

BBC



# DOCTOR WHO

ADVENTURES IN TIME AND SPACE



8<sup>TH</sup> DOCTOR  
1996

THE EIGHTH DOCTOR SOURCEBOOK



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*"My Eighth was tricked by the Master."*

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## INTRODUCTION

*'I love humans. Always seeing patterns in things that aren't there.'*

Despite his best-laid plans, it was a simple case of landing in the wrong place at the wrong time that caused the Doctor to regenerate – this time in San Francisco, Earth, at the very end of the 20th century. There he did battle with his nemesis, the Master, once more, foiling his plans as the new millennium dawned.

The Doctor begins his eighth incarnation with a youthful, exuberant, almost romantic persona, eager to see the universe with fresh eyes and new companions. But, his latter era dominated by the all-consuming events of the Last Great Time War, he ended up alone, wracked by guilt and conflict as the universe burned all around him.

Welcome to **The Eighth Doctor Sourcebook**. Here you'll find a wealth of information on the Eighth Doctor and both his adventures, to help you recreate his era or to add vintage spice to your current **Doctor Who: Adventures in Time and Space** campaign. You'll also find a new campaign containing twelve complete adventures too!

### HOW TO USE THIS BOOK?

**The Eighth Doctor Sourcebook** is in part a Gamemaster's resource for running adventures either with or in the style of the Eighth Doctor, and in part a whole new series of adventures that form a new campaign. While players will certainly benefit from the background information on the Doctor and his companions, all of the rules needed to create or portray the Eighth Doctor's companions are found in the main **Doctor Who: Adventures in Time and Space** book or in this book (that said, it's always best to have access to **The Time Traveller's Companion**).

This book is designed to be a primer on capturing the feel of the Eighth Doctor's era and incorporating it into your adventures. **Chapter One** is packed with character sheets and information on the Doctor and his companions. **Chapter Two** describes what makes an Eighth Doctor adventure different from those experienced by his other incarnations, including mention of how to incorporate the Last Great Time War into your own campaign. **Chapter Three** describes the Eighth Doctor's adventures. Both of them.

Each adventure has the following sections:

- **Synopsis:** Where did the TARDIS materialise? Who did the Doctor meet? And what trouble did the travellers get into there? This section summarises the key events of the adventure as experienced by the Eighth Doctor and his companions.
- **Continuity:** This bit discusses how the adventure relates to the Doctor's other adventures, both in this and other sourcebooks. It also serves as a fantastic repository of mostly useless facts to impress your mates with.
- **Running this Adventure:** Next, we discuss how to run the adventure. We get into the nuts and bolts of plotting and Gamemastering, how to adapt the adventure to different Doctors or different groups of player characters, and how to use bits and pieces of the adventure in your own games.
- **Characters, Monsters & Gadgets:** If there are important non-player characters, interesting monsters, or shiny new gadgets in the adventure, you'll find them here.
- **Further Adventures:** So, what happens after the Doctor leaves? (Or what happened before he arrived?) These further adventure seeds give ideas on spin-offs, sequels and 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 all these stories, then you can substitute your player characters for the Eighth Doctor and his companions and 'rerun' the adventures. Maybe your player characters will take other paths and make different decisions – how will they stop the Master's plan in San Francisco? Can they avoid the Time War forever, or will they too face a difficult choice on Karn?

**Chapter Four** contains a completely new 12-part campaign – **Doom of the Daleks** – for you to play, set at the height of the Time War, exploring what happens when the Eighth Doctor is assassinated by the Daleks. With the Doctor slowly vanishing from throughout his own history, his former companions must race against time to save him, travelling to each of his incarnations' eras – past, present and future – to do so.



**CHAPTER ONE**  
THE EIGHTH DOCTOR AND COMPANIONS





*'I'm a doctor, but probably not the one you were expecting.'*

## WHO IS THE DOCTOR?

The life of the Eighth Doctor is one of tragedy. In a series of events that would parallel his end, the Doctor was wounded in his previous incarnation and a doctor's attempt to heal him resulted in his 'death' instead. The Seventh Doctor's life was one of duty and responsibility; he was given great weapons by the Time Lords and used them against their (and the universe's) enemies. With those missions completed, the Eighth Doctor could be born free of those responsibilities and travel the universe anew.

After an initial bout of amnesia (possibly due to temporal interference by the Catalyst – see the **Who is the Catalyst?** sidebar in **Chapter Two: Designing Eighth Doctor Adventures**), the Eighth Doctor settles on a youthful, exuberant, romantic demeanour and is eager to see the universe with fresh eyes. For him the Time War is a thing of the past and his greatest enemies, the Daleks and the Master, are no longer a threat. Conversely, he also has a great deal of subconscious knowledge of the universe and realises that the time stream is not set in stone; thus, he encourages people to make choices that he implicitly knows will make them better citizens of the universe. He also eagerly

invites new companions to share his discoveries of this new universe with him.

Unfortunately, the Time War is not over; it has been reignited into the Last Great Time War. The Eighth Doctor doesn't realise this at first, as the initial sparks of the war didn't affect him and the Master 'died' before revealing any clues. As the Eighth Doctor slowly learns of this deception he tries his best to avoid it, losing himself in his adventures with his companions. Unfortunately, his care-free, romantic nature becomes increasingly eclipsed with cynicism brought on by the re-ignition of the Time War and – by extension – his own role in the universe.

By the end of his life the Eighth Doctor shares many similarities with the end of his fifth incarnation; he finds his passive nature ill-equipped for an increasingly hostile universe. He watches painfully as the Daleks and the Time Lords tear all of time and space apart in an unnecessary conflict and his own guilt over having previously played such an important role in ending the war and falling short.

In the end, the Eighth Doctor was a cynical shell of his former self, refusing to believe he could positively affect the war as well as refusing to try. He'd ultimately given up, resigned to a final death when he crashed, companion-less on Karn. It was only the abilities of the Sisterhood, the Keepers of the Eternal Flame, who offered him another option...



## ATTRIBUTES

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

## SKILLS

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

## TRAITS

- |                               |   |
|-------------------------------|---|
| Attractive                    | Technically Adept                                       |
| Boffin                        | Time Lord (Experienced x8)                              |
| Brave                         | Time Traveller  |
| Charming                      | Voice of Authority                                      |
| Empathic                      | Vortex  |
| Feel the Turn of the Universe | <i>Amnesia (History keeps changing due to Time War)</i> |
| Gadget                        | <i>Code of Conduct</i>                                  |
| Indomitable                   | <i>Eccentric</i>  |
| Photographic Memory           | <i>Impulsive</i>  |
| Precognition                  | <i>Insatiable Curiosity</i>                             |
| Psychic                       | <i>Obsession (Remaining out of Time War)</i>            |
| Resourceful Pockets           |   |
| Run for your Life!            |   |

## STUFF

Sonic Screwdriver  
TARDIS

Time Lord **10**

## BIODATA

### PERSONAL GOAL

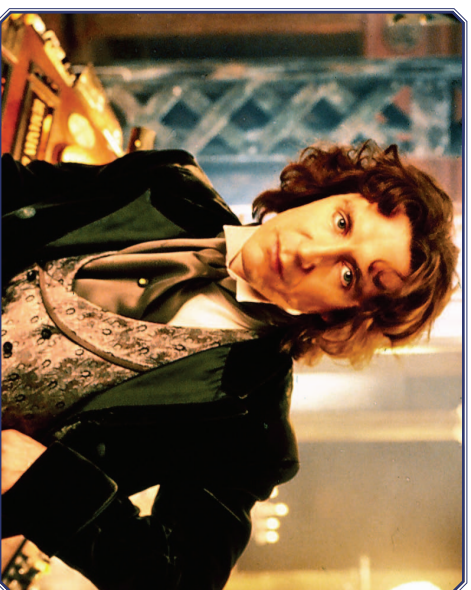
To explore the universe and help out where he can while ignoring the Time War.

### PERSONALITY

At the start of his eighth incarnation the Doctor is dashing, exuberant and romantic, with a child-like wonder about the universe around him. While his thirst for adventure is infectious, the Doctor has an aura of danger about him that tends to warn potential companions away. Later in his life the Eighth Doctor becomes more apologetic and cynical, refusing to be involved with the Time War and limiting his efforts to help those affected by it.

### BACKGROUND

A renegade Time Lord from Gallifrey, the Eighth Doctor's life is uncertain due to the constant temporal rewriting caused by the Time War. He travels time and space looking for adventure, although as the Time War drags on he tries his best not to get involved.



## THE EIGHTH DOCTOR'S COMPANIONS

The Eighth Doctor's companions are something of a mystery. While Dr Grace Holloway and Chang Lee technically 'count' as they aided the Doctor on his first adventure and travelled through time in the TARDIS (albeit briefly), they ultimately didn't join him on his proper journeys through time and space.

After leaving Earth in 2000 the Eighth Doctor had several other companions join him over the course of his travels. Included among these are Charley, C'rizz, Lucie, Tamsin and Molly (the exact nature and statistics of these companions are left up to the Gamemaster) and there are certainly others. The Eighth Doctor tends to choose companions who yearn for adventures beyond what their current situation offers. Unlike his previous incarnations, the Eighth Doctor is able to dangle the carrot of being able to properly steer the TARDIS.

### DR GRACE HOLLOWAY

Dr Grace Holloway is a well-respected cardiologist at the end of Earth's 20th century; she is amongst the top in her field and is a director on the board for the Institute for Technological Advancement and Research. Her personal life, unfortunately, suffers from those that don't understand her passion or

sense of duty, the latest being Brian, who moved out on her just before New Year's Day because he couldn't stand the constant interruptions in their relationship.



For Grace, her professional life and, more importantly, her ethics and integrity, come first. She refused to go along with her superior Dr Swift's plan to bury the death of 'Mr Smith' in order to save her and the hospital's reputation rather than investigate the possibility of a human with two working hearts. She also accepted the loss of her boyfriend with whom she was committed enough to live with, over

### ARE GRACE AND LEE IMMORTAL?

Both Grace and Lee died during the Eighth Doctor's first adventure, although the TARDIS, infused with the power of the Eye of Harmony, returns them to life. The Doctor himself even notes that it is the TARDIS, and not himself or an external source (such as the nature of a time loop) that does this.

In the future, the TARDIS, through her union with Rose Tyler, also resurrects Captain Jack Harkness from death (see *The Parting of the Ways* in *The Ninth Doctor Sourcebook*). This in turn makes him a 'fixed point in time' and immortal, according to the Tenth Doctor. While the Doctor blamed this on Rose's inexperience, it could simply be conjecture and thus Grace and Lee may now be immortal.

If so, this opens up fascinating possibilities. From the time she was a little girl, Grace dreamed of being able to 'hold back death.' How would she react if she learned that had she actually achieved her dream? How would she cope with eternal life as everyone she's ever helped grows old and dies around her?

Similarly, how would Lee's life develop if he learned of this ability? Perhaps he didn't listen to the Doctor and remained in San Francisco on Christmas in 2000, only to be shot and 'killed.' What would he do with this knowledge? Would he seek revenge on those that had killed his friends? Would he become an un-killable criminal or mercenary? Or would he use his immortality for good, possibly working for the USA as Captain Jack had for Great Britain? Whatever he decided to do, the gold dust he'd gained from the Doctor would finance any scheme that interested him.





his refusal to allow her duties to interfere with their relationship. Finally, she refused the Doctor's offer to travel through time and space, as to do so would be to abandon the life she'd built for herself.

## CHANG LEE

Chang Lee (in spite of being born in America he follows the Chinese tradition of putting the family name first) was born in late 20th century San Francisco. He fell into crime at an early age, joining a gang and getting into all sorts of mischief. He'd almost met his end when cornered by a rival gang when the fortunate arrival of the TARDIS ensured that the Doctor took the bullets meant for him.



Seizing the opportunity to grab some of the Doctor's otherworldly belongings, Lee was found and used by the Master in his plot against the Doctor. Initially joining him, Lee later switched sides when he realised that the Master was evil. Lee was killed for his betrayal, but the TARDIS resurrected him.

After the Master was defeated, the Doctor let Lee keep two bags of gold dust that the Master had used as a bribe along with a warning to stay out of San Francisco the following Christmas. Lee's fate after that meeting, including whether he continued his life as a criminal, is unknown.

## CASS

While technically not a proper companion as she had no desire to aid or join the Eighth Doctor, Cass nevertheless merits inclusion here because of the great impact she had on the Doctor's life or, more accurately, his regeneration into the War Doctor. Cass represents the fact that the Doctor can no longer ignore the Time War if the universe is to be saved.

As with everyone involved in the Time War, Cass' life was constantly being rewritten. She was born during the Earth Empire and had a desire to see the universe. Her spirit of adventure attracted the Eighth Doctor when they crossed paths and he asked her to join him on his travels.



In the timelines where the Time War had less influence, Cass' sense of adventure might have led her to more civilian pursuits. She may have joined the staff of a luxury liner or a scientific exploratory vessel, her bravery, quick reflexes, and her technological savvy serving her well. In these timelines, Cass was captivated by the Eighth Doctor and eagerly joined in his adventures as the latest companion.

As the Time War began to influence the timeline more and more, civilian opportunities dried up. Cass was forced to join expeditions that supplied defence systems or lent support to beleaguered colonies. Still, her spirit of adventure remained, and she still joined the Doctor when he asked her. It was, however, during this period that the Doctor began to feel the effects of the war most directly, as in some timelines he felt a connection to Cass after she'd died prior to meeting him – the Time War's influence had brought war to the Earth Empire and occasionally Cass' ship was lost.

Finally, Cass was forced to join the military. In earlier versions of this timeline she joined the Doctor to escape the war; she ignored its consequences in favour of exploring what was left of time and space. With each temporal wake, however, it became more and more difficult for the Doctor to convince her to join him. By the time the Time War had overwhelmed the Earth Empire and forced Cass to evacuate her crew while she plunged towards a planet, she'd had enough. Her wanderlust was finally torn away, replaced by cynical pessimism. It was in this moment that the Doctor realised he'd ultimately failed her – he was out of time.

# GRACE HOLLOWAY

STORY POINTS



## ATTRIBUTES

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

## SKILLS

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

## BIODATA

### PERSONAL GOAL

To help others using her skills to the best of her ability.

### PERSONALITY

Grace is highly motivated and dedicated to her career as a surgeon. While she knows her dedication costs her in relationships, she realises that this stems from the failure of her partners to understand her situation rather than a lack of effort on her part. She has no desire to learn 'spoilers' about her future, preferring to experience it for herself. While these traits would serve her well as a companion, Grace's devotion to her job and her life on Earth keeps her from travelling with the Doctor.

### BACKGROUND

Grace Holloway is a highly respected cardiologist in San Francisco at the turn of the 21st century. Grace inadvertently forced the Doctor to regenerate but helped him prevent the Master from using the Eye of Harmony to steal his remaining incarnations. The Master killed her, but the TARDIS restored her to life via a time loop. She chose to remain on Earth rather than travel with the Doctor.

## TRAITS

- Attractive
- Brave
- Empathic
- Friends (Medical Community)
- Owed Favour (Patron of the Arts)
- Quick Reflexes
- Voice of Authority

- Argumentative
- By the Book
- Code of Conduct (Hippocratic Oath)
- Obligation (Surgeon)
- Obsession (Doctor first)
- Unadventurous

## STUFF

Surgeon's Equipment

5



## ATTRIBUTES

<b>4</b> AWARENESS	○ ○ ○ ○ ○
<b>4</b> COORDINATION	○ ○ ○ ○ ○
<b>2</b> INGENUITY	○ ○
<b>3</b> PRESENCE	○ ○ ○ ○
<b>3</b> RESOLVE	○ ○ ○ ○
<b>3</b> STRENGTH	○ ○ ○ ○

## SKILLS

<b>3</b> ATHLETICS	<b>0</b> MEDICINE
<b>2</b> CONVINCING	<b>0</b> SCIENCE
<b>0</b> CRAFT	<b>4</b> SUBTERFUGE
<b>3</b> FIGHTING	<b>3</b> SURVIVAL
<b>2</b> KNOWLEDGE	<b>2</b> TECHNOLOGY
<b>3</b> MARKSMAN	<b>3</b> TRANSPORT

## BIODATA

### PERSONAL GOAL

To survive and fence items for cash.

### PERSONALITY

Outwardly, Lee is a selfish criminal who is always looking out for himself. Inwardly, however, he has a kind heart and goes out of his way to help others. He justifies this as 'angling' for something he wants.

### BACKGROUND

Lee is a Chinese-American gangster in San Francisco at the turn of the 21st century. He often runs afoul of rival gangs and he realises that his future may be short. Thus, he makes the most that he can of his current situation. He has an eclectic array of skills that he's learned on the street to better his chances at surviving another day.

## TRAITS

- Brave
  - Face in the Crowd
  - Friends (gang)
  - Keen Senses (major)
  - Lucky
  - Quick Reflexes
  - Run for your Life!
  - Tough
- Insatiable Curiosity*  
*Outcast (gangster)*  
*Selfish*

## STUFF

Pistol (4/8/L)  
Gold dust

5



# CASS

**STORY POINTS**



## ATTRIBUTES

<b>3</b> AWARENESS	○○○
<b>4</b> COORDINATION	○○○○
<b>4</b> INGENUITY	○○○○
<b>4</b> PRESENCE	○○○○
<b>5</b> RESOLVE	○○○○○
<b>4</b> STRENGTH	○○○○

## SKILLS

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

## BIODATA

### PERSONAL GOAL

To see the universe before it collapses.

### PERSONALITY

A young woman, Cass is already wise beyond her years. Were it not for the Time War she'd be an eager adventurer into the unknown, but the effects of the war have hardened her. She is now a cynical shell of the person she was meant to be.

### BACKGROUND

Cass was born during the Earth Empire. She joined the military in order to see the universe, as the Time War limited opportunities for non-military expeditions. In spite of her young age she was a capable crewman and chose to remain behind to teleport the rest of the crew off of her gunship when it was damaged. She paid for this act with her life after refusing help from the Doctor.

## TRAITS

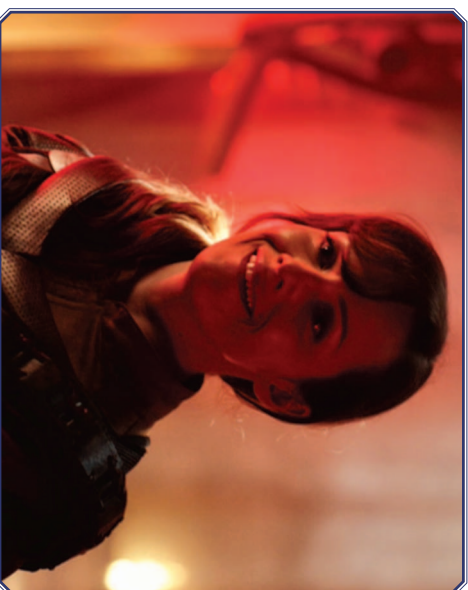
- Attractive
- Brave
- Friends (Starship Crew)
- Indomitable
- Quick Reflexes
- Technically Adept
- Tough

*Argumentative*  
*Obligation (crew)*

## STUFF

Laser pistol (4/8/L)

7



## THE EIGHTH DOCTOR'S TARDIS


The Eighth Doctor's TARDIS console room has a very different 'desktop theme' from its predecessors. The size of the room had greatly increased and had a Victorian parlour skin, with hardwood floors, Oriental rugs, and late-19th century furniture, including a bookshelf and chest of drawers. The console itself had a 'steampunk' feel, resembling a wooden cabinet surrounded by girders supporting the time rotor.

At the heart of the Eighth Doctor's TARDIS was the Eye of Harmony, hidden beneath a huge stone structure resembling an eye lid. Only the Doctor could access it, although thanks to the Catalyst's machinations the Doctor's human signature enabled any human to access it.

Another feature that distinguished this TARDIS from its previous versions was its accuracy. As the Seventh Doctor increasingly needed to rely on precision he repaired the systems enough (likely with the helping hands of Gallifreyan engineers) to ensure that he could land when and where he was needed.



## THE EIGHTH DOCTOR'S TARDIS



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

**SKILLS**  
 Knowledge 8, Medicine 6, Science (Temporal) 6, Technology 4, Transport 3.

**TRAITS**  
 Clairvoyance (major)  
 Face in the Crowd  
 Fast Healing  
 Feel the Turn of the Universe  
 Lucky  
 Psychic  
 Resourceful Pockets  
 Scan (x4)  
 Sense of Direction  
 Telepathy  
 Tough  
 Transmit  
 Vortex

*Impulse*  
*Restriction (Tricky Controls, 6 pilots)*

**ARMOUR:** 30

**SPEED:** 12

**STORY POINTS:** 20

**STARTING DAMAGE:** D6+3 POINTS

# CHAPTER TWO

DESIGNING EIGHTH DOCTOR ADVENTURES





*'I'm not part of the War, I swear to you. I never was.'*

Running adventures in the style of the Eighth Doctor can be a challenge; after all, we're only privy to his first and last adventure (and only a glimpse of the latter at that) and given the temporal anomalies and paradoxes caused by the Last Great Time War we aren't even certain how those adventures were affected by its events. Given that the Master's personal history was altered by the Time Lords for use in the War it's more than possible that his death and 'resurrection' were later manipulated, relatively speaking, by the Catalyst.

Leaving that aside, what we do know of the Eighth Doctor's life is that it started out full of hope and promise. The Eighth Doctor had an exuberant view of life and a romantic soul – he was eager to explore the universe anew. Unfortunately, the Time War continued to rage and affect the adventures of the Eighth Doctor, resulting in the loss of many companions and leading the Doctor into despair. By the end of his eighth life, the Doctor futilely tried to help those affected by the Time War whenever and wherever he could, hoping to bring at least flickers of hope in the midst of the raging thunderstorm of an all-encompassing war.

### WHO IS THE CATALYST?

At the end of the Seventh Doctor's life the Time War was over. The Daleks accepted a peace accord and put the Master, ostensibly a Time Lord agent gone rogue, on trial for his crimes against them. The Doctor finally felt as if his job was finished as he planned to return the Hand of Omega to Gallifrey.

Unfortunately, the Catalyst decided to re-ignite the Time War and, to do that, needed to access the Eye of Harmony whilst hoping to eliminate the threat of the Doctor interfering once more. The Master's trial turned out to be a ruse for the Master to gain access to the Eye. Once it was opened, the Catalyst could reshape the timeline to restart the Time War.

So who was the Catalyst? Was it Rassilon and the Time Lords, dismissing the idea that anything less than the total destruction of the Daleks was acceptable? Was it the Daleks, whose cunning

minds, while playing for time, realised that the Time Lords had outmanoeuvred them and only by changing key moments could they assure themselves a total victory? Was it the Master himself who, manipulated by the Time Lords as a weapon in the Time War subconsciously continued to follow psychic programming even as he tried to gain advantage for himself? Was it the Valeyard, hoping to swoop in at the last minute and take the Doctor's regenerations while hoping that a new Time War would better his own lot?

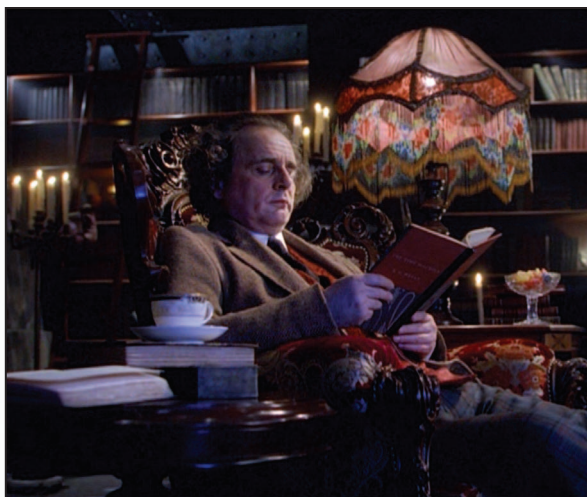
Any of these theories could be true. Or none of them could be true. No one theory is important and as the Gamemaster you get to decide what the Catalyst really is or not as you like! All that is important is that the Catalyst set the Time War back in motion and led the Eighth Doctor to despair, ultimately resulting in his transformation into the War Doctor.



## BORN IN THE AFTERMATH

If the Fourth Doctor's actions at the time of the Daleks' creation was the opening shot of the Time War (one could make an argument that the Second Doctor's involvement in the Dalek Civil War also qualifies), then the Doctor's demeanour at the end of his seventh life hints that he saw what he believed to be the end of it. The Master shouldered the blame for most of the 'evil' conducted during the Time War and the Daleks were allowed to execute him. Nothing in the Doctor's recollection suggests that this was a 'win' for the Daleks against the Time Lords, so obviously an understanding was reached, one that would allow the Daleks' most hated enemy to come to Skaro and collect the Master's remains (a symbolic act of the new accord).

The Seventh Doctor, weary of war, seemed content at this point. He'd likely manipulated the Time War's events and even restored Skaro after having destroyed it, possibly as part of the peace negotiations. Unfortunately, the Master, spurred on by the Catalyst, manipulated the timeline to bring the Doctor to Earth and force his regeneration into a new incarnation. The Doctor's manner of death and regeneration would also modify his genetic structure (see **The Doctor is Half Human?** in **Chapter Three: The Eighth Doctor's Adventures**) enabling the TARDIS to enact security measures that the Master could now bypass.



If so, the Master's plan succeeded. The Doctor was 'killed' by a seemingly random incident and the Master was able to gain access to the Eye of Harmony – all part of his enemy's plan. Without realising it, the Master opened the Eye of Harmony for the Catalyst and enabled it to restart the Time War – the 'Last Great Time War' – anew.

Meanwhile the Eighth Doctor was 'born' with amnesia, possibly a side-effect of his awareness of multiple 'births' in the ever-changing timeline. Still, once the Eighth Doctor regained his memories he still believed that the war and the Master's role in it was over and that merely preventing the Master from controlling the Eye of Harmony was enough to save time. He then embarked on a series of adventures to explore the universe anew, eager to discover what shape it took after all of the temporal fallout from the Time War had subsided. Unfortunately, he didn't realise that the war raged on until it was too late.



## THE DOCTOR'S 'GIFT'

One seemingly unique aspect of the Eighth Doctor was his ability to see into the future personal timelines of the people he'd met, specifically Grace and Lee. Unbeknownst to him, this was likely a result of the Time War's continual rewriting of history; the Doctor was 'remembering' events that had already taken place in alternative timelines, perhaps dozens or even thousands of times. While his previous incarnation, similarly affected, was able to understand and use this knowledge like a master chess player, the Eighth Doctor merely thought that he was benefiting from the aftershocks.

It's also likely that the Eighth Doctor's innocence regarding his 'gift' didn't last very long and that he soon realised that the Master's actions, including merging with the Eye of Harmony (again), would reignite the war. Given that his previously heavy involvement had resulted only in false hope, the Doctor now declined to get involved, leaving Rassilon to wage the Last Great Time War on his own. Instead, the Doctor would use his 'gift' to ease the pain of those most affected by the Time War, the unsuspecting 'lower lifeforms' that were burned in the conflict.





## MILLENNIAL FEARS

The Seventh Doctor arrived on Earth on New Year's Eve, 1999. It had been almost a decade since the Cold War ended, leaving America standing as the only superpower. There was a general sense that the world was changing; optimistically at first, but as the 1990s marched forward that optimism was replaced with cynicism and fear. With no external 'bad guy' to demonise, many looked inwardly at their own public figures and institutions. America discovered that it could not solve all of the world's problems nor did the rest of the world want it to.

Also in play was the fear of a coming apocalypse. While the end of the Cold War removed the threat of nuclear annihilation from the public consciousness, the fear of a world ending event had not abated. Religion and science combined to give the year 2000 apocalyptic significance; many Christians believed that it would mark a supernaturally sparked Armageddon and Second Coming, while computer engineers warned that obsolete technology would cause a world-wide technological collapse as computers glitched and broke down as a result of the Y2K bug.



There are obvious parallels between these events and the life of the Eighth Doctor. The Time War, like the Cold War, was seen by the Eighth Doctor as something in his past, leaving him now free to 'fix' the rest of the universe. This optimistic approach would be challenged as the Time War sparked anew and the Eighth Doctor discovered that those affected no longer wanted assistance from the Time Lords. While the Eighth Doctor had previously thought of the Time Lords as the 'good guys,' he soon learned that the rest of the universe saw them and their interfering ways as no better than the Daleks.

It's also possible for a Gamemaster to link the events of Earth (and even other worlds) at the turn of the millennium with the Time War. Perhaps the temporal wake of the Time War has influenced politics and

events on Earth, making it an echo of the war between the Time Lords and the Daleks. If this is the case, then the Master's access of the Eye of Harmony on Earth may have hastened the replacement of 1990s hesitant optimism with nihilistic pessimism, something that would only begin to be righted with the coming of the Ninth Doctor.

### IGNORING THE TIME WAR

While the Time War does have a large impact on the life of the Eighth Doctor, it's important to note that the Eighth Doctor had several adventures that were unrelated to the war. He mentioned several companions by name at the end of his life and it's likely that there were many others, as the Eighth Doctor had visibly aged between his regeneration and his appearance to Cass. Thus, Gamemasters can easily create a series of adventures involving the younger, more optimistic and romantic version of the Eighth Doctor without saddling him with the weight of the Last Great Time War. You can either season these adventures with hints of the coming conflict or not as you like, giving the Eighth Doctor a little breathing room to enjoy travelling the universe with his companions for a while.

### ENTROPIC ADVENTURES

Once the Eighth Doctor realised that the Catalyst had restarted the war, he found that the universe was starting to unravel. Events changed on a whim and even the Doctor's own history often contradicted what he remembered of it. At first, the temporal wakes caused by the war left the histories of lower lifeforms more or less intact. Unfortunately, the Doctor's own interference with certain historical events left a temporal beacon that attracted the war to it.

For Gamemasters, this rising entropy enables you to rewrite the Doctor's previous adventures to reflect the changes. In some cases, this is already apparent – Zoe Heriot's 21st century looks nothing like our own for example. In other cases, situations may have changed that effectively erase one of the Doctor's adventures and forces him to go back and fix it.

For example, the Fourth Doctor stopped a remnant of the Cybermen that survived the Cyberwars from destroying Voga and rebuilding the Cyber-race. The Eighth Doctor may arrive on Nerva Beacon to discover that a full-on invasion fleet is coming, as

history was rewritten so that the glitter guns were never developed and the Cybermen are still a galaxy-wide threat. The Eighth Doctor now has to stop an entire Cyber Fleet rather than a desperate band of Cybermen!

Reimagining an old adventure has two advantages. First, it allows you to run an adventure described in any Doctor Sourcebook while making a few changes to keep the players guessing. Secondly, as the player of the Eighth Doctor is likely familiar with the original adventure, he can portray the Eighth Doctor as using his 'gift' to glimpse the futures of the supporting characters in that adventure without spoiling it.

Finally, the **Doom of the Daleks** campaign, starting on pg. 35, takes this premise and runs with it...

### THE CRUMBLING END

By the end of his life the Eighth Doctor was effectively powerless in the wake of the Time War. As with his fifth incarnation, the Eighth Doctor found himself in a universe in which he no longer fitted nor could cope with. Instead he retreated into the shadows, content with small, fleeting victories, as the universe collapsed around him. This point was tragically driven home as the Doctor died companionless. He was rejected one last time by a potential companion and chose to die with her rather than continue alone in a crumbling universe.

When plotting adventures at this final stage of the Eighth Doctor's life, you should be careful to concentrate on increasingly smaller victories rather than large-scale ones. A doomed planet or space station is still doomed, but the Eighth Doctor may save a couple of people. A needed cure for a disease may be recovered before a Dalek taskforce razes the planet. A colony's exodus may be negotiated before the Sontarans storm it and claim it for the Sontaran Star Empire. The star drive of a ship fleeing the Time War may be repaired, but the refugees still aren't certain where they will go.

To further drive the point home, the Doctor may revisit elements of these small victories that subsequently make them redundant. The people that the Doctor saved from a burning space station find themselves struggling to make a meagre existence. The cure never arrived in time. The colonists landed on a harsher world. The Doctor arrives at the husk of the refugee ship, its occupants long dead.

All in all the Eighth Doctor should feel increasingly helpless in the universe, leading to his realisation that the universe no longer needs a 'Doctor' and his desire for a change...

### OTHER 'NINTH' DOCTORS

The Time War is fought throughout time and space; the temporal wakes caused by individual actions can



DESIGNING EIGHTH DOCTOR ADVENTURES



play out over centuries or millennia. The Doctor's own history could be massively rewritten but then play out normally throughout the Eighth Doctor's incarnation before the Time War negates it. It's possible, relatively speaking, that the Eighth Doctor may have regenerated several times before the War Doctor ended the Time War [see *Day of the Doctor* in **The Eleventh Doctor Sourcebook**].

A Time Lord's new incarnation is often affected by the successes and regrets of the previous incarnation as well as the circumstances of his 'death.' The Doctor's transformation into the War Doctor was a special case, as the Sisterhood of Karn enabled the Doctor to design his new incarnation – thus the War Doctor was born.

There are multiple timelines where the Doctor didn't crash and 'die' on Karn. In these timelines he likely regenerated into a ninth incarnation that didn't resemble the War Doctor at all. These new 'Ninth Doctors' were forced to deal with the entropy and collapse of the Time War as well as the victorious Daleks' expanding control of the universe!

Gamemasters wishing to create exciting (and bleak!) adventures can use this option to allow a player to design an 'original' incarnation of the Doctor that follows the Eighth Doctor. Unfettered by future continuity (until the timeline is rewritten) this new Doctor could have a series of adventures designed in whatever tone the Gamemaster feels appropriate. Perhaps the Time War is ignored, or perhaps the new Doctor is forced to feel its full weight as he can no longer stand on the sidelines – only now it's too late!

## EVENT STYLE PLAY

While **Doctor Who: Adventures in Time and Space** assumes for the most part that you'll be running campaigns of linked adventures, possibly with campaign-long story arcs, there are going to be times when you'll only be able to play a single 'event.' An event is a self-contained adventure that's designed to play out in a single session with no expectations of continuing play beyond that. Events are most frequently run at gaming conventions and game shops, although an event can also be run as a particular type of 'house party' or even as a quick break between other roleplay campaigns.

While an event can be run as a typical adventure (also known as a 'one-shot'), events have a different set of assumptions than a campaign and often break

from the mould a bit to increase the stakes or try something not normally used in a typical campaign. If a typical **DWAITAS** campaign is a television series, then a **Doctor Who** event is a movie. A good television episode furthers story arcs and character developments that make you want to watch the next one, while a good movie showcases a well-crafted story that leaves you satisfied.

The Eighth Doctor's regeneration adventure is a perfect example. While we've only seen one of his adventures in full, it left an indelible mark precisely because it was like a movie. Even after seeing the Doctor through seven incarnations we're given new insights into who he is and new special abilities that he possesses. The adventure itself delves into the themes of what it means to be a Time Lord and the stakes are high; should the villain (the Master, in this case) succeed then both the Doctor and the Earth will be destroyed. In the end, the crisis is resolved and the Doctor leaves alone, which ties things up without leaving you wondering what happened to Grace or Lee.

Let's look at a few ways to structure your one-shot adventure to raise it to the level of an event.

## EVERYTHING CHANGES

Before getting started in preparing an event you have to first adjust your mindset. A typical adventure rarely disrupts the status-quo; such things are generally left to the opening and finale adventures of campaign arcs. With an event, such changes are expected to occur within a single adventure. There should be 'something' that sets an event apart from a typical adventure.

A good way to prepare for this is to ask yourself 'What if?' What if the Doctor's spirit of adventure got a companion killed and he is now forced into an adventure with someone close to that companion? What if the Doctor had to choose between the lesser of two evils and the ramifications have come back to haunt him? What if a companion turned out to be truly evil and left the Doctor stranded while she escapes in the TARDIS? What if the time travellers appear in the middle of World War I, with the Sontarans and Rutans aiding opposing sides?

## AN INTRIGUING PREMISE

Given that the event is a one-shot, players aren't going to get emotionally invested or too attached to their characters. They may not even feel ownership



towards them, given that they will likely either be playing an established character, such as Grace Holloway, or one that, outside of the circumstances, the player knows little about, such as 'Random UNIT Captain.' What will get the players' attention, though, is an intriguing premise that promises a night of fun adventure.

A great example of an intriguing premise is to wrap an adventure around a historical incident, such as a villain masterminding a scheme aboard the RMS *Titanic*. The players know what's going to happen to the ship, but they'll be interested in learning what roles their characters play in the events. Another intriguing premise is the 'crossover,' where most of the players play characters from another fictional universe that find their routine disrupted by the arrival of a strange blue police box!

## THE CHARACTERS FIT THE EVENT

Having balanced characters is important when you are running a full campaign. Each player wants to feel as important as the rest, and the easiest way to do that is to ensure that the characters are reasonably balanced with each other and each gets opportunities to shine.

One way that a Gamemaster can adjust that during a campaign is to highlight different player characters in each adventure. Amy Pond may get to do a little more in one session, but Rory might shine in the next.

In an event, each character has the same opportunity to shine. One way to do this is to throw balance out the window. As the characters aren't necessarily intended to become companions, you don't need to worry so much about game balance (and, given that this is a one shot event, you're likely designing the characters yourself anyway). Instead, make sure that you tailor each character to shine at various moments during the event.

Think of the important 'guest stars' that the time travellers interact with in a typical episode. In an event, many of those guest stars would actually be the players' characters.

