betrayed and wandered away on her own, finding her way to the basement where a stone spacecraft lay hidden. Two monstrous 'husks' attacked Ace as she investigated the place, and the ship's systems were damaged in the fight. Josiah and the Doctor arrived and saved Ace. However, Josiah became terrified that something trapped in the ship might awaken and be freed.

What was freed was a woman called 'Control' who had been imprisoned by Josiah. Josiah and Control were both the servants of an alien being who slept beneath the house. Josiah had imprisoned Control to stop her waking up their master, who might put an end to his plans. Not trusting Josiah's agenda, the Doctor helped Control awaken this being, an angelic creature called 'Light'. Light was a form of galactic surveyor, and Josiah and Control were part of his team. After cataloguing all the species of Earth he settled down to rest and his team managed to keep him asleep so they might follow their own plans. Each had evolved so they might have an independent life of their own.

Now Light was awake he wished to put a stop to all this. However, he was also appalled to discover that while he had been asleep, the world had changed



GH0ST LIGHT

and evolved. His catalogues were all now completely out of date. All his work was for nothing. He began a plan to destroy all life on Earth so it would remain constant. However, the Doctor told Light that even if he destroyed Earth his catalogue would not be complete. Light had missed dragons, griffins and all manner of strange magical creatures. The Doctor even insisted that Light himself had changed and adapted, even in the short time since he had awoken.

Confused and desperate, Light decided that he at least would not change. He disintegrated himself, his essence pouring into the walls of the house. It was this force that Ace found so terrifying in 1983 that she burnt the place down. Control and Redvers took control of both the ship and Josiah and set off to explore and catalogue more of the universe. Ace forgave the Doctor for bringing her here, as facing her fears had brought a terrifying chapter of her past to a close.

CONTINUITY

- Upon meeting Redvers, the Doctor reveals that he too is a member of the Royal Geographical Society. He could, of course, just be being polite. However, it seems like the sort of society he might have joined, or possibly even started.

- Ace broke into Gabriel Chase in 1983, when she was 13, having been dared by her friend Manisha. In the house she came across a force so terrifying that it led her to set fire to the place. Manisha's flat was also burnt down in a racist attack, another reason for Ace to be disgusted with Mike Smith (see *Remembrance of the Daleks*). Ace was arrested for arson after the incident, but not sent to prison. However she was assigned a probation worker.
- This is also one of the few episodes Ace gets several costume changes, dressing up in gentleman's evening attire and later a white gown. However, those who refer to her as a "young lady" quickly get told to "bog off".

RUNNING THE ADVENTURE

With *Ghost Light* we are back on familiar territory; a good old fashioned Victorian ghost story. Despite the godlike aliens and monsters in the basement, this adventure is all about dark corridors and mysterious supernatural horror. There is a sense of an unearthly brooding menace throughout the entire adventure. So the characters should know there is something very wrong here from the moment they step out of the TARDIS.



While it might take a Time Lord to defeat Light and Josiah, the adventure would also work well for a Torchwood, UNIT or Time Agent group. It might be part of a Victorian series of adventures, or a time portal might take them to this strange house. In fact, the Gamemaster might easily modernise all the characters and set it in the 21st century. After all, there are still plenty of people arguing about the validity of Darwin's evolutionary theory, even today.

Something to watch out for is that there is nothing to stop the characters leaving the house. They should quickly discover that no help of any use will come from outside. The police will prove ineffective if they even listen and will easily be 'sent to Java' by Josiah. If the characters leave, no one will stop them; in fact, Josiah would probably rather be well shot of them. After all, they are the only people potentially looking to disrupt his plans. The Gamemaster can actually make the whole scene of the characters' escape a lot eerier with no attempt from the NPCs to destroy them. It is easy to get used to the villains chasing the characters around; when they don't, the silence can be disturbing.

As the adventure is quite complicated, it might prove difficult to adapt. However, the core of it is quite simple. Josiah has locked up his boss and his partner so he can have a life of his own. When his partner (Control) gets free, she wakes his boss (Light) up too. Then the trouble really starts. In a sense the best part of this adventure is the build up, the sense of mystery and the discovery of secrets. The Gamemaster shouldn't be afraid to make this a slow burner to create more atmosphere.

Character is also important in this adventure. The Gamemaster should get to know all the NPCs very well as the early parts of the adventure are all about interacting with them. Each NPC should be introduced to the characters in a scene of their own. There are many, many role-play opportunities in talking to each occupant of the house and learning some of their secrets and personalities. Ace and Gwendoline almost make a whole adventure out of dressing for dinner.

The first simple adaptation is to change who the Controller is. Gwendoline or Mrs Pritchard, or even Nimrod might actually be in charge rather than Josiah. It is also possibly that Josiah is really the good guy. After all, Control is happy to wake up Light, who is more than happy to wipe out all life on Earth just to avoid extra paperwork. Maybe this time the Doctor shouldn't have interfered. In fact, the Gamemaster

might have Josiah bring the characters in to help him keep Light asleep as he is about to wake up despite his efforts.

It is also possible to omit Light himself from the story. The power to destroy the planet might reside with the spacecraft itself. Control might not only be the pilot, but also the commander, and when she is free decides to destroy everything Josiah has touched. This would make a good option for a less-powerful group not ready to deal with a godlike entity. The Gamemaster might also forego the whole Light plot entirely, and take a leaf from *The Island of Doctor Moreau*. Josiah might be the only survivor from the expedition, as the ship crashed. He is now engineering monsters, the most successful and dangerous of which he keeps locked in the cellar. He plans to unleash them to take control of the British Empire.

GABRIEL CHASE

The entire adventure is set inside the dark house called Gabriel Chase, a house that seems to be constantly under the shadow of a storm. The building is quite large, with two floors and several attic rooms. A lift has been installed to allow access to the basement. The upper floor is a maze of tight corridors, cluttered with several stuffed animals and displays of insects. The house has extensive grounds but while within walking distance of a village is still quite isolated. Perivale is the nearest place, a small village of only five or so houses.

The house is attended by a daytime staff of four or five people led by the housekeeper Mrs Grose. They clean the place and see to any guests they find there. However, they make a point of leaving at six o'clock, not wanting to spend a second longer here than they have to when night begins to fall.

KEY LOCATIONS IN GABRIEL CHASE

- **Foyer:** The main door opens into a large atrium where the main staircase and the lift to the basement are located. It is one of the few uncluttered areas, sporting only a few pot plants as decoration amidst the wood panelling. The housemaids of the night staff wait here during the day, shut behind secret panels until the clock chimes six.
- **Dinning Room:** This dining area is quite small for a house of this size, and is accessed from the parlour. The room is occupied mostly by a large dining table that seats up to ten people.



GHOST LIGHT

- **Parlour:** This sitting room links the foyer to the dining room and serves as a reception and smoking room. While not especially large it is spacious and well furnished. It also contains several cases containing collections of insects and butterflies, as well as a police inspector.
- **Bedrooms:** The bedrooms on the upper floor are well appointed but a little sparse. Each is decorated in tasteful Victorian style with plenty of wardrobes and cupboard space.
- **Playroom:** In the attic is a large dusty room containing a collection of old Victorian toys, from rocking horses to a doll's house. It is plain and apparently unused for many years. However, Josiah, Mrs Pritchard and Gwendoline can be found here like statues under dust sheets during the day. The chiming of the clock at six awakens them and the housemaids downstairs.
- **The Stone Spacecraft:** Deep in the basement lies Light's stone spacecraft. The ship is one large open room with a lit mosaic screen and control panel containing several crystal rods. A wooden door leads to a containment area where Control has been held for years. Two wide screens open across the white walls either side of the mosaic

screen. The ship contains a powerful engine but moves at the speed of thought, making take off both silent and instant.

LIGHT

The being called Light is an extremely powerful entity sent to catalogue the species of Earth. This might be a punishment as he rails against having to spend more time in the company of Control. If so it is an ingenious one, as his judges may have understood the work could never be finished. As a god-like entity, Light is able to move at the speed of thought and his form is almost impervious to physical weapons. He can scan living beings on a molecular level and access the ship's computer systems at will, displaying the data on any nearby window. His control over life and biological matter is extensive, allowing him to kill or turn to stone those he chooses to in moments with little more than a thought.

As the name suggests, Light is actually a being of pure energy, but he manifests as a glowing 'angelic' being in the form of the dominant organism of the planet. He has no concern at all for the living beings he is meant to catalogue, seeing them as little more than entries in his ledger. He takes apart one of the maids simply to 'see how she works'. This utter lack of concern for any form of life coupled with



unimaginable power makes Light exceptionally dangerous. No statistics could represent him, and the Gamemaster is free to allow him to exercise power as he sees fit. The only way to defeat him is to get him to defeat himself.

FURTHER ADVENTURES

- **Inside the Thoughtspace:** Control and Redvers set off to explore the universe in Light's stone

ship. As the ship moves at the speed of thought, what if there is another realm through which it can travel, a realm of pure thought? If something went wrong, the ship might become stuck in a thought or a mind and require the help of a Time Lord to escape. This realm might be hard for even a TARDIS to enter, and be a strange and abstract place to navigate. Even a simple tow out might mean following trails of thought through the unconscious mind of humanity.

REDVERS FENN-COOPER

Redvers is the model of the Victorian 'great white hunter'. He has travelled extensively in Africa and is never more at home than when exploring the wilds of a new world. His social connections are what made him valuable to Josiah, who convinced him to assist him in his plan to restore the might of the British Empire.