Also, you may wish to adjust a character's Story Points for an event. If your event is going to be very cinematic (and it should!) then you may wish for them to start with more Story Points than usual. Conversely, if you want to encourage over-the-top roleplay, you might want to lower starting Story Points so they have to work at getting them!

## PROPS!

Nothing says 'event!' like a bit more window dressing! Props can really elevate an adventure from the typical to the epic without increasing the stakes. Costuming and 'set dressing' are good ways to set the mood, but extra details, such as character sheets in full colour, printed menus, faux newspapers or boarding passes, can really enhance the experience. If your adventure hinges on a particular clue, being able to have a prop of that clue on-hand can make the adventure seem more 'real.'

## KEEP IT MOVING

While the Doctor may travel through time, you won't (unless you're playing the 23rd edition of **Doctor Who: Adventures in Time and Space**, in which case time travel may be possible!). Your event is only going to run for a finite amount of time and you need to ensure that it's properly paced to reach a satisfying conclusion before time runs out.

While you shouldn't feel the need to strong-arm your players into particular directions, you shouldn't make things too difficult for them. If you're running an investigative event make sure that the clues can be easily found and interpreted. Suggest appropriate Attribute or Skill rolls or when to spend Story Points when the players seem stumped.

A time-honoured technique is to have the villain come to them if they've made enough of a nuisance of themselves, enabling them to be captured and escape before thwarting the villain's plans!

## ENDING STRONG

An event should have an exciting finish! As with an action-adventure movie, you'll want to save all of your best special effects for the finale, be they large explosions, advancing armies, or the countdown of a bomb that could destroy the world. More importantly, your players should feel engaged and empowered. No matter what the odds, they should feel as if their actions matter and could carry the day.

Given the nature of a one-shot no player character is guaranteed to make it through to the end, setting up the opportunity for a heroic sacrifice to stop the villains (even the Doctor isn't necessarily spared here, as you need not worry about continuity). When the ending does come though, it should be final. Don't leave dangling threads, as in the context of a one-shot they seem more like sloppy plotting than potential future adventures!



**CHAPTER THREE**  
THE EIGHTH DOCTOR'S ADVENTURES





THE EIGHTH DOCTOR'S ADVENTURES



More so than any other incarnation of The Doctor, the Eighth Doctor's timeline is severely affected by bleed-over from the Time War – the vast and terrible energies released in that great conflict have had an unmooring effect on the events of his life. When viewed from the perspective of an observer within the Vortex, the Eighth Doctor's adventures are constantly in flux, shifting in causality, overlapping, occasionally contradictory. Nobody can say with certainty which adventures actually occurred, and which have been

erased in the wash of temporal paradox created by the War – except perhaps for the Doctor himself.

The sole exceptions to this phenomenon are the Eighth Doctor's first adventure, and his last – it seems as though the release of energy that accompanies the Time Lord's regenerative process may have served to lock these two events into the fabric of space and time, insulating them from the flux that affects the rest of the Eighth Doctor's existence.



## THE TV MOVIE



*'The universe hangs by such a delicate thread of coincidences that it would be useless to meddle with it, unless, like me, you're a Time Lord.'*

shaking grew worse until the casket broke open; the Doctor's tea crashed to the ground as the record skipped to a stop.

## SYNOPSIS

San Francisco, Earth, December 1999

The Master, operating secretly at the behest of the High Council of Gallifrey, was captured by the Daleks while on their homeworld, Skaro. The Time Lords and the Daleks were hesitant to openly escalate hostilities until such a time as their preparations for war were complete.

The Daleks sentenced the Master to be exterminated for his crimes against them, but they offered the Time Lords the opportunity to have his remains returned to them. The Master, as his last request, asked that the Doctor (now in his seventh incarnation) escort his ashes back to Gallifrey for burial. As rules never mattered much to his old foe, the Doctor knew that even in death, he could not trust the Master; he locked the container of the Master's ashes inside another box. He set the TARDIS coordinates for Gallifrey, before settling in with a cup of tea and a book, while listening to some Earth jazz on an old gramophone.

The case containing the Master's ashes began to shake violently. The Doctor's gramophone began to skip, repeating the lyric "time", over and over. The

A symbiotic Deathworm Morphant, housing the Master's consciousness, slid out of the box and, unseen by the Doctor, slithered into the TARDIS console, causing it to malfunction spectacularly. As sparks flew across the console room, the Doctor rushed to fix it, to no avail. Seeing he could not undo the damage or stay at the same coordinates, he was forced to make an emergency landing due to a massive timing malfunction. Suspicious that the Master may have been involved, the Doctor rushed to where he had stored the Master's ashes, only to find the container broken open.

Meanwhile, on 30th December 1999, in the city of San Francisco on Earth, Chang Lee, a street kid, was involved in a shoot-out with a rival gang. Chang Lee's friends were gunned down, but as the gang prepared to shoot him, they were interrupted when the TARDIS materialised out of thin air between them and their target. The gang fruitlessly fired at the TARDIS, emptying their guns. As they reloaded, the Doctor exited the TARDIS to get his bearings. The gangsters opened fire, shooting him – and, seeing they've shot a bystander, fled the scene of the crime. Chang Lee ran to the Doctor's side. The Doctor tried to warn Lee about the Master, before falling unconscious. When an ambulance arrived,



THE TV MOVIE

Chang Lee accompanied the Doctor to Walker General Hospital – while, unbeknownst to any, the Master’s Deathworm stowed away in the ambulance as well.

The Doctor was rushed into surgery to remove the bullets, but the Time Lord’s two hearts led the medical team to assume that he was fibrillating and that the X-ray was a double exposure. Dr Grace Holloway, a cardiologist, was summoned from her evening at the opera. As she tried to anaesthetise him, the Doctor told her that he’s not human and that he needed a beryllium atomic clock, but he was quickly put under. During the operation, as Grace probed the Doctor’s cardiovascular system, she found herself dealing with unfamiliar anatomy. She began to panic as the probe started to cause convulsions, and suddenly, with a horrible shout, the Doctor suffered a massive pulmonary attack and died.

When Grace tried to comfort Chang Lee about the death of the Doctor, she realised that he didn’t really know him. His lie revealed, Lee grabbed the Doctor’s possessions and ran away, as the Doctor’s body was placed in the hospital morgue. Elsewhere, the Master’s Deathworm attacked the driver of the ambulance, a man named Bruce, killing him and taking over his body.

In the morgue that night, an attendant was watching a horror movie. Within the morgue’s freezer, the regeneration process, slowed by the anaesthetics, finally began. The Doctor’s body snapped back to life as he regenerated from his seventh to his eighth incarnation. Confused and disoriented – and finding himself trapped inside a freezer, the Doctor began to pound on the door.

The attendant came to investigate, just as the Doctor, his strength boosted by the rush of regenerative energy, knocked the metal door of the freezer off its hinges. Confronted by a shroud-clad body emerging from the morgue freezer, the attendant fainted from shock.

The Doctor, suffering from post-regenerative amnesia, stumbled out into the rest of the hospital. Seeing himself reflected in a broken mirror, the unfamiliar face caused him to cry out “Who am I?” Going through several employee lockers, the Doctor found a costume that an attendant had planned to wear to the hospital’s New Year’s Eve party: Wild Bill Hickock. Abandoning the six-shooters, the Doctor put on the rest of the suit.

Across town, Bruce’s wife woke up to find her husband awake and staring out the window. As the Master (now controlling Bruce’s body) talked to himself about this body not lasting long and his need to find the Doctor, Bruce’s wife asked him to come back to bed. She realised that this was not her husband as he turned and looked upon her with inhuman eyes. Before she could cry out, the Master grabbed her by the throat and broke her neck.



At the hospital that day, Grace quit her job when the administrator said that they were going to cover up the apparently-botched surgery. As she left, the Doctor recognised her and followed her to her car, asking her for help because he thought that she might know who he is. She didn’t recognise him, but he pulled the cardio probe out of his body and showed it to her, convincing her that despite his appearance, he was the same man whom she thought she had killed the previous night. He pleaded with her to take him away from the hospital, “before they kill me again.”

The Master went to the hospital, where he learned that the Doctor had died during surgery and that his body was missing. He asked the receptionist about the Doctor’s possessions, and found out that Chang Lee had taken them.

Grace took the Doctor to her house, where she began to examine her strange visitor. The Doctor’s amnesia began to clear, and he regaled Grace with stories of having known Puccini and Leonardo da Vinci. She, of course, thought that he was crazy – and yet he looked at her with a piercing gaze and said that he knew that she became a doctor because of her childish dream to hold back death.

Meanwhile, Chang Lee examined the Doctor’s belongings, finding a Sonic Screwdriver, a yo-yo, some jelly babies... and the TARDIS key, which he used to enter the TARDIS. Inside, he encountered





the Master, who dominated his mind, and made him turn over the Doctor's things. He dismissed Chang Lee's claim that the Doctor was dead, and said that he would die unless he could find the Doctor. He told Chang Lee that the TARDIS and the Doctor's body were stolen from him. Chang Lee again said the Doctor had died, and the Master told him that this was partially true – that body had died, but that the Doctor had regenerated into a new one. He lied to Lee, telling him that the Doctor had used seven lives stolen from him to live as some of the most notorious villains in Earth history. He then gave Lee pouches of gold dust taken from the TARDIS' storage, promising him much more once he got "his" body back. The Master took Lee to the Cloister Room, where he opened up access to the Eye of Harmony, the TARDIS' power source.

In the meantime, the Doctor and Grace were taking a walk, and he began to regain his memories. He spoke of watching a meteor storm with his father on a warm Gallifreyan night. As his memories poured back into his consciousness, the Doctor triumphantly regained his identity, announcing, "I am the Doctor!" and kissed Grace.

In the Cloister Room, the Master saw a series of images: the Seventh Doctor, the newly regenerated Eighth Doctor, and a human retina. The last caused him to assert, "The Doctor is half human." The opening of the Eye of Harmony caused a psychic

connection to the Doctor, allowing the Master and Chang Lee to see what he saw. The Doctor explained to Grace that the Master wanted to force the Doctor to look into the Eye of Harmony, which would allow the Master to take over his body. The Master told Chang Lee that this was a lie – but Chang Lee was worried that Grace might believe it.



The Doctor told Grace that he needed her help to find him a beryllium atomic clock. Grace thought that the Doctor was insane and ran back to her house, calling for an ambulance to take the Doctor to a mental institution.

To prove that the Eye was open and changing the physical structure of the planet, the Doctor pressed his hand against one of the windows of Grace's

### THE DOCTOR IS HALF HUMAN?

The Master announces that the Doctor is half human, and later, the Doctor himself tells Professor Wagg that he's half human, on his mother's side. Yet we never hear this in any earlier incarnation, and never again in any of the later ones. What's going on here?

Well, the Doctor's aside to Professor Wagg is just a joke. But what about the Master? Why does he think the Doctor is half-human? Because he is. Or, at least, the Eighth Doctor is. Sort of.

When the Doctor was pumped full of anaesthesia and other medicines in the hospital, this suppressed the regenerative processes of the Time Lord's body – nearly to the point of preventing it entirely. When the regeneration finally began, one of the first things it did was to re-order the Time Lord's DNA to partially emulate human DNA – so that

the Doctor would be able to metabolise the foreign chemicals that were still present within his body, and would otherwise have killed him. So, in essence, the Eighth Doctor's biological make-up could in fact be considered partially human, as a result.

The TARDIS, through its psychic connection with the Doctor, detected this change, and enacted security measures that required the presence of human retinal patterns to access critical systems. The Master discovered this when he first attempted to open the Eye of Harmony, which is why he then used Chang Lee – and eventually, Grace – to open it later.





THE TV MOVIE

house, making it warp. He walked through the now-permeable glass, without breaking it, explaining that if the Eye remained open, the entire Earth would be sucked through it at midnight.

Through the connection with the Doctor bestowed by the Eye of Harmony, the Master heard Grace's call for an ambulance. Seeing this as a perfect opportunity, given that his current body was that of an ambulance driver, he and Chang Lee headed towards Grace's house.

Television news started airing reports of strange weather occurring around the world, caused by the Eye's opening. The Doctor was even more shocked to discover more evidence of the deterioration of the planet's physical laws: he had lost twenty pounds in the past half an hour. As he talked about this with Grace, the Doctor heard on the news that a beryllium atomic clock was being unveiled at San Francisco's Institute for Technological Advancement and Research (ITAR), where Grace was a member of the board of trustees.

The ambulance arrived with Lee and the Master, although the Doctor did not recognise his new body. The Doctor asked to be taken to ITAR. Grace, still not quite sure if she believed him, indicated for them to play along.

The ambulance ran into a traffic jam, and Chang Lee, unfamiliar with the vehicle, hit the brakes hard, causing the ambulance to jerk to a stop. The sudden stop caused the Master to lose his sunglasses, revealing his inhuman eyes – and the Doctor recognised his old foe. The Master, using the abilities of the Deathworm, spat a burning acidic substance at them, which hit Grace in the wrist. The Doctor temporarily blinded the Master with a fire extinguisher and he and Grace fled into the blocked traffic as Chang Lee cleaned the foam from the Master's eyes.

A policeman told the Doctor and Grace to go back to their vehicles. The Doctor instead offered him a jelly baby. Grace told the policeman that the Doctor was British, as an explanation for his odd habits – just as the Doctor took the officer's gun and pointed it at himself, demanding the police motorcycle. The Doctor told Grace that he could not make her dream to hold back death last forever, but he could make it come true tonight.

Grace finally believed the Doctor. Taking the gun, she shot the radio to prevent the policeman from calling

for backup, and she and the Doctor sped off on the motorcycle, leaving the gun behind. The Master and Chang Lee gave chase in the ambulance, but Chang Lee turned away from following the motorcycle, telling the Master that he knew a short cut. Arriving at ITAR a short while later, Grace and the Doctor found an empty ambulance parked out front.

As a member of the board of trustees, Grace got herself and the Doctor into the building, where a cocktail party was being held to celebrate the unveiling of the new atomic clock. They encountered Professor Wagg, the creator of the clock. As the Doctor told Professor Wagg "a secret" ("I'm half-human, on my mother's side"), he surreptitiously removed Wagg's security pass, which gave them access to the clock.

They removed a component from the clock that the Doctor needed to repair the TARDIS, but were stopped by a young security guard. The Doctor told the guard that on his upcoming mid-term exam, he should answer the second question, not the third, despite the third question looking easier. He gave him a jelly baby, leaving the very confused guard in his wake. Grace asked what that was all about, and the Doctor said in 10 years, that guard would be the head of the Seismology Unit of UCLA, where he would devise a system of accurately predicting earthquakes. His invention would save the human race many times – but first he had to pass his Poetry mid-term.

The Doctor and Grace found several guards covered in the viscous goo spat by the Master, frozen in place. The Doctor remarked that Grace was lucky she was only hit on the wrist. He activated the building's fire alarm to provide cover as he and Grace made their escape by lowering themselves from the roof with a fire hose.

They arrived at the TARDIS, where the Doctor remembered that he kept a spare key in a cubbyhole above the letter "P" in "Police Box." The Cloister Bell was ringing loudly, signalling danger as they entered the console room, where the Doctor was able to close the Eye of Harmony. However, the Eye had been open too long, and the Earth was still in danger. The Doctor said that he must take the TARDIS back to a time before the Eye was opened; but since the Eye had been open for so long, the TARDIS now had no power and must be jump-started.

While working under the console, the Doctor asked Grace for some assistance. She did not reply, so he looked to see what was the matter. Grace stared





coldly down at him with eyes that had turned black – she had been taken over by the Master’s will. Grace knocked the Doctor out just as the Master and Chang Lee entered the TARDIS.

The Doctor awakened to find himself being chained to a balcony in the Cloister Room by Chang Lee and the possessed Grace, under the supervision of the Master. Lee gloated that he’d be rich once the Master got his body back, but the Doctor told Chang Lee that the Master neglected to mention Earth would be destroyed, making his payment pointless. The Master inadvertently contradicted his earlier lies to Lee by mentioning that he had used all of his lives. Lee realised that he had been duped, and refused to help the Master. Rather than waste more time by hypnotising him, the Master snapped his neck.

The Doctor said that only Grace was left to open the Eye, but her eyes were no longer human. The Master kissed Grace and removed his influence upon her, then forced her to look into the Eye. As the Master began to absorb the Doctor’s life energy, the Doctor yelled for Grace to return to the console room and jump-start the TARDIS.

Grace managed to start the TARDIS one second before midnight, and the craft entered a temporal orbit, removing the threat from Earth as the planet began to celebrate the New Year. She returned to the

Cloister Room and freed the Doctor from his chains. The Master recovered from losing the Doctor’s energy and attacked them. He threw Grace off the balcony to the Cloister Room floor, killing her. The Doctor and the Master struggled, and the Master fell into the Eye of Harmony. The Doctor attempted to save him, but the Master rejected his help and was sucked into the Eye before it closed.

The TARDIS flew through the Vortex, and a release of energy from the Eye of Harmony infused the bodies of Grace and Chang Lee, bringing them back to life, as the Doctor chided the TARDIS for being a “sentimental old thing.” He asked Grace how it felt to hold back death.

Chang Lee asked where the Master was just as a grumbling sound was heard from the TARDIS; “Indigestion,” the Doctor remarked. The Doctor asked if they wished to be deposited back on the 29th. While Grace said that she’d rather not live through that day again, Chang Lee said he definitely wouldn’t live through it; so instead, the Doctor took them to the first minute of the year 2000 in a city park. The Doctor allowed Lee to keep the bags of gold dust the Master originally bribed him with, and told him not to be in San Francisco next Christmas; in exchange, Lee gave back the bag with the Doctor’s belongings. The Doctor asked Grace to travel with him, but she refused and asked if the Doctor would instead stay

with her. They both knew the answer to that question, and shared a goodbye kiss.

The Doctor left in the TARDIS, off to a new adventure.

## CONTINUITY

- Obviously the most notable continuity note is the Doctor's regeneration, caused by a combination of gunshot wounds and botched surgery. The unique circumstances of this regeneration (especially the dampening effects of the anaesthesia) are what led to the Eighth Doctor's unique genetic status (see **The Doctor Is Half-Human?** on page 25).
- At some point during the latter part of his seventh incarnation, the Doctor changed the desktop theme in the TARDIS to what can best be described as "Gothic" – huge open spaces, sweeping staircases, and architectural flourishes like balconies and a Victorian-industrial main console.
- The Doctor mentions past encounters with Puccini (who he says had a cold when he wrote "Madame Butterfly"), Leonardo DaVinci, Sigmund Freud and Madame Curie.
- The Doctor appears willing to reveal critical future events to people, which is a marked difference from earlier incarnations. He tells the guard which question to answer on his forthcoming mid-term exam, and also warns Chang Lee not to be in San Francisco next Christmas.

- The Doctor makes mention of his father – the first time any specific mention of a member of the Doctor's family has been made since his granddaughter, Susan, during the First Doctor's era. The Doctor recalls watching a meteor shower on Gallifrey with him.

- The TARDIS crash-lands due to a "timing malfunction", requiring the Doctor to secure a critical component from a beryllium atomic clock in order to repair it. It can be inferred that since the clock failed to work without the component, the component must have contained the beryllium atom used by the clock for accurate time measurement, and this atom would fulfil a similar function within the TARDIS console.

## RUNNING THE ADVENTURE

The three main challenges in this adventure are the Master's plot to steal the Doctor's remaining regenerations, the necessity of repairing critical damage to the TARDIS, and the threat posed to the Earth by the Master's opening of the Eye of Harmony. In many ways, this is a very straightforward Master plot: the renegade Time Lord seeks something of benefit to himself, and uncaringly threatens a planet in the process. Even the damage to the TARDIS is a time-honoured way of keeping characters in a single location so that they must deal with the circumstances of an adventure. What separates this adventure and makes it more than just another run-in with the Master are the additional complications that derive from the Doctor's regeneration. Unlike all the other regeneration adventures, where the

### NEW TRAIT: SYMBIOTIC CONSCIOUSNESS

This is a variation on Possess (Special Good Alien Trait) and is the main weapon of the Deathworm Morphant, which uses it to take over the bodies of its prey, in order to attack others while hidden. However, if the worm encounters a lifeform with a significant amount of willpower, it is possible for the worm itself to be taken over.

**Effect:** The worm initiates a physical attack, Coordination vs Strength, as it attempts to enter its victim's body. Once the worm is successful, it makes a Resolve roll (opposed by a Resolve roll from the victim). If the worm is successful, the victim is possessed (as per the Alien Trait – see Being Possessed in **Doctor Who: Adventures in Time and Space**).

If the victim is successful, however, they transfer their consciousness into the Deathworm Morphant's form, gaining the use of the worm's abilities. In this way, a Deathworm Morphant can be used in a similar manner to a Chameleon Arch, although without the dampening of the users' identity. The Master ingested a Deathworm Morphant before his capture on Skaro, transferring his mind into the worm and using it to "possess" his own body. When his body was disintegrated, his consciousness survived with the worm, hiding within his own ashes until he was ready to make his escape.



THE TV MOVIE



Doctor undergoes the process at the end of an adventure (which allows the next adventure to begin with a new Doctor), this story begins as a Seventh Doctor story, and by the time the Eighth Doctor has arrived on the scene, the Master’s plan is already underway. In a way, this is a situation that is more likely to occur in a game, as player characters are susceptible to suffering critical damage at moments other than the planned climax of an adventure. This adventure shows how a major dramatic effect like a regeneration can occur during a story, and, with the complications that derive from regeneration (in this case, post-regenerative amnesia), provide additional twists that the characters must overcome.

technologies at the cutting edge of Earth’s level of development. Led by a board of trustees that include prominent educators, scientists, doctors, engineers and Silicon Valley entrepreneurs, ITAR offers grants to promising students for independent study, as well as underwriting and offering lab space for experimental work from established researchers.

### INSTITUTE FOR TECHNOLOGICAL ADVANCEMENT AND RESEARCH (ITAR)

Located in San Francisco, the Institute for Technological Advancement and Research is a think-tank and laboratory that funds promising



## DEATHWORM MORPHANT

The Master survived his execution by storing his consciousness within a Deathworm Morphant, and then using that form to steal the body of Bruce the ambulance driver. A Deathworm Morphant is a protoplasmic creature that usually assumes a vaguely serpentine form, but is capable of morphing its shape to fit through small spaces. A parasitic predator on its homeworld, the Deathworm Morphant dominates the will of lesser creatures and inhabits their bodies, hiding among a herd and striking from within. Extremely strong-willed lifeforms, however, can defeat the worm’s psychic domination, and actually transfer their minds to the worm’s form.

<b>AWARENESS</b>	<b>3</b>	<b>PRESENCE</b>	<b>2</b>
<b>COORDINATION</b>	<b>4</b>	<b>RESOLVE</b>	<b>5</b>
<b>INGENUITY</b>	<b>3</b>	<b>STRENGTH</b>	<b>2</b>

#### SKILLS

Fighting 3.

#### TRAITS

##### Alien

**Alien Appearance (Major):** The Deathworm Morphant appears as a serpent comprised of jellyfish-like protoplasm.

**Natural Weapons (Major):** The worm is able to spit a viscous fluid that burns on contact (damage 5 [2/5/7]).

**Shapeshift (Minor):** In its natural form, the Deathworm Morphant cannot change its shape to resemble another creature, but is capable of altering its shape so as to fit through any space.



**Symbiotic Consciousness:** The worm is able to possess another creature – but if the worm is dominated instead, the target can instead transfer their consciousness into the worm.

**Tiny (Major):** In its natural form, the Deathworm Morphant is about the size of a large rat.



THE TV MOVIE

The Institute has several research facilities spread throughout the San Francisco Bay Area and Silicon Valley, but the main headquarters building is in the city itself, a showpiece of architecture dominated by a wall of windows several stories high. This building is where ITAR threw its New Year's party, which was also the unveiling of Professor Wagg's beryllium atomic clock, which ITAR was hoping to launch "San Francisco Mean Time" as the world's new standard of time measurement.

### FURTHER ADVENTURES

- **The Return of the Master:** When we last see the Master, he is still inhabiting Bruce's body, and falls into the Eye of Harmony. We know he survives this, eventually using a Chameleon Arch to take the form of Professor Yana (see *Utopia* in **The Tenth Doctor Sourcebook**). But how does he survive? Perhaps there is some unknown ability of the Deathworm Morphant, allowing it to make a desperate jump through

## THE MASTER

The renegade Time Lord known as the Master has used up all of his regenerations, but has escaped death by transferring his consciousness into a Deathworm Morphant. Using the powers of the worm, he takes control of the body of a human ambulance driver named Bruce, but knowing that this body will not last, is desperately driven to steal the Doctor's remaining regenerations using the Eye of Harmony.

<b>AWARENESS</b>	3	<b>PRESENCE</b>	6
<b>COORDINATION</b>	2	<b>RESOLVE</b>	6
<b>INGENUITY</b>	9	<b>STRENGTH</b>	4

### SKILLS

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

### TRAITS

**Adversary:** The Doctor.

**Alien Appearance (Minor):** The presence of the Deathworm Morphant within Bruce's body is revealed through the eyes, which are distinctly inhuman and must be covered with sunglasses to avoid suspicion.

**Boffin:** The Master's skill with electronics is equal to that of the Doctor.

**Charming:** The Master's charm is legendary.

**Code of Conduct:** The Master is flamboyant, always opting for the most satisfying, grandiose and elegant means of destroying the Doctor, rather than simply killing him when the opportunity presents itself.

**Feel the Turn of the Universe:** Having stared into the Time Vortex, the Master instinctively feels the terror and magnificence of the universe.

**Hypnosis (Special Good):** An expert hypnotist, the Master can gaze at others and tell them to obey him.

**Indomitable:** The Master is resistant to hypnosis, possession or similar attacks.

**Natural Weapons:** Through the abilities of the Deathworm Morphant, the Master can spit a viscous



fluid that burns on contact (damage 5 [2/5/7]).

**Outcast:** The Master is a renegade.

**Time Lord\***

**Time Lord (Experienced):** In his years since Gallifrey, the Master has amassed hundreds of years of knowledge.

**Time Traveller:** The Master is an experienced time traveller.

**Voice of Authority:** Few can resist listening to the Master.

**Vortex:** Staring into the Vortex has driven the Master quite mad.

\*The Master is currently in a stolen body, so cannot regenerate or use many of the Time Lords' abilities.

**TECH LEVEL: 10**    **STORY POINTS: 5**



time and space, depositing the Master somewhere (and somewhen) far from Earth at the turn of the 21st century, or perhaps the Time Lords bring him back to life during the Time War (this would not be the first time this has happened either – see *The Five Doctors* in *The Fifth Doctor Sourcebook*).

- Van Statten’s Worm:** Henry Van Statten, the CEO of GeoComTex, is a member of ITAR’s board of trustees – and an avid collector of supposedly extra-terrestrial artefacts (see *Dalek* in *The Ninth Doctor Sourcebook*). He was attending the New Year’s party at ITAR’s headquarters, and during the confusion early in the evening, stumbled upon the guards who had been dispatched by the Master’s spit attack. Thinking quickly, Van Statten took a sample of the goo, and dispatched it to his GeoComTex facility in Silicon Valley, where scientists immediately began to sequence its DNA. Now, several years later, Van Statten is on the brink of successfully cloning a Deathworm Morphant. What happens when the creature comes to life and escapes? What damage might it wreak on early 21st century Earth... and what damage might Van Statten do to recover it?



- Big Trouble in Chinatown:** The Doctor tells Chang Lee not to be in San Francisco next Christmas. This is because of an alien incursion that occurs in Chang Lee’s neighbourhood during that month – as the Fourth Doctor predicted, the Mandragora Helix returned to Earth (see *The Masque of Mandragora* in *The Fourth Doctor Sourcebook*), influencing members of a Tong, a Chinese-American organised crime group, who began to spread their influence throughout Chinatown. The player characters must stop the Tong, and the alien entity that is supplying them with unbelievable powers which make the locals think that the Tong has regained the legendary powers of the warriors of ancient China.



## PROFESSOR WAGG

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

Professor Wagg is one of ITAR’s board of trustees, a scientist who designed the beryllium atomic clock, the world’s most precise device for marking and measuring the passage of time. He was very pleased with himself, convinced that he would usher in the beginning of “San Francisco Mean Time,” and so kept his work secret, refusing to show it to anyone before the official unveiling at ITAR’s New Year’s party.

### SKILLS

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

### TRAITS

**Boffin:** Allows the Professor to create Gadgets.

**Insatiable Curiosity:** The Professor will investigate anything that sparks his curiosity unless he passes a Resolve + Ingenuity roll at a -2 penalty.

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

**EQUIPMENT:** ITAR clearance pass

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

## THE NIGHT OF THE DOCTOR



THE NIGHT OF THE DOCTOR



*'Physician, heal thyself.'*

### SYNOPSIS

Karn, the Far Future

A damaged human starship was crashing, and the pilot, Cass, was desperately trying to affect repairs. Cass asked the ship's computer for help, and the computer offered to call for a doctor. Cass responded that she wasn't injured – that she was trying to send a distress call, and didn't need a doctor. The Eighth Doctor suddenly appeared behind her, stating that he was a doctor, but probably not the one she was expecting.

The Doctor noticed that the ship's crew was gone, and asked why Cass was still aboard. She explained that she had teleported the crew off the ship and stayed behind. The Doctor then took her hand as he led her to the TARDIS. As he was trying to open the doors to the chamber where the TARDIS was parked, Cass said she joined the crew to see the universe, and wondered if it was always like this. The Doctor responded that it was if she was lucky.

He succeeded in opening the doors with his Sonic Screwdriver, revealing the TARDIS, and reassured Cass that it was bigger on the inside.

To the Doctor's dismay, Cass reacted with horror. She identified the Police Box as a TARDIS, and realised that the Doctor was a Time Lord, one of the two powers currently waging the Time War. The Doctor assured her that he hadn't participated in the war, but this failed to calm Cass. When he pointed out that at least he wasn't a Dalek, she replied that one could hardly tell the difference between Daleks and Time Lords any more, and left the chamber, locking the door behind her. Although the Doctor stated that he won't leave the ship without her, Cass replied that she would rather die than travel with a Time Lord.

The ship crashed on the planet Karn, where the Sisterhood of Karn had been expecting the Doctor. Finding his dead body in the wreckage, they were able to revive him for a short time. As he regained consciousness, the woman named

Ohila told him he had four minutes to live, and the Sisterhood had several potions which could trigger a Time Lord's regeneration process. Ohila claimed that Time Lord science was elevated on Karn, and the various elixirs would allow him to determine the exact nature of his next incarnation.

The Doctor asked why the Sisterhood was helping him, and Ohila replied that he was the only hope to stop the Time War, which threatened all of reality. The Doctor still resisted the idea of fighting. She told him that he was part of the Time War already, whether he liked it or not. He responded, saying he would rather die than join the Time War, prompting Ohila to remind him that he was already dead – and she asked him how many more would he let die.

The Doctor relented, realising that the Universe didn't need a Doctor any longer. He removed a bandolier from Cass' body and told the Sisterhood to make him into a warrior. Ohila offered him one of the elixirs that she developed herself. The Doctor took it, and yelled at the Sisterhood to get out. As they left, he asked if it would hurt. Ohila simply replied "Yes." "Good," the Doctor grimly responded.





The Doctor saluted his eighth incarnation's companions and friends, and apologised to Cass. He drank the potion, and began to regenerate. After the light of the regeneration faded, Ohila returned to see if it had worked. The newly-regenerated Time Lord stood and put on Cass' bandolier, girding himself for battle. The Doctor no more, the new incarnation prepared to fight against both sides of the Time War.

upon its surface, where they guard the source of their Elixir of Life. The Elixir is created via condensation on the cave walls from the heat of the Sacred Flame of Karn, a geothermic vent from the planet's core. The combination of rare gasses in the Sacred Flame and even rarer minerals in the cave walls mix to form the basic ingredients of the Elixir, which the Sisterhood can use to extend lifespans, heal grievous injuries, and, in the case of Time Lords, enact precise control over the regeneration process.

## CONTINUITY

- The crash of the starship actually kills the Doctor outright – he is not able to regenerate. He is only saved by the biochemical skills of the Sisterhood of Karn, who first revive him (albeit only for 4 minutes), and then trigger a customised regeneration.
- The Sisterhood are peers of the Time Lords, but live a more austere existence. Their apparently primitive society on Karn belies the fact that they are highly advanced – even more so than the Time Lords in some areas. Where the Time Lords excel in temporal sciences, the Sisterhood have focused on biogenetics. We first met them in *The Brain of Morbius* (see **The Fourth Doctor Sourcebook**).
- The Eighth Doctor offers a salute to his friends by name: Charley, C'rizz, Lucie, Tamsin, Molly... all companions whose time with the Doctor are clouded by the causal feedback from the Time War. Their adventures are out there, somewhere in the Vortex.
- The Eighth Doctor's final words before regenerating are "Physician... heal thyself."



## RUNNING THE ADVENTURE

This is a very short adventure, serving mostly as a method of introducing a new, previously unseen incarnation of the Doctor. Similarly, you can add backstory like this to your Time Lord characters as a way to introduce complications to later incarnations (as they must suddenly deal with ramifications of events that occurred earlier that they weren't even aware of), or even as a way to go back into the history of a campaign and play new adventures.

## KARN AND THE ELIXIR OF LIFE

The planet Karn is the home of the Sisterhood. It is a barren, rocky world. The Sisterhood live in caves

## THE SISTERHOOD OF KARN

The Sisterhood of Karn are a religious order, believed by some to be an early offshoot of the Gallifreyan race. They are Psychic, Telepathic and unaging, due to their exposure to the Elixir of Life (see *The Brain of Morbius* in **The Fourth Doctor Sourcebook**).

As a special bonus, Sisters may combine their psychic powers when together, combining their Resolve scores – a group of Sisters are immensely powerful. They have been known to pull starships from the sky in order to keep the secret of the planet, which begs the question: what role did they play in the crash that killed Cass and the Doctor? Ohila said that they needed the Doctor to stop the Time War; perhaps this entire sequence of events was planned by the Sisterhood to bring about that very result.

FURTHER ADVENTURES

- **The Unseen Hand:** The Sisterhood of Karn are powerful psychics, capable of pulling starships out of the sky, and perhaps even attracting a TARDIS via a psychic compulsion. Ohila told the Doctor that he was “the only hope left” to end the war between the Daleks and the Time Lords that was threatening to unravel the very fabric of reality. Did they bring him to Karn, and engineer his death and regeneration, giving them the warrior they needed to save the universe? And if so, what other efforts did they undertake? They seem far too clever to bank their entire chance on a single operative. An entire campaign could be built around the characters being drawn to Karn by the Sisterhood, and tasked with helping to put a stop to the Time War.

- **The War to End All Wars:** Of course, the biggest source for further adventures would be for your players to take on the role of the “War Doctor” (see below) and his companions, and to play out the stories of his adventures during the Time War itself. When the Doctor regenerated into his new form, he appeared as a man in his prime years, but when we see him again, ending the Time War (see *The Day of the Doctor* in *The Eleventh Doctor Sourcebook*), he is quite old and nearing the end of that life. He appears to have spent hundreds of years in his struggle to end the great calamity threatening the universe – more than enough time for you and your players to create a truly memorable campaign.



THE NIGHT OF THE DOCTOR



OHILA

The head of the Sisterhood of Karn during the Time War, a powerful psychic and the Sisterhood’s most gifted biogenetic alchemist.

AWARENESS	5	PRESENCE	4
COORDINATION	3	RESOLVE	6
INGENUITY	7	STRENGTH	2

SKILLS

Athletics 2, Convince 3, Craft 4, Knowledge 5, Medicine 6, Science 6, Subterfuge 4, Survival 4.

TRAITS

**Psychic:** +4 against mental attacks, and Ohila can read minds.

**Biogeneticist (Special):** If a Time Lord imbibes one of Ohila’s elixirs, his regeneration is automatically triggered but he benefits from the Tailored Regeneration Trait.

**Clairvoyance:** Ohila can see other locations, at a range limited by her Resolve.

**Immortal (Major):** The Sisterhood of Karn is undying.

**Initiate of the Sisterhood of Karn:** Ohila is a trained psychic, telepathic and unaging, she has a Major Obligation to the Sisterhood, and may combine her Resolve with other Sisters when doing psychic work together. (This is a Special Trait described on pg. 72 of *The Fourth Doctor Sourcebook*, the relevant information is repeated here.)

**Obligation (Major):** Ohila would kill to protect the Sacred Flame.



**Precognition:** Ohila can get a glimpse of the future by spending a Story Point.

**Technically Inept:** -2 penalty to any attempt to fix technology.

**Telekinesis:** Ohila may move objects using Resolve instead of Strength.

**Telepathy:** Ohila may create a mental link to read minds or converse telepathically.

**Teleport:** Ohila can shift to another known location with an Awareness + Resolve roll (Difficulty 12). Failure means that she doesn’t move.

TECH LEVEL: 7

STORY POINTS: 8

**CHAPTER FOUR**  
DOOM OF THE DALEKS



## DOOM OF THE DALEKS



DOOM OF THE DALEKS

The Daleks believe they are the superior race in the cosmos. All other life forms are equally despised. All other life forms must be exterminated. The Daleks make no distinction between Human and Ogron, between Silurian and Draconian, Ood or Sontaran. All are equally hated. All must be destroyed. Oh, there may be short-term tactical variations - exterminate the human enemies before exterminating the Ogron slaves - but that does not mean the Daleks hate the Ogrons any less than they hate the humans. All non-Dalek life is abominable. All non-Daleks must be exterminated. There's only one exception. There is only one lifeform in the universe, in the entirety of time and space, that the Daleks hate more than any other lifeform.

The Doctor. The Predator. The enemy of the Daleks.

When the Daleks went to war against the Time Lords of Gallifrey for mastery of time, the Doctor was their most important target. On him they lavished their most advanced weapons, their most perfect hate. And when the Doctor dodged and tricked and cheated his way out of certain death a thousand times, they hated him all the more. Subtlety is not a Dalek trait, but they are capable of it. They developed a weapon that was also a trap - the Temporal Exterminator. An elegant weapon, really. The last thing it does is kill you.

When you're hit by the Temporal Exterminator, it starts unravelling and eroding your time line in both directions - forwards and backwards. The first event that it unravels is the moment when you're actually hit by the Exterminator, so you never remember being shot by it. The unravelling effect moves along your own timeline, corroding it. Events in your past stop making sense; your future becomes disconnected, disjointed. You might think you're losing your mind, or just keep running and never notice that your past's melting away. It's only when the exterminator effect envelops your whole timeline that the weapon kills you, erasing you from history forever.

At some point in his timeline, the Doctor was hit by the Temporal Exterminator. He doesn't remember it happening, because that's the first event to be erased. But it's killing him. He needs help.

### ABOUT THIS CAMPAIGN

*Doom of the Daleks* is a campaign - a linked series of adventures - for **Doctor Who: Adventures in Time and Space**. In the prologue, the player characters are recruited to help save the Doctor from the Temporal

Exterminator. To do so, they've got to travel through time and space, shadowing the Doctor's timeline, gathering 'temporal traces' - the tell-tale scars left in history by the Temporal Exterminator. With this information, they can find the point in the Doctor's timeline when the Daleks succeeded in using the Temporal Exterminator on him, and save him. That's the final adventure, *Neverwas*.

You can run this campaign with any sort of characters: with any Doctor and his companions, with an original Time Lord, with Torchwood or UNIT teams, or with a rag-tag bunch of investigators like Sarah Jane Smith and friends or the Paternoster Gang.

### PROLOGUE

The prologue runs differently depending on who the player characters are, but all the versions end up in the same place: the characters fly off in a TARDIS with a Temporal Trace Locator to gather information about the Exterminator.

### THE DOCTOR OR ANOTHER TIME LORD (BEFORE THE TIME WAR)

Meet the Director. He's a Time Lord. He works for the CIA - the Celestial Intervention Agency. He looks like a government agent - conservative suit, dark glasses, radio earpiece, pale as a ghost. No matter where he goes, his TARDIS disguises itself as a nondescript dark grey door in whatever wall is convenient. His idea of a wild, unstable post-regeneration bout of madness is to add an extra sugar to his coffee.

He's been all across the universe, meddling and spying for the High Council. He speaks in whispers and cryptic mutterings, and never looks you in the eye when he talks to you. No, he's more likely to suddenly appear at your side when you're at a party, or sitting in a coffee shop, or admiring a supernova, and whisper some mysterious mission into your ear.

OK, his social skills could use some work, but he's one of the good guys (more or less), and he's very, very good at his job.

The Director finds the Doctor (or whatever Time Lord you've got in your game) and informs them that there's a situation that needs their attention. A Time Lord spy - not one of the Daleks themselves, but a human scientist who was working with them - passed on information to the CIA. They've built a secret temporal weapon, and they've used it to kill the Doctor. The



## THE TRANSLATION MATRIX

Normally, the TARDIS' translation matrix needs a Time Lord in the circuit in order for everyone else to be able to understand all languages. If you don't have the Doctor or another Time Lord in your group, then assume that the TARDIS is using one of the other player characters as a temporary relay. That character may develop other telepathic powers or side effects as the TARDIS' telepathic circuits invade their brain.

Doctor hasn't noticed yet, but he's a walking dead man unless the Temporal Exterminator effect is somehow reversed.

The Director gives the characters a Temporal Trace Locator, and explains that they must travel through the Doctor's timeline and find these traces. Once the Locator has enough data, it will be able to quadrangulate (triangulate in the fourth dimension) the location of the Dalek weapon. The locator interfaces with the systems of the characters' TARDIS (or other time machine); it'll bring them to roughly the right spot in space and time, and then they just need to wander around with the Locator until it locates the trace.

### THE DOCTOR OR ANOTHER TIME LORD (AFTER THE TIME WAR)

Before the Time War, the Director sent a hypercube to one of his agents, warning him of the Temporal Exterminator. That message capsule got lost in the Vortex, and never made it to the agent in time. Since then, it's been bouncing around the universe, looking for another Time Lord or another suitable recipient. It just found one of the characters.

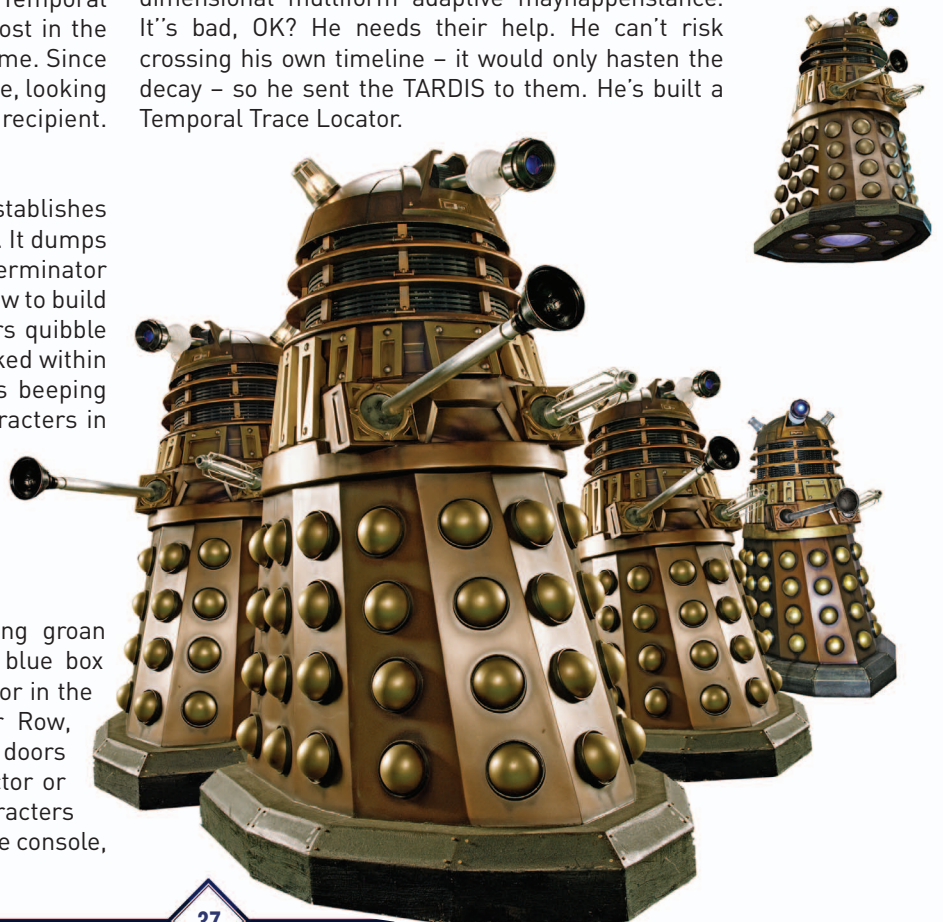
The message box drops out of the sky and establishes a telepathic link with one of the characters. It dumps all the information about the Temporal Exterminator into her brain, along with instructions on how to build a Temporal Trace Locator. If the characters quibble that any such Dalek weapons would be locked within the Time War, point out that the locator's beeping away; it's certainly eager to bring the characters in search of temporal traces, so there must be something out there...

### WE'RE NOT TIME LORDS, BUT WE KNOW THE DOCTOR

The characters hear the familiar wheezing groan of an incoming TARDIS, and the familiar blue box materialises on top of the Torchwood Hub, or in the research labs at UNIT, or at Paternoster Row, or wherever the characters hang out. The doors swing open, but there's no sign of the Doctor or anyone else on board. Exploring, the characters find a big post-it note stuck to a button on the console,

with the message THIS IS PROBABLY THE BEST BUTTON TO PRESS. Lying atop the console next to the note is a gadget - the Temporal Trace Locator. When the characters press the button, the TARDIS judders, the door swings shut, and the time rotor starts moving as the ship takes off. A hologram appears: it's the Doctor, in whatever incarnation the player characters know best.

The hologram explains that the Doctor learned that he was shot by a weapon. The thing is, it's a time travelling weapon - it erases events, and the first event it erases is the moment he was shot by it. He can't remember when or where it happened, because it didn't happen, but even though it didn't happen, it's still killing him because the effects of it happening happen independently to the original event... oh, don't try to understand. He doesn't have time for your limited monkey brains to wrap themselves around an N-th dimensional multiform adaptive mayhappenstance. It's bad, OK? He needs their help. He can't risk crossing his own timeline - it would only hasten the decay - so he sent the TARDIS to them. He's built a Temporal Trace Locator.





DOOM OF THE DALEKS

All the characters need to do is follow the signal on the Locator, and find the temporal traces. Once it finds enough temporal traces, it'll be able to find the weapon, and hopefully then work out a way to stop it erasing him.

### WE'RE NOT TIME LORDS, AND WE DON'T KNOW THE DOCTOR

The characters find a strange blue box. Maybe it's stood at the corner of their street for years, or maybe it's been in their attic for as long as they can remember. Maybe they find it in the collection of some eccentric collector, or find it floating in space. (Or maybe the TARDIS is in lots of different places and times at once, and each player character finds it independently, and they all meet up for the first time when they step through the door...)

Inside, the box is bigger than it is on the outside. As soon as the characters step on board, the door shuts and the ship takes off. A hologram appears; it's a strange little man, both young and old.

"Hello", he says, "I'm the Doctor. I'm sorry about this, I'm so so sorry, but I need your help..."

The hologram explains that the Doctor is a time traveller, that this machine is his TARDIS – all the stuff that the players know, but their characters

might not be aware of – and then launches into the story about the mysterious weapon that's killing him, but he can't remember how or where it injured him. Desperate, he programmed the TARDIS to find someone to help him – and it's picked the characters!

### THE ADVENTURES

Eleven of the twelve adventures in this campaign are inspired by previous adventures of the Doctor – and with good reason! The characters are retracing the Doctor's timeline, exploring his past (and future) to gather temporal traces. You can run these adventures in any order (more or less), or just play through time in order of incarnation.

- Down and Away Below
- The Space Trap
- The Tendrils of Neox
- Nowhere
- Coils of the Serpent
- Lunchtime of the Dead
- The Matter of Silver
- The Patchwork Man
- Marked
- Ice
- The Face in the Mirror
- Neverwas

### THE TEMPORAL TRACE LOCATOR (SPECIAL GADGET)

If the Time Lords built it, it looks like a silver gauntlet, studded with ruby control studs and marked with the Seal of Rassilon. If the Doctor or a player character built it, it's a crazy contraption of loose wires, duct tape, clockwork and what appears to be a hamster wheel, all connected to a 51st century computer interface. Either way, it goes ding when there's temporal trace stuff.

The Locator can interface with a TARDIS or another time machine, and guide it unerringly (more or less) to the vicinity of the next temporal trace. It can also be used as a general-purpose scanner and temporal manipulator.

A temporal trace, by the way, is a scar, a discontinuity in time left by the Dalek weapon. They're invisible to most people. Characters with Feel the Turn of the Universe Trait get uneasy when close to a trace, and the Temporal Trace Locator can detect them automatically from a short distance. To zero in on

a trace, the operator of the Locator must make an Ingenuity + Technology roll, with a Difficulty that varies depending on distance to the trace and local conditions.

As traces are hyper-dimensional scars in the Vortex, they aren't necessarily tied to a particular place. They might be entangled in the timeline or some person or object, or only come into phase with our reality at a particular time. The player characters will have to explore wherever they land in order to find the trace. If the characters are relying on the Locator to fly the TARDIS, then they can't leave until they find the trace. If they're merely following the Locator's directions, then the Locator kicks up an almighty fuss if they try to leave without finding the trace (increasing the Difficulty of any Transport or Technology rolls to leave by +6).

**Traits:** Scan, Transmit, Vortex.



## DOWN AND AWAY BELOW



Pirates, or privateers? It all depends on your perspective. In the Caribbean in the late 17th century, there were plenty of both. Independent crews, far from the crowns of Europe, yet willing to do the crowns' work when the pay was good enough. Roaming the seas like ever-hungry predators, ready to suddenly strike.

But what of predators from below the sea? Unimpressed by the machinations of the kingdoms of men, cold intellects, not altogether truly alien, slowly drew their plans against the unsuspecting lot of mankind.

### **ADVENTURE SYNOPSIS**

The characters follow the temporal trace to Earth -- the Caribbean in 1692. They materialise on board a Spanish merchant vessel, where they are mistaken for stowaways and taken before the Captain. Before they can extricate themselves from this trouble, the ship falls under attack by pirates. The Spanish vessel is severely damaged in the battle and sinks -- taking the TARDIS with it to the bottom of the sea!

The characters, along with the survivors of the Spanish crew and passengers are taken prisoner by the pirates -- who are, in fact, English privateers sailing out of Port Royal, Jamaica. They are taken to

the city, whereupon the characters learn of another problem: in a week, it will be 7th June, 1692 -- and at 11.43 am, Port Royal will be struck by a massive earthquake and tsunami. 2000 of the city's 6500 residents will be killed during the disaster, with another 3000 dying over the following days from injuries, disease and dehydration. The problem facing the characters: manage to escape from captivity, retrieve the TARDIS from the depths of the sea, and get out of Port Royal before the earthquake.

These problems are exacerbated by the fact that there have been a series of mysterious disappearances in Port Royal -- people going missing from the waterfront at night, never to be heard from again. Local superstition talks of monsters from the deep...

### **PORT ROYAL, JAMAICA**

Port Royal is a bustling harbour town situated on the south-eastern tip of Jamaica, at the western end of the Palisadoes sandspit that protects Kingston harbour. It was founded by the Spanish as "La Vega", but taken over by British forces in 1655. The town was left in ruins after the invasion, and Admiral William Penn, recognising the strategic value of the harbour, rebuilt the city and renamed the town "Port Royal", in honour of the English crown.



DOWN AND AWAY BELOW

In 1657, recognizing the threat posed by the larger and more powerful Spanish forces in the Caribbean, Governor Edward D'Oley invited the Brethren of the Coast, a loose affiliation of pirates and buccaneers, to use Port Royal as their home port, in return for Letters of Marque: official documents that licensed the pirates to attack Spanish shipping on behalf of the English. Soon, Port Royal turned into a criminal haven, and the wealthiest shipping centre in the New World. Pirates sold their ill-gotten cargoes in a bustling black market, and spent their loot in the town's innumerable taverns and gambling houses. Port Royal gained a global reputation as the richest and wickedest city in the world.

It is now 1692, and although piracy has been officially outlawed in Jamaica since 1687, Governor John White and other English officials tend to look the other way, as long as the pirates continue to nominally operate as privateers against the Spanish.

Port Royal is comprised of hastily constructed wooden shacks built cheek-to-jowl with buildings of sun-baked brick with tile roofs in the colonial style of the town's previous Spanish masters. Every year, more and more people flood into the town, drawn by the promise of riches and adventure.

### LOCATIONS OF NOTE IN PORT ROYAL

- **The Northern Docks:** The busiest part of the waterfront of Port Royal, the docks that stretch along the northern shore of the town, bookended by the protective forts (Fort James to the west, and Fort Carlisle to the east). These docks are the closest to the bulk of warehouses and markets in the town, making them the centre of the shipping trade in Port Royal.
- **Chocaleta Hole:** A deep protected cove in Port Royal harbour; the safest anchorage in the town, under the guns of Fort Charles (the largest English fort in town) and Fort Walker.
- **Queen's Street:** The busiest street in Port Royal, on the north-west side of town. Queen's Street is lined with taverns, gambling houses, and other less savoury businesses, ensuring its place as the most popular spot in a pirate haven.
- **The Customs House:** Located at the corner of Lime Street and Queen's Street, the Customs House is home to the offices of the English officials who process the paperwork for the import and export of goods through Port Royal.

This is the vital centre of the official shipping business in the port, but also a vital location for offering official cover for unofficial, illegal shipping as well. Officials in the Custom House are known to take bribes to provide bills of lading for cargoes that may or may not exist, as cover for the actual trade that is occurring down the street at one of the Queen's Street taverns.

- **Governor's Mansion:** The residence of the Governor of Jamaica, appointed by the King of England. Currently occupied by Governor John White. The Mansion is roughly located in the centre of town.
- **Turtle Kraals:** A large portion of the diet of the residents of Port Royal is comprised of turtle, which are raised in semi-submerged pens along the western shore of the harbour.

### 1. RUN OUT THE GUNS!

Following the temporal trace, the characters' TARDIS materialises on Earth in the late 17th century. The scanner shows the TARDIS is in a small room with wooden walls, filled with what appears to be burlap bags full of grain, potatoes, onions and carrots. The temporal trace is very faint, difficult to get an exact lock on.

Leaving the TARDIS, the characters will be struck by the faint rocking of the room and a pervasive smell of damp mould – they are in the provisions locker of a sailing vessel of some kind. This poses something of a problem, as ship's crews are seldom appreciative of stowaways.

The ship is the *San Geronimo*, a Spanish galleon, currently bound for the Spanish colony of Santiago de Cuba.

The characters will not be able to move more than a few yards without being discovered by members of the crew (in fact, if they choose not to move from the locker at all, members of the crew will discover them there as they come to retrieve ingredients for tonight's dinner).

It would not be advisable for the characters to attempt to fight the Spanish crew; the vessel carries over 150 men, so the characters would soon be overwhelmed. Their best hope is to try to talk their way out of trouble once captured by the crew and brought before Captain Gaspar Castillo.





## SPANISH CREW

<b>AWARENESS</b>	3	<b>PRESENCE</b>	3
<b>COORDINATION</b>	3	<b>RESOLVE</b>	4
<b>INGENUITY</b>	4	<b>STRENGTH</b>	2

The Spaniards are professional sailors, and know that stowaways are to be brought to the Captain. If threatened, they will defend their ship.

### SKILLS

Athletics 3, Craft 3, Fighting 2, Knowledge 1, Marksman 1, Survival 2, Transport 3.

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

## CAPTAIN GASPAR CASTILLO

<b>AWARENESS</b>	4	<b>PRESENCE</b>	4
<b>COORDINATION</b>	5	<b>RESOLVE</b>	4
<b>INGENUITY</b>	4	<b>STRENGTH</b>	3

Gaspar is a suspicious man. He knows that the Caribbean is infested with pirates, rapacious thieves who work on behalf of the English and the Dutch. He will assume that the characters are stowaways, in league with pirates and will be very hard to convince otherwise.

**Playing Captain Castillo:** Pace back and forth, arms clenched behind your back. Carefully consider everything you say. Treat everything the characters say with suspicion.

### SKILLS

Athletics 3, Convince 4, Fighting 4, Knowledge 3, Marksman 3, Transport 4.

### TRAITS

**Voice of Authority:** Captain Castillo commands respect when he speaks. He receives a +2 bonus on Presence and Convince rolls.

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

## BLACK POWDER WEAPONS

The Spaniards (and pretty much everyone else in this adventure) are armed with flintlocks and other black powder weapons. These Technology Level 3 guns do 2/5/7 damage at range, but 3/6/9 up close. Unlike a modern firearm, a black powder gun can only be fired once before it has to be reloaded. It takes three Action Rounds to reload a weapon like this.

Getting a Disastrous “No, and...” Failure with one of these weapons means that it misfires and explodes in the character’s hand. Roll a die to see how much damage is delivered.



The characters will eventually be brought to the Captain’s cabin, where Gaspar Castillo will interrogate them: who are they? How did they stow away aboard the *San Geronimo*? What is their purpose? He suspects that they are in the employ of either Dutch or English pirates, tasked with signalling a nearby vessel so the *San Geronimo* can be attacked during the night.

The characters can try several approaches to dealing with Captain Castillo – they might be able to successfully bluff, claiming this is all some misunderstanding. Gadgets such as Psychic Paper will appear to Captain Castillo as a Royal Charter, claiming that the characters are highly placed Spanish officials, on a secret mission for the crown. They might even consider telling him the truth (although he certainly will not believe them, unless shown some sort of proof).

Allow the conversation with Castillo to come to a logical conclusion (either with the Spaniard accepting the character’s story, or ordering them imprisoned for trial in Santiago de Cuba). At this exact moment, the *San Geronimo* will shudder from the impact of cannonballs: pirates are attacking!



DOWN AND AWAY BELOW

The first volley from the pirates starts a fire near the *San Geronimo's* gunpowder stores; as the pirates continue to attack, the fire creeps ever closer to the explosive material. The scene on board the ship is one of total chaos: sailors racing to their positions, trying to defend the ship, and trying (unsuccessfully) to put out the fire. Allow the characters to act, depending on the results of their interrogation by Captain Castillo; if he is still convinced of their guilt, he will order his sailors to kill the characters (who must now escape). If he thinks they are Spanish officials or in some other way on his side, he will instead urge them to help defend the ship. What the characters do, of course, is up to the players. They might even become aware of the fire burning near the powder stores, but it should be evident to the characters that there isn't enough time for them to put the fire out before the powder blows.

...which it soon does. Rather spectacularly.

The powder store of the *San Geronimo* explodes violently, and the ship lurches heavily to one side. The explosion sends a fireball high into the sky, and blows a massive hole through the bulkhead at the waterline of the vessel. The galleon is soon rapidly sinking.

The characters will obviously want to get back to the TARDIS, to get it off the ship before it sinks to the bottom of the sea. Allow the characters to make Strength + Athletics rolls, attempting to run through the sinking ship, avoiding the crush of Spanish sailors who are scrambling to jump overboard, dodging burning beams and onrushing water. Play up the tension of every delay that stands between the characters and the TARDIS.

The characters will not reach the TARDIS in time; the ship is sinking too quickly, and they will soon be faced with the unquestionable choice of escaping from the wreckage before they go down with the ship themselves. Eventually, they will find themselves treading water in the shark-infested Caribbean, along with the other survivors, as they watch the remnants of the *San Geronimo* slip silently beneath the waves... taking their TARDIS with it.

All is not lost, however, as the pirate vessel, a licensed English privateer known as the *Sea Witch*, drops lines over its sides, and voices ring out from the decks, urging the survivors of the *San Geronimo* to come aboard. (Particularly evil Gamemasters may want to make the characters roll Athletics to swim to the ropes and climb, as a few fins start cutting through the water nearby.) On board the *Sea*

*Witch*, the characters will be faced with a pirate crew (comprising many backgrounds – mostly English or Colonial, but a smattering of other Europeans, Caribbean natives and Africans), led by Captain Obadiah Tuttle.



## CAPTAIN OBADIAH TUTTLE

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

Obadiah Tuttle commands respect among the crew by being a fair man. He is a consummate professional, concerned with the welfare of his crew. He is appalled at the loss of the *San Geronimo* – the shot that hit the powder magazine was a fluke, and not intentional. He intended to fire a salvo at the vessel, then demand its surrender (a tactic which has worked in all of the *Sea Witch's* previous encounters.)

**Playing Obadiah Tuttle:** Act very English, and very sincere. Be terribly, terribly sorry about blowing up the other ship.

### SKILLS

Athletics 3, Convince 4, Fighting 4, Knowledge 3, Marksman 3, Transport 4.

### TRAITS

**Voice of Authority:** Captain Tuttle commands respect when he speaks. He receives a +2 bonus on Presence and Convince rolls.

**Tough:** Tuttle is made of stern stuff and ignores 2 points of any damage taken.

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



## PIRATE CREW

<b>AWARENESS</b>	4	<b>PRESENCE</b>	3
<b>COORDINATION</b>	3	<b>RESOLVE</b>	4
<b>INGENUITY</b>	3	<b>STRENGTH</b>	4

The pirate crew are fearsome at first (that’s a big part of their method – scare the opposing vessel into surrender), but are a relatively good-hearted bunch. They’re sailors first and foremost, and more interested in a good payday than in murder and destruction.

### SKILLS

Athletics 2, Craft 3, Fighting 2, Knowledge 2, Marksman 2, Survival 2, Transport 3.

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

The captives from the *San Geronimo* are gathered on deck, under the watchful eyes of the pirates. Captain Tuttle addresses the captives, telling them that they are not prisoners – any who wish to come aboard as crew will be hired, as they are always looking for good men. *“...and if any feel that their devotion to the Spanish crown is too great to allow them to sail as free men, well then, when we set ashore at Port Royal, I will arrange for passage for you on the first merchant vessel bound for a Spanish colony. It is the least I can do to make amends for the loss of your fine vessel.”*

Eventually, the characters will most likely wish to speak to Captain Tuttle, to see if there’s some way for them to recover the TARDIS (he doesn’t know of any – it’s still a good century or more before the invention of diving suits). If they players don’t think to speak to Tuttle, they will be brought to see him eventually (several of the Spanish crew, including Castillo, who has survived, mentioned the unusual circumstances of their discovery, and Tuttle is curious).

Tuttle will wish to know what made them stow away aboard a Spanish vessel, and will be relatively open to any believable story the characters concoct. During the conversation, allow the characters to make an Awareness roll to notice the *Sea Witch’s* log on the Captain’s desk – which lists today’s date as 30th May, 1692. The character with the highest Knowledge rating (especially with a specialisation in history) should remember that a week from now, on 7th June, 1692, the city of Port Royal will be struck by a massive earthquake and resulting tsunami. 2000 of the city’s 6500 residents will be killed during the disaster, with another 3000 dying over the following days from injuries, disease and dehydration. The disaster is a fixed point in time. They are headed to a place that will largely cease to exist in week’s time – and their TARDIS is at the bottom of the sea.

## 2. A PIRATE’S LIFE FOR ME

The *Sea Witch* arrives in Port Royal, a bustling ramshackle waterfront town that serves as the home port for nearly every buccaneer and freebooter in the Caribbean. The warehouses and docks teem with cargo both legal and illegal, and a thriving trade in both keeps the city busy at all hours.





DOWN AND AWAY BELOW

Captain Tuttle asks the characters to accompany him to the Governor's Mansion, the residence of John White, the Governor of Jamaica. Tuttle must report to the Governor regarding the accidental sinking of the *San Geronimo* (and the subsequent disposition of the Spanish sailors), and wants the characters there to corroborate his version of the events (doubly so if the characters have presented themselves to Tuttle as important people of some variety).

else, they must try to figure out a way to recover the TARDIS as well.

The Gamemaster should encourage the players to come up with their own plans and pursue them. Additionally, the following events can be used during the week to keep the characters on their toes:

## GOVERNOR JOHN WHITE

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

White is a politician, in the purest sense of the word. His responsibility is to follow the mandates of the King, but, given that he's an ocean away, he has a fair degree of autonomy in how he governs Jamaica. He prefers to keep a tight rein on the privateers – he does not want them to provoke an all-out war with Spain, who at this time is a superpower capable of crushing almost all opposition.

**Playing Governor John White:** Never give a straight yes or no answer. Try to please everybody, or nobody, all the time.

### SKILLS

Athletics 2, Convince 3, Fighting 2, Knowledge 2, Marksman 2, Survival 2.

### TRAITS

**Charming:** +2 bonus to attempts to use charm.

**Obligation (Major):** White is the representative of the King of England, and is responsible for the King's subjects in Jamaica.

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

## RUMOURS

During the week in Port Royal, the characters can hear any of the following rumours. Only one of them is true.

1. *The Spanish are planning to make landing on Jamaica to re-take the island.*
2. *The Sea Witch is a haunted ship – the sinking of the San Geronimo was the result of a 'bad luck' curse placed on the Sea Witch by a vengeful ghost, who can be seen wandering the decks at night.*
3. *Men and women have been disappearing in Port Royal over the past month – and it's not press-ganging, or drunks falling into the harbour, either – people who have been last seen walking near the waterfront have gone missing, never to be seen again. (THIS IS TRUE.)*
4. *An ancient Aztec treasure was buried somewhere near Port Royal by Spanish Conquistadores over a hundred years ago, and Blind Pete says he knows where it is!*
5. *There's an Arawak witch-woman who lives behind a laundry on Lime Street, and people say she's got potions that can do everything, from making somebody fall in love with you, to making it so you can breathe underwater!*

## RUNNING AFOUL

At some point during the week in Port Royal, the character will come into conflict with Black Jack Brougham, a pirate of a particularly nasty disposition. The manner of the conflict is immaterial – Black Jack is looking to be insulted, and will manufacture a reason for a fight. He and his cronies (one for each of the characters) will seek to waylay the characters in a back alley. The Gamemaster can use the statistics of the Pirate Crew for Black Jack and his mates.

## MEDICAL EMERGENCY!

If it becomes known that the characters are important, learned people (a Doctor, for example), Captain Tuttle will come to them for help; one of his crew, the quartermaster Bob Hawkins, has been struck ill, and he asks for the character's help. Allow

Unless the characters perform some horrible faux pas, the meeting will pass uneventfully, and the characters will be given the freedom of Port Royal. They have a week to leave the city before it is wiped out by the disaster. Characters familiar with fixed points of history will know that they cannot stop the disaster, nor can they evacuate the city (assuming that their story would be believed). On top of everything



the characters to examine Hawkins, and a successful roll of Ingenuity + Science or Medicine will allow the characters to diagnose Hawkins as suffering from a bacterial infection. If the characters have an appropriate medical gadget, they can cure Hawkins, or it is a simple matter to give the quartermaster penicillin taken from bread mold (which won't be discovered for some time yet). If they manage to cure Hawkins, Tuttle will be forever in their debt.

### FIRE SHIP!

One evening, a light on the horizon appears – a ship is burning! Driven by the wind, and the updrafts created by the flames on its own deck, the ship is making a direct heading for the harbour of Port Royal! If the burning vessel enters the harbour, it could endanger the other vessels (to say nothing of the wooden docks and warehouses that line the harbour). This disaster must be averted!

The characters can row a small launch out and intercept the ship before it reaches the harbour, turning it away from Port Royal (and perhaps rescuing anyone on board). Getting out to the ship with enough time to spare should take some fortuitous Coordination + Transport rolls, and scaling up the side of the ship requires Coordination + Athletics.

The vessel is completely deserted: there is not a soul on board. The characters can easily turn the vessel away from the harbour, before the fire grows too much to endure. It is far too widespread to put out, however, and the ship will eventually burn to the waterline and sink. Before it does, however, give the characters an Awareness roll to notice the tell-tale signs that the fire appears to have been started by the discharge of high-energy weapons.

## 3. THE DISAPPEARANCE OF CAPTAIN CASTILLO

The characters are called by Governor White to the Mansion, where they are met by Captain Tuttle. The Governor and Tuttle tell the characters that Captain Gaspar Castillo, the former Captain of the *San Geronimo* disappeared last night. He was due to take passage aboard a merchant ship leaving today for the Spanish colony of Santiago de Cuba, along with many of the survivors from his crew. He was last seen walking along the waterfront, near the turtle kraals on the western shore of the harbour, near midnight. Governor White is worried that the potential mistreatment of Castillo may be too much for Spain to bear, and this might lead to open warfare.

He would like the characters to search for Castillo. Captain Tuttle, however, is not hopeful. He tells the Governor (and the characters) of the disappearances that have occurred in Port Royal over the past month (see **Rumours** on pg. 44). Governor White dismisses this as the wild tales of drunkards, but Tuttle is not too sure.

The Governor tasks the characters and Tuttle to search for the Spaniard, saying that the future of Port Royal may depend on it. Tuttle leads the characters in a search along the waterfront of Port Royal. During the search, they are suddenly confronted by a group of hideous amphibian monsters stalking out of the surf: Sea Devils!

### FULL FATHOM FIVE

There are two Sea Devils for each character. Tuttle will open fire with his pistols (he carries four in sashes across his middle), and a combat will ensue.

After combat has gone on for a few action rounds, one of the Sea Devils orders the others to cease fire. He carries a hand-held scanner of some sort, which he is pointing in the direction of the characters. He shouts across to them: "You come from the alien cabinet?"

The Sea Devils have the TARDIS!

#### SEA DEVIL GUN



When used as a weapon, this acts as a laser pistol (4/L/L). It can also be used to burn through walls and doors, even those made of thick metal or stone.

**Traits:** Special (cuts through material)

**Cost:** 2 Story Points



DOWN AND AWAY BELOW

## SEA DEVIL



<b>AWARENESS</b>	3	<b>PRESENCE</b>	4
<b>COORDINATION</b>	2 (on land) 5 (in water)	<b>RESOLVE</b>	4
<b>INGENUITY</b>	4	<b>STRENGTH</b>	4

### SKILLS

Fighting 4, Marksman 4, Science 2, Technology 2, Survival 3.

### TRAITS

**Fear Factor 2** : They are lizards, crawling out of the sea towards you, and that's frightening.

**Environmental (Major)**: They can live underwater.

**Armour (Minor)**: Scales reduce injury by 5 levels.

**Weakness (Major)**: High frequencies make Sea Devils unable to take any other actions than walking slowly.

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

The Sea Devils command the characters to throw down their weapons (if they have any). At this point, if Tuttle is still alive, he will try to attack the Sea Devils, and will be gunned down.

The Sea Devils will take the characters prisoner (or the characters can go willingly – either way, they're going), giving them bubble-style helmets to allow "weak mammals" to breathe beneath the waves. The characters are taken into the sea. The Sea Devils are fast swimmers, and pull the characters along behind them, rushing through the water. Eventually, the characters are taken into an underwater cave, which leads to a colony of Sea Devils that has woken in the waters off Jamaica. The base is filled with air, so the breathing helmets will not be required, and is filled

with banks of high-tech equipment. The characters are brought to the command centre. In the centre of the room, surrounded by energy-collection dishes and antennae of various sorts, is the TARDIS. (An Ingenuity + Science roll will allow characters to ascertain that the Sea Devils have some way of drawing power from the TARDIS with this gear. If the characters try to get a closer look at the machinery in the command center, a further Science roll will reveal that it all appears to be connected in some way to seismic activity.)

The Sea Devil commander will tell the characters that they woke to discover the world "infested by mammals." They abducted and ran experiments on humans from "the nearby island" to learn about this new species; "none of the animals survived the process." On one of their expeditions, they discovered "the emanations from the alien cabinet", and brought it back to the base. They are able to draw power from it, but want the characters to grant them access, so that more power can be generated. (They have no idea of the true function of the TARDIS).

If asked about the machinery, the Sea Devil commander will matter-of-factly reply: "This is a seismic wave projector. It releases a pulse of energy into the crust of the earth, which is reflected back. It is a variation on the technology we have used for centuries to power our facilities. We intend to use the power of the alien cabinet to increase the yield a thousand fold, creating a seismic chain reaction that will create tidal waves across the globe. Our scans indicate that 80% of these humans live within 60 miles of the sea. The waves will take care of the human infestation."

At this point, the Gamemaster should allow events to play out to their conclusion. The characters will need to figure out a way to stop the extinction of humanity, and also retrieve the TARDIS. Depending upon their actions, the damage from the seismic weapon can be reduced, resulting in the destruction of the Sea Devil base... but also leading to the earthquake that levels Port Royal, as history recorded. If they fail, then Earth may well be devastated, as the Sea Devils predicted.

Once the characters have gotten back into the TARDIS, they can follow the temporal trace down and away below the sea – the trace is to be found on some smuggler's treasure, buried on the sea bed in a chest marked *Black Albatross*. With the TARDIS fully operational, it'll be a formality to plunge beneath the surface and poking the Temporal Tracker Device out the doors. Or they could ask the Sea Devils nicely...



## THE SPACE TRAP



It is the 22nd century and mankind has spread to the stars. First came the pioneers and prospectors, establishing colonies and discovering new resources, and then came the corporations to harvest those resources for humanity. The strengthening influence of the Interstellar Space Corps (ISC) keeps the peace and, the occasional disruption by mineral pirates notwithstanding, the flame of humanity shines brightly in this age.

Unfortunately, humanity's expansion throughout the stars means that they are beginning to contact other intelligent life, and the crew of the Rigel Beacon now finds itself a pawn in an alien interstellar war, one of which they have records showing them to be hostile towards humanity...

### ADVENTURE SYNOPSIS

The Sontaran-Rutan War has been raging for millennia and by the 22nd century the Sontarans are gaining the upper hand. As Earth humans expand their influence in the galaxy, they have drifted near the front lines of the conflict. The Rutans hope to use this to their advantage by drawing the Sontarans into war with the Earth Government, thereby forcing them to expend resources that would otherwise be used against the Rutans. This would give the Rutans a tactical advantage in the war.

Towards that end a Rutan spy has infiltrated the Rigel Beacon. Killing the engineer and taking his identity, the Rutan fired the station's weapons at a Sontaran supply ship passing through Earth space and covered it by simulating power outages in key systems. With no ability to contact the Sontarans, the beacon will

likely be destroyed as both sides blame the other for firing the first shot in the Earth-Sontaran War.

Unfortunately for the Rutan, it had just fired the weapon and was about to lay the blame on the Engineer when the arrival of the characters threatened its plan. Now it needs to ensure that the characters don't uncover the deception before the Sontarans destroy the beacon. This involves alerting ISC to send reinforcements to arrive while the beacon is under attack. The Rutan also tries to silence the characters before they can cause any more trouble.