Unfortunately, Redvers' time in the house has driven him mad. Not only has Josiah attempted to dominate him, but he has also been exposed to Light himself, which pushed him over the edge. While he is polite and articulate, he believes himself to be hunting the wilds of Africa for Redvers Fenn-Cooper, the man who will free him from Josiah Smith's dastardly plots. He is unaware he is looking for himself, although this search suggests part of his mind is still fighting Josiah's control.

Despite the usual innate racism and bigotry common to gentleman on the era, Redvers is actually a very decent and honourable man. He takes his word seriously and considers it his duty to protect those less able than himself.

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

SKILLS

Athletics 3, Convince 2, Craft 2, Fighting 2, Marksman 4, Science 2, Subterfuge 2, Survival 4, Transport 2.

TRAITS

Amnesia (Minor Bad): Redvers doesn't really know who or where he is.

Brave (Minor Good): +2 bonus to any Resolve roll when Redvers needs to show courage.

Code of Conduct (Minor Bad): Behave like a gentleman.

Eccentric (Major Bad): Redvers has been driven mad by his time in the house.

Forgetful (Minor Bad): -2 penalty to any Ingenuity and Resolve roll to remember something vital.

Impulsive (Minor Bad): Redvers is used to listening to his instincts.

Keen Senses (Major Good): +2 to all Awareness rolls.



Sense of Direction (Minor Good): +2 bonus to any roll to avoid becoming lost.

Well Mannered (Minor Good): +2 to social rolls when in polite society.

EQUIPMENT: As Redvers is skilled in several different weapons he might use whatever comes to hand, be it a spear or a shotgun.

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



GHOST LIGHT

- **The Second Gabriel Chase:** The house remains a haunted house for many years after Light is vanquished. Even though Ace burns it down the very ground might still contain the essence of Light. A new house built on the same spot begins to gain a new reputation, the power of Light mutating and changing those who live there too long. Can a way be found to destroy this evil for good, and stop anyone using this dormant power for their own ends?
- **Failed Report:** Light may have failed to complete his report, but that doesn't mean it wasn't due. Millennia later his masters come to Earth expecting an update. They stop all life on the planet, freezing every living thing, so they can make an assessment. With no report forthcoming they may not start the Earth again, unless someone can provide it to them.

GWENDOLINE

Josiah's ward is actually nothing of the sort. Gwendoline is actually the daughter of Lord and Lady Pritchard, who was hypnotised by Josiah when he took control of the house. Gwendoline is a pretty aristocratic girl with good manners and the appropriate accomplishments for a young Victorian lady. She makes friends with Ace quite swiftly and enjoys being encouraged by Ace to break a few rules by adopting gentleman's attire for dinner. Occasionally Josiah's control slips a little and she remembers how she misses her mother. But most of the time she exists in a dream state where she is unable to see or process anything out of the ordinary, such as a police inspector in a drawer who she sees as a collection of insects. This gives her a slightly distracted air in conversation.

Gwendoline is used by Josiah as his 'hatchet-man' and is dispensed to capture and chloroform those he wishes to put in his collection. She takes a concerning amount of joy in this, and it is unclear if this is part of her mental conditioning or something she really takes pleasure in. She has been augmented a little by Josiah, increasing her strength enough to break down a door, and possibly to maintain her as she was when they met. However, this modification has made her look pale and a little drawn.

Her psychic conditioning is actually quite easy to break given the correct stimulus. The Doctor uses the picture of her and her mother in her locket to bring her suppressed memories to the surface, which breaks Josiah's hold. Her reunion with her mother sadly does not last as they are both turned to stone by Light as part of his plan to halt change.

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

SKILLS

Athletics 3, Convince 2, Knowledge 1, Subterfuge 2, Technology 1.

TRAITS

Attractive (Minor Good): +2 bonus to any rolls that involve Gwendoline's looks.

Charming (Minor Good): +2 bonus to attempts to use charm.

Eccentric (Minor Bad): Often appears unfocused and daydreaming.

Enslaved (Major Bad): Must obey Josiah, and suffers -2 to attempts to voice opinion.

Weakness (Minor Bad): -2 to rolls when in direct light.



Well Mannered (Minor Good): +2 to social rolls when in polite society.

TECH LEVEL: 4 STORY POINTS: 5

JOSIAH SMITH

Josiah arrived on Earth with Light as part of the survey team. He was sent out to interact with the new world to see how he evolved, while Control was left behind (as the 'control' subject for the experiment). However, Josiah had no desire to remain a mere assistant and decided to make a life for himself. He saw to it that Light remained asleep, locking away Control and beginning a programme to evolve himself into a proper Victorian gentleman.

Each time he evolved his old body remained as a 'Husk', a mindless automaton waiting to do his bidding. Until gaining his final form, Josiah is extremely vulnerable to light, hence living a nocturnal life. After establishing himself, Josiah then went about making a name for himself in society, especially as a proponent of Darwin's then-controversial theories of evolution.

He took control of the house at Gabriel Chase, hypnotising the lady of the house (Mrs Pritchard) and her daughter Gwendoline. He then embarked on a plot to kill Queen Victoria and take control of the British Empire. To this end he captured Redvers, whose connections were able to get him an invitation to Buckingham Palace where he might make the assassination.

Those who stand against Josiah are usually "sent to Java". In such case he uses Gwendoline to render them unconscious with chloroform and then induces a coma where the subject can be placed in his insect collection. Josiah is also a biochemical genius and able to create potions that manipulate the genetic code of the imbiber, to give them specific animal traits as amuses him.

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

SKILLS

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

TRAITS

Alien (Special Good)

Biochemical Genius (Major Good): May create biological and chemical 'Gadgets' using Science instead of Technology for Jiggery-pokery.

Dark Secret (Major Bad): Not the Victorian gentleman he pretends to be.

Hypnosis (Major Good): +2 bonus to control another's actions and feelings.

Obsession (Minor Bad): To take control of the British Empire.

Obsession (Major Bad): To keep Light asleep.

Quick Reflexes (Minor Good): Josiah always goes first in their Action Round unless taken by surprise.



Shapeshift (Minor Good): Josiah can change his appearance by evolving and creating a new Husk, although the process takes time.

Tough (Minor Good): Reduce total damage by 2.

Weakness (Major Bad): Bright light inflicts 4 levels of damage to Josiah if he is caught directly in it unless he has reached his final evolution.

Well Mannered (Minor Good): +2 to social rolls when in polite society.

TECH LEVEL: 7 **STORY POINTS: 6**



GHOST LIGHT

NIMROD

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

Josiah's butler has served for longer than most in his position. Originally he was a Neanderthal caveman, collected as part of Light's catalogue. However, Josiah awoke him so he might serve as his butler. Nimrod worshipped Light as a god, and so saw nothing amiss with serving the emissary of such a god. That was until the Doctor opened his eyes to the true nature of Light, whereupon Nimrod realised his loyalty was to his planet and people, not this alien outsider who wished to destroy it.

Nimrod is generally well spoken with excellent manners, although even in a butler's uniform he has the look of a caveman. He holds onto some of his traditions, putting great store in charms and talismans, especially the fang of a cavebear, a charm only a great warrior might procure.

SKILLS

Athletics 3, Fighting 2, Subterfuge 1, Survival 4.

TRAITS

By the Book (Minor Bad): Nimrod does what is expected of him.

Distinctive (Minor Bad): -2 penalty to rolls to blend in. Others have a +2 bonus to remember or recognise the character.

Eccentric (Minor Bad): Still follows the old ways and superstitions of his tribe.

Obligation (Minor Bad): Serve Josiah.

Time Traveller (Minor Good): Familiar with Tech Level 4 and below.

Tough (Minor Good): Reduce total damage by 2.

TECH LEVEL: 1 (4) **STORY POINTS:** 6

CONTROL

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

The other member of Light's survey team is a timid creature known only as Control. Where Josiah was sent out to connect to the local fauna, Control was kept in the ship to act as a 'control group' for the experiment. Light would recall Josiah and compare them to assess the effects of the environment. However, Josiah did not return until Light was asleep and then acted outside the parameters of the experiment. He kept Control locked away so she might not evolve as he had done and challenge his authority. However, Control had learnt something of the world and yearned to be more than she was. She wanted to become 'ladylike' in the same way Josiah had become a gentleman. The Doctor promises to help her do this, and does so by helping her free herself and develop her own personality. Eventually she evolves into a strong and capable being, and turns the tables on Josiah as he evolves once more. With Redvers, she takes the ship to explore the universe, this time with Josiah as her prisoner.

SKILLS

Athletics 3, Knowledge 3, Science 3, Subterfuge 2, Technology 3, Transport 2.

TRAITS

Adversary (Minor Bad): Control hates Josiah for locking her away.

Attractive (Minor Good): +2 bonus to any rolls that involve Control's looks.

Eccentric (Minor Bad): Control is not used to manners and social interaction and often gets it wrong.

Obsession (Minor Bad): Become 'Ladylike'.

Tough (Minor Good): Reduce total damage by 2.

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

MRS PRITCHARD



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

The somberly dressed Mrs Pritchard is the evening housekeeper for Josiah. She is privy to all the secrets of the house, being the one to see to it that Control is kept fed in her basement prison. She is also in command of the evening housemaids under Josiah's direction. However, in fact, Mrs Pritchard is actually Lady Pritchard, the mistress of the house before Josiah took control, and the mother of Gwendoline. Like her daughter she has been psychically conditioned to her new role. The Doctor manages to break her conditioning but Light turns her to stone.

SKILLS

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

TRAITS

By the Book (Minor Bad): Mrs Pritchard must be convinced to act against procedure.

Enslaved (Major Bad): Must obey Josiah, and suffers -2 to attempts to voice opinion.

Fear Factor (Special Good) 1: The spooky housekeeper has a +1 bonus to inspire fear.

Weakness (Minor Bad): -2 to rolls when in direct light.

Well Mannered (Minor Good): +2 to social rolls when in polite society.

TECH LEVEL: 4 STORY POINTS: 4

REVEREND ERNEST MATTHEWS



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

The Reverend is a notable member of the Royal Geographical Society who takes it upon himself to deal with those who insist on the truth of Darwin's "ludicrous theories". Unfortunately for him, such a man is Josiah Smith who plays with the Reverend for some time to amuse himself. In fact, Matthews is so pompous, opinionated, and just downright wrong that even the Doctor cannot resist playing with him. Eventually Josiah tires of Matthews and in response to his insistence that mankind cannot possibly be descended from apes, Josiah turns him into a monkey before disposing of him.

SKILLS

Athletics 2, Knowledge 4, Science 1, Technology 2, Transport 2.

TRAITS

Argumentative (Minor Bad): The Reverend will argue his point even if it puts his life in danger.

By the Book (Minor Bad): The Reverend is a man who doesn't like change.

Eccentric (Major Bad): Extremely self-important and pompous.

Obsession (Minor Bad): To stamp out these foolish Darwinian theories!

Selfish (Minor Bad): For a Reverend, Matthews thinks very little of others.

Voice of Authority (Minor Good Trait): +2 bonus to Presence and Convince rolls.

TECH LEVEL: 4 STORY POINTS: 4



GHOST LIGHT



HOUSEMAIDS



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

The evening staff is composed of six to eight housemaids, who are all held under Josiah's mental domination. It is unclear if they are constructs or women he has captured and dominated in the same way as Gwendoline and Mrs Pritchard. However, if the latter is true they have far less autonomy. The maids wear a housemaid's uniform of a long black dress and white apron. They remain shut away behind a secret panel during the day and awoken at night. They carry out the duties of a housemaid until ordered otherwise by Josiah or Mrs Pritchard. Each maid is even armed with a pistol and obeys Josiah without question.

SKILLS

Athletics 3, Marksman 3, Subterfuge 2.

TRAITS

By the Book (Minor Bad): The Housemaids are dedicated to their duty.

Enslaved (Major Bad): Must obey Josiah or Mrs Pritchard, and suffers -2 to attempts to voice opinion.

Face in the Crowd (Minor Good): +2 to any Subterfuge roll to sneak about.

Quick Reflexes (Minor Good): The maids always goes first in their Action Round unless taken by surprise.

EQUIPMENT: Pistol 2/5/7.

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

HUSKS



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

Each time Josiah evolves, he transfers his consciousness to a new body, leaving behind a 'Husk'. These Husks respond to the mental control of Josiah or Control, depending on who is dominant at the time. Otherwise they are little more than automata, which are stored (in evening dress) in the stone spacecraft. There are currently two, both barely human, appearing more lizard and insect-like than Josiah's current form. Like Josiah's other early forms, the Husks are extremely vulnerable to light.

SKILLS

Athletics 3, Fighting 2, Subterfuge 1.

TRAITS

Alien (Special Good)

Alien Appearance (Major Bad): Obviously strange and alien, even in evening-wear.

Fear Factor (Special Good) 2: Grants a +2 bonus to inspire fear.

Slow (Minor Bad): The Husk moves at half its Speed rate.

Slow Reflexes (Minor Bad): The Husk always acts last in its Action Round.

Weakness (Major Bad): Just like Josiah, bright light can do 4 levels of damage to husks if caught directly by it.

STORY POINTS: 1

THE CURSE OF FENRIC



'We play the contest again, Time Lord. You left me in the shadow dimensions, trapped for seventeen centuries. But now I've found a body again and the preparations are complete.'

SYNOPSIS

Maiden's Point, Northumbria, England, 1943

The Doctor brought Ace to a military base during the Second World War to meet Professor Judson, one of Britain's top codebreakers. Judson and his team had the most advanced codebreaking machine in the world, 'the Ultima', a machine that would form the basis of a new computer age in years to come. However, a group of Russian soldiers arrived, intent on stealing the core of the device. Even though Russia was one of Britain's allies, both foresaw a day when they might be enemies.

Having arrived by water, the Russians made camp on the beach, but several of them had been lost in the water crossing. Something dark seemed at

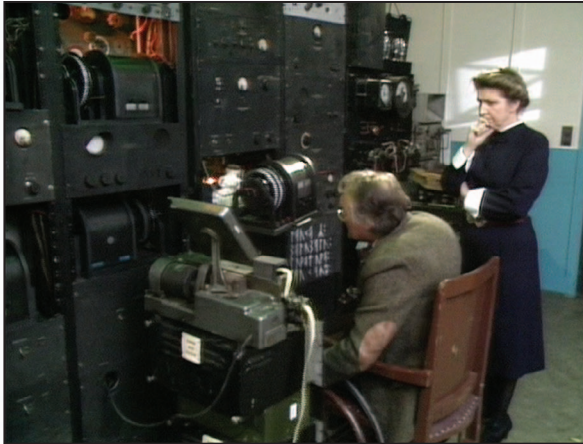
work here making them all nervous. This force was centred deep beneath the water on a sunken Viking longship. The longship originally brought the settlers who founded the local town, the records of which were stored in the crypt of its church. The Doctor visited the church to find several old runic carvings left by the Vikings. The vicar of the church, Reverend Wainwright, gave the Doctor a translation his grandfather made. The writings told of a great evil and a curse attached to an oriental treasure that the Vikings stole.

Upon discovering the Russians, the Doctor warned the base commander, Millington, that the Ultima computer might be in danger. Millington and Judson told him they were actually expecting the Russians. Commander Millington had discovered a virulent poison in the area under the church they had been harvesting and turning into a stockpile of deadly chemical weapons. The device the Russians were attempting to steal had been loaded with this poison that Millington hoped would kill everyone in the Kremlin when it was used.



THE CURSE OF FENRIC

Meanwhile, Ace realised the runic carvings in the crypt were actually a complicated logic puzzle. When she told Judson he eagerly fed the details into the Ultima machine which went crazy. It declared the chains of Fenric were shattered. Millington and Judson were elated. They had come to believe the local legends about the Curse of Fenric and coveted this dark power for themselves.



The chains of Fenric were indeed shattered. The bodies of the long-dead Vikings and lost soldiers, along with two local girls rose from the sea as vampiric creatures called Haemovores. They marched on the base intent on draining the life from everyone and releasing the powerful spirit of Fenric. However, Fenric had already risen and taken control of Judson. Fenric sent the most powerful Haemovore, the 'Ancient One' to release the stockpiled chemical weapons held at the base. He then went to face the Doctor and seek revenge. On their last encounter the Doctor had trapped Fenric for seventeen centuries with a chess problem. Fenric was keen to see the Doctor suffer before he unleashed his plan to turn Earth into a chemical wasteland.



The Doctor faced Fenric with the same chess problem that Fenric had failed to solve before. While Fenric tried to solve the riddle the Doctor made a deal with the Ancient One. The Ancient One was actually brought back in time from an Earth coated in deadly chemicals. Understanding from the Doctor that this is the world Fenric seeks to create, the Ancient One chose to betray Fenric. When ordered to destroy the Time Lord and release the chemicals by Fenric, the Ancient One turns on his master and they both destroy each other. The game with Fenric is over once more, a final Checkmate.

CONTINUITY

- The Doctor returns to the middle of the 20th century again, which seems to be one of this incarnation's favourite times.



- It is a little odd this is not the Seventh Doctor's final adventure as several things have been leading up to this confrontation. Fenric admits he laid a chess puzzle for the Doctor (as something of an entrée to their encounter) in Lady Peinforte's study (see *Silver Nemesis*) and was actually responsible for causing the time storm that brought Ace to Iceworld (see *Dragonfire*). It turns out Nitro-9 isn't quite as dangerous to the time/space continuum as Ace first thought.
- Ace is growing up a little, or at least insisting the Doctor stops coddling her and give her some straight answers. She is also a little sick of him playing puppet-master and tells him to either bring her in on the plan in future or stop including her in his games. Sadly she once more falls for the wrong guy, or at least an unlucky one. The dashing Russian Captain Sorin and Ace find a mutual attraction, and he gifts her with a proper communist badge for her jacket's collection. Unfortunately, his connection to Fenric sees to his doom.