It is up to the characters to uncover the Rutan and help the Beacon survive long enough to convince the Sontarans and the ISC that sparking a war is a bad idea for both species. This involves getting the communications up and running while dealing with Sontaran manoeuvres to secure or destroy the beacon.

Finally, the temporal trace that the characters seek is actually part of the outside hull of the beacon ring. It is made of recycled argonite that came from a former beacon section that briefly held the Second Doctor, Jamie, and Zoe. Once the characters get the trace they can move onto the next adventure!

### RIGEL BEACON

Early 22nd century space travel is a precarious business; given the scarcity of fuel and mass restrictions, space travellers have to plot their courses efficiently and precisely. To aid them, EarthGov has created a series of sector beacons to aid in course plotting and to provide emergency services as necessary. Therefore the beacons are one-part tollbooth and one-part medical/repair centre, run by ISC personnel.

Rigel Beacon is a relatively new beacon established in the Rigel sector. As with most spacecraft its hull and skeleton are made of argonite, a precious mineral found on too few worlds. As an asteroid belt within the sector contains several argonite-rich rocks the 'Rigel run' is rife with mineral pirates. As a result, Rigel Beacon contains several offensive and defensive security systems to protect itself and any ships in the vicinity.

The basic shape of the beacon is a large ring (or 'wheel') with six corridors (or 'spokes') that attach to a central 'tower' that contains the Operations Centre



and the Main Generator. There are three levels (top, middle, and bottom) to the ring; the spokes are connected to the middle level.

In spite of its size there are only about thirty crew aboard the station.

### Operations Centre

The Operations Centre is the main command station on the beacon. The command staff can be found here in rotating shifts. The Operations Centre is only accessible by a single door and in times of crisis a force field can be turned on that completely envelops the room. The door is actually set in the floor of the room, requiring staff to climb up and down a ladder to enter or exit the Operations Centre.

The Operations Centre also contains the main security controls on the station, including its force field generator and its weaponry.

### Main Generator

The Main Generator is the heart of the beacon and sits on the opposite side of the beacon from the Operations Centre. It is a large, glowing sphere mounted atop a ring of cabinet computers, all with glowing lights and buttons. Power cords snake out in every direction, plugging into wall sockets – a main bundle of thick cables climbs through the ceiling, where they power the Operations Centre.

### Living Quarters

Most of the top level of the ring is devoted to living quarters. These almost impossibly sterile rooms include a fold-down bed and are sparsely furnished. Each also comes equipped with a holographic computer built into a table.

### Recreational Centres

Interspersed amongst the living quarters on the top level are various recreational centres. Most of them are little more than lounges with gaming tables, although there is an arboretum, a pool, a theatre and a gymnasium.

### Laboratories

The middle level is full of closets, laboratories and workshops. Characters wishing to engage in a little jiggery-pokery will find lots of bits and pieces to work with on this level.

### Medical Bay

Dr Edmund Styles can usually be found in the medical bay, which is state-of-the-art as the beacon is often used as an emergency hospital when medical

conditions arise in deep space. The medical bay is housed on the middle level.

### Security Section

Also on the middle level is the security section, which contains the weapons locker, interrogation rooms and a number of cells. These cells have force field facing 'walls' that are powered by an independent supply (so cutting power to the station keeps the cell force fields on, at least for a short time). The Deputy Controller is in charge of security.

### Docking Bay

These bays line the bottom level and are the entry and exit points of the station. Most small craft (including Sontaran spheres) can dock inside the bay; there are docking ports for larger vessels. The beacon also maintains a few shuttles and six Minnow fighters. The bays can be sealed by closing the bulkheads.



### Sanitation Bay

There are four sanitation bays along the bottom level that collect debris and discarded items. The refuse can be blown into space, but normally the beacon waits for the regular rubbish hauler to empty the bays, carting the contents off to be recycled, destroyed, or dumped in a safe location.

### Secondary Generator

The secondary generator is built into the bottom level of the ring and provides back-up power should the main generator fail or be destroyed. Unlike the main generator, the secondary generator is built around a control room, making up the walls, floor, and ceiling, all of which are covered by machinery. A character has to be careful when walking in this room or they may stumble over or even break a fragile component.





## THE TEMPORAL TRACE

The temporal trace in this adventure is a piece of argonite that was used in the construction of the Rigel Beacon. This argonite used to be part of another beacon that was chopped and stolen by Space Pirates. It was retaken by the Space Corps and recycled to be used as part of this beacon. The important part, so far as the temporal trace is concerned, is that this argonite once surrounded a compartment that held the Second Doctor, Jamie and Zoe!

Unfortunately for the characters, this argonite was used for the exterior of the beacon. Unfortunately for the Rutan, it is also dangerously close to the weapons system – as the characters approach it to read the trace, they become convenient scapegoats for the sabotage! Thus the Rutan springs into action to ensure that the Commander doesn't implicate them to the Sontarans.

## 1. A SPANNER IN THE WORKS?

As the adventure opens Rigel Beacon is in disarray. The main cannons fired into space and various systems, including communications, are offline. Controller Natalia Sukov tries to maintain order while Deputy Controller Richard Mason checks on Chief Engineer Namrata Pawar. Unfortunately Pawar was replaced by a Rutan scout who killed the Deputy Controller and assumed his form. It planned to jettison the engineer's body in a sanitation bay, but the arrival of the TARDIS threatens it!

### WELCOME TO THE BEACON!

The characters' TARDIS lands in a sanitation bay dedicated to machine refuse. There are several machines strewn about the room, some partially open and all power cords are unplugged. A quick glance and an Ingenuity + Science roll (Difficulty 12) by a character familiar with at least TL 6 technology enables her to identify the era as near-future in Earth terms (early TL 6); a good success enables the character to recognise that it is definitely 22nd century Earth technology. A fantastic success enables the character to recognise that the walls, floors and ceilings are made of argonite composites and that they are likely standing in a sector beacon that helps guide Earth ships from the solar system to the colonies.

A character making an Awareness + Ingenuity roll (Difficulty 12) notices a body on the floor. It is the body of Chief Engineer Namrata Pawar (Pawar is on her nameplate, and her uniform identifies her as an ISC chief engineer). An Ingenuity + Medicine roll (Difficulty 9) confirms that her body shows signs of electrocution. Unfortunately, whether or not the characters notice the body they are warned by a siren that the bulkhead door is about to open – the bay is about to be emptied! Unhelpfully, the TARDIS' Hostile Action Displacement System activates (regardless of whether the characters armed it or not) and the time vessel dematerialises.

There is only one door out of the room and it is locked. As the equipment stored here isn't very valuable the security lock is very basic; it only takes an Ingenuity + Subterfuge (Difficulty 15) roll to bypass it. Fortunately, the sanitation bay is still protected by a force field until the bulkhead door completely opens, so the characters don't have to struggle to hold their ground or their breath.

Whether the characters access the door or not, it slides open to reveal Deputy Controller Richard Mason and a couple of technicians, all with laser pistols drawn. It seems that an alien object appeared in the sanitation bay and – oh look! There's the missing chief engineer! It's obvious who did the deed, as the characters have been caught red-handed. The Deputy Controller dismisses any protestations to the contrary and informs them that according to ISC Code he can shoot them immediately (he's bluffing, but only a bit). In any event the Deputy Controller (now a Rutan) is curious as to how the characters arrived (the TARDIS is gone, after all) and whether they threaten his plan. He has them marched to the Security Section, informing the Controller with his commlink that the Chief Engineer has been murdered and he's bringing the chief suspects to the brig.





THE SPACE TRAP



## RUTAN SCOUT

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

The Rutans hail from Ruta 3, an icy planet. They are a hive species and rarely see themselves as individuals, employing the plural for self-reference. A Rutan resembles a human-sized luminescent green ball with several tentacles. It is amphibious and able to scale smooth walls. The Rutan can absorb energy and release it as a bio-electric shock. The Rutan's metamorphosis technique is not an inborn ability but learned.

**Playing the Rutan:** The Rutan is disguised as the Deputy Controller, but he doesn't act like him. Be suspiciously interested in the characters, and yet blasé about stuff you should be bothered about.

### SKILLS

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

### TRAITS

#### Alien

#### Alien Appearance

**Alien Organs (Minor Good):** The character's organs are not where you might expect. All targeted damage is reduced by 2.

**Climbing (Major Good):** A Rutan gains a +4 bonus to climbing rolls, and may climb sheer and smooth surfaces.

**Environmental (Major Good):** A Rutan suffers no ill effects from any environment except heat.

**Fear Factor (Special Good):** Grants a +2 bonus to inspire fear.

**Shapeshift (Special Good):** A Rutan can shift into several different forms and duplicate people well, as long as it has given a member of the species a thorough examination.

**Special – Bio-electric Shock:** A Rutan can shock anyone it touches, delivering (4/L/L) damage.

**Weakness (Major Bad):** Heat-based weapons can do 4 levels of damage to a Rutan.

**EQUIPMENT:** Bio-Scanner (Scan).

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

## TECHNICIAN

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

Technicians are those responsible for keeping machinery running. Some technicians are also scientists; you may give these the Biochemical Genius trait in place of the Technically Adept Trait if you wish. As Rigel Beacon is part of the Interstellar Space Corps, technicians are also trained soldiers.

### SKILLS

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

### TRAITS

**Technically Adept**

**EQUIPMENT:** Comm Link, Laser Pistol (4/L/L), Laser Rifle (4/L/L).

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

## DOING TIME IN THE BRIG

As the characters are marched up to the middle level and the security section they can get a good look at where they are. The corridor runs along the inner edge of the wheel that surrounds the central tower. There are large windows of transparent argonite that enable the characters to see outside, enabling them to quickly conclude that they are, indeed, aboard a space station. They can also see that the cylindrical heart of the station is connected by spokes to the ring via the middle level.

Characters making Awareness + Ingenuity rolls (Difficulty 9) notice that much of the station is blacked out or operating with back-up lighting. This is most apparent when they take the staircase, rather than a lift, to the middle level. Technicians seem to be scurrying all over the place to reroute systems. Fortunately, life support seems to be functioning at full capacity; the air is crisp and comfortable.

The characters are brought to the cells and asked to turn out their pockets before the armed technicians

give each of them a once-over. Characters wishing to conceal an object (say, a sonic screwdriver) need to make an appropriate Coordination + Subterfuge roll or, failing that, a Presence + Convince roll to persuade them that keeping the object won't threaten the security. Once the characters are safely incarcerated behind a force field wall, the Rutan asks them how they got aboard and whether they are affiliated with any pirates; space piracy, especially involving the theft of valuable argonite, is rife in these more remote sectors. If a suspicious character makes an Ingenuity + Presence roll (Difficulty 15), they may notice that the Deputy Controller seems unconcerned with how or why the Chief Engineer died; none of his questions touch on those.

Regardless, the Deputy Controller is soon joined by Controller Natalia Sukov, who informs him that the beacon is operating under minimal power – visual scanners are functional but outside communication is impossible and the weapons are still off-line. They're also dead in space without the perimeter shields. The Rutan suggests that they fire 'screamers' (small beacons that project SOS signals to nearby ISC vessels) while concentrating on getting their weapons online. If this was an attack, no doubt the aggressors will show themselves soon. The Controller agrees and tells the Deputy to return to the Operations Centre and make it so. The Controller then turns her attention to the characters. She demands to know who they are working for and what the beacon can expect to be arriving soon. Her demands carry some desperation; she isn't above threatening to kill one of them for answers (although she won't carry out the threat).



With proper Presence + Convince rolls the characters may be able to turn the tables, discovering that the Beacon just had a major malfunction that fried the systems and caused the weapons system to fire – fortunately not into any of the designated space lanes.

At some point during the interrogation the Controller gets a message from the Deputy that the aggressors

have shown themselves and that she is needed in the Operations Centre. Hopefully the characters have given her enough doubt to allow them to go free (their lack of murder weapons, for example). If not, the characters can escape by breaking a wall panel and doing a bit of rewiring. This requires an Ingenuity + Subterfuge roll (Difficulty 18). Should the characters be caught later, they can claim that the cell force field failed (characters that actually need this bit of serendipity can pay Story Points for it to happen).

If the characters have been relieved of their property, like Sonic Screwdrivers and Temporal Trace Locators, they will have been taken to the Operations Centre or the Main Generator in case they are useful to technicians working on resolving the power issues.

## CONTROLLER NATALIA SUKOV

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

Sukov is typical of autonomous Interstellar Space Corps station controllers in the 22nd century; she has a calm, disciplined demeanour, but underneath she is arrogant and stubborn. She holds strong opinions and it takes irrefutable evidence to shake her beliefs. Above it all she truly does care about the beacon and her crew, so once swayed she is a dedicated ally.

**Playing Controller Sukov:** Be unflappable. Take everything in your stride. Occasionally, when stressed, let your arrogant side show.

### SKILLS

Convince 3, Fighting 3, Knowledge 4, Marksman 3, Technology 2, Transport 2.

### TRAITS

**By the Book:** Sukov follows the correct procedure.

**Indomitable:** Sukov is unflappable.

**Voice of Authority:** She's in charge, and doesn't everyone just know it.

**EQUIPMENT:** Comm link, laser pistol (4/L/L).

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

## REVEALING THE RUTAN

At some point the characters should become suspicious that there is a rogue agent within the station. There are certainly several alien races that have shapeshifting abilities and it is certainly not beyond the disguise capabilities of 22nd century humans. Even the method of execution, electrocution, intimates a covert operation.

There are a number of clues scattered throughout the beacon that may aid the characters in uncovering the Rutan. They are:

- A character with alien experience (at least TL 6) can make an Ingenuity + Knowledge (or Science) roll (Difficulty 12) to come up with a list of shape-changing species, including Chameleons, Krillitanes, Rutans, Vespiforms, and Zygons. Obviously once the Sontarans arrive that list will narrow considerably!
- Checking the Main Generator or Backup Generator and making an Ingenuity + Technology roll (Difficulty 18) reveals that key systems and subroutines were sabotaged. The main cannon was also fed very specific coordinates outside the usual space lanes before it was set to fire.
- While every other system is offline or at least on emergency power, the life support system is unaffected. A player-character who suspects Rutan involvement and makes an Ingenuity + Knowledge (or Science) roll (Difficulty 12) knows that Rutans can't tolerate high temperatures. Cutting the life support system would make things uncomfortably warm for it.
- A Rutan needs a bio-scanner to record human patterns. This particular Rutan keeps it in his back pocket, which makes a distinctive impression. Characters observing the Rutan in multiple disguises have a chance of spotting it with an Awareness + Subterfuge roll (Difficulty 15).
- Dr Styles' examination reveals a hand-shaped burn mark on the Engineer's shoulder (the Rutan knows this and may attempt to kill Styles before he can share this information).
- Using a bit of jiggery-pokery or simply scanning the Rutan with a sonic screwdriver reveals its true nature.
- The body of the Deputy Controller is stuffed into a cabinet in the Secondary Generator room. This can be found by searching the room and making an Awareness + Ingenuity roll (Difficulty 18).

Should the Rutan be in danger of being found out then it tries to eliminate any investigators, hopefully implicating a character in the process. If all is lost

it tries to hide within the station, striking from the shadows when necessary.

## DOCTOR EDMUND STYLES

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

Doctor Styles is one of the three most important officers on the beacon (the others being the Controller and the Chief Engineer). Not only does he have to treat the occasional illness or injury, but he also monitors the mental competence of the crew. Should he decide that a crewman, including the Controller, be unfit for duty then he may relieve them from their post. Doctor Styles takes his responsibilities seriously, but he has a jovial personality.

**Playing Dr Styles:** Puncture your serious job with humour.

### SKILLS

Convince 3, Knowledge 2, Medicine 3, Science 2, Technology 3.

### TRAITS

**Code of Conduct:** Do no harm.

**Empathic:** Dr Styles is responsible for the mental well-being of the crew.

**Hypnosis (Minor)**

**Resourceful Pockets**

**Voice of Authority:** He is an authority figure on the station.

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

## 2. THE SONTARAN PROBLEM

Once the Controller returns to the Operation Centre she finds that the technicians are able to track three space ships coming towards the beacon. She asks for an enhanced visual on-screen and, although the picture is choppy and grainy, the spherical shapes of Sontaran vessels can be seen. If the characters don't recognise them then the Deputy Controller (the Rutan) helpfully acknowledges that there are records of a Sontaran attack on Earth two centuries prior. It's obvious that the Sontarans have decided to make another go at Earth and, if the Beacon hopes to



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survive, they'll need to get the weapons back online. The Controller agrees and puts the Beacon on red alert. If she still doesn't trust them, she might send them back to the cells.

## SONTARAN STRATEGY

Each Sontaran ship contains three Sontarans, led by Commander Jingo Kogar. They were previously attached to the SSE Stalwart, a freighter carrying supplies and reinforcements to the front line. The ship, along with Captain Rahway Stoke, exploded when it was unexpectedly hit by the beacon. Only three Sontaran escort ships survived the explosion. Without sufficient power to return home, Commander Kogar has chosen to exact revenge. Fortunately, the Sontaran escort ships lack the firepower to destroy the Beacon outright (even if he could, Sontarans prefer to see the whites of the eyes of their enemies when they kill them). Kogar's plan is to fly in close and take out any activated weapons systems before docking with the station and taking control. In true Sontaran fashion he will then make a list of demands to the Earth Government, effectively asking it to surrender. He hopes by this time Sontaran reinforcements will arrive and engage the ISC if necessary.

## FIXING THE PROBLEM

By this point, the characters should realise that they need to stop the Sontaran threat or at least hold them off long enough to negotiate a truce. Unfortunately, even with the knowledge that there is a Rutan agent on board the characters won't have the chance to do anything about it until the Sontarans have docked and started shooting. If he isn't discovered yet, the Rutan, in its guise as the Deputy Controller, urges that the Minnows be scrambled to protect the beacon. A character making an Ingenuity + Knowledge roll (Difficulty 9) knows that it is against ISC policy to shoot first. This means that the Beacon should probably allow the Sontarans to make the first aggressive move; something the Controller understandably isn't keen on.

Repairing the main cannon requires an Ingenuity + Technology roll (Difficulty 18). Unfortunately, the Sontarans are targeting it, so the operator will only get one shot (perhaps destroying one of the Sontaran ships) before being destroyed. The Deputy (Rutan), of course, urges that the cannon be used.

Getting the force field up and running is trickier. It requires an Ingenuity + Technology roll (Difficulty 21). This does prevent the Sontarans from docking

long enough for ISC ships to arrive, but won't prevent the gun battle between them once they do. Should the characters manage to fix the force field then the Rutan makes it a priority to sabotage once more. This time it overloads the generator to explode, which brings the Secondary Generator online but without enough power to keep the force field up. Getting the communications array up is easier. This requires an Ingenuity + Technology roll (Difficulty 15). Once up, the beacon can broadcast a message to the Sontarans. Unfortunately, Commander Kogar is a shrewd negotiator and is out for blood (he has a Convince as 5). The characters may need to do some quick thinking if they want to hold the Sontarans off long enough to get evidence of Rutan involvement.

Finally, the Beacon staff and characters may simply have to brace themselves for a shooting war in the corridors. Unfortunately, the Sontarans are fierce warriors and a battle within the station will almost certainly lead to war. Should a battle erupt, it's in the characters' interest to quell it as soon as possible.

Stats for Sontarans can be found in the **Doctor Who: Adventures in Time and Space Rulebook**.

## FINALE

There are generally two ways for this adventure to play out. The less fortunate way is for the ISC to plunge into war with the Sontaran Empire. Should the characters be captured then an ISC commando unit dispatched from the arriving fleet is able to free them by using overwhelming force; unfortunately a Sontaran fleet soon arrives to engage the ISC. A more positive ending, of course, is for the characters to uncover the Rutan involvement and convince the Sontarans that Earth isn't itching for a fight after all. In this case they have the Controller's gratitude for keeping a bad situation from spinning out of control. In either case the TARDIS soon returns, the HADS placing it in a corridor near the sanitation bay. The characters can now leave the station, but first they must acquire the temporal trace...

## EPILOGUE: GETTING THE TEMPORAL TRACE

Once the adventure is (hopefully!) resolved with the beacon still intact, the characters need simply get outside the Beacon and scan the trace. This could be as easy as landing the TARDIS outside and reaching out the doors with the Temporal Trace Locator, or a character may borrow a spacesuit with magnetic boots and go out of an airlock in a spacesuit to find the trace.

## THE TENDRILS OF NEOX



THE TENDRILS OF NEOX

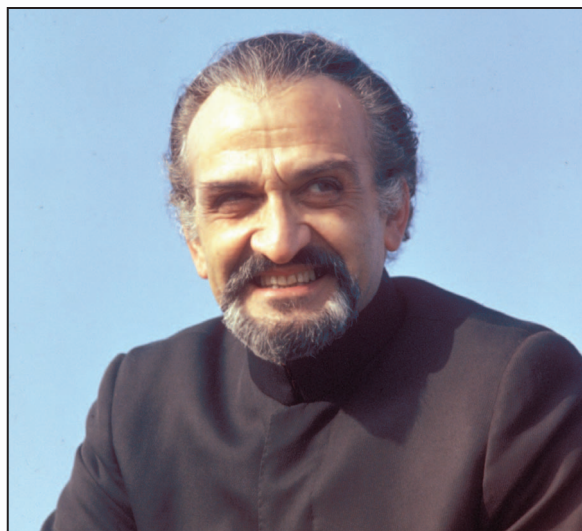
In the middle of the 20th century, the Neox Corporation is building the *Golden Promise*, a spaceship that will save the Earth. By focussing the Sun's rays, it will revolutionise British agriculture, providing enough food to feed humans for centuries. By bringing the Earth's nations together, it will introduce a new era of peace.

Except it won't. It is an empty promise. The spaceship is a monument to human greed, drawing power from one of the Doctor's deadliest foes. And that power source is also the temporal trace.

The characters are taken to the Brigadier, whose UNIT troops are stationed in a Highland castle. UNIT is there to supervise the spaceship's launch and keep the peace. The characters meet the arrogant industrialist John Neox, the pompous Minister for Agriculture, the Chinese diplomat Guo Chaoying and the hubristic scientist Dr Frutiger, who demonstrates Neoxita, the revolutionary power source on which the spaceship is based. They also meet the Mediator for the United Nations, better known as the Master.

### WHY DOESN'T THE BRIGADIER REMEMBER THE DOCTOR?

*The Tendrils of Neox* takes place early in the Third Doctor's era, just after the Second Doctor has regenerated into the Third Doctor, so at the time the adventure is taking place the Third Doctor is recovering in a hospital bed (see *Spearhead from Space*, in *The Third Doctor Sourcebook*). This means the Brigadier has not yet met the Third Doctor and is profoundly suspicious of anything unusual. Including the characters.



Finally, the characters must stop the spaceship being launched. They infiltrate the Neox Corporation headquarters and, as the countdown begins, make their way beneath the launch pad. There, they find the Master, together with a mass of alien tendrils. As UNIT assault the headquarters, the characters prevent the launch by removing the Neoxita power source. That power source is also the temporal trace.

### ADVENTURE SYNOPSIS

Arriving on an empty spaceship, the characters realise that something is wrong. While the ship appears to be orbiting Earth, the characters discover that, in Earth's history, the spaceship had exploded when launched in the 1970s. Moreover, this impossible spaceship is infested with attacking tendrils. It emerges that the ship is a simulator, owned by the Neox Corporation, whose guards eject the characters from their premises.

### THE GOLDEN PROMISE

The *Golden Promise* is an impossible spaceship. Shaped like a flower, it is designed to orbit around the Earth, open its solar petals and focus sunlight, thereby tripling the wheat yield and feeding the world.

According to its instruments, it is orbiting the Earth. It isn't. It is a simulator, firmly on the ground in Scotland: in fact, a much-too-sophisticated simulator drawing on alien technology. This isn't easy to tell, though, because the artificial gravity is working perfectly. The much-too-sophisticated artificial gravity. Which draws on alien technology.



Even more worryingly, everybody knows that the *Golden Promise* exploded on launch on 3rd January 1970. That, perhaps, is the most worrying thing of all. Apart from the attacking alien tendrils, obviously.

**1. Maintenance room**

This maintenance room, where the characters arrive, is small, grey and non-descript. Aluminium lockers line the walls. Spanners, cables and other not-very-technical items litter the floor. A single door leads out to a petal of the *Golden Promise* and a beautiful view of the Earth.

**2. Petal**

The *Golden Promise* is shaped like a flower, with petals that look like glass, but are actually high-technology plastic. On one side of the petal, the sun's rays fall. On the other, the focused, golden rays fall on the Earth. It is a beautiful, inspiring sight. Written across the petals is the name of the ship, "*Golden Promise*", in English and Mandarin Chinese. There also appear to be wires running through the petals: an Ingenuity + Science roll reveals that these are plant tendrils.

**3. Control Deck**

The control deck contains advanced 1970s technology. In the green glow of screens, huge grey computers whirr, blink and beep. Occasionally, a printed card emerges from a slot. Exits lead to the Crew Quarters, which surround the Control Room, and down to the Engine Room.

**4. Crew Quarters**

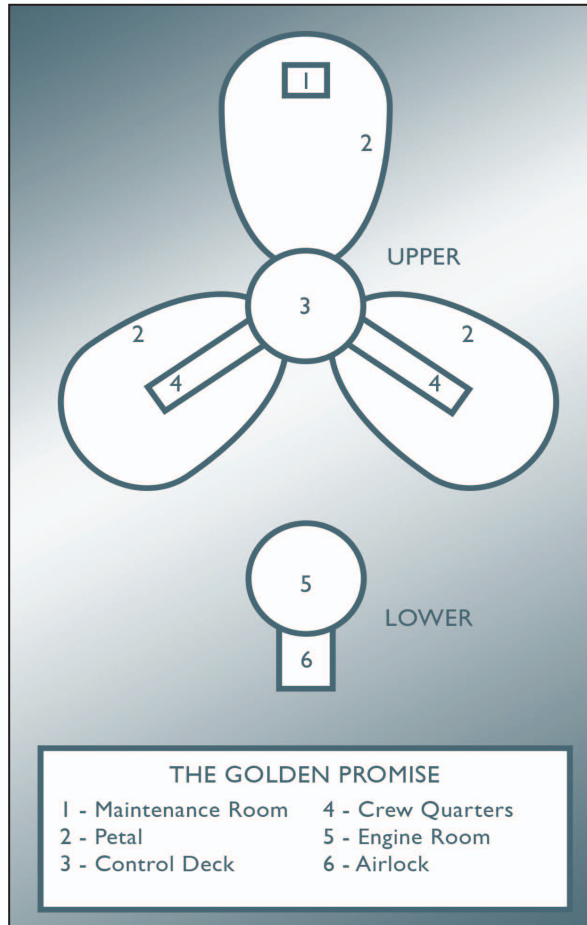
Grey corridors flicker with fluorescent lights, with sliding doors leading to crew cabins, tiny, grey and spotless. Nobody, it seems, has ever lived here. There are no clothes, no toiletries, nothing to remind anyone of home. There appear to be people sleeping in the beds, but they are motionless, entirely covered by the blankets. If the characters pull the blankets away, they see a plastic dummy. Any characters who have seen or heard of an Auton will get a shock. But, in fact, this is just a plastic dummy. What is going on here? There is also real danger in the corridors, since Tendrils may attack (see **The Empty Promise**, on pg. 58).

**5. Engine Room**

In the engine room, glowing machines emit high-pitched groans. Thick cables lead to a steel canister in the centre, which should enclose the power source for the *Golden Promise*. Inside, however, is nothing at all. From here, an airlock leads outside the ship.

**6. Airlock**

An airlock leads from the Engine Room. When the characters go through, they find themselves in an aircraft hangar. Once through the airlock, it is clear that the *Golden Promise* is a high-technology simulation. It is also clear that security guards would really, really like the characters to leave.



**THE NEOX COMPLEX**

The Neox Complex sits gleaming and modern in a hidden Scottish vale. There are three main locations: the Simulation Hangar, the Offices and the Launch Site. All are surrounded by a high-tech security fence.

**1. Simulation hangar**

This is where the characters begin the game. It is an immense steel hangar, shaped like a half-cylinder, with the Neox Corporation logo on the side. It is near the main security gate and far away from the other buildings.

**2 & 3. Main Gate and Security Fence**

The electrified security fence surrounds the entire complex. There is a single gate with four guards. Guards also patrol the fence.



THE TENDRILS OF NEOX

#### 4. Head office

Squat, blocky and mirrored, these two-storey offices contain all the Neox Corporation's secrets. There is a reception area, a records room, a computer room and any other rooms you care to invent.

If the characters attend the experimental demonstration of Neoxita (see below), they do so in Frutiger's laboratory, which is in this building. It is a vast white laboratory, its benches crammed with oscillators, printers and other electronic devices. It is well-equipped for any Jiggery Pokery the characters want to do: if Frutiger is there, he will protest loudly at this, but not stop it.



There is also a cell in this building, where the characters may be taken if they cause trouble. It has an electronic lock and a toughened glass window, which looks out over the complex.

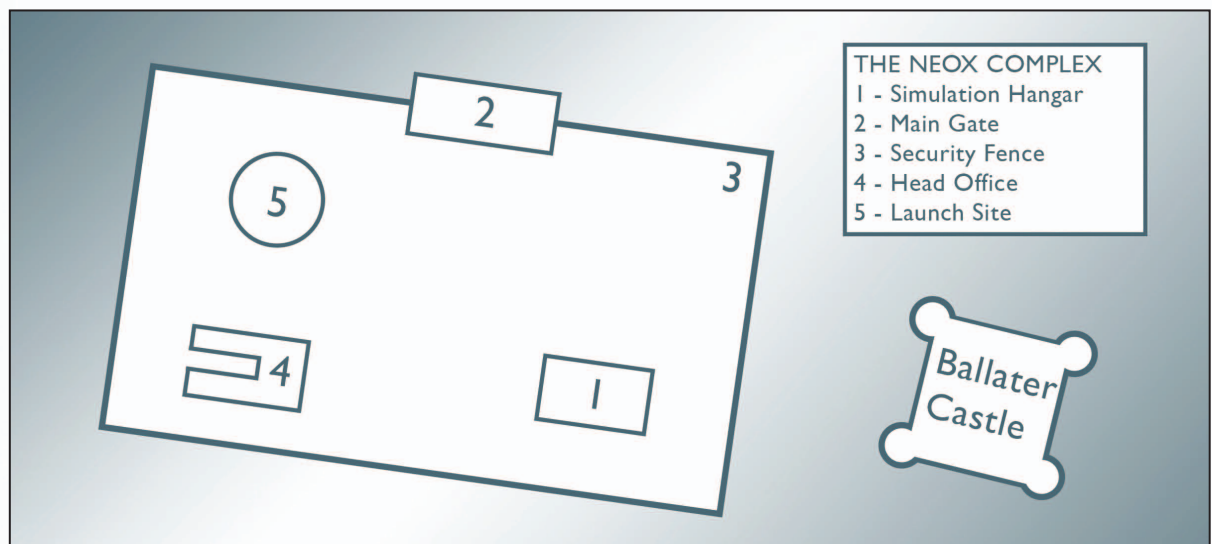
Most interestingly, John Neox's office is here. Decorated in shades of brown and beige, it embodies 1970s luxury, with leafy potted plants, thick carpeting and a sweeping glass-topped desk. From time to time, the walls tremble as experimental engines fire nearby. During the day, Neox works here. During the night, the characters can go through his filing cabinets. By searching Neox's office, Frutiger's laboratory or elsewhere in the building, the characters can find most of the adventure's secrets, including:

- In tests, Neoxita has demonstrated astonishing power. It has also proved unstable and explosive, but the Neox Corporation has suppressed this evidence.
- The *Golden Promise* is an Anglo-Chinese partnership, although Neox has only let the Chinese see positive test results.
- There has been extensive interference from the Minister for Agriculture, who insists the launch must go ahead at any cost.
- The source of Neoxita is unknown, although the United Nations Mediator was involved in supplying it.

At your discretion, maintenance tunnels may lead to the Launch Site (depending on whether you'd like the characters to go there or not).

#### 5. Launch Site

At ground level, the launch site is barely visible, a vast slab of mossy concrete. On closer inspection, a concealed zig-zag seam runs through the centre





of the slab, dividing it into two halves. One minute before launch, these two halves will move apart.

Beneath, in a vast circular hold, is the *Golden Promise*. In preparation for launch, it is supported by scaffolding towers and connected to cables leading downwards to the fuel store. As the launch approaches, loudspeakers announce the time left until launch at regular intervals.

Beneath that is the fuel store, containing the *Golden Promise's* fuel source: a huge, pulsating mass of Neoxita, which the Third Doctor encountered as Axonite. If threatened, this mass spawns Tendrils (see pg. 62) to protect itself.

## BALLATER CASTLE

On an outcrop overlooking the Neox Complex is Ballater Castle, a dark and brooding fortress, which has been temporarily commandeered by UNIT. Don't worry too much about the geography of Ballater Castle: it doesn't matter much where the Library or Chaoying's quarters actually are. Feel free to invent locations if you want them.

### Courtyard

Visitors enter through the courtyard, paved with cobblestones and enclosed by the Castle's steep walls. There are UNIT troops everywhere, conducting military drills and practising with rifles and explosives.

### The Library

For his office, the Brigadier has commandeered a long library, whose leaded windows directly overlook the Neox Complex. Stuffed animal heads and leather books line the walls.

### Chaoying's Quarters

Chaoying, the Chinese envoy, has taken over the East Wing, together with her staff and guards. The rooms here are light and comfortable, with leather armchairs and windows overlooking a secluded loch. The Chinese flag is draped on each wall.

### The Battlements

These battlements overlook the Neox Complex. They are a good place to talk in privacy: both the Brigadier and Chaoying have developed the habit of holding meetings here. After the Mediator's arrival (see pg. 63), his helicopter can be found (and stolen) here. There are also several hang-gliders, emblazoned with UNIT's logo, in case the Brigadier's troops need to make a quick, silent entry to the Neox Complex. If

the characters steal these, they need an Athletics + Transport roll to use them (Difficulty 12 to get inside the Neox Complex, Difficulty 18 for a specific target such as an office window or exhaust ducts). As the characters glide away from the castle, UNIT troops run up the stairs shouting.

### The Dungeon

If the characters displease the Brigadier, they end up here, in a damp, dark dungeon beneath the Castle. Having said that, the castle is on an outcrop, so the dungeon is not really underground. In fact, it is built into a cliff, with a window overlooking the Neox Complex.

There are ways to escape, limited only by the players' imagination. They could persuade a guard. They could unscrew the hinges of the door, perhaps with the Sonic Screwdriver. Or they could escape through the window's rusty bars, then make their way along a ledge to safety. Encourage your players to think of something ingenious.

## CAN'T YOU SEE THIS IS WRONG?

At the start of the adventure, the Brigadier, Dr Frutiger and Guo Chaoying all want the *Golden Promise* to be launched. However, any of them can be persuaded to change their mind. This requires evidence that something is badly wrong (for example, scientific results, stolen files or a tendril), plus a Presence + Convince roll (Difficulty 15).

If any one of these people changes their mind about the *Golden Promise*, they agree to help prevent the launch. See the individual character descriptions for how they help. This doesn't automatically stop the launch from happening, but it gives the characters 5 extra Story Points (which they can split however they like). Let them spend these Story Points to invent something that helps them stop the launch: for example, the Brigadier's assault causes the laser system to shut down; Dr Frutiger's overloading causes a spark shower; Guo Chaoying's bodyguards fight the tendrils while the characters disable the power source.

Other NPCs, including John Neox and the Minister for Agriculture, are exceptionally unlikely to change their mind. The Mediator, of course, will never do so.



## 01. THE EMPTY PROMISE

The TARDIS materialises in a maintenance room. It could be anywhere. The TARDIS instruments aren't much help: on an Ingenuity + Science roll (Difficulty 15), they locate the TARDIS on 1970s Earth, although they seem confused. (How does an instrument panel show confusion? It just does. Perhaps it is the way the needles move.) The Temporal Trace Locator seems confused too. A single door leads out of the maintenance room. When the characters open it, they see the Earth.

Let's go through that again. The characters arrive in a dull maintenance room. They don't know where

they are. They open the door and... they see the Earth. They are in space. And it is beautiful, with the white sun pouring down, then falling in multicoloured rays to the Earth below. Even the Doctor would stop to admire this. Curiously, the characters can breathe without problems. The air does not rush out when they open the door. Perhaps the ship uses air bubble technology, although it does not look sophisticated enough for that.

To get to the Control Deck, the characters must cross the Petal. This needs a Strength + Athletics roll to hold on, a Resolve + Survival roll to keep going or any other roll that seems plausible. Alternatively, the lockers contain ropes and harnesses, which let any character

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## THE MEDIATOR

The Mediator is the Master, in the form the Third Doctor eventually knew him: a charming manipulator, a skilled duellist and a master of disguise. To disguise himself as the Mediator, he wears a peaked cap with the United Nations symbol and wears a stick-on white beard.

**Playing The Mediator:** Be effortlessly calm and suave. Spread your hands, palms upwards. Raise your eyebrows and smile.

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

### SKILLS

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

### TRAITS

**Adversary:** The Doctor.

**Boffin:** Throughout their studies, the Master's skills surpassed those of the Doctor.

**Charming:** As the Mediator, the Master oozes diplomatic charm.

**Code of Conduct:** In waiting for a particularly satisfying way to destroy the Doctor, the Master sometimes missed chances to simply kill him.