- While Ace didn't take her French higher than O-Level, her understanding of Logic impresses Doctor Judson. While she may not have completed her education properly, she is more than clever enough to work out what she missed. She is also proving rather well equipped, carrying a steel wire ladder in her backpack. During a conversation with a soldier Ace seems to drift off a little, as if she can see a little further into time and space. Perhaps her travels with the Doctor have already granted her an understanding of the nature of time and space, if only on a subconscious level. Ace also proves she has a strong will, as her dedication to the Doctor is able to hold the Ancient One at bay. The Doctor has to tell her she is nothing to him, just a tool, so he can break her faith and allow the Ancient One to betray Fenric. So, once more Ace is put through an emotional wringer, but emerges stronger.
- Ace is also given an insight into the Doctor's responsibilities. She realises the radio operator Kathleen Dudman is actually her unmarried grandmother. This makes her baby, which Ace has been drawn to, her mother. Ace is instantly appalled as she has a primal loathing for her mother. However, she also can't bring herself to feel anything but love for the baby she is holding in her arms. Horribly conflicted, she saves both her mother and grandmother by seeing them off the base. When she thinks she is about to die by firing squad, she shouts to her mum that she is sorry. The whole experience helps her lay to rest some of her issues with her mother by seeing her as more than just an abusive authority figure and understanding she is simply another human being who may have made mistakes. She may not quite forgive, but she does learn to let go of her hate.
- The Doctor remains as mysterious as ever. He proves a skilled forger when he duplicates the Prime Minister's signature. He also mentions that Hitler is a 'dreadful man', although he won't meet him until much later on (see **Let's Kill Hitler** in **The Eleventh Doctor Sourcebook**). Finally, when Kathleen asks if he has any family he replies he doesn't know. When she assumes he has lost them in the war he doesn't correct her. Might this mean the Time War has already begun in some way?

RUNNING THE ADVENTURE

This adventure is about several plans all coming together at the same time, by several different opposing forces. Then, just to make things complicated, the Doctor gets into the middle of all of them. A group of Russian commandoes have come to Northumbria to steal the Ultima device from a British naval base. Unfortunately for them the British know they are coming and plan to let them have a dummy version of the device. They have ensured the base is not well guarded, so the Russians can sneak in and out without causing any casualties.



However, the British don't just want the Russians to get hold of a dummy codebreaking machine. They have booby trapped the device with a poison that can be triggered by the machine decoding a particular message. This particular poison has been extracted from the nearby earth, and unbeknownst to the British, the source is an ancient evil trapped in a flask. The evil, known as Fenric, wants to rise and poison the world, making it very convenient the British have been weaponising the poison!

So we have three plots going on: the Russian commando mission, the British working their bait and switch, and Fenric looking to destroy all of



THE CURSE OF FENRIC

them. It is very tempting to run this adventure as a full-on gothic horror tale; it does have vampires in it after all! However, it can just as easily be run as a simple military mission for a group of UNIT characters. The plans are complicated as the base commander becomes more paranoid and crazy, forcing the characters to choose between following orders and making sense of what is going on. You might also swap the sides around, and make it a British operation trying to steal a codebreaking device from a Russian (or even German) base.

The supernatural elements can either be part of the adventure, or form their own. Fenric might rise in any village. The warning signs will be in the village's history, and as people start disappearing or being found drained of blood, it becomes clear something bad is on the way. Once more the Wolves of Fenric refers to the descendants of the original settlers, but maybe this time they are the only ones immune to Fenric's power, and the only hope of defeating him.

If you want to make this a more modern adventure, you can focus on the link between Fenric and computers. It is by feeding the old runes into the Ultima device that Fenric is freed. What if the

runes had not been discovered until much later? An academic digitising the inscription from an ancient carving wakes up a new ghost in the machine. Somewhere else in the museum he works in, an ancient evil stirs in another artefact, as the chains of Fenric shatter. Perhaps once more the Wolves of Fenric are the only thing that can stop it, but this time as a secret society that has fought for years to keep the evil caged.

Finally, one of the most interesting parts of this adventure is that Fenric is an old adversary. For the last few adventures he has been reminding the Doctor that he is returning, and challenging him to stop his plan. If the characters have an old enemy of their own, then this sort of adventure is an excellent way to bring them back. If you do, take your time.

Find a way to leave clues in other adventures that will remind the characters of this ancient force they once trapped. Maybe they even figure out the message and decide to seek out the remains of their enemy to check the (metaphorical) bars on the cage are still solid. This might be the final piece the enemy needs to put their plans into motion and be freed at last.

THE WOMEN'S AUXILIARY SERVICES

In 1943, women were not allowed to serve in the armed forces as men did. While they had taken over many of the jobs traditionally done by men at home, many wanted to serve the war effort more directly as part of the military. The auxiliary services were formed in 1938, not only to allow women to join the military but to free more men up for front-line duty. Initially the work involved cooking, cleaning, driving and office duties. But as the war continued and more men were needed on the front, women took on more and more roles, including 'manning' anti-aircraft batteries. The need to expand the service led to many being conscripted from 1941.

Each of the armed forces had their own auxiliary service. There was the Auxiliary Territorial Service (ATS), the Women's Auxiliary Air Force (WAAF) and the Women's Royal Naval Service (WRNS) whose acronym led to them being known as 'Wrens'. The Wrens took over all shore based work, freeing the men to go to sea. The women of the WAAF also served as intelligence operatives, and the Wrens played a major part in codebreaking efforts and the planning of naval operations.

The future Queen of the United Kingdom (then Princess Elizabeth) served in the ATS, as did Prime Minister Winston Churchill's youngest daughter Mary.



THE NAVAL BASE

This British military base is located in a rather out of the way part of northern England. It isn't especially heavily guarded, but is one of the country's most important installations. Secrecy is more important than might here, so it only contains a standard complement of men and equipment to avoid raising the suspicions of the enemy.



The base functions in much the same ways as any other military base, but it has two special operations that make it one of the primary nexuses in the allied communications network. The first is that it operates as a listening post, intercepting German communications. Secondly, it is the home of the Ultima codebreaking machine, a device that will form the basis of modern computers.

The base itself is not very exciting to look at. It is a wide-open space populated by several wooden single storey prefab buildings. Few of them are very well heated or offer much protection. They serve as a barracks, radio room, officers' quarters, operations areas and administration offices. However, given how similar the buildings look, it is hard to tell which is which. The area is surrounded by a fence and a few guard posts are positioned to cover most approaches. However, once inside the perimeter, the scattered buildings offer a great deal of cover and places to hide from sentries.

KEY LOCATIONS AT THE NAVAL BASE

- **Millington's Office:** The base commander is not entirely in charge of his own faculties. Believing that the best way to understand the enemy is to think like them, he spends a lot of time trying to get into the mind of his opposite number. So his office is an almost exact duplicate of the German communications commander's office in Berlin. The prevalence of swastikas and German flags is somewhat off-putting to say the least.

- **The Ultima Room:** Judson works in a small office, made smaller by the huge Ultima machine that takes up one wall of the room. The device is made of valves and dials, which allows data to be fed into its clockwork core that is the heart of the machine. Judson is usually found working here, and responds badly to those who interrupt him.
- **The Radio Room:** The listening room is operated exclusively by enlisted women on the base ('Wrens') who intercept German transmissions and attempt to decode the messages they receive. It takes a skilled ear to hear the code in the static. The radio room is one of the largest rooms in the base, but it houses the most people, with between 10 to 15 women working here at any one time.



- **The Ordnance Store:** The chemicals harvested by Millington's secret project are weaponised and stockpiled here. A small laboratory facility for handling the deadly poison can be found in the middle of the room. The rest of the space is filled with stacked shells loaded with chemical poison.

ST JUDE'S CHURCH

The church run by Reverend Wainwright is much the same as any other church, although its foundations are full of secrets. It was built on an old Viking burial ground and the local people still maintain several superstitions that ensure the area is respected.

It is said 'evil was buried here' and the old rumours are not incorrect. Ace notices the place resembles a fortress rather than a church, with a tower and ramparts.



KEY LOCATIONS IN ST JUDE'S CHURCH

- **The Crypt:** Under the church lies a Viking crypt, engraved with several ancient runes that Doctor Judson often spends time trying to decipher. However, it is Ace that realises the form of arrows and lines are actually a logic diagram for a computer system rather than a message.
- **The Tunnels:** In the depths of the crypt, Commander Millington has also found a virulent poison which he has been harvesting. So he can work in secret, a tunnel has been constructed leading all the way to the base. Deep in these tunnels lies the oriental flask containing Fenric's essence, buried by the Vikings who stole it centuries ago. It is the source of the poison.
- **The Graveyard:** Outside the church many of the villagers are buried from long ago, including many of the original settlers. Most of these souls carry the Curse of Fenric in their bloodline, and upon Fenric awakening will rise as Haemovores.

MAIDEN'S POINT

This small cove and shell beach, surrounded by cliffs is avoided by the locals. They call it Maiden's Point after the local legends that many girls have

been lost here, and their cries still echo on the wind. It is not a place 'nice girls' are meant to go and bad ones rarely return. In truth, beneath its waters lies the wreck of the Viking longship where many of the old Haemovores lie in wait. The waters are warm and inviting though, tempting you to swim just a little further out...

FURTHER ADVENTURES

- **Dancing Bear:** A new Russian strike force manages to steal the Ultima device, but it is the booby trapped one. Can the characters get into the Kremlin and warn the Russians not to use it? Unfortunately they can't tell them the device is trapped or they might start a war with Britain, which is what will certainly happen if it goes off.
- **Fenric Dreams:** Sorin was not the only Wolf of Fenric. One of the surviving Russian soldiers also shared the Viking bloodline and carries a piece of Fenric's essence back to Russia. Fenric begins to whisper to him in dreams, telling him the secrets of his poisons. He is driven to give this new weapon formula to the Russian scientists who begin to construct new weapons. Can the characters find and stop these deadly chemical weapons being deployed? If not, the Ancient One's poisoned earth of the future may still come to pass.





- Earth Offline:** The characters arrive on an Earth that never invented the computer! Electronic devices exist in a basic form, but nothing has a processor or computer. The information revolution simply never occurred. The temporal trail leads back to the Ultima machine in 1943. A rogue time traveller (perhaps even the Master) must be stopped before he can not only destroy the machine but prove further development is a waste of time. Worse yet, the mercenary is working for an alien race who are getting ready to invade a vulnerable Earth in the modern era.

CAPTAIN SORIN

The leader of the Russian commandos is Captain Sorin. While he is dedicated to his country and mission he is a good man who does his best to avoid bloodshed and protect innocent lives. However, his faith in Russia and communism is powerful enough to protect him from the Haemovores.

The more Ace gets to know Sorin, the more she is drawn to him, and the two become close. He gives her his Soviet badge to replace the rather cheap replica she had on her jacket. Unfortunately, Sorin is distantly related to the original Viking descendants, and therefore a 'Wolf of Fenric'. When Judson's body begins to wear out, Fenric possesses Sorin, destroying him in the process.

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

SKILLS

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

TRAITS

Attractive (Minor Good): +2 bonus to any rolls that involve his looks.

Brave (Minor Good): +2 bonus to any Resolve roll when Sorin needs to show courage.

Charming (Minor Good): +2 bonus to attempts to use charm.

Code of Conduct (Minor Bad): Sorin doesn't believe in indiscriminate killing.

Dark Secret (Major Bad): While he doesn't know it, Sorin is one of the Wolves of Fenric.

Military Rank Major Good x2): Red Army Captain.

Obligation (Major Bad): Carry out the mission and get his men home unharmed.



Quick Reflexes (Minor Good): Always goes first in his Action Round unless taken by surprise.

Tough (Minor Good): Reduce total damage by 2.

Voice of Authority (Minor Good Trait): +2 bonus to Presence and Convince rolls.

EQUIPMENT: Rifle (3/6/9), mission kit.

TECH LEVEL: 4 **STORY POINTS: 10**



COMMANDER MILLINGTON

Millington is the commander of the Naval Base and while considered a little stern and odd, is respected by his men. However, Millington has a tendency to obsess. He has decorated his office to be an exact replica of his opposite number in Berlin, so he can get inside the head of his enemy. While the idea is not entirely without merit, Millington has taken it too far. He certainly never sympathises with the enemy, but spending all his time brooding in his office has begun to unhinge his mind.

His obsession with his enemy has led the Nazi threat to grow to insane proportions in his mind. To win the war and prevent a Nazi victory, Millington is prepared to do almost anything. A poisoned world is favourable to a Nazi ruled one. The secrets he keeps have also driven him paranoid and suspicious. While he maintains his old friendship with Judson, Millington has isolated himself from everyone he knows. He believes this war is potentially the biblical Armageddon and this has driven him to seek superstitious answers to the question of victory. He and Judson believe that unlocking the power of Fenric will win the war. Once the Russians attack his paranoia becomes mania and he sees spies everywhere. He orders the Doctor and Ace to be executed, although they are saved by the intervention of the Russians. He is killed by a Russian soldier who shoots him to stop the commander killing one of his own men for 'being a traitor'.

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

SKILLS

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

TRAITS

By the Book (Minor Bad): Millington loves procedure.

Dark Secret (Major Bad): Stockpiling chemical weapons.

Eccentric (Major Bad): Paranoid and slightly delusional after spending too much time 'staring into the abyss'.

Indomitable (Major Good): +4 bonus to any rolls to resist psychic control.

Military Rank (Major Good x3): Base Commander.

Obsession (Major Bad): To win the war, and beat the Nazis, whatever the cost.

Quick Reflexes (Minor Good): Millington always goes first in the Action Round unless taken by surprise.



Tough (Minor Good): Reduce total damage by 2.

Voice of Authority (Minor Good Trait): +2 bonus to Presence and Convince rolls.

EQUIPMENT: Service Pistol (2/5/7).

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

HAEMOVORES

Haemovores are a race of blood-draining creatures from a corrupt future Earth. If Fenric's plans come to fruition, the poisons he was to release into the Earth's atmosphere would have changed humanity forever. Those who survived would have gradually evolved into Haemovores. While these creatures exist on blood they are very different to the

creatures descended from the Great Vampires (see **State of Decay** in **The Fourth Doctor Sourcebook**). They do not need to bite their victims, being able to drain them merely by touch. The Haemovores in 1943 were mostly created by the Ancient One, and some were once Viking warriors. These older Haemovores have lain dormant at Maiden's Point, waiting for Fenric to arise. Others were infected



before they died, or corrupted in their graves by the soil near the church. The most recent recruits are Jean and Phyllis, two evacuee girls who make friends with Ace but also go swimming at Maiden's Point. They become the leaders of the Haemovore horde and are the only ones who retain enough of their humanity to speak with those they hunt.

Haemovores are extremely dangerous creatures. They are immune to bullets and most other weapons. They can drain life with a touch, killing in moments. They are also able to heat metal, either melting or welding it as they choose, even underwater. They tend to move slowly, but only because they savour the fear of their victims. Those who become Haemovores are filled with the essence of Fenric, and take great joy in murder and suffering. Jean and Phyllis' first act as Haemovores

is to slaughter their guardian Miss Hardaker. New Haemovores look human except for grey pallid skin, pale eyes and extremely long fingernails. As centuries pass, their skin turns a sickly blue and they begin to mutate into more fish-like creatures. They also lose what little humanity they have left and seek only to feed and spread the darkness of Fenric.

The Haemovores operate with a form of hive mind, being telepathically linked to each other. This allows them to work as a team and pool their resources extremely well. However, it does also make them vulnerable to psychic attack from within their own. When Fenric commands the Ancient One to destroy his accidental creations he easily sends a psychic signal that tears all the Haemovores' minds apart and destroys them all in moments.

HAEMOVORES

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

SKILLS

Athletics 2, Convince 2, Craft 2, Fighting 4, Subterfuge 3.

TRAITS

Distinctive (Minor Bad): -2 penalty to rolls to blend in, even new Haemovores are easy to spot.

Environmental (Major Good): Suffers no ill effects from any environment.

Empathic (Minor Good): +2 bonus on rolls to 'read' another person.

Fear Factor (Special Good): 2-4

Hypnosis (Special Good)

Immortal (Special Good): Will never die of natural causes.

Immunity (Major Good): Haemovores take no damage from anything that does not directly destroy the heart.

Indomitable (Major Good): +4 bonus to any rolls to resist psychic control.

Keen Senses (Major Good): +2 to all Awareness rolls.

Natural Weapons (Minor Good): Close combat weapons (claws, teeth) that do Strength +2 damage.



Networked (Major Good): All Haemovores can act as one with those nearby.

Obsession (Major Bad): Feed!

Selfish (Minor Bad): Not known for thinking of others.

Slow (Minor Bad): Haemovores move at half their Speed rate.

Slow Reflexes (Minor Bad): Always act last in their Action Round.

Weakness (Psychic Attacks): See opposite.

TECH LEVEL: 4

STORY POINTS: 5



THE CURSE OF FENRIC



BACK, FOUL CREATURE!

As Haemovores are powerfully psychic and empathic, they are also vulnerable to psychic attack. They find it hard to even approach a victim who is able to focus their mind on repelling them. Psychic or psychically trained characters can create such a shield, by making a Resolve + Presence roll. Nearby Haemovores must beat the result using Resolve + Subterfuge, if they fail they are unable to approach. Additionally, any Haemovores who cannot roll higher than half the character's result are also unable to act at all due to the psychic assault.

Those with no training can focus their belief to protect themselves. All they need do is concentrate on a powerful belief that they have absolute faith in and may make the same rolls. It is up to the Gamemaster to decide whether the character has sufficient faith to be allowed to repel the Haemovores. They, in turn, will do what they can to weaken that faith (using Convince or Subterfuge), often digging into their victim's mind for something they can use.

REVEREND WAINWRIGHT

The incumbent vicar at St Jude's Church is the Reverend Wainwright. Like many in wartime, the reverend finds it hard to maintain his faith at a time of such horror and bloodshed. While he does believe in God, he joined the church mainly because it was expected of him. His father and grandfather had served the parish and even translated the Viking runes found in the crypt. While he is a good man, Wainwright has somewhat lost his faith. It wasn't simply for seeing the horror of war or the devastation of the German bombs though. The Nazis were the enemy, he expected evil from them. Instead it was when he saw what the British bombs were doing to ordinary German men, women and children that his faith crumbled. They were meant to be a force of good, and yet even the Allies had innocent blood on their hands. Wainwright does his best to use the remains of his faith to keep the Haemovores at bay. However, they sense the cracks in his faith. They pick at his faith with some well-chosen words and leave him defenceless. While timid and a little broken, Wainwright proves his bravery in facing the Haemovores, but ultimately proves wanting and is consumed by them.

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

SKILLS

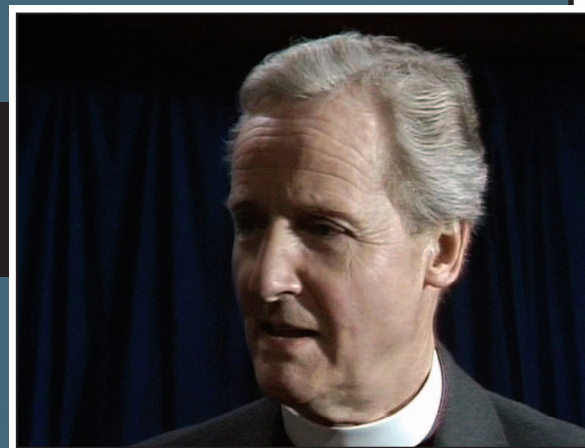
Athletics 2, Convince 3, Knowledge 2, Science 2, Technology 1, Transport 2.