**Feel the Turn of the Universe**

**Friends (Major Good Trait):** The Master can call on UNIT troops or Neox security guards if necessary.

**Hypnosis (Special)**

**Indomitable**

**Outcast:** He is a renegade Time Lord.

**Quick Reflexes**



**Special (Disguise):** The Master gains +2 on rolls to disguise himself.

**Technically Adept:** The Master is a technical genius.

**Time Lord (Experienced)**

**Time Traveller**

**Voice of Authority:** The Master's voice is hard to resist.

**Vortex:** Staring into the Vortex has driven him mad.

**EQUIPMENT:** In desperate circumstances, the Master will draw an Axonite-powered ray gun (4/L/L).

**TECH LEVEL: 10      STORY POINTS: 8**



get across without a roll. Once on the Control Deck, the characters can learn about the ship, by reading the instruments or consulting the ship’s computerised log (Ingenuity + Technology roll, Difficulty 12). According to these sources, the date is 13th March 1971 and the *Golden Promise* has been in orbit for over a year. It was built by the Neox Corporation, funded by the British and Chinese governments. It promises to revolutionise agriculture, by focussing the Sun’s rays, and solve the Earth’s food shortage.



Clearly, something is wrong. As an Ingenuity + Knowledge roll (Difficulty 12) reveals, the *Golden Promise* was never in space: it exploded when launched on 3rd January 1970. Additionally, the technology of the *Golden Promise* (Tech Level 6) is suspiciously high for

20th century Earth. The energy required to power this spaceship is greater than any 20th century technology could produce. Somewhere on the ship, there must be a vast power source that does not belong in this time. Something is wrong.

Let the characters explore for a while. They might wander around the Control Deck and into the deserted Crew Quarters.

At any point, a Tendril may sprout from a corner and attack. After this happens, give the attacked characters an Awareness + Survival roll (Difficulty 12). On a success, they realise that something is growing through the ship. It is everywhere. In every corner and crevice, there are tiny alien shoots.

### NEOX SECURITY GUARDS

<b>AWARENESS</b>	2	<b>PRESENCE</b>	1
<b>COORDINATION</b>	4	<b>RESOLVE</b>	2
<b>INGENUITY</b>	2	<b>STRENGTH</b>	4

These guards patrol the Neox Complex and do whatever John Neox asks.

**SKILLS**  
Marksman 3.

**EQUIPMENT:** Rifle (3/6/9) or, later in the adventure, an Axonite-powered ray gun (4/L/L).

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

### JOHN NEOX

<b>AWARENESS</b>	4	<b>PRESENCE</b>	4
<b>COORDINATION</b>	3	<b>RESOLVE</b>	5
<b>INGENUITY</b>	4	<b>STRENGTH</b>	2

The owner and head of the Neox Corporation, John Neox is a practical, unsentimental industrialist in his fifties. He is neatly but dully dressed, with parted brown hair and a short moustache. In conversation, he is unsmiling and ruthless.

**Playing Neox:** Never smile. Look people in the eye. Say directly what you think or what you want: “You don’t understand anything”, “Bring me the reports immediately”, “Get these people out of here”.

**SKILLS**  
Convince 3, Subterfuge 3, Technology 2.

**TRAITS**  
**Indomitable:** Neox’s iron will makes him resistant to manipulation.  
**Technically Adept:** In a desperate situation, Neox presses buttons and flick switches with devastating effect. He might, for example, control a laser or launch the spaceship.  
**Voice of Authority:** Nobody argues with Neox. Apart from the Brigadier, obviously.  
**Obsession (Launching the *Golden Promise*):** Neox wants the *Promise* launched at all costs.

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



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If the characters now consult the Temporal Trace Locator, it seems less confused, pointing below the Control Deck to the Engine Room. Yet it still seems worried. (How can a machine seem worried? It just does. Perhaps it is the way the lights blink.) Down in the Engine Room, cables lead to the steel cylinder in the middle of the room. The Temporal Trace Locator directly at this cylinder. Clearly, the ship's power source is inside. How is this extraordinary ship powered? The characters open the cylinder and find... Nothing. The cylinder is empty. The engines, the computers, the entire ship is running on nothing. The whole thing is impossible. Suddenly, Tendrils attack again. The engine room begins to break apart. The only escape is a nearby airlock.

Outside the ship, the characters find themselves in an aircraft hangar, facing a patrol of Neox Security Guards. Looking back, they see the *Golden Promise* suspended, by all-too-obvious wires, in a starfield. Then one of the Neox guards presses a remote control and the starfield is gone. Clearly, it was all a simulation: although (as an Awareness + Knowledge roll, Difficulty 15 reveals) one that required unfeasibly sophisticated technology and unfeasible amounts of energy. The guards jerk their rifles, indicating that the characters should leave. Do they go quietly? Offer each player a Story Point if they do. If so, the guards take them outside the Neox Complex, where a patrol of UNIT guards takes them to Ballater Castle.

## BRIGADIER LETHBRIDGE-STEWART

Recently promoted to Brigadier, Lethbridge-Stewart is stern, disciplined and authoritative. Despite having met the Second Doctor, he is suspicious about the idea that the Doctor might "regenerate" into another person. At the start of the adventure, the Brigadier is neither an ally nor an enemy. He allows the characters to meet Neox, Frutiger and Chaoying, but at the slightest sign of disruption will order the characters' imprisonment in the Dungeon (see below). The Brigadier is under orders to ensure the *Golden Promise's* launch goes smoothly. Nevertheless, if persuaded that the launch is a bad idea, he might help the characters to stop it, by sending UNIT troops to assault the Neox Complex. If the characters do not persuade him of this, he simply follows his original orders and may bring forward the launch timetable to ensure the launch goes ahead. What happens if one of your characters knows the Brigadier or is the Brigadier? If this is the case, replace the Brigadier with Colonel Rob Starrett, who is essentially a Scottish version of the Brigadier (just as Captain Hart, in *The Sea Devils*, was a naval version of the Brigadier).

**Playing the Brigadier:** Talk directly and loudly. Give orders.

<b>AWARENESS</b>	4	<b>PRESENCE</b>	4
<b>COORDINATION</b>	4	<b>RESOLVE</b>	4
<b>INGENUITY</b>	4	<b>STRENGTH</b>	4

### SKILLS

Athletics 3, Convince 4, Marksman 3, Fighting 3, Transport 3.

### TRAITS

**Brave:** The Brigadier is tough in the face of fear.  
**By the Book**  
**Friends:** He can always call on UNIT troops.  
**Military Rank**  
**Obligation (Major):** UNIT.



### Tough

**Voice of Authority:** When the Brigadier speaks, people listen, whether they are obliged to accept his orders or not.

**EQUIPMENT:** Pistol.

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





If they run out of the hangar or fight their way out, they find themselves inside Neox Complex, on the edge closest to Ballater Castle. When they look around, more security guards are running from the centre of the Complex. Getting past the security fence isn't hard: the electricity is currently switched off. Ideally, then, the characters will head to the castle. If they don't, they eventually find themselves surrounded by guards who take them there.

One way or another, it's time to meet UNIT.

## DR FRUTIGER

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

Frutiger is a clever man, blinded by science. Having seen the power of Neoxita, he is desperate to prove its benefits to anyone who will listen. He is driven by three things: fear of John Neox, the excitement of discovery and his own pomposity. That said, he could be persuaded that what he is doing is wrong, especially if faced with incontrovertible evidence of alien activity. If this happens, Frutiger will help prevent the launch by overloading the Launch Area's electrical systems. This doesn't automatically prevent the launch (see box text), but it means that, when the characters go to the launch site, they are assisted by explosions and spark showers at useful moments.

If Dr Frutiger is persuaded to support the characters, then the Neox Complex explodes at the end of the adventure, just as the characters escape.

**Playing Dr Frutiger:** Let your voice rise in pitch. Insist that nobody understands science except you. Tell people to get away from those instruments.

### SKILLS

Convince 3, Fighting 4, Knowledge 3.

### TRAITS

**Technically Adept:** Dr Frutiger is a clever, clever man.

TECH LEVEL: 5      STORY POINTS: 3

## GUO CHAOYING, THE CHINESE ENVOY

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

Chaoying is tall, serious and distrustful. She represents the Chinese government, who have invested in the *Golden Promise*. As a fervent Communist, she distrusts all Westerners, including the characters. Nevertheless, Chaoying is human and a potential ally. If persuaded that something is wrong (see **Can't you see this is wrong?**), she instantly orders her bodyguards to assist in stopping the launch. She is particularly impressed (+2 to any roll) by anyone who speaks Mandarin: as a diplomat, she is fluent in many tongues.

At all times, Chaoying is guarded by six bodyguards who are skilled in martial arts. Most Westerners will label this as "Kung Fu". If pressed, Chaoying can fight herself.

**Playing Chaoying:** Sit upright. Occasionally turn to give an order to your bodyguards.

### SKILLS

Convince 5, Fighting (Area of Expertise: Chinese martial arts) 5.

### TRAITS

**Brave:** Whatever Chaoying sees in this adventure, she has seen worse before.

**Quick Reflexes:** Chaoying is hard to surprise.

**Voice of Authority:** When Chaoying gives an order, people obey in silence.

TECH LEVEL: 5      STORY POINTS: 5



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## TEMPORAL UNCERTAINTY

Throughout the adventure, the Temporal Trace Locator gathers information about the temporal trace. It realises quickly that the temporal trace is the lump of Neoxita (Axonite) that powers the *Golden Promise*. However, at the beginning of the adventure, it is confused by the simulation, so it points to the simulated Engine Room, where the power source should be. Once the characters leave the simulation, it throws out all the data it has collected so far and begins gathering again: this means that it seems utterly bewildered and points nowhere in particular. When the characters have been at Ballater Castle for a while, the Temporal Trace Locator has gathered enough information to point tentatively at the Neox Complex, although not at a particular location. It could, at your discretion, point confusedly to the Neoxita in Dr Frutiger's laboratory (if you want everyone to attend the scientific demonstration). Once the countdown begins, it realises exactly where the temporal trace is – in the Fuel Store beneath the Launch Site – and points directly there.

## THE MINISTER FOR AGRICULTURE

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

The Minister for Agriculture – who is known only as “The Minister for Agriculture” – is insufferably pompous. He arrives in mid-conversation, asks what is going on, shouts a few orders, then departs without listening to reason.

**Playing The Minister for Agriculture:** Arrive unexpectedly when the characters are talking to someone. Ask what the Devil is going on. Ask why the spaceship hasn't launched yet. Ask someone to get you a cup of tea.

### TRAITS

**Argumentative**

**Obsession:** Launching the *Golden Promise*.

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

## 2. ARRIVALS

When the characters arrive at the castle, they are shown to the Brigadier's temporary office in the Library. He asks who they are and what their business is. He is in no mood to hear about time travel, impossible spaceships or shape-shifting Time Lords. In truth, it matters little what the characters reply to the Brigadier's questions. Any reasonable explanation satisfies him: he has more important things to think about. As he tells the characters, his duty is to ensure the *Golden Promise* launches without incident.

## TENDRILS

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

The Tendrils are a growth of Axos, the alien organism that powers the *Golden Promise*, in the form of Neoxita (Axonite). They are intelligent and tactical, preferring to attack characters when they are alone.

When you run the adventure, you can introduce a Tendril attack at any time. The *Golden Promise* and the Neox Complex, which are both infested with Axos, are particularly good places for this. Ballater Castle might also contain attacking Tendrils. There is not really a logical explanation for this, but it hardly matters: it's hard to think logically when Tendrils are trying to kill you. Once dead, a Tendril shrivels rapidly. If the characters get it to a scientific laboratory quickly, they can analyse it: a successful Ingenuity + Science roll (Difficulty 15) reveals it to be an alien plant. If one of the characters has encountered Axons before, they may, at your discretion, recognise the plant as a growth of Axos.

### SKILLS

Fighting 3.

### TRAITS

**Fear Factor (1)**

**Networked**

**Natural Weapon:** Tendril, 2/4/6 or S/S/S.

**TECH LEVEL:** 7     **STORY POINTS:** 1



Indeed, the Chinese delegation is arriving soon. He may, if the characters need reminding, tell them the backstory of the *Golden Promise*: it is an Anglo-Chinese spaceship, built by the Neox Corporation, which promises to revolutionise agriculture.

If the characters ask questions, the Brigadier will answer them to the best of his knowledge. If they try to warn him about the *Golden Promise*, he demands proof (which they are unlikely to have). If they cause serious trouble, he tells UNIT guards to put the troublemakers in the dungeon. Otherwise, he gives them free rein to wander about the castle and make themselves useful.

Thereafter, if the characters begin exploring the castle, let them. If not, a sergeant rushes in, saying that the Chinese delegation has arrived. The Brigadier turns for the door, motioning the characters to follow him.

In the courtyard is Guo Chaoying, with her bodyguards. Beside her is John Neox, with Dr Frutiger. Above, a United Nations helicopter is landing on the roof: this is the Mediator from the United Nations.

It's time for a round of introductions. This is for the players' benefit, so they know who everyone is.

- As the Brigadier enters the courtyard, he points out John Neox to the characters: "That's John Neox, in charge of the company that's built the spaceship. Don't say anything silly, please".
- Then John Neox introduces Chaoying: "This is Guo Chaoying, our Chinese partner."
- And then Dr Frutiger addresses Chaoying excitedly: "Please come to my demonstration later. I will show you the power behind the *Golden Promise*!"

Once that is done – and after anything the characters want to say – Neox accompanies the Brigadier to his office, while Chaoying leaves for her quarters.

Let the characters explore the castle and talk to whomever they like. They might try to get information from John Neox. They might warn the Brigadier or Chaoying about the *Golden Promise*: if they do, use the above descriptions of characters and locations to guide you. They might attend Dr Frutiger's demonstration or infiltrate the Neox Complex to find evidence about the *Golden Promise*. It is up to them. Where would they like to go?

### 3. THE MINISTER AND THE MEDIATOR

As the characters explore, two more people arrive. One thinks he is important, the other actually is.

The first is the Minister for Agriculture. At some point, when the characters are having a serious conversation, preferably with the Brigadier, he bursts in and expresses indignation at...well, everything. He tells everyone how serious the launch is. He orders people around. He demands a cup of tea. After blustering for a while, he storms out.

The second is the Mediator, otherwise known as the Master. When the characters are meeting someone – perhaps in the courtyard meeting described above, perhaps later – the Mediator breezes in, full of diplomatic charm: "Well, I see you have all met! I am the Mediator. I am merely here to ensure fair play."

It's not hard for the characters to realise who he is. Anyone who has met him in this form recognises him instantly, without a roll. Anyone with *Feel the Turn of the Universe Trait* instantly feels his evil. Failing that, a successful *Awareness + Subterfuge* roll (Difficulty 12) gives a strong feeling that the Mediator is not who he claims to be, while an *Ingenuity + Knowledge* roll (Difficulty 15) reveals, from past knowledge, that this must be the Master.

However, to everyone else, the Mediator is exactly who he appears to be. If there is an attempt to expose him ("I assure you, that man is exceedingly dangerous"), the Master meets it with charm ("Really, there must be some mistake..."), while others react with exasperation ("I've no time for this nonsense. This is the most important space launch of the 20th century!").

If the characters persist, either UNIT Troops or Neox Security Guards attempt to imprison them, to keep them out of trouble. However, if they pick their moment right, the Brigadier, Dr Frutiger or Guo Chaoying can be persuaded the Mediator is not to be trusted (*Presence + Convince*, Difficulty 18).

### 4. THE NEOXITA DEMONSTRATION

If the characters decide to go to Dr Frutiger's demonstration, they are escorted into the Neox Complex, to Frutiger's laboratory in the Head Office. There, a scale model of the *Golden Promise* sits on a pedestal, surrounded by plastic chairs for the audience. Nearby is a laboratory laser. On the





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floor are plant pots, which seem to contain only soil. Neox, Chaoying, the Minister for Agriculture and the Mediator are already seated, waiting for the demonstration to start. The Brigadier and characters are ushered to their seats.

Frutiger strides overconfidently to the model of the *Golden Promise*, holding a remote control. "Ladies and gentlemen," he says, "In this pedestal is Neoxita, the power behind the *Golden Promise*. It will revolutionise, first agriculture, then energy generation itself!"

If the characters interrupt, Frutiger answers them brusquely. If they continue to interrupt, Neox and the Mediator urge them to keep quiet. Whether or not they do, Frutiger continues. He presses the remote control. For a full minute, nothing happens, and the audience shifts uncomfortably in their seats. Then a golden glow shines from the pedestal and the model ship begins to tremble. It rises a foot into the air and its petals open. Frutiger smiles, then focuses the laser on the ship. As the white laser passes through the petals, it splits into rainbow-coloured rays, which fall on the plant pots. Shoots begin to emerge and a single golden flower blooms.

Then things go wrong. Smoke drifts from the model ship. One plant pot shatters. "This is perfectly normal," says Frutiger, jabbing at the remote control. Then the laser swings wildly across the room and, in a flash of sparks, all the lights go out. In the near-darkness, Tendrils sprout from the pedestal, which continues to glow gold. Frutiger runs from the room, dropping the remote control. Chaoying, the Minister for Agriculture, Neox and the Mediator leave too. The Brigadier draws his pistol. What do the characters do?

If they attack the tendrils, there are four of them to defeat. If they use the laser as a weapon, it counts as a laser rifle, doing 4/L/L damage. If they grab the remote control, a successful Ingenuity + Science roll (Difficulty 15) cuts the power, making the model ship crash to the ground, the tendrils flop lifelessly and the green glow fades away. After the Tendrils are defeated, the lights flicker back to life. The pedestal has broken open, revealing a gold, amorphous blob.

A successful Ingenuity + Science roll (Difficulty 15) reveals it as alien plant matter, capable of absorbing and emitting immense quantities of energy. If anyone has encountered Axons before – or someone with alien knowledge makes a successful Ingenuity + Knowledge roll – they recognise this as Axonite, a form of intelligent matter capable of draining life from the Earth.

## RECOGNISING THE AXONS

When should you reveal that the characters are facing Axons, Axos or Axonite? In an ideal world, they will realise about halfway through the adventure, perhaps after Frutiger's demonstration. It is good to leave them guessing for a while. But don't keep secrets unnecessarily. Whenever a character might legitimately realise what they are facing, tell them. In fact, the adventure works fine if the characters identify Axos right at the start. It also works fine if they never identify their enemy: they can simply think they are facing alien tendrils and a mysterious blob called Neoxita.

In the aftermath, the characters might slip away and explore the Neox offices. If they do not, then John Neox re-enters with a phalanx of guards. Without an ounce of gratitude, he orders the characters – and the Brigadier, if he is still there – to leave the complex immediately.

## 5. COUNTDOWN TO LAUNCH

Once the characters have met everyone and explored everywhere that they want to, the countdown starts. This can happen any time: simply start it when it feels as though something needs to happen. It's always possible that the Brigadier or the Master start it early.

Red lights flash around the Launch Site, fumes belch from exhaust ducts and loudspeakers announce the time remaining until launch: "TEN Minutes. NINE minutes and FIFTY seconds. NINE minutes and FORTY seconds." (For added drama, try starting an actual ten-minute countdown and put it in the centre of your game table.)

To stop the launch, the characters must disconnect the *Golden Promise* from its fuel source. This fuel source, remember, is both an alien danger and the temporal trace. From now on, the Temporal Trace Locator points firmly towards it.

How do the players get into the Launch Site? Until one minute before launch, the concrete slab remains closed, so that is not an option. That leaves the maintenance tunnels, leading from the Head Office, and the exhaust ducts, which lead from directly around the launch site. The maintenance tunnels are guarded by lasers, which flash according to a





set pattern: a Coordination + Athletics roll (Difficulty 18) lets someone dodge past them, while an Ingenuity + Knowledge roll (Difficulty 18) lets them calculate a safe time to pass. The exhaust ducts are filled with hot fumes: a Resolve + Survival (Difficulty 18) lets a character endure them without injury (both inflict 2/5/7 damage on a failure).

Once inside, the characters find the *Golden Promise* preparing for take off, with twelve crew members on board. Steel cables and stairways lead downwards into the Fuel Store. In the centre is a steel canister, like the one on the *Golden Promise* simulation but larger, containing a mass of Neoxita/Axonite. Flailing tendrils sprout from it. Then the Master descends leisurely from a stairway, with an Axonite ray gun aimed at the characters.

“Well, my friends,” he begins, and give them a Story Point if they listen to all this. “This is, literally, the countdown to the end. Soon, your Earth will be drained of all energy. Have you any last words on its behalf?” If the characters reply, let them converse for a while and don’t worry about the countdown.

Eventually, however, they must do something. Since the Master has them at gunpoint, he simply shoots if anyone

moves suddenly (with +8 to his roll). Warn the players of this and encourage them to think of something better. They might use Ingenuity + Subterfuge to create a distraction, roll Presence + Convince to make the Master lose his cool or spend a Story Point to decide that a distraction happens.

Once the characters are no longer in his sights, the Master begins shooting wildly with his ray-gun. Tendrils sprout to defend the steel cylinder. One way or another, the characters must get to the cylinder and disconnect the cables, using Coordination + Technology (Difficulty 18) to do so accurately or Resolve + Survival (Difficulty 18) to endure tendril attacks while ripping them away.

At the first opportunity, the Master tries to escape. Give the characters a Story Point if they let him go. If they successfully apprehend him, UNIT takes him into custody.

Once the cables are removed, the countdown stops (“*Launch aborted*”, say the loudspeakers), the Axonite shrivels and the fuel store begins to shake. As the walls begin to crumble, there is just time to grab the small golden sphere that the Axonite has become (and which is the temporal trace) before escaping.

### THIS SHIP MUST LAUNCH!

When the *Golden Promise* originally launched, it exploded. Knowing this, most characters will want to stop it launching. However, some might interpret things differently: they might even think it’s their job to ensure the ship launches. If they think this, it’s easier to go along with them. Here are three possible scenarios of what the characters might think and how the adventure might end. Some are more logical than others.

#### The Ship Must Not Launch!

In this scenario, the characters decide they must stop the ship from launching! After all, it is infested with aliens and will explode on launch! If the characters think this, then the Master wants the ship to launch and the characters must stop him, by disconnecting the spaceship from the Axonite fuel source.

If they succeed, they have stopped the *Golden Promise* exploding on launch and changed history for the better.

#### The Ship Must Launch Safely!

In this scenario, the characters decide they must make sure the ship launches safely! After all, it will revolutionise British agriculture! If the characters think this, then the Master wants the ship to launch too, but he wants it to explode on launch. To stop it exploding, the characters must disconnect the spaceship from the Axonite, leaving

the ship to launch using rocket fuel, like any other orbiting spacecraft.

If they succeed, they have launched the *Golden Promise* successfully. Agricultural output increases in the late 20th century (which, if you are interested, is exactly what happened). The characters have changed history for the better.

#### The Ship Must Explode!

In this scenario, the characters decide they must make sure the ship explodes! After all, it is infested with aliens! If the characters think this, then the Master wants the ship to launch safely. The characters must stop him. They should probably deal with the Axonite, too.

Before the ship explodes, the characters should get the crew off. This means warning them, either by radio or by boarding the spaceship: once the crew know what’s happening, they rush off the ship. If the ship has already launched, the crew use their Space Parachutes to jump to safety.

If the characters succeed, they have destroyed the *Golden Promise* and the aliens on board. They have successfully repeated history and, in the process, have discovered why the *Golden Promise* exploded on launch.

## NOWHERE



NOWHERE



Over the years the Doctor has defeated several enemies who used extremely powerful energy sources. The Fendahl, Mandragora, the Dodecohedron, the Eye of Harmony, Magnus Greel's timeship and many others besides. Each time this has happened he managed to contain the energy but, unknown to the Doctor, not without consequences. Such power is impossible to completely control and manage, and a little of it was released as an attempt was made to contain it. This wild energy tore through the universe and in each case proved powerful enough to slice a small splinter of time and space out of existence.

Existing outside normal space, these splinters collected together by virtue of their own 'temporal gravity' to form a place that the inhabitants have called 'Nowhere'. It is a shanty town outside the universe for the lost and forgotten. Everyone here has been ripped from their homes, and while some have theories, no one has any real idea how or why. All that is left for them to do is try to make the best of their new lives.

The energy that caused this damage was not destroyed but instead merged and grew as each new discharge found its way here. These fragments of energy bound together, forming a new kind of gestalt. Given many of these energies that created it were at least semi-sentient, the gestalt has become self-aware, but it too is stranded in Nowhere. Being a construction of several differing elements, the first thing it came

to understand about itself was that it was basically broken and lacking in unity. It was not a new being but a collection of broken pieces, a hive with no direction. It named itself 'Dust'. It needed to forge itself into something lasting and whole. To do this it came to realise it needed something common to all its pieces that would bind them together as one. Only one thing in the universe fitted that description: the Doctor!

### ADVENTURE SYNOPSIS

The travellers find themselves landing in a strange city called Nowhere, beyond time and space. There, Dust, a gestalt creature that is as much of a hodge-podge as the city also seeks the Doctor, and has used his temporal trace to lure the characters there. Trapped in this place, the characters must explore their new home, help its inhabitants and do what the Doctor would do long enough to find a way to escape – all the while avoiding the machinations of both Dust and a rogue Time Agent called Bethany Slice.

### PLACES IN NOWHERE

The city of Nowhere has over a thousand inhabitants. The following are some of the key places in the city, but the Gamemaster should feel free to create more strange inhabitants and places if they feel the need to.



### The Sailor's Rest

This pub arrived here unoccupied apart from 'Old Ted' who sits here all day drinking from what appears to be the same pint of beer. The place was quickly claimed by a small consortium led by Atticus Smith, a businessman from a far future Earth colony. Atticus is shrewd in that he charges very little for the drinks available at the pub. He only asks that regulars bring food and goods for the owners as often as they can manage. As such the pub has quickly become something of a community centre in the town.

The pub serves a surprisingly good selection of beer and spirits, and on a good day will offer stew made from whatever the community has brought in. Old Ted gets to drink and eat for free, as he is the only one who knows how to properly change a barrel. The group that runs the pub all have different jobs to do, but all take an equal share of whatever is brought here.

**Atticus Smith:** A businessman from the Earth colony of Torravore. He plays the genial host of the bar and welcomes visitors. Basically he spends his time 'maintaining customer relations' to avoid doing any real work. As he was very wealthy he misses his old lifestyle, but secretly relishes the chance to rebuild his fortune.

**Helios:** A Greek warrior and seasoned commander. Helios has taken a while to get used to the place. He maintains security in the pub with Daravek, a Draconian.

**Daravek:** A Draconian noble who fails to understand humans and is somewhat annoyed that they are so prevalent here. He helps Helios manage security as he is familiar with a blade.

**Maggie Prentice:** A Victorian chambermaid who really manages the pub. She is the only one who knows how to clean or cook. She generally waits tables and doesn't mind her lot as it's better than being a chambermaid! However, fair minded characters might notice she has more leverage than she thinks and help her spread out the workload among the others.

### The Sweet Shop

This old English style sweet shop is run by Jane Arterton, a young lady who was stolen from Regency England. She is very polite and well mannered, but still a little frightened to venture outside too often. She adores children and is happy to give sweets to those who come in. She often offers jelly babies,

which are oddly in plentiful supply here. She will be eager for news and gossip given her self-imposed isolation.

The shop is one Jane used to run with her mother, although only she was pulled into Nowhere with the shop. The place is small and crammed with all manner of different sweets and candies in large glass bottles. As Jane is so nice and can trade for sweets, she usually finds people bring most of what she needs here.

### Odd Job Repair Shop

One of the most useful places in the town is the Odd Job Repair Shop. It is run by Thorval and Sarah Michealsson, who met and married in Nowhere. Thorval is a Swedish blacksmith from the age of the Vikings. Sarah is an American Caltech graduate in engineering. Between them there is little they cannot repair or build. What began as a partnership blossomed into romance and they have made a new life together here.

In return for trade goods or skilled assistance they will repair technology and work metal as their customers desire. Sarah is particularly interested in learning more about technology beyond her 21st century understanding as well. Her pet project is a means to use sound to work mechanical systems from a distance, for which she finds parts easier to come by.

Thorval and Sarah are currently working very slowly on a project for Bethany. She is getting them to construct a weapon capable of blowing a hole in a building. It will make Bethany almost unstoppable. Neither is convinced it is a good idea, hence they're working slowly, but refusing Bethany or taking too long will have consequences they do not want to think about.

### Battleground Street

Not all the inhabitants of Nowhere have learned to live together. Some time ago a small Sontaran war party turned up and decided to conquer the place. Luckily for everyone else they quickly ran into a group of Silurians who





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disagreed. Each morning the Sontarans awaken and begin a new assault on the Silurian positions. Both have managed to bed in so deeply in the rows of houses they have taken control of that they are at a stalemate. Neither side is willing to admit this and continues to demand the other side surrender.



While the Sontarans love that the battle is never ending, the Silurians are not so keen. Two factions have developed among the reptiles. One faction wants to try and negotiate a peace. The other side wants to commit to an all out offensive and end the war in one last battle.

### The Theatre Royale

This rather down-at-heel Victorian playhouse offers a variety of music hall-style entertainments for those who want an evening out. In many cases the performers just like to perform; after all, it passes the time. The evening is run by the theatre's manager Albert Carlisle, a rotund gentleman with an infectious laugh. He believes passionately that the stage is a place of transformation, and that everyone has an act if they are fearless enough to step on a stage. Some of the noteworthy acts are:

**Dilly and Dally:** A comedy duo who perform slapstick numbers and slightly bawdy songs. Very popular but not to everyone's taste. They wear clown-like costumes and heavy make-up so no one recognises who they really are when off stage. In fact they work for Bethany the Mayor and report back to her of any interesting things they discover among the performers and the audience.

**Cleopatra Smith:** This belly dancer has a popular act that the more prudish residents believe should be banned. The highlight of the dance is part magic trick. She dances with several different coloured silk scarves and at the end throws them at the audience

where they seem to merge into one long colourful length of silk (much like a certain someone's scarf).

**Tom Dandy:** This comedian has a very physical and acrobatic slapstick comedy act. He has also been known to impress the audience with several tricks he does with a yo-yo.

**Aurora:** This alien woman reads poetry, usually compositions she has made herself. While the poetry itself is entirely average, she does have the ability to create patterns of light in the air that she uses to augment the reading. She is currently being pressured (by Dilly and Dally) to leave the theatre and work for Bethany, who recognises her talent is unique and potentially valuable. Aurora understood the measure of Bethany at their first meeting and is frightened of what will happen if she agrees. However, she is beginning to get more frightened about what will happen if she doesn't.

**The Company Royale:** The mainstay of the performance is a series of short plays offered by the resident company of the theatre. These plays are simple renditions of old fairy tales, led or narrated by Albert Carlisle. The company consists of six members at present as well as Albert: Thomas Darian, who plays the young leads and handsome princes and is unspeakably arrogant about it; Alice Farthing, who plays the princesses and is genuinely nice but clueless; Tilly Potter, who plays any boys and children; Gladstone, a very fat man who drinks far too much and plays larger characters like Humpty Dumpty; Margaret Matheson fills in some of the bit parts but usually stage manages, organises the props and sorts out the costumes; and Bastion Grey, the only one with any real acting training who plays the older male characters like kings and evil uncles. He never ceases to remind the others of his training and laments the loss of his youth that means Thomas now plays the parts he loved.

### The Town Hall

Near the Cathedral in the middle of town is what has become known as the Town Hall. It is a large building that Bethany has taken control of. Several of her thugs guard the place, lazing around but keeping an eye on things. Any sign of trouble bring a gang of them pretty quickly. Bethany herself maintains apartments on the top floor, and uses the main hall as her audience chamber. The main hall is dominated by a large staircase with a small landing that splits off into two leading to the upper floors. Bethany usually sits on a throne on the landing to hear complaints or supplications from those who seek audience.



## BETHANY SLICE

<b>AWARENESS</b>	4	<b>PRESENCE</b>	4
<b>COORDINATION</b>	3	<b>RESOLVE</b>	5
<b>INGENUITY</b>	4	<b>STRENGTH</b>	3

The town mayor is an ex-Time Agent called Bethany. Like most Time Agents she is ruthless and intelligent, making her a very dangerous opponent. She is not as young as she was, appearing to be in her early fifties, but she is still more than a match for most people.

**Playing Bethany:** Be friendly and welcoming at first, all smiles and jokes. Let slip your ruthless side if displeased.

### SKILLS

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

### TRAITS

**Boffin (Major Good):** Bethany knows how to create Gadgets.

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

**Obsession (Minor Bad):** Escape this place!

**Psychic Training (Minor Good):** +2 bonus to Resolve rolls when trying to resist psychic attack or deception.

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

**Selfish (Minor Bad):** Bethany puts her own needs first.

**Time Agent (Special Good):** Bethany owns a Vortex Manipulator and has familiarity with TL8.

**Time Traveller (Minor Good)**

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

**Vortex (Special Good):** Bethany can pilot time craft through the Vortex, and gains +2 when doing so.

**EQUIPMENT:** Vortex Manipulator (mostly broken), disruptor pistol (4/L/L).

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

## BETHANY'S THUGS AND GOONS

<b>AWARENESS</b>	2	<b>PRESENCE</b>	2
<b>COORDINATION</b>	3	<b>RESOLVE</b>	3
<b>INGENUITY</b>	2	<b>STRENGTH</b>	4

The 'town guard' are a motley crew who are dedicated to serving Bethany because she is clearly where the power lies. Few people are in a position to make them a better offer. The guard dress in a mixture of styles, just like the other inhabitants. However, they all wear a red scarf, necktie or armband of some form to denote their position. There are no ranks in the guards, simply those Bethany favours, and everyone knows who they are. Guards patrol in groups of 5-10. They rely on their numbers to keep the peace.

### SKILLS

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

### TRAITS

**Impulsive (Minor Bad):** The goons rarely think things through, relying on brute strength and Bethany's reputation.

**Obligation (Minor Bad):** Do what Bethany tells you!

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

**EQUIPMENT:** Most have a club or a sword. A few have firearms, but nothing more advanced than from the 20th century.

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

### The Cathedral

In the centre of the city is the huge Cathedral that is the lair of Dust. The place is guarded by four Fendahleen, so no one goes there. It is thought to be a place of monsters. Dust is actually the only creature who really knows what the city is and how it came to be. It is also the only one who knows the correct temporal angle to leave the void. It has been waiting for two things to arrive, the Doctor and a ship. Now it seems the characters have brought both.

The cathedral is huge but little different from any other cathedral. The interior of the main chapel is dominated by a vast stained glass window of the



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## DUST

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

This strange entity is a conglomeration of different intelligent energies, and as such is a little schizophrenic. It manifests in a few different forms, drawn from its various parts. Its mental powers are immense and it is able to draw on powerful energy to enforce its will, but it is not especially clever. Luckily it is also unused to acting in a physical way, making it slow and a little clumsy.

### SKILLS

Convince 2, Knowledge 4, Marksman 4, Science 3, Subterfuge 2.

### TRAITS

**Aura (Minor Good):** Anyone near Dust must make a resistance check to avoid cowering at the force of its power.

**Eccentric (Major Bad):** Has bouts of insanity where too many voices in its head call for attention. It cannot act while trying to calm the chorus.

**Environmental (Major Good):** Dust suffers no ill effects from any environment.

**Immortal (Special Good):** Dust is extremely hard to kill permanently, but can be injured.

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

**Natural Weapons (Major Good):** An energy blast that does (4/8/L) damage.

**Obsession (Major Bad):** To become whole and unified, by finding the Doctor!

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

**Telepathy (Special Good):** Dust may create a mental link to read minds or converse telepathically.

**Telekinesis (Special Good):** Dust may move objects using Resolve instead of Strength.

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

**Slow Reflexes (Minor Bad):** Dust always acts last in its action phase.

TECH LEVEL: 6      STORY POINTS: 6

## FENDAHLEEN



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

### SKILLS

Athletics 4, Fighting 6, Survival 3.

### TRAITS

**Alien**

**Alien Appearance**

**Fear Factor 3:** Grants a +6 bonus to inspire fear.

**Immunity (Major):** The Fendahleen takes no damage from physical attacks.

**Natural Weapon (Major) – Psychic Vampirism:**

The Fendahleen can deliver (4/L/L) damage with a touch, leaving only the victim's dehydrated corpse.

**Special – Telekinesis:** The Fendahleen can use its mental powers to stop a victim from moving. This requires an Awareness + Resolve +4 test against the victim's Resolve + Strength (defences against psychic traits may also be employed).

**Teleport (Major):** The Fendahleen can shift to another known location with an Awareness + Resolve roll. Failure means it doesn't move.

**Weakness (Major):** Rock salt can do 4 levels of damage to the Fendahleen.

TECH LEVEL: 5      STORY POINTS: 4

Fourth Doctor that towers over any congregation. The decorations of the place feature some of the Fourth Doctor's enemies and various statues of saints along the walls appear on closer inspection to be his previous companions. Dust manifests as the Golden Fendahleen Core or the masked figure of Hieronymus corrupted by Mandragora, or sometimes both.

Encountering Dust will depend on how the characters approach it and how much of the time trace they have. It will quickly feel they have a connection to the Doctor which will pique its interest. The more time trace they have the stronger this connection will be. If the characters are charming and clever they might convince Dust they are looking for the Doctor themselves and could help each other. However, any failure in diplomacy will convince Dust that it is being lied to and its reaction will not be good. It may attempt to kill the characters (or just some of them) to teach them a lesson. While it might appear trapped in the Cathedral it actually is free to leave anytime it likes, it simply sees no reason to. If the characters get Dust to chase them out into the city it will cause all manner of damage. This will upset a lot of people who will probably blame the characters for meddling and bringing such disaster.