TRAITS

Charming (Minor Good): +2 bonus to attempts to use charm.

Empathic (Minor Good): +2 bonus on rolls to 'read' another person.

Obligation (Major Bad): Serve and minister to the people of the village.



Unlucky (Minor Bad): Re-roll the dice whenever double '6's are rolled.

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

DOCTOR JUDSON

Doctor Judson is one of Britain's most eminent mathematicians and logicians, and the scientist in charge of the Ultima device. He was at school with Commander Millington and the two have been friends for most of their lives. Several years ago an accident left Judson confined to a wheelchair, for which he blames Millington. However, with the support of his friend he continued his scientific career, with Millington pulling what strings he could to ensure his genius did not go to waste.

While Judson is used to being in a wheelchair, he is still frustrated by it. Nurse Crane looks after his needs, although she often bears the brunt of his frustrations.

In addition to developing the Ultima machine, Judson has a fascination with codes of all kinds, even linguistic ones. He has been working for some time on a translation of the Viking runes found in the crypt at St Jude's Church. However, his interest is not purely academic. Judson and Millington have come to understand there is more to the poison found underground and the history of the area. Together they have been seeking a way to release and control this mysterious power for some time.

Judson believes that unlocking Fenric's power will allow him to walk again. He is right, as when the chains of Fenric shatter, the essence possesses Judson. While his soul is burned away by Fenric, his body is able to walk once more, under Fenric's command.

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

SKILLS*

Craft 2, Knowledge 2 (Mathematics), Science 4, Subterfuge 2, Technology 3.

TRAITS

Boffin (Major Good): Judson is the epitome of the WWII Boffin and can create gadgets.

Codebreaker (Minor Good): +2 bonus to Ingenuity and Knowledge rolls when trying to decode, decipher or translate.

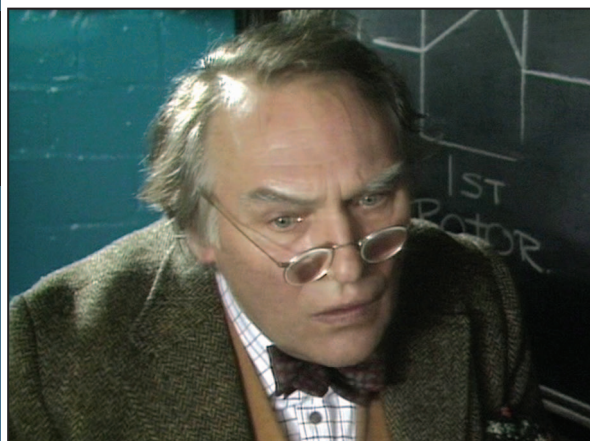
Cutting Edge Technology (Minor Good): Judson has no penalty when operating technology from one Technology Level above his home time period.

Eccentric (Minor Bad): Like many gifted scientists he is difficult and irascible.

Impaired (Major Bad): Judson cannot walk and is confined to his wheelchair.

Insatiable Curiosity (Minor Bad): Judson cannot ignore anything that catches his interest and will investigate unless he passes a Resolve or Ingenuity roll at -2.

Obsession (Minor Bad): To improve and perfect the Ultima machine.



Slow Reflexes (Major Bad): Judson always acts last no matter what he is doing.

Technically Adept (Minor Good): +2 to any Technology roll to fix a broken or faulty device.

*Judson is confined to a wheelchair, making most Athletics rolls almost impossible for him.

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



THE CURSE OF FENRIC

THE ANCIENT ONE

The Ancient One is a powerful Haemovore and the last survivor, perhaps even the last living creature of a poisoned future Earth. It was brought back in time by Fenric using a Time Storm, to find the flask he was trapped in and free him. However, the process was not exact and the Ancient One sought the flask for many years. After beginning the journey in 9th century Transylvania (giving rise to more vampire myths) it eventually tracked the flask to Constantinople where Viking raiders stole it. When it caught the Vikings it slaughtered most of them and infected the survivor's bloodline with the essence of Fenric. It then settled into a long sleep while waiting for the flask to be unearthed at the right time for Fenric to rise again.

The Ancient One is truly ancient. Already centuries, even millennia, old before being brought back in time, it has since lived for a further ten centuries. It has seen a beautiful world turn to corruption and decay and takes no joy in it. When the Doctor suggests it might be being used by Fenric to create the poisoned world it decides not to be a part of Fenric's plans. It changes sides and destroys Fenric with his own poison.

As befits the last survivor of a poisoned world, the Ancient One is extremely strong and resistant to most forms of harm. Only the undiluted, weaponised form of Fenric's poison is powerful enough to destroy it. Even then, it holds Fenric at bay while it takes effect.

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



SKILLS

Athletics 3, Fighting 5, Knowledge 4, Science 2, Subterfuge 3, Technology 2.

TRAITS

Empathic (Minor Good): +2 bonus on rolls to 'read' another person.

Environmental (Major Good): Suffers no ill effects from any environment.

Fear Factor (Special Good) 4

Hypnosis (Special Good)

Immortal (Special Good): Will never die of natural causes.

Immunity (Major Good): There is little that can damage the Ancient One.

Indomitable (Major Good): +4 bonus to any rolls to resist psychic control.

Infection (Special Good): The Ancient One can convert its victims into Haemovores.

Keen Senses (Major Good): +2 to all Awareness rolls.

Last of my Kind (Minor Bad): -2 to any but life threatening rolls when alone.

Natural Weapons (Minor Good): Close combat weapons (claws, teeth) that do Strength +2 damage.

Networked (Major Good): The Ancient One has complete telepathic contact with nearby members of its kind.

Obsession (Minor Bad): Feed!

Slow (Minor Bad): The Ancient One moves at half its Speed rate.

Slow Reflexes (Minor Bad): Always acts last in its Action Round.

Weakness (Psychic Attacks)

TECH LEVEL: 5

STORY POINTS: 8



KATHLEEN DUDMAN

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

Kathleen is one of the 'Wrens' serving in the radio room, where she listens to German radio signals for coded messages. She has been forced to bring her baby daughter Audrey with her to work, who Ace instantly falls in love with when she sees her. Unfortunately she insults Kathleen by suggesting she is a single mother, which carried quite a stigma in 1943. However, Kathleen's husband is actually away fighting in the Navy. As Ace gets to know Kathleen she realises she is talking to her own grandmother, and the baby she is so taken with will become the mother she despises. While Ace is conflicted, she does the right thing and gets Kathleen and the baby away from the base to safety in London.

Kathleen is an intelligent and kind woman looking to do her part for the war effort, but more interested in the welfare of her child. She loves her husband very much and looks forward to seeing him return. Unfortunately he is lost at sea when his ship goes down, and he is listed as missing, presumed dead.

SKILLS

Athletics 2, Convince 2, Knowledge 3, Marksman 2, Science 2, Technology 3, Transport 2.

TRAITS

Codebreaker (Minor Good): +2 bonus to Ingenuity and Knowledge rolls when trying to decode, decipher or translate.

Empathic (Minor Good): +2 bonus on rolls to 'read' another person.

Face in the Crowd (Minor Good): +2 to any Subterfuge Skill roll to sneak about.

Obligation (Major Bad): Keep her baby Audrey safe.

EQUIPMENT: Carry basket and supplies for baby Audrey.

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

SOLDIERS

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

The soldiers from both the British and Russian forces are essentially the same. However, the Russian soldiers may be a little better, having been picked for the mission. There are fewer Russians in their assault team, many having been lost in the landing and taken by the Haemovores in the fog. When Millington proves to be mad, his men lose confidence in him and quickly join forces with the Russians to fight the larger threat of Fenric. One Russian even saves a British soldier from being executed by Millington.

British Soldiers: Captain Bates, Sergeant Leigh, Perkins.

Russian soldiers: Sergeant Prozorov, Vershinin, Petrossian.

SKILLS

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

TRAITS

Brave (Minor Good): +2 bonus to any Resolve roll when the soldier needs to show courage.

By the Book (Minor Bad): The soldier must be convinced to act against procedure.

Tough (Minor Good): Reduce total damage by 2.

Obligation (Major Bad): Obey orders and serve your country.

EQUIPMENT: Rifle (3/6/9), standard kit.

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

SURVIVAL



SURVIVAL



'You know all about the hunt, don't you Ace? I felt like I could run forever. Like I could smell the wind and feel the grass under my feet, and just run forever.'

SYNOPSIS

Perivale, London, England, 1989

The Doctor brought Ace back to Perivale to see her old gang, but most of them and quite a few of the locals seem to have disappeared. The only real sign of life came from the local youth club where 'Sergeant' Patterson ran self-defence classes. Eventually Ace found her friend Angie who told her everyone had moved away or just vanished. She had no idea where they might have gone but didn't find that strange. Who would want to stay here? Meanwhile the Doctor had begun to suspect there was more to these disappearances and some strange black cats seen prowling the neighbourhood may be connected. Ironically, as he set off to try and catch one, one of them finds Ace. The black cat or 'Kitling' summoned a 'Cheetah Person' who transported Ace to another planet to be her prey.