Luckily for the characters, while Dust is powerful its mind is a chorus of different voices. This causes it to lose control now and again, shifting personality or becoming almost catatonic with confusion. If it looks like the characters are going to get themselves killed, Dust might have one of its 'bad turns', giving them a chance to escape. characters might also spend a story point to instigate one.

## 01. ARRIVAL

As the characters use the tracer to travel to their next destination, the TARDIS lurches and tumbles as if trying to smash its way out of time and space. The whole ship is buffeted and the crew are thrown around for what seems an age. Eventually the TARDIS lands, and suddenly everything seems just too quiet...

Outside the TARDIS there is nothing, literally nothing. The characters have landed in a vast white void. A cold mist clings to everything here and the chill makes the whole place seem wrong somehow. The characters (especially those with the Feel the Turn of the Universe Trait) will get the feeling this is a place that is not meant to exist. They shouldn't be here; actually no one should be here.

If they explore a little the characters will come across an old church door in the middle of the expanse. Luckily it is not too far from their TARDIS so they won't get lost walking between the two. It will appear to be the characters' only option as their TARDIS will refuse to move. Nothing is wrong with it, but some force is preventing it leaving.



## THROUGH THE DOOR

The church door opens into a long cobbled street. It is apparently quite late on a winter's night. There is snow on the streets and the whole place is lit only dimly by gas streetlights. A few people can be seen milling about and walking to and fro. None of them seem to pay much heed to the characters, but they won't ignore a polite attempt to speak to them. The inhabitants here are mostly human, but have a variety of clothing styles. Victorian dress of one form or another seems the most popular, but there is a variety of period costume and even some from the far future.

If the characters check for the temporal trace, they find one. However, while the signal is definitely coming from this town-in-a-bottle it is impossible to see exactly where from. It is as if the whole town is the temporal trace, or it is somehow scattered. Either that or the Locator is malfunctioning.

## WHAT THE INHABITANTS KNOW

There are several things that any inhabitant, passer-by, shopkeeper or criminal can tell the characters about where they are. Few of them will offer this information, as they have learned not to trust strangers too easily when new inhabitants can come from anywhere. However, if the characters are friendly and polite they will find the inhabitants reciprocate.



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- This place is called 'Nowhere' but only because someone coined the name a long time ago and it has just stuck. As the name suggests, it doesn't seem to exist anywhere
- Outside is a white void that seems endless. No one who has wandered off into the expanse has ever returned. Few people think it might be because they found a way out.
- Most inhabitants have lived here for some time and can easily direct the characters to any location. They will all warn them to avoid the cathedral in the centre of the city. It contains monsters.
- No one really knows how they got here. One day they were just here, with a few of their possessions and sometimes even the building they were in. Several people arrived in groups. These people who were taken as groups have little more in common than that they were geographically close to each other.
- Most people here are basically scavengers and traders. Food, clothes and other resources seem to just appear randomly around the place. So the inhabitants trade what they find with each other.
- The sun never rises here, no one is sure if there is even really a sky. There are no stars, just an inky black abyss above the city.

### THE MAYOR

While the real power behind the city is Dust, few people know of its existence. The cathedral where Dust resides is guarded by Fendahleen so no one goes there. One person has risen to fill this power vacuum, Bethany Slice, a 'retired' Time Agent who was pulled here some time ago. Bethany has a better understanding of where she is and what is going on, but has so far been unable to escape. So instead she set out to rule the town. Using her advanced technology and skills she got together a crew of thugs and gradually took control. These days, every business owner and citizen has to pay her tribute, which her thugs collect.

Luckily Bethany is not greedy, she doesn't take much, knowing that taking a little from everyone means a lot for her. However, she is ruthless enough not to accept deferrals, late payments or credit. Everyone pays, no exceptions, and those who don't are made an example of. To be fair, the citizens do get something for their investment. Bethany hears complaints and dispenses justice as she sees fit in local disputes. If you have a problem you can take it to her. It is this cunning mixture of iron fist in a velvet glove that has kept her at the top.

## 2. EXPLORING NOWHERE

This adventure is essentially a sandbox for the characters to wander and adventure in. Several of the inhabitants have motives and goals that will lead to adventures as the characters try to find a way out. They will also need to interact with the inhabitants and their problems to reveal the time trace they are looking for. But once they have it they will need to deal with Dust to escape the city of Nowhere.



### THE TEMPORAL TRACE IS... EVERYWHERE?

The mark of the Fourth Doctor is part of everything here; in fact the place is so steeped in him the temporal trace is all around. Dust has consumed the temporal trace, which means the trace is not so much nowhere but everywhere. Unfortunately, this means it will take more than waving the Temporal Trace Locator about to get the temporal trace to register. To do that the characters need to perform at least four actions that are the sort of thing the Fourth Doctor would do. Each time they do, the Temporal Trace Locator will make a wibbly noise and light up a little, indicating it has a quarter of the time trace. This will at least tell the characters they have to do four things. However, just repeating one won't help; all four actions must be different. While the Gamemaster is the final judge of what qualifies, we suggest these four actions:

- Stand up to authority when your life is on the line.
- Fix something with whatever you have to hand.
- Solve a violent crisis without resorting to violence.
- Prove yourself cleverer than your opponent.
- Other options might include: talking your way out of danger (politely), refusing to admit you are wrong, berating your companions for not understanding your genius, doing something at random that turns out to be genius, offering confectionery to anyone training a weapon on you.





There are several opportunities to perform these actions as the adventure progresses. In fact, as the characters begin to figure out the key to the temporal trace they can begin to engineer the right situations (such as starting a bar fight so they can talk themselves out of it). The Gamemaster is the final arbiter of what counts as enough to make the Temporal Trace Locator register. Essentially the idea in any situation is to ask "What would the Fourth Doctor do?" However, to help the Gamemaster steer things towards a conclusion, here are some ways the characters might come to fulfil the right actions:

**Stand up to authority when your life is on the line:**

This might happen in any number of ways. Standing up to Bethany or her thugs is the obvious opportunity. The other way might be to get between the Silurians and Sontarans. Of course, the character's life does have to be on the line, so to fulfil this action they will need someone to be ready to kill them!

**Fix something with whatever you have to hand:**

To an extent this depends what gets broken. A new weapon (or more likely a trap) might be required to escape Bethany's thugs, impress her with the character's acumen or to get the Silurians and Sontarans to stop fighting. If the characters don't have much in the way of repair or tech skills they might help Sarah with her work. Working as an assistant to some gadget building or jiggery pokery will be enough to reveal the next part of the time trace.

**Solve a violent crisis without resorting to violence:**

Again, the obvious examples come down to Bethany and Battleground Street. However, there are plenty of people who might resort to violence which may need mediation. A fight could break out at the pub, or tensions between the actors at the Theatre Royale could explode into advanced 'artistic differences'. There are plenty of people living here whose first attempt to solve a problem will involve violence.

**Prove yourself cleverer than your opponent:**

For a lot of characters, this might be the tricky one! Essentially, working out a plan and having the victims fall for it is enough. You need not prove you are a genius, just that you are a few steps ahead of the opposition. The plan need not even be especially complicated, just working out a clever distraction that sends the guards the wrong way is all you need.

**THINGS TO DO IN NOWHERE**

The first thing the characters will want to do is explore and get their bearings. In wandering the city

they will encounter its inhabitants and begin to piece together what is going on. There are several side plots and goals they may pick up along the way if they choose to help out the various inhabitants.



In the meantime, Bethany Slice the Mayor will eventually hear about the new arrivals. She will send a polite invitation for the characters to visit her at the Town Hall. A pretty young man or woman with a nice smile will deliver the message the first time around. If the invitation is ignored, it will be delivered again by a gang of thugs. Bethany likes to start politely but knows how to get rough if people are disobedient.

Bethany will ask the characters why they are here and ask where they have come from. She will also tell them she can help them return home but they might have to do something for her first. She will be very interested to know the characters have a ship if they are foolish enough to share this information. If they do, Bethany will send out a team to bring the TARDIS to the Town Hall. Bethany is lying, however, and has no idea how to escape. All she knows is that this place exists outside time and space, and it somehow acts like a lobster pot in that you can enter but never leave. If the characters demonstrate any knowledge of time travel she may take them into her confidence so they can pool resources and find a way out. Eventually the characters will discover how to reveal the temporal trace. Bethany will be interested but not really see how it is useful. Dust however will be very intrigued.

**SCAVENGING**

Most of the inhabitants of the city live by scavenging around the empty houses and dark streets looking for the oddments that randomly appear here. There is no rhyme or reason to what collects here, although places where regular resources can be found are quickly claimed. Searching the streets can be dangerous. There is no sun in Nowhere, leaving the place cloaked in night all the time. There are



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also people willing to hurt or even kill those who find something valuable.

Characters searching the city for interesting things should make a search roll using Awareness or Ingenuity + Survival. The Difficulty of the roll is 12, and what you might find depends on the result. In general, each attempt to search takes around one or two hours and if the characters have time they can do it as often as they like.

**Fantastic:** The characters find something valuable and useful. It might be a technological device or a whole pile of food. Any technology is in good working order and useful in its own right or as parts. It is without doubt a major find, so they will have to be careful who they tell.

**Good:** The find is either useful or valuable. It might be jewellery, food or technology. The technology won't work as it was meant to, but parts of it function properly and make excellent spares. Whole circuits are perfectly functional even if the device itself isn't working.

**Success:** The characters come across some minor bits and pieces that are useful to the right person. These might be strange coins, or useful tech parts like batteries or resistors.

**Failure:** After a long look around the characters don't find much of any value. However, they may get some old cogs or battered tins of food that might be worth something in trade.

**Bad:** What the characters find looks good but turns out to be rubbish. Food is actually past its eat by date; parts are too rusted to use.

**Disastrous:** The characters think they have found a decent hoard, but it unfortunately belongs to someone else. They will be very upset to find someone in their stash as well! Should the characters make off with anything the owners will put out the word they have been stolen from. When the characters offload their stolen goods word will eventually get back to the original owners who will come looking for recompense.

### 3. LEAVING NOWHERE

When the characters have collected the temporal trace, they will want to leave. Sadly it won't be as easy as that. Depending on how they have behaved and what friends they have made, certain factions may not let them wander off so easily. The end of this adventure could go several different ways.

Bethany wants out, and if she thinks the characters have a way she will work hard to get them to invite her along. If politeness doesn't work she will lead her thugs to take the characters prisoner and take control of their TARDIS. While she will still need the characters to pilot the TARDIS, with the details of the temporal trace Bethany can work out the right co-ordinates to leave the void.

The characters may also want to take some or even all of the citizens of Nowhere home. That will be a big job as there are over a thousand people living here. There is plenty of room in the TARDIS but getting them all there will be hard to do without anyone else noticing. Most people want to go home and if some start leaving it may start a riot. Then, of course, the characters will have a lot of people to drop off in different time zones and places.

The biggest problem is Dust. It doesn't want to leave but it does want the Doctor. With the temporal trace revealed, Dust will be convinced the characters know how to find the Doctor. It will insist they bring him here and that they take a piece of its energy with them to make sure they don't renege on the deal.

The climax of this adventure involves playing Bethany and Dust off each other. They will both open with politeness giving the characters time to organise a plan. If the characters are clever at this point they can get a lot of information from both Dust and Bethany. If they side with Bethany she will get them out but not wait for the rest of the inhabitants. She will also plan to keep them prisoner and take control of their TARDIS and use it to raid her way across time and space. While they will escape Nowhere, a whole new adventure begins as the characters try to reclaim their TARDIS from Bethany and her gang of thugs.

If the characters side with Dust, the being can seal off Bethany and her men in the city, allowing them to escape. However, Dust will send some of its energy into the TARDIS. This energy will grant the TARDIS the co-ordinates to escape, but expect the characters to find the Doctor. Dust won't take anyone prisoner, but will get very upset if the characters don't immediately begin the quest.

So the real trick will be playing one side against the other and finding a way to make a run for it while they keep each other occupied. How they make their escape is up to the characters, but they are going to have to be clever not to be hounded from Nowhere by angry thugs, and a powerful energy being.



## THE COILS OF THE SERPENT



### A NOTE FOR GAMEMASTERS

In the third part of this adventure, **This Side of Madness or the Other**, the Mara takes mental control of one of the characters. Mind control in roleplaying games can be a tricky matter, and Gamemasters should take care not to use this particular plot device on players who are very opposed to losing control of their characters, no matter how temporary the situation. Instead, decide in advance which of your players should be the first controlled by the Mara (perhaps someone who hasn't been spotlighted in recent adventures), and talk with them away from the table about their role in the story (without giving away too many details.) Many players will be delighted by the opportunity to play the villain for a change of pace.

Many years ago, the Doctor had his first confrontation with the extradimensional being called the Mara, an evil snake-creature of pure thought that possessed his companion Tegan in its efforts to return to this plane. He defeated it here, and then a second time when it reclaimed Tegan on the nearby world of Manussa. The Doctor forced the Mara to retreat using a psychoactive crystal called the Great Mind's Eye.

However, the Mara is both immortal and patient, and wants nothing more than to return to the physical world. A small cult continues to worship the Mara, and to that end have created a new, much larger and more potent version of the Great Mind's Eye. As Jewel Station fills with politicians from across the Federated Systems preparing for Election Day, the cult plans to summon the Mara again – this time in its most monstrous form ever!

### ADVENTURE SYNOPSIS

Materialising in orbit of Deva Loka, the travellers detect signs of the temporal trace inside a beautiful and enormous space station, Jewel Station. They land on board the station and find themselves amidst a festival to celebrate the outcome of the system's recent elections. While they search for the temporal trace, one of their number is kidnapped and possessed by the Mara, helping its cult hijack the investment ceremony on the planet's surface to draw on the psychic energy of the billions of spectators watching it on holoivid to summon the Mara and destroy the world. The rest of the companions must not only thwart the cult, but also save their friend.

Presumably, since you and the selected player have agreed that they will be the victim of the Mara, there's no need to roll dice for the actual possession. However, describing the means by which the Mara overpowers its victim mentally can still be extremely dramatic if played out, in the manner of Tegan's battle with the Dukkha in *Kinda*. Remember that the snake tattoo appears on the forearm of the possessed character and their teeth become red-tinged.



At the climax of the story, that character can spend unused Story Points to break free, along with any additional points donated by other players. Any additional efforts by the Mara to mind control other characters, whether characters or non-player characters, should be resolved as normal Conflicts, using the Mara's Resolve + Convince against the victim's Resolve + either Ingenuity or Strength, depending on the situation. If the defender loses, then the snake tattoo appears on their forearm as



well. Remember that the Mara enjoys manipulating people without directly mind-controlling them, either by playing on their personal weaknesses (using their Bad Traits to guide you), or by frightening them with illusions. Reserve actually trying to directly control others to the most important targets.

If nobody in your player group says they would enjoy being temporarily possessed by the Mara, then simply have Kayla and/or Savitri detect the Mara's presence on the station and ask the characters for help. Or, use Savitri as the victim of the Mara's control after the players have met her in **The Candidates**. Make sure to present her as sympathetic and friendly, so that her transformation seems the more frightening.

## 01. JEWEL STATION

The characters follow the temporal trace to Jewel Station, a huge space station in orbit around Deva Loka. The TARDIS' temporal indicators note that it is exactly 50 local years since the last time the Doctor was in the Scrampus system (the events of *Snakedance*), and several hundred years since his previous visit to Deva Loka itself (in *Kinda*) The signal from the trace is unmistakable, but weak and muted, as if it were being interfered with somehow.

Jewel Station itself is one of the local wonders of architecture and design, all sweeping arcs and spires of silver and jewels over a sturdy superstructure of shining durasteel. It's enormous, several kilometres across and clearly capable of holding tens of thousands of people. Indeed, there are hundreds of spaceships packed into its arrival bays and dozens more in close orbit awaiting their turn to drop off passengers and tourists. The characters receive a transmission from Traffic Control, with a generic recorded greeting from smiling officials welcoming them to Jewel Station, directing them on where to dock and proceed to customs, and reminding them that Deva Loka is a legally protected wildlife preserve (and therefore that it's a federal crime to land there without authorization.) If the characters are actually in control of the TARDIS, it's up to them whether they follow instructions and land on the docks – if they do, they'll receive some unusual looks from the customs officials at the size of their "ship," but bureaucratic training will kick in and they will immediately begin offering stacks of declaration forms to be signed. These can quickly be bypassed by judicious use of Psychic Paper or similar tricks; the group will be assumed to be part of a diplomatic envoy and be sent on their way with cheerful courtesy.

If they choose to sneak aboard, on the other hand, they can land the TARDIS on the main concourse, tucked in among the various business kiosks and entertainment centres. (This is where the TARDIS will materialise if it's piloting itself or under the Doctor's pre-programming.) If they skip going through customs, they will probably find it difficult to get any cooperation from Jewel Station's administration if they need it (though Psychic Paper or similar tricks may help here as well).



The station itself is buzzing with activity. They are celebrating a combined festival and election season, which only comes around every ten local years, and so a holiday party atmosphere prevails pretty much everywhere the characters might go. The concourses are full of shoppers, entertainers and celebrants, and there is music, laughter and boisterous good will in the air. (Indeed, on some levels of the station the partying is allowed to become quite raucous if any of the characters are looking for that sort of entertainment, but station security generally keeps a reasonably firm hand on matters, and people who celebrate too aggressively may find themselves drying out in the local security station's cells.)

Many of the celebrants are dressed in costumes or bearing puppets or other toys with Mara-related themes. Toy snakes on sticks are popular, as are rattles of various sorts. Small groups of children dash in and out of crowds dressed as "attendant demons" with red cloaks and helmet-like horned masks, tapping adult passers-by with snake-shaped wands. If the person touched doesn't produce a coin or treat, they are then sprayed with a water gun.

Anyone the characters talk to can fill them in on the current situation. Every 10 years the member worlds of the Federated Systems Alliance elect new representatives to their respective governments,



and then the representatives elect a chairman, traditionally known as the Federator, from among their own ranks. This election is timed to coincide with the decennial celebration of the overthrow of the Sumaran Empire and the destruction of the Mara, the monster that ruled it. The planetary elections have happened over the last several weeks, and now the victors are gathering for the first time to cast their votes for Federator and participate in the celebrations. The festival will culminate tomorrow with a ceremony to be held on Deva Loka (see the box out overleaf).



In the 50 years since the Doctor last encountered the Mara, the Federation has expanded from three worlds to fourteen (as well as several dozen small colonies), many of whom were themselves subjugated by the Mara centuries ago as part of the Sumaran Empire. Indeed, it was Lon, who was temporarily controlled by the ancient snake-creature, who upon becoming Federator himself greatly expanded the freedoms of Manussan society and helped usher in this era of prosperity and democracy.

The Federated Systems Alliance also now trade with several other star-spanning cultures, have re-mastered many of the arts and sciences they once knew as the Manussan Empire, and are generally quite proud of what they consider to be a renaissance of their pre-Sumaran heights. Interestingly, they do seem to remember the Doctor himself, as a mysterious figure somehow associated with the Manussan Snakedancers who helped Lon overcome the Mara's mind control. However, neither the written histories of the event (if the characters are somehow able to access one) or the popular history versions mention him as a Time Lord or alien in any way; he's simply described as a mysterious blonde man who came out of the desert and vanished back there afterwards.

The Temporal Trace Locator is giving general directions towards the Grand Concourse, so describe the massive crowds of people the characters have to make their way through. During this journey, you and the character selected to be possessed should contrive to separate them from the group, either by the crowds or by a distracting shop or entertainer.

## EXPLORING JEWEL STATION

Jewel Station contains two dozen commercial levels and several more that are administration-only, as well as all of the docking bays and storage warehouses, internal engineering, power core and life support systems. It has enormous orbital thrusters in case of emergencies, which can move it within an orbit to avoid collisions. It would take considerable amounts of mechanical jiggery-pokery, but it's theoretically possible for it to leave orbit entirely and fly to another planet within the Scrampus system, though such a trip would probably take weeks.

The commercial levels include several hotels, ranging from cheap sleeping capsules to 4-star facilities including suites with incredible views of Deva Loka from orbit. There are dozens of restaurants serving food from across the Alliance and some delicacies from even further reaches of the galaxy. Shoppers can also find the latest in trade goods, electronics, art and fashion (Manussa has always had, shall we say, eclectic tastes in clothes!). Pretty much anything a character might be interested in purchasing can be purchased here, as long as they have the credits!



There are also multiple facilities for entertainment: concert halls, nightclubs, art galleries and the like. Because it's Election Festival time, many of these are featuring 'traditional' art forms – Manussan and Federation-era entertainments like puppet shows and fairs featuring medieval attractions (see the Hall of Mirrors in *Snakedance*) are featured in the



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main concourses alongside more primitive art forms like weavings and sculptures from Deva Loka. As noted above, there are also a great many strolling minstrels, jesters and costumed revellers mixed in with the modern technology of the rest of the station. Imagine a Renaissance Festival taking place in a modern airport.

The Federated Systems Alliance has recently begun trading with other intergalactic civilisations, so Gamemasters should feel free to include members of any other alien species they'd like to see; perhaps the Cheem or Judoon have sent ambassadors to the ceremony.

### DEVA LOKA

Deva Loka has been placed under the control of the Federated Systems Alliance as a protected reserve, allowing those members of the Kinda who do not wish to participate in Federation politics or society to remain in their pristine forests. The Kinda are full citizens of the Alliance, and some (like Kayla) do choose to participate in politics to represent their interests, but most prefer their lives in the quiet wilderness. It is a crime to travel to Deva Loka without government authorisation. The Federation maintains a small number of scientific facilities on the surface and there are several sites of religious significance where ceremonies (like the investment of the Federator) are allowed on special occasions.



## 2. THE CANDIDATES

*Note: Dramatically, it may make sense to run **The Candidates** and **This Side of Madness or the Other** simultaneously, switching back and forth periodically to maintain suspense.*

On the Grand Concourse there is a large celebration going on, including the various candidates for Federator giving short speeches and pressing the flesh. They're on a small temporary stage, surrounded by station security officers and officials. The crowd is whooping it up for their own choices and booing their opponents, though somehow the whole thing retains a generally positive attitude. There are a dozen candidates in total, but only two are considered serious contenders: **Bellin**, who is an attractive woman in her late thirties and a granddaughter of Lon himself (and therefore a direct descendant of the First Federator); and **Karta**, from the planet Barga, a silver-haired man whose public persona is that of a "simple farmer from a small planet" but has oratorical skills that show his actual prowess as a politician. Karta is likely to win, as most serious analysts consider Bellin too young and inexperienced despite her impressive pedigree; on the other hand, upsets do happen.

Other candidates shuffle on and off stage; the most notable of these is **Kayla**, an elderly wise woman from Deva Loka. She has no chance of winning the post of Federator, and probably wouldn't take it if it were offered; her only interest is the preservation of Deva Loka as a preserve and the rights of the Kinda themselves. Nevertheless, the other representatives show her a measure of respect, as she has a remarkable and powerful presence and frequently has pithy and wise opinions on other matters despite claiming not to care about them. She is attended by her student, a lovely and charming (if somewhat shy) young woman named **Savitri**.

Also on the stage is a large cabinet, made of glass panels in a metal frame. Inside are several historical items of importance to the various cultures that make up the Federated Systems Alliance, including an original paper copy of the First Federation Compact; several impressive crowns, sceptres, and the like; and the Great Mind's Eye gem itself, set in a diorama display with several other small Manussan artefacts. Among these smaller artefacts is the Doctor's Eye, the actual replica piece the Doctor used to defeat the Mara decades ago. This is clearly the temporal trace, and at this proximity the Temporal Trace Locator can identify it clearly – but still cannot scan it properly. The entire display is not only sealed in the cabinet but protected by a powerful, invisible force field, which is what made the trace difficult to detect at a distance.

The entire display cabinet is the responsibility of **Sophia**, who is the current Director of Historical Research (the old job of both Dojjen and Ambril),



and she keeps a careful eye on it at all times. The entire cabinet will be transported down to Deva Loka for the Investment Ceremony, and she's absolutely determined there will be no mistakes on her watch. She's relatively new to the position, and will bristle at and refuse any suggestion by the characters that they be allowed access to the Doctor's Mind's Eye.

The characters will presumably consider trying to steal the Doctor's Mind's Eye, but that will prove exceedingly difficult; the cabinet will be on public display constantly until tomorrow afternoon, when the results of the election are made public and the artefacts will be taken by shuttle down to the Investment Ceremony on the planet's surface below. The ceremony itself is very exclusive, and tickets are highly sought-after; the ceremony will be simulcast system-wide, of course, and the total audience will be in the billions. They can try going over Sophia's head to station management, but Jewel Station's Director is an officious twit named **Amda**, who is only concerned about the money the station is making during the festival. His second-in-command, **Arati**, is the Director of Logistics and secretly part of the Mara cult (see overleaf).

At some point Kayla and Savitri will telepathically detect the distress and concerns of the characters, and make a point of pulling them aside somewhere for a quiet conversation. They won't fully grasp all the details about time travel and the Temporal Exterminator, but they have access to the memories of Panna and Karuna (see **Kinda**) and remember the Doctor as kind and helpful for an "idiot." They can provide advice to the characters, including information about the Mara once they realise what's happened to their friend, and most importantly can make them part of the Kinda delegation, giving them entrance to the ceremony on Deva Loka.



## KAYLA

<b>AWARENESS</b>	4	<b>PRESENCE</b>	5
<b>COORDINATION</b>	1	<b>RESOLVE</b>	5
<b>INGENUITY</b>	3	<b>STRENGTH</b>	1

Kayla is the candidate from Deva Loka, an elderly wise woman much revered by the others. She is a small, elderly woman of about 80. She has brown skin, silver hair and piercing gray eyes. She is physically frail and requires a walking stick, but can command an entire room with her voice.

**Playing Kayla:** Kayla is old and tired, but ready for one last battle with the Mara. When she's giving out advice, she's irascible and short-tempered – be abrupt and impatient with questions from the players. If you get a chance, 'reveal' how physically weak she is by having her stumble or need a moment of rest after yelling at somebody.

### SKILLS

Convince 4, Craft 2, Knowledge 4, Medicine 2 (Wounds, Alternative Remedies), Survival 3.

### TRAITS

**Brave:** She has stood up to the Mara before, and will do so again.

**Eccentric (Minor):** Kayla occasionally forgets that males of other species can talk, and underestimates them.

**Obligation (Kinda)**

**Psychic:** All Kinda are mildly psychic.

**Telepathy**

**Voice of Authority:** Kayla is revered by the rest of her people.

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

\*As a Kinda, Kayla has knowledge of technology up to Tech Level 7, but her society has chosen to only use Tech Level 1. She suffers the same penalties as other characters in trying to use more advanced technology, but she isn't surprised or confused by it if she encounters it.



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If one of your players is not going to be the victim of the Mara, have one or more of them meet Savitri here, and then have them mysteriously disappear, which will greatly worry Kayla. The older woman can then implore the companions to stay on the trail of the Mara cult.

### 3. THIS SIDE OF MADNESS OR THE OTHER

The selected character is separated from their companions by the push of the crowd, or by an eye-catching store front display. A soft musical chiming begins, somehow cutting through the louder sounds of the celebrating crowds, and it draws them away from the concourse, through a doorway that seems to lead behind the shops and displays, and down a long, dark corridor. It ends in another door, which is similarly unlocked. The character passes inside, and is immediately assaulted by the smell of a wide variety of animals.

This room is the quarantine area for animals coming through the station, intended for adoption and sale as pets, service animals or, in some cases, to be served as delicacies in the station's restaurants. All must pass medical inspections to make sure they're not carrying any diseases, and so this room is filled with rack after rack of small cages containing cats, dogs, birds and dozens of various other alien species. There are several tables containing medical equipment and scanners, but it's clear that it's after work hours, as most of the lights are off. Sitting in a small circle of chairs in the near darkness, three conspirators huddle and talk quietly. They are: **Raga**, a woman of perhaps 40, with angular features and fashionable clothing, who wears a cruel smile and an attitude of authority; **Arati**, a businessman in his fifties, slightly overweight and wearing a hologram pin identifying him as Jewel Station's Director of Logistics; and **Iksir**, a thin man of 40 wearing glasses and a distracted air. Raga has a snake, presumably released from one of the cages, wrapped around her arm.

These three are the core of a Mara-worshipping cult based on Manussa. Raga is a noblewoman, a cousin to Bellin and part of the diplomatic delegation accompanying her. Though publicly one of her cousin's most outspoken supporters, she secretly hates her for having been the family favorite, and her consuming jealousy makes her want to make sure Bellin is one of the first victims of the Mara. She used her family access to the Great Mind's Eye to secretly open herself to the Mara some weeks ago.

Arati is madly in love with Raga, and her personal transformation since allowing the Mara to control her has only made her more enticing to him. Though he is both ruthless in his pursuit of personal power and physically imposing, he is completely subservient in Raga's presence. Iksir is a scientist, who has dedicated his life to the study of the strange blue psychoactive crystal that the various Mind's Eyes are made from. Excessive exposure to them has unfortunately warped his mind, leaving him open to telepathic domination from the Mara.

When the two men see the character walking towards them they're surprised and start to their feet, but Raga only smiles, showing the strange red tint on her teeth. She gestures for them to step back and relax, while looking the character up and down slowly.

"At last, it took you long enough to make it here. I can feel him in your mind, somewhere, can't I? The Doctor. The one who drove me from this plane back to the Dark Place. And what's this? He's in terrible danger, dying slowly, piece by piece? How magnificent. Take my hand."

You can modify this little speech to include whatever details about the character's relationship with the Doctor (if any) are appropriate, but in the end, Raga takes their hand, and the snake tattoo duplicates itself, with the second snake sliding up to the character's forearm. Instantly, the character knows the plans of the conspirators.

Iksir has secretly created another gem like the Great Mind's Eye, but much larger, nearly five metres across. He and Raga will bring it to Deva Loka as part of the convoy of shuttles coming from the station, and unveil it at the height of the investment ceremony while the audience of hundreds on site and billions of viewers from around the Federation looks on. Raga (and now, the character as well), will then use the new stone (which Iksir calls the Universal Mind's Eye) to draw mental energy from *all* of the onlookers, creating a physical form for the Mara that should be considerably larger than its previous manifestations. Building sized? Mountain sized? Raga smiles, and the character can easily read her thoughts.

"You think too small, still. When I return to the world, I will blot out the sun, and crush the world in my coils."

Now that the Mara controls the character, it knows whatever they do about the rest of the party and the Doctor's situation. (Obviously, it *doesn't* know that the Doctor's Mind's Eye is the trace, or whatever the





other characters have planned to get at it.) Allow the player to get involved with working out the exact details of the conspirator's plan: the Universal Mind's Eye is already loaded onto one of the equipment shuttles in a closed gravsled. Inside, it's simply under a tarp, and when the Federator is announced (the time when the maximum number of viewers will be watching), Arati will simply pull the tarp off. When the sunlight hits the stone, the mental energies of the audience will be drawn into it and converted into the flesh of the Mara. As the Mara grows, the very fear of the people around it will increase the rate of mental absorption, and therefore growth. At

the same time, the very images of the holovids will transmit the power of the Mara to viewers across the systems, and all will become one with its will!

## 4. THE BEST-LAID PLANS

Presumably at some point the rest of the party will realise their companion is missing, and will probably go searching for them. It's up to the character whether they want to remain hidden; the Mara doesn't particularly care about the rest of the companions, unless there's something specific it can do to increase the likelihood that the Doctor himself

### RAGA

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

Raga is an elegant noblewoman from Manussa, a descendant of the First Federator and extremely wealthy. She secretly worshipped the Mara and allowed it to possess her. She is tall and thin, with angular features and a severe but stylish hairdo. Because of her possession, her teeth have a red tint and she has a snake "tattoo" on her arm.

**Playing Raga:** Raga is under direct and willing control of the Mara and allows it to speak through her. Speak with an artificial and raspy deepening of the voice. Be arrogant with everyone, and clearly seem to be struggling to control your impatience.

#### SKILLS

Athletics 2, Convince 4, Craft 2, Fighting 2, Knowledge 3 (Manusian Culture and History), Subterfuge 3, Technology 3.

#### TRAITS

**Dark Secret:** Raga is the leader of a cult of Mara worshippers.

**Friends:** Raga can call on her fellow cultists.

**Keen Senses (Major):** Touched by the Mara, she is keenly attuned to the rest of the world.

**Obsession (Major):** Bringing the Mara back.

**Voice of Authority:** Raga speaks with the power of a god.

TECH LEVEL: 7      STORY POINTS: 5

### ARATI

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

Arati is a large man in his mid-fifties, once very muscular and fit as a soldier but now slowly going to seed with a desk job. He's the Director of Logistics for Jewel Station, the second-highest rank, and effectively runs the day-to-day operations of the entire port.

**Playing Arati:** Arati uses his formidable size to intimidate, so stick out your chest and loom over the other players at the table. However, always defer to Raga when she's around- he's in love with the human side of her and fears but worships the Mara inside her.

#### SKILLS

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

#### TRAITS

**Dark Secret:** Arati is a Mara worshipper.

**Obsession (Minor):** Arati is deeply in love with Raga.

**Sharpshooter:** Arati used to be a soldier.

**Voice of Authority:** He is the station's Director of Logistics.

TECH LEVEL: 7      STORY POINTS: 5



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will suffer and die. As Gamemaster, you can draw this portion of the story out as long as it remains entertaining; if the various characters don't have individual story elements to involve here, you can move directly to the climax.

If the characters can't figure out that something bad has happened to their friend, Kayla and Savitri can telepathically detect the presence of the Mara on the station and push the characters to get involved in looking for it.



If the characters decide the trace is more important, they can work out a plan to try to steal it from the display. If so, their teammate might spy on them quietly, and perhaps manoeuvre to thwart them (with the assistance of Arati, who has near-complete authority on the station, particularly with all of these VIPs around.) Getting the rest of the team thrown into a security brig on trumped-up (or real) charges shouldn't be difficult, and hopefully will lead to an exciting jail break! If the characters can't figure out an entertaining plan to break out, an enterprising non-player character like Savitri might help, but reserve that sort of ploy for when the heroes are completely stumped.

Anyone familiar with the legends of the Mara will know that in most of them, the 'host' comes to a very bad end: if the Mara is not physically driven from their body in time, the mental strain will kill the host. This can be portrayed if necessary mechanically by a slow but steady drain of Resolve or Ingenuity (say, one point per scene from the victim) to remind the players of the existence of the time limit. The story should reach its climax well before the character is in any real danger, but there's no reason to tell the players that!

## IKSIR

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

Iksir is a small, thin man with glasses, in his mid-forties. His clothes are generally unkempt, and he clearly is not paying attention to his grooming recently; his hair is messy, and his beard is ragged and a bit patchy. He is obsessed with the Mind's Eye crystals, which has allowed the Mara to control him.

**Playing Iksir:** Iksir is uninterested in the details of everyday life any more, since the crystals and the Mara became his obsessions. Unless either is the focus of his attention, he's easily distracted and a bit jumpy, but when either topic comes up he becomes extremely passionate. Raise your voice and stare at the other players when Iksir becomes manic.

### SKILLS

Athletics 1, Convince 2, Craft 1, Fighting 1, Knowledge 3, Medicine 3, Science 4 (Chemistry and Geology), Subterfuge 1, Survival 1, Technology 4, Transport 2.

### TRAITS

**Boffin:** Iksir has dedicated his life to studying the crystals.

**Dark Secret:** Iksir is a Mara worshipper.

**Eccentric (Minor):** The Mara's telepathic domination has somewhat warped his mind.

**Technically Adept:** Iksir is a skilled scientist.

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

## 5. INVESTMENT

Eventually pretty much everybody should move from the station down to the surface of Deva Loka for the investment ceremony. The ritual involves a massive stone 'stage' in an amphitheatre built into a massive stone cave, which is well lit by tasteful use of levitating light globes. The audience sits on long stone benches that form a semi-circle around the stage; there are approximately 500 attending the ceremony in person. In order for those at the back to see clearly, holovids of the ceremony will be broadcast on a large screen behind the stage.

At the beginning of the ceremony, Bellin is announced as the winner of the election in a minor upset that



sets the crowd buzzing. The other representatives come on stage, and Karta gives a reserved and gracious concession speech. Then, as Bellin comes on stage, the villains plan to unveil the stone. It's up to the players how and whether it works, of course.

If the Mara does manifest, defeating it will be up to the characters. (If they can't do it without the help of their comrade, this might be a good time to spend some Story Points to break the mind control.) The Doctor or any other telepath can attack the Mara directly, damaging its Resolve. Kayla and/or Savitri can pitch in with either telepathy or good advice. Boffins among the characters might get hold of the

holovid projector and try to surround the Mara with televised images of itself, which should work as well as the mirror trick.

**CONCLUSION**

Assuming the heroes are able to vanquish the Mara once more, they will be regarded as heroes throughout the Federated Systems Alliance. They can trade upon that fame by negotiating borrowing the Doctor's Mind's Eye, as long as they promise to return it once they've saved their friend. The cultists, all being true believers even without the Mara's mind control, will be sent off for extensive therapy.

**THE MARA**

The Mara is an entity of pure psychic energy, a serpentine creature of hatred and deceit that dwells in the dark places of the mind. It feeds on the suffering of others, and seeks out those vulnerable to possession so it can drive them insane.