Lost on a strange planet, and hunted by the Cheetah People, Ace was surprised to run into a few of her old friends. The disappearances had been caused by the Kitlings, although many of those brought to the planet had already been killed. Only three people had managed to survive, Ace's old friends Midge and Shreela and another boy called Derek.

While the group had lost hope, Ace insisted they could do more than just stay alive. She organised the gang to construct traps for their would-be hunters.

The Doctor eventually managed to track down a Kitling and followed Ace, but accidentally brought Patterson with him. They arrived in the Cheetah People's camp where they were surprised to find the Master waiting for them. The Master had been using the Kitlings to find the Doctor as he was trapped on the planet, but he was more than just marooned. The planet had a powerful feral influence and the Master was losing his fight against his animal nature, becoming one of the Cheetah People. He told the Doctor he would have to find a way out or they would all become animals.

Escaping the Master, the Doctor and Patterson ran into Ace and her gang. They decided to try to get to a safer part of the planet, as the whole place was unstable and prone to earthquakes. The constant fighting between the Cheetah People was tearing the planet apart due to the link they shared with it. Unfortunately, the group were separated when a new arrival to the planet (a milkman!) roused the Cheetah People to the hunt. Ace came across an injured Cheetah woman called Karra and earned her trust by helping her. However, this connection infected her with the power of the planet and she began to change. The Doctor worked out that the Cheetah People could use their teleportation power to go 'home' and as Ace was still human her home was Earth. The Master overheard this revelation and used Midge, who had killed one of the Cheetah People and become feral, to take him to Earth. While Ace was worried that to use her new powers might make her lose herself, she agreed to take the Doctor and her friends home.

On Earth, the planet continued to influence Midge, Ace and the Master. Deciding that if he must become an animal, he would hunt the Doctor, the Master used Midge to recruit a gang from the local boys. He used this gang to challenge the Doctor, but when this failed he transported both of them back to the feral planet. As they fought each other the planet tore itself apart, and only the Doctor's insistence on holding onto his humanity saved him. He returned to Earth, leaving the Master to his fate as the planet shattered. The Doctor found Ace, who had learned to control her nature although she might never be quite the same again. She was pleased that a part of Karra and the joy of the hunt would always remain in her, somewhere.

CONTINUITY

- The Doctor makes good use of his pocket watch, which seems to provide the sort of data he once might have gleaned from his Sonic Screwdriver. The watch looks ordinary from the outside, but instead of a clock face sports an LED screen on the inside.
- While the Doctor used to have enough money for a round of drinks (see *Battlefield*) he has apparently run out. Luckily Ace has a lot of 'luck' at a slot machine in the local pub and managed to gather some funds. Given the look she gets from the Doctor and her excuse "they are all fixed anyway", it is highly possible she knows how to cheat them rather than win legitimately.
- Ace may have been away from Perivale for a while but she is still known by her reputation. Patterson remarks on her police record, most probably acquired after burning down Gabriel Chase (see *Ghost Light*). He tells her she ought to at least phone her mother (which still only costs 10 pence) although Ace never does. Despite getting over some of her issues with her mother recently (see *Curse of Fenric*) she still isn't ready to see her again, and even the Doctor doesn't push her to do so.
- The Doctor proves less than enthusiastic about Patterson's "might makes right" attitude and is obviously scornful of his philosophy of survival of the fittest. However, he chooses not to argue. He does prove that the application of minimal force is more useful than greater force by knocking Patterson out with no more than a finger to his forehead.
- We see little of the TARDIS again. The Master tries to pick the lock with a wire, but has little success. When Ace brings the Doctor and her friends 'home' they appear not just on Earth but at the TARDIS. It seems to Ace the blue box is now more of a home than Perivale.



◉ RUNNING THE ADVENTURE

In this adventure, the Doctor and Ace simply discover the Cheetah People have taken some of Ace's friends so they travel to the planet and get them back. The complication arises when the Master becomes involved. So, ideally this adventure needs something other than the 'monster' to give it the twist it needs to become an adventure. While you could use the Master, it is better if the characters are brought to the feral planet by an old adversary. What makes this interesting is that the old adversary needs the character's help, having recognised that as they always beat him, they might be able to find a way out.

The core of the adventure is that an old enemy has got into trouble, and brings the characters into the same trouble so they can figure the way out. In this case the trouble is the Cheetah People, but it could just as easily be a disease or a prison planet, maybe even a Time Storm of some form. Wherever they are stuck, time is running out, as the infection will eventually destroy them, or the place they are held is too unstable to last for long (a very similar situation

to the one the Doctor and Romana come across in *Warrior's Gate* in **The Fourth Doctor Sourcebook**).

While you might run this adventure without the Cheetah People, you can just as easily run it without the Master. The Cheetah People are an interesting trap as the infection of the planet is deeply seductive. Who hasn't fancied jacking it all in at some point and living a simpler life? However, the Cheetah People are not hippies; they live in a world of blood, death and hunger. It is powerful and dangerous but there is deep joy and passion there too.

There is something worth saving in the Cheetah People, even if it might never be tamed. If the planet is tearing itself apart, what can the characters do to preserve this unique species?

PERIVALE

This suburb of London lies on the A40 road on the north-west of the city. The A40 eventually becomes a motorway and forms the main arterial road to High Wycombe, Oxford and Birmingham. Other than that, Perivale has little to recommend it. There are



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few shops and businesses and the area is mainly residential, although it isn't very far from Wembley Stadium. It is little wonder Ace wasn't that sad to leave. Sarah Jane Smith lives not too far away in the nearby borough of Ealing.

KEY LOCATIONS IN PERIVALE

- **The High Street:** Perivale high street is hardly a bustling metropolis, but it does have a few shops of interest. A newsagent and general store run by Harvey and Len stocks most essentials with the rest of the street offering a few charity and book shops. The Drayton Court hotel next door to the newsagents has a pub on the ground floor, which was Ace's favourite watering hole.
- **Horsenden Hill:** The nearest open space in Perivale is Horsenden Hill, a wide field with a good view over the west of the city. It is popular in summer and also offers a children's playground. There are light woods around the top of the hill, and it is another popular hangout for bored teenagers.
- **The Estate:** Ace and most of her gang were brought up on a large tower block estate in Perivale. The area is very run down, but a sense of community holds most of the inhabitants

together. While there is a lot of petty crime, most residents look out for each other and know their neighbours quite well.

THE FERAL PLANET

The planet of the Cheetah People is a bleak but seductive place. Most of the land is dry rocky desert and tundra, but several areas are covered in thick forest. The open ground makes for good hunting, and the forest gives the prey somewhere to hide to make the chase more interesting. A pale red moon presides over the planet and has a powerful influence on its inhabitants. Once there was a civilisation here, but all of its people have fallen to the feral power that has long since turned them into animals. The Cheetah People make their home here, languishing together wherever there is food until hunger drives them to hunt. Some stay close to the few lakes and rivers whose waters have a healing effect, but also advance the feral infection the planet offers its inhabitants.

KEY LOCATIONS ON THE FERAL PLANET

- **Cheetah People's Camp:** a few of the Cheetah People have a make-shift camp made of about ten primitive huts. The huts are made from furs draped over a skeleton of branches, but provide



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solid shelter. A central area between the hunts serves as a campfire or a place to play with the Cheetah People's victims. The Master makes his home here, and may have actually been responsible for constructing the place to make the planet more comfortable.

- **Ruins:** Once the planet was inhabited by a civilisation and the ruins of their homes and structures are dotted around the landscape. All that remains of these places are a few

overgrown stone walls covered in runic designs. The people believed they could tame the planet, even engineering the Kitlings. They were wrong and gradually succumbed to the animal power of the place to become the Cheetah People.

PREY AND OLD ACQUAINTANCES

There are several bystanders and friends of Ace who are brought to the feral planet by the Cheetah People or Kitlings as fodder for the hunt. They

THE POWER OF THE HUNT

If your characters find themselves on the planet of the Cheetah People, its power will eventually infect them. Even the Master was not immune in the end. However, this infection is not some viral disease; it is seductive, desirable even. When the power takes hold of you there is a surge of confidence and energy. Everything seems simpler; you just hunt, kill and eat. There are no worries about who you might upset or how much trouble you might be in at work. You become primal, animal and dangerous. Anyone who spends time on the planet is potentially infected, but you have to give in to it initially. The more you act like a predator than prey, the more the power takes hold of you. Any act of violence will push you towards your baser instincts. We have broken the infection down into three stages.

The first level of infection is easy to acquire and not too difficult to control if you have a strong will. When the power takes hold the eyes become yellow and cat-like, and a powerful hunger and desire to hunt begins to take over. It is up to the Gamemaster when this actually happens, but it generally occurs when a character has chosen to go with their animal instincts (violence, lust, anger) rather than take the civilised option four or five times. However, anyone who kills immediately advances to the first stage, as does anyone who willingly lets go and allows the power to take over:

- **Stage 1** – When given the option to behave 'like an animal', a character at this stage must make a Resolve check against a Difficulty of 12 to remain in control. If they fail their eyes change and they gain +1 Coordination and +1

Athletics, as well as the temporary Minor Bad Trait Obsession – Must Hunt and Feed. They also gain the ability to teleport to whatever they consider their home at the cost of 1 Story Point. If they commit no more acts of violence they may attempt another Resolve check to regain themselves, otherwise they can only do so if someone tries to talk them down.