<b>AWARENESS</b>	5	<b>PRESENCE</b>	8
<b>COORDINATION</b>	4	<b>RESOLVE</b>	6
<b>INGENUITY</b>	4	<b>STRENGTH</b>	-

**SKILLS**

Convince 4, Knowledge 4, Subterfuge 3.

**TRAITS**

**Alien**

**Distinctive (Minor):** Well, it's a giant psychic snake. More to the point, though, those possessed by the Mara gain a Distinctive serpent tattoo that marks them as its hosts.

**Fear Factor (4)**

**Hypnosis (Special):** The Mara can possess those who make themselves vulnerable to it. There are lots of ways to become vulnerable to the Mara – sleeping in the wrong place, certain psychic techniques, deliberately opening your mind to the creature and being hypnotised by a servant of the Mara all work.

**Incorporeal:** The Mara is a creature of psychic energy. It cannot be hurt by any physical attacks. It's immortal and indestructible. It can be defeated by driving it away (by damaging its Resolve).

**Psychic (Special):** The Mara can read minds and emotions.

**Shapeshifter:** The Mara can present itself in any form it wishes.



**Telepathy (Special):** The Mara can communicate with the minds of others.

**Weakness (Major):** The Mara cannot abide its own reflection. If it sees itself, it takes four levels of Resolve damage.

**Special – Sow Insanity:** The Mara can poison the minds of others. If it speaks to a victim (either through psychic contact, or using a possessed host as a mouthpiece) and wins a Presence + Resolve contest, it can either give the victim a new Bad Trait, or increase an existing Minor Bad Trait to Major. The Mara gains 1 Story Point when it sows insanity, as it feeds on madness.

**TECH LEVEL: 7      STORY POINTS: 9**

## LUNCHTIME OF THE DEAD



LUNCHTIME OF THE DEAD



A hundred years ago, the peaceful world of Jaconda was invaded by the Gastropods, a race of giant, telepathic snail warriors, controlled by their master Mestor. The Gastropods plotted to destroy Jaconda's sun in order to create a supernova that would fling their eggs across the galaxy, so that they could colonise and devour more worlds. The Doctor – with the aid of his old Time Lord tutor Azmael – defeated the Gastropods and destroyed Mestor. Bereft of the controlling consciousness of Mestor, the surviving Gastropods became mindless animals (See *The Twin Dilemma* in *The Sixth Doctor Sourcebook*).

Still, the Gastropods had devastated the ecology. Jaconda was dying, and needed massive external investment if it was to survive.

When life gives you lemons, you make lemonade. When life gives you millions of telepathic snail monsters, you make telepathic snail monster burgers!

The Restaurant of Remembrance is one of the most exclusive dining establishments in the universe. The food is excellent, if a little one-note, as every dish has to contain Gastropod meat – but you don't come for the food. You come for the memories. See, those snails are telepathic. If you let them feed on

the bodies of the dead, they absorb some of the memories of the corpse. Those memories infuse the snail's body and get transferred to the food. So, you don't eat snails in hollandaise sauce, you eat snails in hollandaise sauce infused with the memories of dead celebrities: performers, writers, historical figures, political leaders, galactic overlords. You can even BYOB – bring your own body – if you want to try experiencing the memories of your recently deceased Aunt Mabel.

The Restaurant is a huge domed structure in the midst of one of the restored forests of Jaconda. Somewhere in that vast, baroque pleasure-dome is the temporal trace the characters seek.

### ADVENTURE SYNOPSIS

Materialising outside the restaurant, the travellers detect signs of the temporal trace within the building. They visit the restaurant, only to become involved in a scheme to steal the secrets of a dead admiral. They also have to dodge members of a warrior cult, the Warriors of Gol, who object to the restaurant's use of the corpse of their legendary hero as an appetiser, and a would-be master snail named Nestor. The temporal trace itself is locked away inside the Mortuary Vault with the other high-value corpses – and the only person who has access to the vault is Bortu the Manager, and he's dead.

Once the Warriors of Gol show up, the adventure can go in any direction. Everyone's after the Mortuary Vault, which means everyone's after the corpse of Bortu and any food made from his snail-eaten remains. The characters might end up allying with one faction or another, or playing various groups against each other, or just dodging all the crazy people and grabbing what they need.

### THE RESTAURANT

The Restaurant of Remembrance prides itself on being tasteful. After all, many people come here to pay their last respects to their relatives, or to sample the finer aspects of the glorious dead. Therefore, the restaurant looks a little like a tomb: sombre lighting, lots of stone and brass, dour-faced staff all dressed in black, tasteful and unobtrusive music playing throughout. Even on theme nights, like barbecue nights, Space Christmas or Eat a Galactic Overlord night, they try to keep it understated.



Those who have reservations may land at the complementary landing docks or arrive via the transmat booths in the lobby. The waiting list for reservations is extremely long, mainly because time travellers from the future keep travelling back in time and sticking their names on in the past, so visitors from the present rarely get in. Indeed, the queue for the Restaurant of Remembrance is a social scene in its own right. All visitors must pass through the armoured double doors into the restaurant proper. There's only one way in: the staff live in the building, and never leave. The main dining room occupies the whole ground floor of the dome; the kitchens, staff rooms and the private dining suites take up most of the upper dome. Near the top, there's the manager's office and the Mortuary Vault.

Down below are the processing vats and the snail farms. If you bring your own corpse to dinner, it's flushed down a tube – *tactfully* and *respectfully* flushed down a tube, of course – to a snail chamber, where the snails feast on its flesh. Those snails are then slaughtered, brought up to the kitchens and cooked to perfection before being served to you. If, however, you're eating someone famous, then they take a skin sample from the Mortuary Vault, clone it, and send it down to the snails.

## LOCATIONS IN THE RESTAURANT

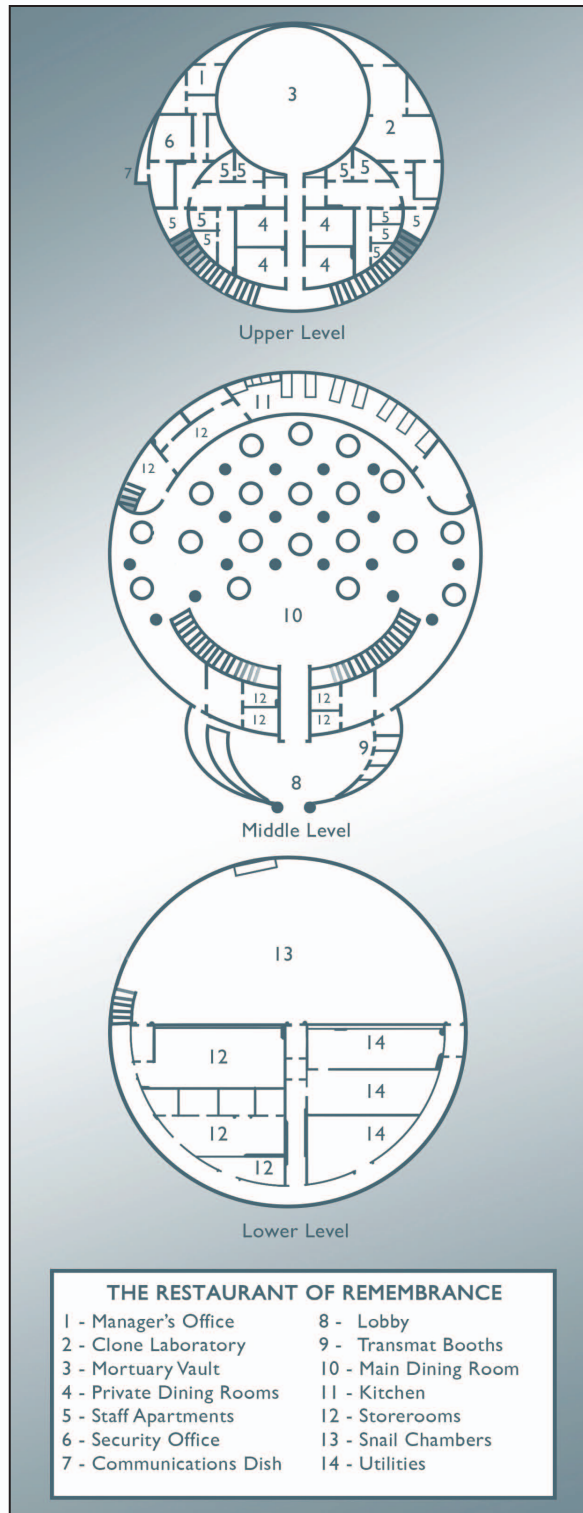
### Manager's Office

Bortu's small, impersonal office. There isn't much of interest here, other than the files on the staff. Notably, there are several complaints about Chef Rhumsea's odd behaviour, as well as reports about weird things happening down in the snail pits, like snails trying to rush the airlock when it opens or maintenance staff having bad dreams and headaches (all because of the growing psychic influence of Nestor – see pg. 91)

### Cloning Laboratory

This well-equipped and largely automated laboratory turns skin cells taken from the dishes of the day (the corpses stored in the Mortuary Vault) into slabs of cloned meat for the snails to consume. A chute connects the lab to the snail pits far below.

The lab's got lots of science bits: beakers of chemicals, dissection tools, centrifuges and bioreactors and mitochondrial superchargers. You couldn't make a living clone in this lab, but you could fast-grow a copy of a corpse or whip up a bottle of salty acid that instantly kills a Gastropod.



### Mortuary Vault

The Mortuary Vault contains the bodies of important dead people. The Restaurant has developed a form of necromantic gastronomy, so only a few cells from the corpse are needed to infuse a snail with the



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flavour of memory. This means that the Restaurant can serve, say, the memories of Elvis Presley 500 times a day and still have plenty of Elvis left in the freezer. (The Restaurant employs time-travelling grave robbers to acquire the bodies of famous personalities; the menu rotates regularly so diners can sample different sorts of memories).

The existence of the Vault is controversial. Some people say eating the dead is wrong, even if you're really only eating snails who ate the dead. Other people say that eating the dead in general is all right, but it's a bit disrespectful to steal the bodies of famous celebrities and serve them in your restaurant. Almost everyone agrees that it's really not on to travel in time, looting the tombs of famous historical figures just so you can have theme nights at your allegedly ultra-respectful and high-class restaurant, but that's where the money is. Therefore, the vault is protected by the best security systems in the galaxy.

Now, guess where that pesky temporal trace is...

**Breaking into the Vault:** Absolutely impossible unless you have Bortu's codes. See **Into the Vault** on pg. 98.

**Vault Contents:** Lots and lots of frozen corpses, all neatly labelled. All of the corpses have had bits removed for the cloning process, but they're mostly intact (or, at least, as intact as they were when they were buried). That big blue box contains the remains of Thunar Hammerlord.

At the very back of the vault is an unmarked casket. This contains the remains of the Time Lord Azmael, who died holding the psychic essence of the Gastropod overlord Mestor. Bortu once planned on serving Time Lord memories, but the first taste testers all went mad when Mestor tried to take over their minds. Fearful of having his restaurant closed down by either mental health inspectors or the High Council of Gallifrey, he stashed Azmael's remains back here where no one would ever find them.

### Private Dining Rooms

Exclusive dining rooms for the rich or paranoid. In this adventure, the most important thing about the dining rooms is that there's a party of Sontarans here, who modified their probic vents so they could consume the memories of a fallen foe. When the Warriors of Gol attack, the Sontarans get locked inside; if the characters free the Sontarans, then Commander Stomp and his soldiers can provide an effective counter-attack.

### Staff Quarters

Lots of small rooms for the human staff who work here.

### Security Office

- From this office, you can (with a bit of button pressing and maybe the odd Technology roll):
- Spy on any part of the restaurant other than the Mortuary Vault.
- Control the doors.
- Switch the transmats on and off.
- Send a distress signal (if the communications dish is functional).
- Check the credit history of any guest.
- Control the snail-filleting machines in the Snail Pits.
- Let the snails out of the pits.



### Communications Dish

This antennae on the outside of the dome handles the restaurant's communications. Without it, there's no way for the restaurant to contact the distant Jacondan settlements or ships in orbit. The antennae also helps target the transmats over long distances.

### Lobby

A grand open space, all marble and black roses and velvet. The main desk looks like a mausoleum; the staff behind it look like undertakers. A massive pair of armoured double doors leads outside; another pair of double doors leads to the dining room. Off to one side is a row of short-range transmat booths behind a velvet curtain. On the other side of the room is a row of corpse chutes for delivering bodies to the snails below.

### Main Dining Room

It's a dining room. Tables, chairs, snooty waiters, dessert trolleys. Tablecloths. Candelabras. Doilies. What more description do you need? If you're stuck for inspiration, then we recommend you treat yourself



to a really fancy dinner at an expensive restaurant. Go on, call it research. Remember to take notes on your napkins.



**Kitchen**

It’s unbearably hot in here – and, if Chef Rhumsea’s in a mood, unbearably loud too. Lots of stainless steel surfaces and cooking equipment, lots of harried staff running around with trays of snail bits. A row of dumb waiters in one wall connect the kitchen to the Storerooms and Snail Pits below.

**Storerooms**

This maze of Storerooms contains all the things that a busy restaurant needs – other than the famous corpses and the psychic snails. So, spare linen, cleaning supplies, condiments, cutlery, service robots, and lots of spare parts for various machines, including the communications dish.

**The Snail Chambers**

The staff rarely go in here. There are airlocks for maintenance access, but unless it’s absolutely necessary, no one goes into the dark, dank, slimy pit of the snails. Corpses fall down the corpse chutes to feed the snails. Robot filleting machines built into the ceiling track which snail eats which corpse, then dissect that snail and send the choice cuts of meat up to the kitchens via dumb waiter. There are hundreds of Gastropods in here, all slithering blindly over each other. The floor and walls are dangerously sticky – if Gastropod slime hardens, it becomes hard as concrete. The robot filleting machines have heat rays to melt any troublesome slime build-ups.

**The Filleting Machines:** If one of these things attacks, treat it as a monster with Co-ordination 2, Awareness 1, and Strength 5. It’s got Fighting 2, Marksman 1, and has the following traits:

Armour (5 points), Natural Weapons (Snail Filleting Blades), Strength +2 damage, Natural Weapons (Heat Ray) 1/2/3 damage, Robot.

**Gastropod Eggshells:** There’s a pile of gastropod eggshells near the entrance. The eggs are amazingly resistant to heat, and can even withstand the furious energies of a supernova. With a Craft roll, a character could assemble make-shift heat-proof armour out of the eggshells, making them immune to heat rays.

**Utilities**

The restaurant’s waste reclamation systems, as well as the main power reactor and computer core.

**RESTAURANT STAFF**

Most of the staff of the restaurant are humans or other off-worlders. The avian natives of Jaconda dislike the restaurant, as they fear and hate the snails in the basement.

**BORTU, THE MANAGER**

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

Bortu’s the ideal manager for a restaurant that specialises in high-end psychic cannibalism – he’s fat, snooty and morbid. He bears an uncanny resemblance to Alfred Hitchcock, if you squeezed Hitchcock into a skin-tight black jumpsuit. There’s a word – lugubrious – that means “looks or sounds dismal”, but could also mean “a perfect description of Bortu”. As manager, Bortu is the only one who knows the codes for the Mortuary Vault.

**Playing Bortu:** Talk in a low, droning, monotone voice. If you sound like you’re on the cusp of falling asleep the whole time, so much the better.

**SKILLS**

Convince 3, Craft 2, Knowledge 2, Subterfuge 1, Technology 2.

**TRAITS**

**By the Book:** A very dull book. With no twists or surprise endings or anything.

**Unadventurous:** Bortu doesn’t like surprises. They depress him.

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



**Garamond**

The head waiter. Incredibly French. Marvellously rude and arrogant to the living clientèle, but utterly respectful to the dead.

**Crystale**

Perky and cheerful, Crystale’s biggest gift is her ability to make a meal in the restaurant seem normal. The idea of eating the flesh of giant psychic snails that are infused with the memories of the corpses that the snails have themselves eaten freaks out some guests. Simple, ordinary questions like “do you want fries or salad with that” are very effective at making the meal seem normal.

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**KLDRA THE JACONDAN**

<b>AWARENESS</b>	3	<b>PRESENCE</b>	2
<b>COORDINATION</b>	4	<b>RESOLVE</b>	3
<b>INGENUITY</b>	3	<b>STRENGTH</b>	2

Kldra is the liaison between the Jacondans and the restaurant. She’s an elderly Jacondan, old enough to remember the reign of Mestor and how the Doctor rescued her people from their Gastropod overlords. She works as a hostess in the restaurant, and also handles the takings and various other pieces of administration. She is unhappy about the restaurant’s increasing use of the famous dead, but the ecological regeneration of Jaconda is at a critical stage and she cannot risk jeopardising the funding from the restaurant. In her youth, Kldra was an accomplished thief; she still knows her way around an air vent or security console.

**Playing Kldra:** Greet any new guests with a friendly demeanour. Act professionally. Let slip about the olden days and offer an opinion on everything and everyone.

**SKILLS**

Convince 2, Subterfuge 4, Technology 2.

**TRAITS**

Alien

Alien Appearance

**Empathic (Minor):** +2 bonus to rolls when trying to read people

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

**CHEF RHUMSEA**

<b>AWARENESS</b>	3	<b>PRESENCE</b>	2
<b>COORDINATION</b>	4	<b>RESOLVE</b>	3
<b>INGENUITY</b>	3	<b>STRENGTH</b>	2

The temperamental but brilliant master chef Rhumsea runs the kitchen of the Restaurant. It’s a challenging role – one has to prepare meals to the astoundingly high standards expected by the restaurant’s wealthy clientèle, but as every meal has to include Gastropod meat, it means he has to work with a very limited set of ingredients. Rhumsea is secretly under the control of Nestor (see pg. 91). As head chef, Rhumsea has to taste every dish that comes through his kitchen. That means he’s especially vulnerable to the psychic influence of the master Gastropod. This influence results in **Chaos in the Kitchen** (see pg. 94). So far, no-one’s noticed that Rhumsea’s gone stark raving mad with all the psychic echoes bouncing around inside his skull – they all just think he’s just an angry chef.

**Playing Chef Rhumsea:** Shout. All the time. THIS SNAIL NEEDS MORE SALT! WHAT ARE YOU DOING WITH THOSE EGGS? SERVICE! I’M GOING TO KILL EVERY LAST ONE OF YOU! Yes Chef...

**SKILLS**

Convince 3 (Shouting 5), Craft 3 (Cooking 5), Fighting 2, Knowledge 2.

**TRAITS**

**Eccentric:** Under the control of a malignant psychic snail.

**Voice of Authority:** +2 to shouting at people.

**EQUIPMENT:** Cleaver (Strength +2 damage).

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

**SPY VS. SPY**

It’s the year 2300; humanity spreads across the stars, and Earth can no longer retain full control over all her scattered colonies. These outposts and little empires have begun to squabble and plot against each other. Two of the largest human factions are the Stellar Commonwealth and the League of Independent



Worlds. The two nations have been at each other's throats for 50 years. They plot and scheme against each other, looking for some advantage.

Six months ago, a Commonwealth agent, **Adrana Boll**, kidnapped a League naval officer called **Admiral Harry Yom**. It should have been a coup, but Yom died before he could be interrogated. That didn't stop Boll; she's smuggled Yom's body out of Commonwealth space to the Restaurant of Remembrance. She intends to feed Yom to a snail, then eat his memories, juicy and sweet with all those yummy League secrets.

Yom's partner, **Luc Jerik**, knows about Boll's plan. He followed her to Jaconda, in the hopes of finding and stopping her before she could put her snail-necromancy-interrogation-lunch plan into operation. However, she managed to give Jerik the slip en route, and he lost track of her. Rather than return to the League in disgrace, Jerik launched his own counter-stratagem to stop Boll.

## ADRANA BOLL

<b>AWARENESS</b>	4	<b>PRESENCE</b>	3
<b>COORDINATION</b>	4	<b>RESOLVE</b>	3
<b>INGENUITY</b>	3	<b>STRENGTH</b>	2

**Playing Adrana Boll:** When the characters have something she wants, act all friendly and nice. If they don't, become ruthless in a split second.

### SKILLS

Athletics 3, Convince 2, Fighting 3, Marksman 3, Subterfuge 3, Technology 2.

### TRAITS

**Adversary:** Luc Jerik.

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

**Obligation:** To interrogate Harry Yom, even though he's dead.

**Resourceful Pockets:** She's got lots of spy gadgets, including smoke bombs.

**EQUIPMENT:** Blaster (4/L/L).

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

## LUC JERIK

<b>AWARENESS</b>	3	<b>PRESENCE</b>	3
<b>COORDINATION</b>	3	<b>RESOLVE</b>	3
<b>INGENUITY</b>	3	<b>STRENGTH</b>	3

**Playing Luc Jerik:** You're desperate. This mission is your last chance to make amends. But you've bitten off more than you can chew with the Warriors of Gol. Look to cut a deal and make some new friends, fast.

### SKILLS

Convince 2, Fighting 1, Marksman 3, Subterfuge 4.

### TRAITS

**Adversary:** Adrana Boll.

**Friends:** The Warriors of Gol.

**Owes Favour:** The Warriors of Gol, again.

**EQUIPMENT:** Blaster (4/L/L).

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

## THE WARRIORS OF GOL

Mighty are the warriors of Gol! Strong their arms, proud their faces, fiery their heat rays! They look like humans, but are not so small and weak as the snivelling brats of the Sol system. No, mighty are the warriors of Gol! Brave are the warriors of Gol, for they are inspired by their gods, and chief among their Gods is Thunar Hammerlord!

Now, it came to pass that in the reign of King Hark, a human came to Gol, and warned the king that a great insult had been done...

The Warriors of Gol are the last remnants of a once-mighty race. They're a species of natural warriors, and hire themselves out as mercenaries and guards. However, there are few species in all the universe as touchy as a Warrior of Gol, and a few thousand years of honour duels, grudges and feuds left them reduced to only a few dozen survivors, a single spaceship and nothing to do but complain about how the rest of the universe doesn't understand honour.

The one thing that still has meaning to the Warriors of Gol is their faith, so when Luc Jerik contacted



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them and told them that the corpse of their god-hero Thunar Hammerlord had been stolen and was now the dish of the day in the Restaurant of Remembrance, they vowed bloody vengeance upon the defilers. So, a ship full of crazed, fanatical, muscle-bound space Vikings are about to hammer down the doors of the restaurant – and, conveniently for Jerik, stop Adrana Boll from eating Harry Yom.

## KING HARK

<b>AWARENESS</b>	2	<b>PRESENCE</b>	4
<b>COORDINATION</b>	3	<b>RESOLVE</b>	3
<b>INGENUITY</b>	2	<b>STRENGTH</b>	6

### SKILLS

Convince 3 (Shouting 5), Fighting 4, Marksman 2.

### TRAITS

**Tough:** Reduce all damage suffered by 2.  
**Voice of Authority:** +2 to shouting at people.

**EQUIPMENT:** Giant sword (Strength +4 damage) or Heat Ray (4/L/L)

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

## WARRIOR OF GOL

<b>AWARENESS</b>	2	<b>PRESENCE</b>	3
<b>COORDINATION</b>	3	<b>RESOLVE</b>	2
<b>INGENUITY</b>	2	<b>STRENGTH</b>	5

### SKILLS

Fighting 3, Marksman 2.

### TRAITS

**Tough:** Reduce all damage suffered by 2.

**EQUIPMENT:** Heat ray (4/L/L)

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

## THE SECRET GASTROPOD

Most Gastropods are unintelligent, and only want to consume. Sometimes, though, a mutant gastropod hatches that possesses incredible psychic powers and the will to conquer. These Master Gastropods are the scourge of the stars, and lead their followers to devour whole planets.

When Mestor was defeated by the Doctor, the psychic shockwave wiped the primitive minds of his followers. The Jacondans assumed, wrongly, that Mestor was a unique mutation, and that the natural form of the Gastropod was that of a mindless mollusc.

Now, in the snail pits beneath the restaurant, another Master Gastropod has hatched. This individual, which calls itself Nestor, is currently too young and weak to emulate the schemes of Mestor. It cannot rule the minds of other lifeforms easily. It can only influence the other Gastropods or weak-willed humanoids. So far, it has managed to avoid detection, and soon it will come into its full power.

Locked away in the Mortuary Vault is a very special corpse – the preserved remains of the Time Lord Azmael. At the moment of his death, Mestor imprinted himself onto Azmael's mind. If Nestor could consume Azmael's corpse, it would not only gain the full power of Nestor, but it would be augmented with the strength and wisdom of a Time Lord! It would be unstoppable.

Nestor has established a psychic link with the unstable head chef, Rhumsea, and intends to use him to escape from its prison in the basement. From there, it intends to find a way into the Mortuary Vault and consume Azmael.

### NEW TRAIT: SLIME TRAIL (SPECIAL)

The Gastropods excrete a thick, slimy trail when they move even though they walk on their feet. This trail will kill any vegetable matter and leech any nutrients from the soil around it and, in game purposes, will harden to rock-like density in two turns. Any character caught in the trail after that will find themselves trapped in what is functionally concrete. An Awareness + Marksman Difficulty 10 roll with a TL5 or higher weapon is needed to cut themselves free without injury. Alternatively, they can always use a knife but the Difficulty rises to 12.



## NESTOR



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

## SKILLS

Convince 3, Fighting 3.

## TRAITS

## Alien

**Alien Appearance:** They're giant, psychic snails. Hardly subtle.

## Psychic

**Slime Trail:** see box opposite.

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

## 1. ARRIVAL

The TARDIS materialises in a forest. It's not much of a forest. The tallest tree is about two feet tall. The only reason the characters know it's a forest and not a shrubbery is the helpful sign that reads "THIS FOREST PLANTED BY THE JACONDAN ECOLOGICAL FUND."

In the distance is a huge domed structure: the Restaurant of Remembrance. It's the only structure that the characters can see in any direction, and the Temporal Trace Locator picks up a faint trace when they point it at the dome.

As the characters approach the dome, they see a long queue of people leading from a spaceship landing field to the doors of the restaurant. That queue moves very, very slowly, but it seems to be the only way in. Uniformed greeters move up and

down the queue, looking for people who have made reservations and serving complementary drinks to the rest. These greeters can tell the characters that the queue is for the Restaurant of Remembrance, the most exclusive psychic eatery in the galaxy.

Behind the characters in the queue are some of the other would-be diners. Notably, there's a party of six Sontarans who are carrying the corpse of some gigantic hairy monster. They exclaim excitedly that they have specially modified their probic vents so that they can enjoy their triumph properly – this monster was a Rutan mercenary that killed General Strunk of the Sixth Fleet, and now revenge will be a dish best served with snail!

## NO RESERVATIONS

One of the greeters eventually comes up to the characters. "I'm desperately sorry, monsieurs et madames, but we are fully booked for tonight. Still, if you wish to remain in the queue, there may be a cancellation. Perhaps you will be lucky enough to only have to wait as little as a few months."

Obviously enough, the characters aren't going to wait for a few weeks hoping for a cancellation. So, how do they get in?

- **A Little Help:** One of the other people in the queue sidles up to the characters. It's **Adrana Boll**. She explains that she couldn't help but overhear that the characters are trying to get into the restaurant. It just so happens that she has a reservation that she can't use – would the characters like to use it? Adrana isn't being generous here: she's paranoid that her rival, Luc Jerik, has the restaurant under observation. She intends for one of the characters to bring the body of Harry Yom into the restaurant, avoiding any spies Jerik has in place. Of course, she doesn't tell the characters this; she claims that she has to leave suddenly on business.

If the players try a different approach, like the ones listed below, then Adrana bribes one of the greeters to put Yom's corpse on the characters' booking, again to fool Jerik's spies.

- **Persuasion or Trickery:** A Presence + Convince roll against Difficulty 18, spending some Story Points, flashing the Psychic Paper or a really good excuse ("we're reviewers for the *Restaurant Guide to the Galaxy*") gets the characters in.



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- **Time Travel:** If the characters have a time machine, they can head back in time and book into the restaurant. The temporal trace only shows up at this particular juncture, so they can't just hop into the future or the past to get into the restaurant.

### THE TRACKING DEVICE

Adrana secretly slips a tiny tracking device onto one of the characters while they're in the queue. It's almost impossible to spot – only a character with Awareness 4 or more or Subterfuge 4 or more can even roll to spot Adrana's sleight of hand, and it's Difficulty 21 to see her do it. The tracking device lets her eavesdrop on their conversations and track their movements. She intends to grab the character tagged with the device after they've eaten the memories of Harry Yom.

### RECEPTION

With a booking (or a good excuse), the characters make it to the top of the queue, where they are met by **Garamond**, the maître d'. He "welcomes" the characters to the Restaurant. He notes that the characters are there on a BYOB ticket. He will transmat the corpse to the restaurant at once – would they like to pay their last respects, or should he have the remains brought down to the snails immediately?

If the characters ask to see the corpse, Garamond transmats a black casket down from a storage facility in orbit. Inside is the body of Harry Yom. A successful Awareness + Medicine roll (Difficulty 15) lets them work out that he was killed by a close-range hit from a neural blaster.

Once the characters are done with the corpse – Garamond won't let them leave it in the lobby, so it gets sent down to the basement either to a storeroom or the snail pits – the waiter leads them to their table in the restaurant.

### FOLLOWING THE TEMPORAL TRACE

The Locator picks up the temporal trace as coming from the upper part of the dome. If they ask, the waiters tell them that those sections are off limits to guests. If they wish to speak to the manager, Bortu, they may be able to arrange a tour of the Mortuary Vault, but that is at Bortu's discretion. The characters

will never get to speak to Bortu – see **Chaos in the Kitchen** and **Gatecrashers** for events that happen before they can find Bortu. If they try sneaking around, see **Sneaking Around** and **Breaking into the Vault**.

## 2. GASTRONOMY, GASTROPODS AND GHASTLY THINGS

Garamond leads the characters across the shimmering marble floor to their table. He solemnly hands them a menu each, then glides away. They immediately notice several things about the menu:

- Every dish includes 'snails', 'escargots', 'gastropods' or some mystery meat.
- One whole section of the menu is devoted to themed meals based around various historical figures. There's Thunar Hammerlord, with a spicy snail bisque. There's the great scientist Professor Marius, served in garlic butter. There's the Sylvest twins, served in a half-shell each.
- Another section is titled 'BYOB' and just lists a series of snail-based meals with no associated historical figure.
- The prices are astoundingly high – in fact, unless the characters are very wealthy or have some way of paying for their dinner like sonicating a cash machine, they're not going to be able to afford to eat here, unless they all share a snail salad or something. (Optionally, maybe Adrana paid for their meals in advance, to be sure of getting the information out of Harry Yom's corpse.)
- There's a little information box that notes that 5% of the cost of the meal goes to the Jacondan Ecological Restoration Fund. A time traveller or a character from the future can remember the sad tale of the Gastropod Invasion; alternatively, the characters can just ask Crystale about the fund when she comes to take their orders.

While the characters wait for Crystale, their waitress, they can talk to the other diners. If they try sneaking away, exploring or breaking into the Mortuary Vault, then run **Gatecrashers** to interrupt them.

### OTHER DINERS

Fortunately for the characters' peace of mind, the loud party of Sontarans booked a private room upstairs. There are, however, several other diners at adjoining tables.



- **Mr and Mrs Tobias**, who are here to try the Snail Surprise, infused with a mystery memory. It's their wedding anniversary.
- **A Squad from the Interplanetary Pursuit Squadron**, here for a staff dinner. They intend to consume the memories of Lieutenant Hugo Lang, who helped the Doctor free Jaconda from the gastropods.
- **A Family of Draconians**, here to experience the memories of their honoured ancestor.
- **Pollock DeBries**, a fabulously wealthy human investor, one of the owners of the Interplanetary Mining Corporation. He's so wealthy and degenerate that he has a regular table at the restaurant.



- The hostess **Kldra** wanders around the restaurant; she may come over to greet the characters.

## THE WAITRESS

Crystale comes up to attend to the characters' needs and take their order. Did they send Harry Yom's corpse down to the snails? If so, then she suggests that their late friend would go very well with the snail steaks fried in rhubarb oil. Otherwise, she asks what memories the characters are interested in consuming. She's sure there's someone on the menu for everyone!

Likely questions from the characters:

- *What happened to that body?* Oh, they'll have delivered it to the snail chambers down in the basement. A specially selected Gastropod will consume part of the corpse, and then our brilliant chef Rhumsea will cook that Gastropod precisely according to your desires. The Gastropod psychic

digestion process imprints memories into its meat, and the flavours of your dish will perfectly complement those memories.

- *Gastropods?* They're an alien race of psychic snails that conquered this planet hundreds of years ago! They used to be sentient, but when their overlord was defeated, the psychic shockwave traumatised all his snail-slaves, and now they're almost mindless. It's perfectly ethical to eat them, unless you're a vegetarian.



- *We need to follow the blinking light on our gadget, and it's pointing at the Mortuary Vault. What's up there?* That's where we store the remains of our dishes of the day. They're cloned for maximum enjoyment!
- *Can we get in there?* I'm sorry, only Manager Bortu has access to the vault. He does give tours sometimes, though – I'll ask him to pop over when he's free, but I think he's dealing with some problem in the kitchens right now. Now, can I take your drinks orders?

## THE MAIN COURSE

If the characters order and wait for their meals to be served, then they'll promptly be given their memory-infused snail fillets. Unless they all ordered off the celebrity menu, then one or more of them gets a meal made from the memories of Harry Yom. While they're eating, and experiencing the weird sensation of someone else's memories percolating through their brains, the **Gatecrashers** arrive.

If the characters start exploring before dinner, then the Warriors of Gol show up sooner. The characters' memory-infused meals are left sitting under the heat lamps in the kitchen.



LUNCHTIME OF THE DEAD

### I EAT THE SNAIL!

At some point in the scenario, it's almost certain that one of the characters is going to eat a snail and absorb the memories contained in it. Despite the best efforts of Chef Rhumsea's cooking, it still tastes like chewing gum. Old chewing gum that got scraped off the bottom of a school desk, then soaked in vinegar and cough medicine for weeks.



While the character's taste buds recoil, though, their mind gets flooded with potential useful memories.

So, who did they eat and what do they learn?

#### Manager Bortu

- Memories of running the restaurant.
- A desperate attempt to hide the memory of Azmael's corpse – Bortu knows how dangerous it is to keep a Time Lord on ice, even a dead one.

- The security codes for the restaurant's doors, transmats and other systems.
- The top-secret code for the Mortuary Vault.
- For the next few hours, the character gains the Areas of Expertise Craft (Cooking) and Knowledge (Restaurant Management), even if they don't have the requisite skills at 3.

#### Harry Yorn

- Memories of being the admiral of the League star fleet.
- Memories of Luc Jervik.
- Memories of being kidnapped by Adrana Boll.
- The fact that there's a League assault fleet lurking in the outer fringes of the Jacondan star system, ready to invade the Stellar Commonwealth.
- Oh, and the top-secret code words to issue commands to the fleet. These are the codes that Adrana Boll desperately wants.
- For the next few hours, the character gains the Areas of Expertise Transport (Space Battleships) and Knowledge (Military Tactics), even if they don't have the requisite skills at 3.

#### Thunar Hammerlord

- Memories of AWESOME CONQUESTS.
- The secret and sacred honour rites of the Warriors of Gol, including the ritual words to challenge the King that cannot be ignored.
- For the next few hours, the character gains the Areas of Expertise Fighting (Wrestling) and Marksman (Heat Ray), even if they don't have the requisite skills at 3.

## 3. CHAOS IN THE KITCHEN

While Crystale takes the characters' orders, foul deeds are afoot in the kitchen.

For the past few days, Chef Rhumsea's performance has been lacking. After all, it's hard to cook to a high standard when you've got a psychic snail overlord whispering in your ear. The restaurant manager, Bortu, decided to have a quiet word with the chef in order to get his mind focused on the cooking once again. Unfortunately, Chef Rhumsea panicked and stabbed Bortu with a carving laser. He then hid Bortu's body in one of the dumb waiters that goes down to the snail pits.

### MAD CHEF ON THE LOOSE

For the rest of the scenario, Rhumsea is a wild card. He wants to hide his crime, but he's also vulnerable to Nestor's psychic control, and Nestor wants access to Bortu's memories – memories that include the keycodes to all the security systems. Therefore, Nestor needs Rhumsea to press the button on the dumb waiter, send the body down to the snail pits, have one of the snails eat it, and then have Rhumsea cook the snail and eat those digested memories.

Finally, Rhumsea must find a security console and switch off the security systems. That's a lot to ask of an unstable chef who just murdered his boss.



So, when the characters encounter Rhumsea, he might:

- Serve them an absolutely exquisite snail tartare, possibly flavoured with the memories of Harry Yom or Bortu.
- Mistake them for kitchen staff and berate them.
- Scream that they don't appreciate fine dining.
- Try to carry out Nestor's commands.
- Mutter about how the master is calling him, and how the new master will eat the old master and become strong, strong, strong! Mwahaahaha! Incidentally, the new master would taste great with a little olive oil and chives.
- Try to kill the characters with his carving laser

## 4. GATECRASHERS

Run this scene when the characters try to find the Manager, or go exploring.

The Warriors of Gol storm the restaurant by landing their ship on the side of the dome and cutting into the building with boarding lasers. Huge chunks of the ceiling fall in on the dining room, panicking the guests. The arrival of a dozen hairy, heavily armed space thugs panics the few guests who'd taken the collapsing masonry in their stride.



King Hark storms into the dining room and leaps onto a nearby table – conveniently, the one where the characters are sitting. He brandishes a heat ray dramatically.