- **Stage 2** – If the character lets go too often or fails too many Resolve checks, they advance to stage 2. Here the eyes become permanently yellow and cat-like and they grow fangs. They also gain +2 Coordination, +2 Athletics and +2 Fighting, and their Obsession Trait not only becomes Major Bad but also permanent (note that these bonuses do not stack with those from Stage 1). If they ever have the option to do something animalistic (howl at the moon, tear apart their enemies, feed when they are hungry) they must make a Resolve check against a Difficulty of 16 each time to maintain their composure.
- **Stage 3** – If they continue to fail Resolve checks, they will eventually lose themselves completely and move to stage 3. At this point they can no longer resist their animal nature and will permanently become one of the Cheetah People.

It is up to the Gamemaster to decide which characters move up to which stages as it really depends on what they choose to do. However, the Gamemaster should warn the players when their characters are about to push themselves further down the path of the Cheetah People.



are normal people so require little in the way of statistics. However, those who survive for long will have at least a Coordination and Resolve of 3 or more, and Athletics, Fighting and Survival skills of 2 or more.



The Gamemaster might use different people depending on the friends they might have in Perivale. A connection to the characters is vital so that they matter, whether they become useful allies or are slaughtered by the Cheetah People as an object lesson in the danger of the planet.

Sergeant Patterson: The 'Sarge' runs the local martial arts course at the youth club, with the laudable goal of wanting to see the local teenagers become strong and disciplined. However, he takes it too far, believing weakness simply makes you a target and might makes right. Sarge insists on being in charge and is really a bit of a bully. He preys on other's weakness to point out their flaws so they can do better, but he secretly enjoys proving himself stronger, even against a group of teenagers half his size. He is also a member of the local neighbourhood watch, another way he can throw his weight around. He refuses to believe what he cannot understand, insisting the entire experience on the feral planet was an illusion perpetrated by the Doctor.



Midge: Along with Shreela, Stevie and Ange, Midge is one of Ace's old gang. He lives in a flat with his little sister Squeak and has given up on the idea of making anything of himself. The planet brings out his brutal nature and upon killing a Cheetah Person he loses himself to the power. The Master uses him to get them home and discards him when he fails to kill the Doctor.

Shreela: If anyone has any sense among Ace's friends it's Shreela. She is both clever and pragmatic, understanding that avoiding the Cheetah People was the best way to stay alive. She manages not to freak out that she is on an alien planet, instead focusing on how to stay alive.



Stevie: Another of Ace's friends who was taken to the feral planet. Sadly Stevie doesn't live for long there.

Ange: The only member of Ace's friends to avoid being taken to the planet is Ange, possibly because she would not have made 'good prey'. Ange is a passionate activist, but prefers to collect for the cause (such as stopping fox hunting) and writing petitions rather than more active civil disobedience. She suffers from hay fever as well, and is decidedly apathetic to the recent disappearances.

Derek: Another survivor who falls in with Shreela and Midge, surviving with them for three weeks. He lives long enough to return to Earth and actually thanks Ace and the Doctor for getting him home.

Stuart: This jogger is taken to the planet and proves fit enough to live for a while. When Ace arrives he nobly distracts a Cheetah Person from attacking her by making himself the prey. The Cheetah Person runs him down and kills him.

The Milkman and the Car-Washer: Two more souls going about their business that are taken to the planet but are quickly killed.

FURTHER ADVENTURES

- **Dying of Peace:** The characters come across a world dying of apathy. The population have found such peace they no longer do anything. Most simply sit down and quietly die, refusing to eat or drink as they exist in blissful harmony. They need passion and some of their animal nature back, something the Cheetah People might give them if managed properly. But how can the characters find a Cheetah Person and, more to the point, how do they capture and use one?
- **The Age of Claws:** The remaining Cheetah People are looking for a new planet, but the one they find is already occupied. There are only a few Cheetah People, but they are hunting the locals at night. Many of the locals are also becoming Cheetah People themselves. Can the characters find the cause of the mysterious deaths and disappearances? When they do, how can they solve the situation? After all, the Cheetah People are only looking for a new home, can they change their nature and live in peace or does one side have to die?



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- **The Animal Heart:** The character's TARDIS becomes infected with the power of the Cheetah People. It becomes more aggressive and feral, leading the characters to more dangerous places. It then begins to hunt time itself, tearing through the Vortex consuming the past and the future alike. As the infection becomes worse, the characters become afflicted too. Can they find their way to the heart of the TARDIS and destroy the infection before the TARDIS tears time itself apart, or will the characters lose themselves to the animal inside them all?

KITLINGS

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

These innocent-looking black cats are closer to vultures than any feline. The Kitlings were created by the original inhabitants of the feral planet to find prey for the Cheetah People. They can teleport themselves across space to seek out prey that might interest the Cheetah People. When they find it they bring a Cheetah Person to where it can begin the hunt. Like the Cheetah People, they can only come home when they have found something worth hunting. Usually the Cheetah Person then transports the prey home to the feral planet. The Kitlings feed on whatever parts of the prey the Cheetah People leave.

SKILLS

Athletics 5, Fighting 3, Subterfuge 3, Survival 3.

TRAITS

Impulsive (Minor Bad): Cat have little forethought.

Keen Senses (Major Good): +2 to all Awareness rolls.

Natural Weapons (Minor Good): Small claws that do Strength damage.

Obsession (Major Bad): Hunt and feed.

Quick Reflexes (Minor Good): Like most cats, Kitlings are fast and go first in their Action Round unless taken by surprise.

Selfish (Minor Bad): Kitlings are as selfish as any other cat.

Teleport (Special Good): May teleport anywhere to find food, but only return home if they find prey. May also bring a Cheetah Person to their location for 1 Story Point.

Tiny (Major)

STORY POINTS: 6



KARRA AND THE CHEETAH PEOPLE

Those who lose themselves to the call of the hunt and the power of the feral planet become Cheetah People. They are humanoid creatures with furred bodies and dress in the skins of their kills. While they are a 'fun-loving species' their idea of fun is teasing their prey and playing cat and mouse with those they capture.

Generally the Cheetah People are peaceful and prefer lying around doing nothing to most pursuits. However they are prone to fighting each other over food or just territory and while they only hunt when they are hungry, they get hungry quite often. They are creatures of passion and instinct with what a psychologist might call "poor impulse control". But they also take joy in the thrill of the hunt and the challenge of chasing down their prey.

Cheetah People have powerful claws and teeth, but their most powerful gift is the ability to move across worlds in pursuit of prey. Using the Kitlings they can range across galaxies and instantly transport themselves and their prey home to the feral planet. However, as the Doctor remarks, they rarely range very far from their homeworld. We get to know few of the Cheetah People, except for Karra, who befriends Ace. Karra shows us that beneath the animal instinct the Cheetah People are intelligent and cunning (easily spotting Ace's traps) with their own code of honour. Karra dies confronting the Master, and returns to her previous human form even though her spirit holds on to the longing for the hunt.

At the end of this adventure the feral planet is presumed destroyed, but the Cheetah People live on. They move to another world and continue the hunt. Perhaps they carry the power with them and their new world will eventually become just like the feral planet, one day destroying itself in the same way.

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

SKILLS

Athletics 4, Craft 2, Fighting 4, Subterfuge 2, Survival 4.

TRAITS

Alien Appearance (Major Bad)

Empathic (Minor Good): +2 bonus on rolls to 'read' another person.

Impulsive (Minor Bad): Cheetah People are not known for their forethought.

Keen Senses (Major Good): +2 to all Awareness rolls.

Natural Weapons (Minor Good): Close combat weapons (claws, teeth) that do Strength +2 damage.

Obsession (Major Bad): Hunt when hungry, chase what runs.

Quick Reflexes (Minor Good): The Cheetah People are fast and always go first in their Action Round unless taken by surprise.



Selfish (Minor Bad): Cheetah People tend to think of themselves first.

Teleport (Special Good): May teleport instantly to the feral planet as long as the Cheetah Person has found suitable prey.

Tough (Minor Good): Reduce total damage by 2.

TECH LEVEL: 2

STORY POINTS: 8

WHAT ABOUT THE REGENERATION?

Unlike the other incarnations of the Doctor, we will not be ending this book detailing the Seventh Doctor's regeneration. His adventures do not end here. While we know little of what he has been up to, we will see him again. After many more adventures, and after parting company with Ace, he is asked to attend the execution of the Master by the Daleks (who has somehow escaped the Cheetah People's planet). His old enemy's last request is that the Doctor should bear his remains back to Gallifrey. But something goes wrong and he arrives in San Francisco on the cusp of the year 2000. Stepping out of the TARDIS he is caught in a street-gang crossfire, and a new regeneration begins.

When he wakes up he... Ah, well, that's another story. One we will let the Eighth Doctor tell.

In the meantime, the Seventh Doctor travels the universe with Ace. Where and when she leaves his company we do not know. However, Sarah Jane Smith does remark that an old companion of the Doctor's called Dorothy runs 'A Charitable Earth', a society that has raised millions of pounds for several causes. So one day she returns home, perhaps a little wiser after fulfilling whatever purpose the Doctor might have been grooming her for. In the meantime, while we know little of the rest of the journey they take, we do know what they set out to see...

"There are worlds out there where the sky is burning, where the sea's asleep and the rivers dream. People made of smoke and cities made of song. Somewhere there is danger, somewhere there's injustice, and somewhere else the tea is getting cold. Come on Ace, we've got work to do."



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