“WE ARE THE WARRIORS OF GOL!” he roars. “YOU HAVE DEFILED THE GLORY OF THUNAR HAMMERLORD! ALL YOUR LIVES ARE FORFEIT. BRING US THE HOLY BODY OR WE SHALL DESTROY YOU!”

The other warriors rampage around the room, kicking over tables, throwing snail food at people, menacing diners and generally being unpleasant. Anyone who tries to move gets threatened; anyone who does move gets shot.

Once all the Warriors climb down from their ship, **Luc Jervik** follows them. He's clearly not a Warrior of Gol. He slinks around the edges of the dining hall, peering at the guests. He's clearly looking for someone. When he completes a full circuit of the hall, he takes two of the Warriors of Gol and goes to search the rest of the restaurant.

## SECURITY MEASURES

The ecology of Jaconda is very delicate and must be protected. So, when the Warriors breached the dome, all the automatic security systems triggered. The doors – both internal and external – slammed shut, sealing the dome off from the outside. This means:

- Getting from the main restaurant to the lobby means getting past a big metal security door. It's much too heavy to force open, but they can override the electronic lock with an Ingenuity + Subterfuge or Ingenuity + Technology roll against Difficulty 15.
- The external door to the restaurant is sealed super-tightly, though, and the transmats are all locked down. There's no easy way to leave the building.
- The guests in the private dining rooms, as well as the off-duty staff, are sealed away. If the characters can get upstairs and either override the locks or hack the security console, they can let that dining party of Sontarans out. The only thing crankier than a Sontaran warrior is a Sontaran warrior who had his nice dinner interrupted by a bunch of loud space Vikings.

## TALKING TO THE WARRIORS

The Warriors of Gol are not conversationalists. They're much better at shouting insults in your face and demanding that you hand over the body of Thunar Hammerlord. The characters can learn that if the Warriors don't get what they want, they'll blow up the restaurant by overloading the reactors of their spaceship.



LUNCHTIME OF THE DEAD

### TALKING TO JERVIK

Jervik is only interested in two things; well, three actually. The first thing is finding Harry Yom's corpse; or, if Harry Yom's been eaten by the snails, then he wants to find all the snail meat infused with his memories. The second thing is finding Adrana Boll. The third thing becomes clear later on. Jervik assumed that he could manipulate the Warriors of Gol, and that once he recovered Yom's body, he could either flee in a transmat or convince the Warriors to leave before the Jacondan authorities arrive. However, the Warriors are fanatics; they're not leaving until they get Thunar's corpse, or until the whole place is a smoking crater. The characters can convince Jervik to aid them by telling him where Yom's corpse is, or by turning Adrana Boll over to him.



### THE ADRANA COMPLICATION

After getting the characters into the restaurant, Adrana Boll lurked in the lobby, spying on them with her tracking device while she scanned the crowd for Luc Jervik or some other agents of the League. She assumed that Jervik would send other spies and assassins after her; she never imagined that he'd hire the Warriors of Gol to help him recover Yom's corpse. When the Warriors broke into the restaurant, Boll found herself trapped in the lobby between two locked doors and a bank of inactive transmats. She climbed into the restaurant air vents to investigate the carnage. If the characters are pinned down, then Adrana can provide a distraction so they can sneak away – she's got both her blaster and some smoke grenades. If they need direction, then she can suggest a course of action (if they get her the codes she wants, she'll help them find Bortu's corpse so they can get into the Mortuary Vault).

### THE NESTOR COMPLICATION

Would-be galactic overlord Nestor has a problem with doors. There are two doors between him and ultimate psychic power.

The first door is the airlock entrance to the snail pits. It can only be opened from the outside, either manually or from the security control on the upper level of the dome. Nestor can have one of his mind-controlled dupes open this door at the right time.

The second door is the entrance to the Mortuary Vault. That's the real problem: Nestor knows that Bortu has the codes to open the vault, and he knows where Bortu's body was stashed by Rhumsea, but to get the codes he needs someone to send the corpse down to the pits, where one of his snails can eat it. He then needs a human to eat that snail to recover Bortu's memories.

Nestor can try to possess anyone who has tasted a snail meal, but he's not very good at it. Therefore, he only uses possession in an emergency; instead, his primary tactic is to whisper psychic suggestions into the minds of suggestible characters. He might give them visions of where Bortu's corpse is, or hint that they should open the snail vaults and let the snails out to fight the Warriors of Gol.



If everything goes according to plan, then Nestor stays in the shadows until either the Mortuary Vault opens or until his snails escape – and then victory shall be his!





## 5. MAIN COURSES OF ACTION

So, what do the characters do?

### SNEAK AROUND

They can escape the main dining room with a Coordination + Subterfuge against Difficult 12 (+3 Difficulty if Luc Jervik is still around, -6 Difficulty if they set up some sort of distraction). Out of sight of the Warriors, they can hop into an air vent or down a corpse chute.

Once the Warriors realise that some of their hostages have escaped, King Hark sends some of his men out to recapture the characters. These Warriors may be encountered anywhere in the restaurant.

### HEAD STRAIGHT FOR THE VAULT

Without the code to enter the Mortuary Vault, there's no way in; it's deadlock sealed, temporally shielded and made of dwarf star alloy.

If the characters have Bortu's code, they can open the door of the vault, see **Into the Vault**, below.

### FIND BORTU

Crystale the waitress mentioned that Manager Bortu was in the kitchen. That's technically accurate: Bortu's body is in a dumb waiter. If the characters visit the kitchen, then Chef Rhumsea panics, sends the body down to the Snail Pits, then attacks the characters with his carving laser.

To recover Bortu's body, the characters need to descend into the Snail Pits before the body gets eaten. If it does get eaten, then they get to play "spot the fat snail who recently ate", possibly while dodging Warriors and/or Nestor's snail warriors.

### CALL FOR HELP

Excellent idea! Such a good idea, in fact, that even the Warriors of Gol (whose ferocity makes up for their lack of tactical planning) thought of it in advance. They blew up the restaurant's communications dish before they broke in, so there's no way to communicate with the outside world until the dish is repaired.

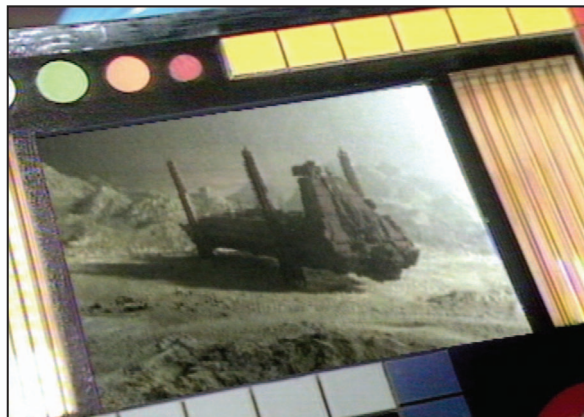
Fixing the dish requires an Ingenuity + Technology test (Difficulty 21); if the characters get spare parts from the Store Rooms, the Difficulty is reduced to 12.

The local authorities aren't a match for the Warriors of Gol, so all they can do is surround the restaurant and wait for reinforcements.

If the characters have the command codes from Harry Yom's memory, or convince Jervik to help them, they can get the League fleet to fly down and storm the Restaurant.

### STEAL THE SPACESHIP

If the characters can get past the Warriors, and either climb up one of the ropes or else get out onto the external surface of the dome and climb down to an access hatch, they can sneak onto the Warrior's battered warship. (They could also transmats on board). It was once a magnificent battleship, but hundreds of years and thousands of battles have taken their toll on the old warhorse. Any meddling or sabotage of the ship is a great way to distract the Warriors; alternatively, the characters can use the communications systems on the ship to call for help.



### EVERYONE WANTS A CORPSE

So, the Warriors want the corpse of Thunar Hammerlord. Jervik wants the corpse of Harry Yom. The characters don't know which corpse they want, but the temporal trace locator is definitely pointing at that Mortuary Vault. Can't we all just get along and steal corpses together?

With a really good (21+) Presence + Convince roll, the characters can convince the Warriors of Gol to calm down and consider working together. After all, the restaurant owners would give up the corpse of Thunar if it meant saving the rest of the establishment. There's no need to blow everything up. Let's all go find the manager, get him to open the Mortuary Vault, and everyone can go their separate ways peacefully.



LUNCHTIME OF THE DEAD

The two flies in this soup of happiness are Adrana Boll and Nestor the Gastropod. Both Adrana and Jervik want Harry Yom's memories and all those secret codes; if the characters suggest a course of action that will result in Jervik getting his way, then Adrana will try to sabotage it – say, by stealing Bortu's corpse or attacking the Warriors to stir up trouble.

Nestor the Gastropod also wants to get into the Vault – but if he accomplishes this goal, the galaxy loses. He has one of his psychically controlled minions (either Chef Bortu, another NPC, or even a befuddled character) open the airlock to the Snail Pits. Then, when the characters finally get into the Mortuary Vault, he sends his army of snails up to seize Azmael's corpse.

### CRY HAVOC, AND LET SLIP THE SNAILS OF WAR

Those Gastropods are dangerous. The characters could just open the airlock to the snail pits, and have a swarm of snails (technically, the collective noun is a 'rout' or 'walk' of snails) attack the invading warriors. This scheme has advantages and disadvantages. In the plus column, it's a risk-free strategy for the characters, and leads to a big pitched battle that is as slimy as it is bloody. On the downside, it lets Nestor's army out of the pits, so all the characters are really doing is exchanging one invading army for another.

### HEY, I'VE GOT THIS SPACE FLEET

If the characters consume Harry Yom's memories, they learn about the League of Independent Worlds' fleet that's lurking on the fringes of the Jacondan system. Yom knew codes to command that fleet, so if the characters consume his memories and have access to a working communicator, they can call in the space marines to deal with the Warriors of Gol. They'll still need to find a way into the Mortuary Vault, of course, which means they'll still need to deal with Nestor.

## 6. INTO THE VAULT

What happens when the characters open the Vault? That depends on their actions earlier in the adventure. Likely outcomes:

### EVERYONE WINS

The characters give Thunar's body back to the Warriors; the Warriors help them defeat the Gastropods; Adrana Boll gets Yom's codes; the

characters get the temporal trace reading from Azmael's corpse. In celebration, an uncharacteristically joyous Garamond gives everyone a voucher for a free meal.

### CUNNING TRICKERY

If the players come up with a clever plan, run with it! Cloning a full-size corpse of Thunar from leftovers found on someone's dinner plate? Rewiring the transmats to beam the Warriors into the Snail Pits? Turning Nestor's psychic power back on himself through sheer force of will? If it's brilliant, it works!

### TAKE THE BODY AND RUN

The characters grab Azmael's body and flee back to the TARDIS, while being chased by the Warriors of Gol and/or the Gastropods. Behind them, everything falls into chaos. Hey, this is a heist adventure, and some of the best heists end in fiasco.

### BLOW UP THE RESTAURANT

The characters get into the vault and find the temporal trace, but the snails attack before they can escape. To prevent Jaconda from being engulfed by another snail army, the characters have to blow up the restaurant's reactor.

Once they have the temporal trace, the Temporal Trace Locator pings like a microwave oven to signal it's done. When the characters return to the TARDIS, it'll whisk them away to their next adventure.



## THE MATTER OF SILVER



Imagine the universe as a great big soap bubble. (It isn't, but if it helps, it is). Now imagine other, smaller soap bubbles stuck to the side of it.

Big ones, small ones, popping ones, wet ones – and ones that catch the light so that rainbows dance through them, or refract the setting sun so they look like liquid fire. Those ones are magic.

Turn widdershins thrice from reality, and you enter another dimension, a universe where magic is technology, and technology is magic, where Arthur and the Knights of the Round Table battled Morgaine, the Sunkiller, Dominator of the Thirteen Worlds, Battle Queen of the S'rax. In a potential future of the Doctor, he is known as Merlin in this realm. And Merlin always plans ahead.

### BATTLEFIELD

This adventure takes place in the parallel universe mentioned in the Seventh Doctor's *Battlefield* adventure. There, the Doctor battled Morgaine and Mordred, and learned that in some future incarnation, he will be known as Merlin. See the [The Seventh Doctor Sourcebook](#).

### ADVENTURE SYNOPSIS

The travellers get yanked violently sideways in time into the alternative dimension, to a keep under siege. The Castle of Crossed Destinies is a nexus point in the Thirteen Worlds, a magical crossroads where you can travel from one world to another via the castle's enchanted gates. An army of S'rax warriors led by the treacherous Sir Melehan lays siege to the castle. The knights of the castle have sealed the gates to buy time for Arthur's forces to rally, but if the castle falls, then all the worlds may fall with it.

The characters fall right into the middle of this siege. With the mercury links on their TARDIS blown, they're stuck until they can find replacement parts. Fortunately for them, Merlin's left them with a box of supplies. Unfortunately, it's not immediately clear what they're for. To survive, the travellers need to help the knights protect the castle, identify the traitor amid the knights, and work out a way to stop Melehan and his alchemist ally Amphibalus from conquering the castle with their demonic powers.

### THE CASTLE OF CROSSED DESTINIES

The castle stands like a lonely sentinel on an almost featureless plain of pinkish dust. Overhead is a sky of wild stars and dancing lights; the sun never creeps



THE MATTER OF SILVER

more than a fraction above the horizon, so it is always night or dusk or dawn, never full daylight. The only feature visible outside the castle is a huge zodiac cut into the ground by ancient laser-fire, an earth-work of tremendous size and grandeur.

At the heart of the castle are four Doors. These are arches of solid stone, set with huge doors of black oak bound with iron; but they stand in the middle of a yard, and don't seem to lead anywhere. You can walk around them if you want. If a Door is open, though, and you walk through it, you are transported to another world. In happier times, this castle was a short cut across the galaxy – travellers would land their spaceships on the dusty field outside the castle, walk in, then step through their Doors to their destination, whisked across thousands of light years as if by magic.

Actually, exactly by magic. Or a spatio-temporal hyperlink, if you don't want to say magic door.

Now, these Doors are sealed and barricaded, their magic shut down. The Doors cannot be destroyed, but by sealing them, the knights of the castle ensured that even if they were overrun, the other worlds would have time to muster their defences against Morgaine's armies.

### THE SECRET DOOR

Centuries ago, the Doctor rewired space and time to build the Doors, and then built the castle around them. Originally, there was only one wormhole here, and it went to a pocket dimension containing a... well, something awful. Call it a demon if you want, or an alien, or a thing leftover from the dark years of the universe. A monster of astounding power and evil. Once, a portal led from this world to the monster's lair, and the S'rax worshipped this slumbering horror.

The Doctor closed the portal leading to the monster's lair, but he couldn't just have the wormhole going nowhere. Wormholes connect two points in space-time; if a wormhole only connects one point, it acts like a black hole, connecting that point to nowhere, and you don't want to be nowhere. So, he rewired the wormhole, unravelling it into four smaller wormholes and using those to create the four Doors to the four worlds. The fifth door he sealed, and built the castle atop it to ensure that it was never opened again.

Melehan knows about the fifth door, and the Demon that waits on the far side. Lord Oxney and the other knights might believe that Melehan wants to conquer

the castle so he can use the four Doors to reach the other worlds, but that's not his real goal. He wants to reverse what the Doctor did and open the way to the Demon's lair again...

### LOCATIONS IN THE CASTLE

The castle is a strange mix of the medieval, the mystical and the high tech. It's the sort of place that has laser cannons instead of catapults, but they're powered by a 'Solarium Chamber' that takes the essence of elemental fire and channels it through crystals. It has laser cannons but doesn't have indoor plumbing.

#### Door Yard

In the heart of the castle is this yard, containing the four free-standing Doors. Right now, all the Doors are sealed, and only the master of the castle can open them again.

#### Great Hall

A big feasting-hall, although there's not much left to eat in the castle, and no reason to celebrate, so feasts are off. The knights meet here to plan.



#### Lord Oxney's Chamber

The private study of the master of the castle.

#### Chapel

Contains an interesting stained-glass window, and an even more interesting chest.

#### Library

Lots of books on various topics, including a treatise on Demons that mentions one that Merlin trapped long ago. Shelves next to that book is a small notebook. This notebook clearly came from Earth (the price tag on the back gives its cost in old pence), and inside are some scribbled notes on spatio-temporal engineering.



**Barracks**

All of the knights have their own bedchamber; the footsoldiers sleep in a communal barracks.

**Cellars**

Supplies are kept down here. Some of the chambers can be used as cells, too.

**Well**

The castle's only source of fresh water.

**Gatehouse**

The main entrance to the castle.

**Laser-Towers**

Pew-pew-pew! Much better than catapults!

**Vortex Moat**

What's a vortex moat you ask? It's like a cross between water and quicksand. No matter how good you are at swimming, the moat sucks you down!

**Secret Passage**

The entrance to this passage is hidden behind a tapestry. The passageway runs in two directions. One branch leads out of the castle, running under the walls to emerge in a hidden cave some distance away. The other ends in a trapdoor that can only be opened using the key from Merlin's chest (see pg. 108). This trapdoor leads to the Chamber of the Fifth Door.



**Chamber of the Fifth Door**

Deep, deep beneath the castle lies this cave. In the centre of the cave stands the Fifth Door – a free-standing stone arch like the other Doors, but with only darkness within. The arch is surrounded by a network of shallow circular trenches filled with quicksilver. It looks like a magic binding circle, but anyone with the Psychic Training trait or a good Science score

recognises it for what it is – a psychic dampening circuit, designed to block any telepathic leakage from whatever's on the other side of the Door.

**THE DEMON'S LAIR**

It's unlikely the players will ever get here; it's locked away until someone redirects a wormhole or four. If the characters do stick their heads through, they see it's a nasty, smelly pocket dimension of fire and brimstone and suffering, with a big Demon squatting in the middle of it. Not a nice holiday destination at all...

**THE KNIGHTS**

In addition to these six knights, the castle's defended by about two dozen servants and footmen. None of them are especially skilled in battle, and none is a match for a S'rax warrior.

**LORD OXNEY**

<b>AWARENESS</b>	3	<b>PRESENCE</b>	4
<b>COORDINATION</b>	3	<b>RESOLVE</b>	3
<b>INGENUITY</b>	3	<b>STRENGTH</b>	1

The lord of the Castle of Crossed Destinies, Oxney was one of Arthur's closest allies and followers. Despite his great age, he was still strong and healthy until he was poisoned by Melehan's agent. Oxney knows about the Demon.

**Playing Oxney:** Speak in a whisper. Gasp for breath. Clutch your side in pain – the poison burns through your veins.

**SKILLS**  
Convince 3, Fighting 4, Knowledge 3.

**TRAITS**  
**Weakness:** He's been poisoned.  
**Wise:** +2 to rolls when giving advice or counsel.

**EQUIPMENT:** Giant sword (Strength +4 damage)

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



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## SIR TARS

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

Sir Tars is Lord Oxney's former squire, and is his most-trusted servant. But Sir Tars is a traitor. He fears the power of Morgaine and the S'rax, and agreed to poison Lord Oxney in the hope that Oxney would then retreat through the gates instead of trying to hold the castle against Melehan. He poisoned Oxney out of love for the older man, to save his life. Once Oxney retreated, Tars would have slipped the antidote into his drink. Tars is wracked by guilt; he's betrayed and possibly murdered his lord, and is still going to have to face the S'rax in battle. His only hope is for one of the other knights to persuade Oxney to open the gates and abandon the castle. If this happens, then Tars intends to sneak out and obtain the antidote from Amphibalus before leaving.

**Playing Tars:** Be as invisible as you can. Speak only when spoken to. Look over your shoulder before speaking.

### SKILLS

Convince 2 Fighting 4, Medicine 3, Subterfuge 3.

### TRAITS

**Cowardly:** -2 to any roll to show courage.

**Dark Secret:** He poisoned his master.

**EQUIPMENT:** Giant sword (Strength +4 damage), plate mail (8 points).

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

## SIR TARS REVEALED

If the characters accuse Sir Tars, then he breaks down and confesses everything. He admits he poisoned Oxney, but claims that he did it to save his life, to convince the lord to retreat rather than be killed. There's no hope of defeating Melehan. He doesn't know what Melehan's after in the castle, but it's something more important than the Doors.



## SIR AXMORE

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

Axmore's the most experienced of the five remaining defenders. He's a huge man, and looks even bigger when encased in his cybernetic magi-tech armour and carrying a gigantic sword. Some of the knights are chivalrous heroes; Axmore's a brute. He hates the S'rax and is only happy when cleaving skulls. He's not sure if Oxney's plan to hold the castle will work, but fighting that many S'rax brings him joy.

**Playing Axmore:** Growl, shout, slam your fist on the table. If you've got an axe handy, slam that on the table too. Slam doors. Snarl whenever you talk about the S'rax.

### SKILLS

Convince 2, Fighting 4, Marksman 3.

### TRAITS

**Argumentative:** He's got a bad attitude.

**Obsession:** Kill the S'rax.

**EQUIPMENT:** Giant axe (Strength +4 damage) or laser gun (4/L/L), plate mail (8 points).

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



## LADY GALIA

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

\* or 6 when using her alien arm

Galia has a secret: she's S'rax. She pledged loyalty to Arthur when the war began. The S'rax are human. Well, human-ish. They've been warped and transformed by Morgaine. Galia looks human, but her right arm is scaly and ripples with alien musculature, giving her inhuman strength. Only Oxney knows that Galia is a S'rax; if Axmore or Steele knew about Galia's true origins, they would blame her for the castle's woes.

Galia remembers ancient tales about the Demon that once dwelt on this planet. Close proximity to the Fifth Door has opened a low-level psychic connection between Galia and the Demon, and she now suffers from nightmares and ghostly visions of the monster.

**Playing Galia:** Stay quiet. Let others take the lead. Speak with a slightly halting, foreign accent. Use your left hand for everything.

**SKILLS**

Convince 2, Fighting 4, Marksman 2, Knowledge 3, Subterfuge 2.

**TRAITS**

**Alien Appearance:** Her arm is clearly not human.

**Dark Secret:** She's a S'rax.

**Psychic:** Of a very limited sort – she's only connected to the Demon.

**EQUIPMENT:** Giant sword (Strength +4 damage) or laser gun (4/L/L), plate mail (8 points).

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

## SIR LORAL

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

Loral is the youngest and least experienced of the knights. He has never been in a battle before, and worries about dying here. He wishes that Lord Oxney would retreat through the Door, and fears that the plan of defending the castle is pointless, a sop to Oxney's sense of honour. After all, the knights are only going to slow the S'rax down by a day or two – the sealed Doors are what really matters. Wouldn't it make more sense to abandon the castle? Lord Oxney can stay behind and seal the Doors behind them.

To make matters worse, Sir Loral spends too much time listening to Lady Galia's stories about demons and ghosts, making him doubly nervous.

**Playing Loral:** Twitch. Be nervous. Bite your fingernails, stammer, get startled by loud noises.

**SKILLS**

Fighting 2, Marksman 2, Technology 2.

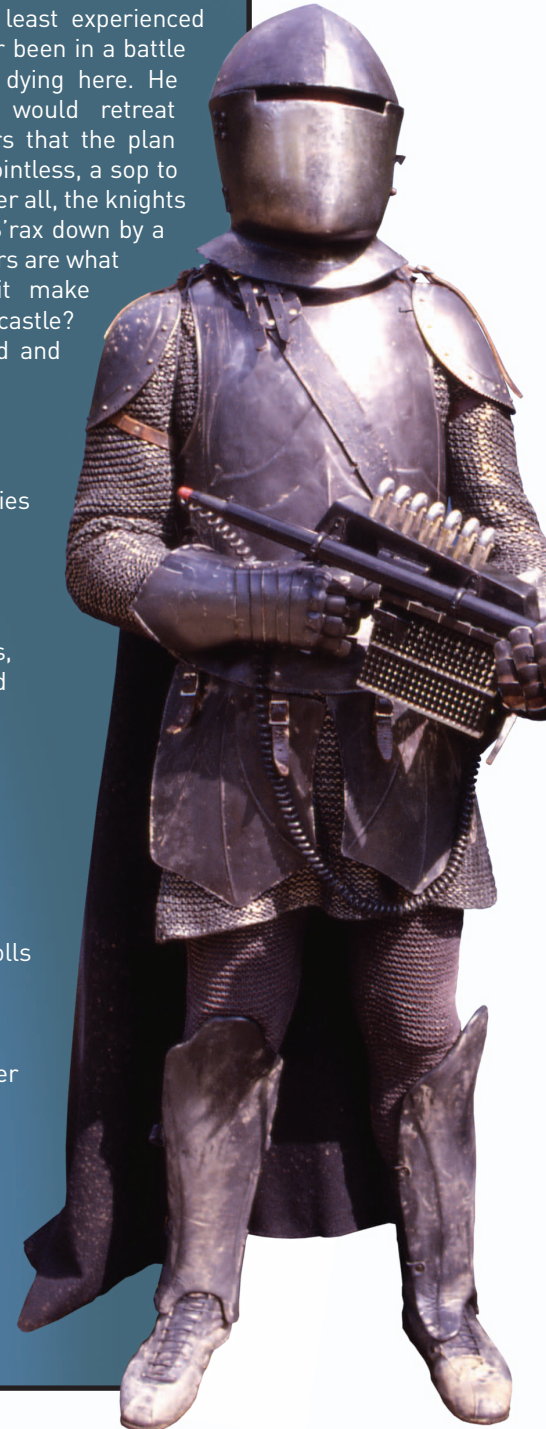
**TRAITS**

**Clumsy:** Needs to make Awareness + Coordination rolls when flustered.

**EQUIPMENT:** Giant sword (Strength +4 damage) or laser gun (4/L/L), plate mail (8 points).

**TECH LEVEL:** 6

**STORY POINTS:** 1





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## LADY STEELE

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

Steele is an unconventional knight. She has little time for chivalry or honour on the battlefield; she favours assassinating the enemy general or sabotaging their war machines. She calls herself pragmatic; Axmore calls her a thief and a coward. The two are the best warriors in the castle, but they can barely stand to be in the same room.

**Playing Steele:** Laugh bitterly. Always have a drink to hand. Connive in one-on-one meetings with impressionable characters. Make lots of hand gestures, like cutting throats.

### SKILLS

Fighting 3, Marksman 4, Subterfuge 4.

### TRAITS

**Selfish:** Steele's out for herself more than anything else.

**EQUIPMENT:** Sword (Strength +2 damage) or laser gun (4/L/L), chain mail (4 points).

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

## SIR MELEHAN

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

Melehan has ambitions beyond merely serving Mordred and Morgaine. He believes that he can use their dark arts to reawaken the Demon, then use the Demon to conquer not only the Thirteen Worlds, but Morgaine and Mordred too. In his black and twisted heart, Melehan's convinced that he is destined to topple Arthur and rule the cosmos. Sir Melehan was wounded in battle during the early stages of the war. He lost both his legs and suffered ghastly injuries. To keep him alive, Morgaine used her magic and technology to merge him with his horse, Gorgon. Now, Melehan is a weird cybernetic centaur – a human torso fixed to the body of a huge black stallion, all augmented with mechanical components. This causes him constant agony. This makes Melehan cranky. When Melehan's cranky, he besieges castles, frees unnameable horrors and tries to conquer the galaxy.

**Playing Melehan:** Assuming you don't happen to be a centaur yourself, try standing when speaking as Melehan, so that you're looking down on the players. Shout and snap orders; if you have to speak quietly, then clench your teeth and hiss every so often when your wound causes you pain.

### SKILLS

Athletics 3, Convince 3 Fighting 4, Marksman 2, Science 2, Transport 2.

### TRAITS

**Cyborg:** Half-man, half-machine, half-horse.  
**Dependency:** Amphibalus's painkillers.  
**Distinctive:** He's a cyborg centaur monster.  
**Fear Factor 1:** +2 to intimidating people.  
**Indomitable:** +4 to resist psychic control.

**EQUIPMENT:** Giant sword (Strength +4 damage) or laser cannon (10/L/L), plate mail (8 points).

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

## THE FOES

The castle's besieged by more than 500 S'rax warriors, led by Sir Melehan.





## AMPHIBALUS

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

Only a few months ago, Amphibalus was a criminal, a disgraced alchemist wanted for crimes both by Arthur and Morgaine. He conducted ghastly experiments and brewed up vile concoctions in pursuit of power. Melehan found Amphibalus when looking for a way to alleviate his pain; Amphibalus controls Melehan through the medication he administers to him. It was Amphibalus who suggested that Melehan try to contact the Demon beneath the castle.

**Playing Amphibalus:** Hunch your shoulders, bow and scrape, give the impression you're just a humble

servant, an insignificant worm. Only stand up straight and speak proudly when discussing your alchemical genius.

### SKILLS

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

### TRAITS

**Biochemical Genius:** He can brew potions and other alchemical concoctions.

**Obsession:** Free the Demon.

**Outcast:** No one likes Amphibalus.

**EQUIPMENT:** Hurling vial of acid (2/4/6, burns through armour).

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

## THE DEMON

The Demon below the castle is an ancient being of unimaginable power. The S'rax worshipped it long ago, and brought it offerings through the wormhole. When the Doctor closed (or rather, redirected) the wormhole leading to its lair, the Demon fell into slumber. Now, it's waking up again. The Demon's vulnerable only to silver weapons. A silver sword would work, if anyone wants to try running up and hitting the thing. Silver bullets would work much better. Laser weapons like those used by the knights are useless against it.

Oh, the Demon's got a low-level psychic connection to all the S'rax. When it wishes, it can control them and boost their strength and ferocity. This not only enhances Melehan's army, but also makes Lady Galia an unexpected threat.

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

### SKILLS

Fighting 4, Knowledge 6

### TRAITS

Alien

Alien Appearance

Fear Factor (2)

**Immunity (Special):** It can only be injured by silver.

**Inspire Hatred (Special):** The Demon can turbo-charge the S'rax. In game terms, if it spends a Story Point, all the S'rax get the benefit of the Story Point that round.



**WEAPONS:** Claws (Strength +2 damage)

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



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## THE S'RAX WARRIORS

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

These armoured warriors are more-or-less human, but augmented and 'improved' by their Battlequeen Morgaine. They dress in heavy armour and carry lots of spiky sharp things.

### SKILLS

Fighting 3, Marksman 2

### TRAITS

**Alien Appearance:** Not quite human.

**EQUIPMENT:** Giant sword (Strength +4 damage) or laser (4/L/L).

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

## 01. THE LANDING

You know the phrase, "any landing you can walk away from is a good one"? That goes doubly for time travel. There the time travellers were, happily flying through the Vortex in search of the next temporal trace, when suddenly the console explodes in a shower of sparks, the ship lurches, sirens blare and everyone feels like they've been sneezed out of some cosmic nose. They've jumped dimensions! The TARDIS lands with the grace and delicacy of a brick to the head, slamming into reality at high speed. More bits of the console explode, and thick, foul-smelling smoke pours out of the machine. If the Doctor (or another character with the Vortex Trait and a good Technology Skill) is present, he immediately realises that the TARDIS' mercury fluid links have just blown. The ship's going nowhere until they're fixed, and everyone should immediately exit the control room to avoid inhaling the poisonous smoke. If there's no Time Lord in the group, then the TARDIS screen lights up with a helpful "MERCURY LINK FAILURE – ABANDON SHIP" message.

If the characters aren't travelling by TARDIS, that's OK – mercury links are a common component to most forms of time travel. They still need to find some mercury.

## MERCURY LINKS

As described in **The Time Traveller's Companion**, mercury links are a vital part of the TARDIS console. They work like fuses; if the ship gets hit by something that would blow out vital circuits, the mercury links burn out protectively first. To repair them, the characters need to make some fresh links (easily done) and fill them with mercury (also easily done). If you have mercury to hand. Which the characters don't.)



## THE STOREROOM

Outside, the characters find themselves in Ye Olde Medieval Storeroom. They're clearly in a castle – big stone walls, wooden doors, a smell of musty tapestries and feudalism. The only light comes from a narrow window high up on one wall. Anyone looking out the window realises they're not in Kansas, or even in Canterbury – outside they can see an alien landscape.

The shelves of the storeroom contain a curious mix of supplies. There are boxes of candles, bags of salt, jars of herbs and spices, as well as drawers containing assorted crystals, dried leaves, wrinkled scraps of leathery flesh and other magical paraphernalia. There's also an empty flask marked 'Quicksilver', which is the old name for mercury. Obviously, alchemists in this reality use mercury in their weird experiments, but there's none left in the castle.

## WELCOMING COMMITTEE

The characters' arrival did not go unnoticed. Soon after they arrive, two armoured knights burst into the storeroom. These are **Sir Tars** and **Sir Lorai**. Both men wear heavy armour and carry swords. Sir Tars demands to know who the characters are and how they breached the castle. Regardless of any answers the characters give, Sir Lorai recognises them.

If the Doctor's present, then Sir Loral addresses him. "Merlin! You have returned to us! We thought you were imprisoned forever by the witch, but here you are just when we need you! Your face is strange, old friend, but I know you. Come! Come! Lord Oxney needs your counsel!"

If there's no Doctor, then Sir Loral recognises the characters anyway. "Gods! Tars, do you not see it? Do you not know these faces! These are the ones that Merlin promised would come, the strangers from afar! You have looked upon those countenances every day of your time here at Crossed Destiny Castle, friend. Look!"

Questioning the knights, the characters learn that:

- The Doctor (or Merlin, as he seems to be called here) anticipated the characters' arrival. There's a chapel with stained-glass windows designed by Merlin that depicts each of them. Merlin also promised that these heroes would arrive just in the nick of time, at the castle's darkest hour.
- Merlin left a box of supplies for these heroes. This box was only to be opened by the heroes.
- Lord Oxney needs to speak to the characters immediately.

Sir Tars declares that he will prepare rooms for the characters to rest, and fetch them armour and weapons if they desire, while Sir Loral brings them to meet Oxney. They can check the chapel first if they wish.

## AN AUDIENCE WITH LORD OXNEY

Loral leads the characters to Lord Oxney's private study. The lord of the castle huddles beside the fire, surrounded by mementoes of past glories. Crossed swords hang over the fireplace; heraldic sheets and stuffed heads – is that a dragon? – decorate the walls.

The actual lord seems small and pale compared to his past glories. Like Loral, Oxney recognises the characters (or the Doctor). He sends Loral away, and tells the characters to come close and sit down. He pours them each a goblet of wine, and it is plain to see that even that courtesy is a huge effort for him. He's clearly very sick (anyone with the Medicine Skill can guess he's been poisoned).

Oxney explains the plight of the castle and the Realm of Thirteen Worlds.

- The witch Morgaine and her army of S'Rax have rebelled against the lawful king Arthur.



- The Doctor – whom he refers to as Merlin – was Arthur's counsellor and friend; Morgaine imprisoned him at the start of the rebellion.
- Merlin built this castle long, long ago.
- This castle is the Castle of Crossed Destinies. From here, Doors lead to four key worlds within the realm. Oxney is the Keeper of the Doors.
- To buy time for the other worlds to prepare their defences, Lord Oxney ordered the Doors sealed. He has the magical authority to close and open the Doors at will; Morgaine's servants can reactivate a sealed Door, but it will take them many weeks and cost them dearly.
- Oxney hoped that by sealing the Doors and closing the castle, he could convince the S'Rax to retreat. After all, there's nothing for them here any more – even if they breach the castle, the Doors are useless to them, unless Oxney reactivates the Doors for them, and that he will never do. If the S'rax hope to reactivate the Doors on their own, then let them – by the time they manage that, the other worlds will be ready to meet the invaders with bright steel!
- They definitely have a traitor within the castle; someone poisoned Oxney. He doesn't know which of the knights is the traitor, but cannot trust any of them. He doesn't know how he was poisoned, but the other knights suspect the traitor poisoned the well; it's their one source of water.



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- Merlin promised that in the castle's hour of need, friends would come. Go to the chapel – Merlin's legacy awaits them there.

**Oxney and the Demon:** Oxney knows the secret history of the castle: how a Demon Lord of S'rax once ruled here, and how Merlin locked the Demon away. However, he won't discuss this secret with anyone unless it's absolutely necessary.

**Curing Oxney:** A successful Ingenuity + Medicine roll (Difficulty 12) confirms that Oxney's been poisoned, and the only way to save him is to find an antidote. Amphibalus has the antidote; a Boffin could also build a new cure using Medical jiggery-pokery and a few Story Points. Even with a cure, though, Oxney won't recover in time to take charge of the castle's defences – it's up to the characters to save the day.

### THE CHAPEL AND THE BOX

The small chapel of the monastery is warm and inviting. Light streams in through a huge stained-class window, dappling the stone chamber in tones of blue and red. The window's a very, very interesting feature. One can't help but notice, for example, the giant picture of the TARDIS in the central frame, hovering over the castle. Beams of light and energy dance around the TARDIS, suggesting it's doing something impressive. A character with the Vortex Trait may make an Ingenuity + Science roll (Difficulty 15) to guess that the TARDIS was used to redirect naturally occurring spatio-temporal wormholes around the castle, creating the magic doors leading to the other worlds.

Flanking the main frame on the left and right are some small stained-glass portraits: portraits of the characters. The window's clearly hundreds of years old, so some artist a few hundred years ago knew that the characters would come here on this day.

Below the main frame are five smaller panels. The two on the left and the two on the right both depict different worlds – a bucolic forest, a city of gleaming spires, a glittering sea, a wild windy desert. The fifth small panel, though, is a square of black glass, utterly opaque, utterly featureless. If the characters examine it closely, they can't make out any more, but they can hear something *breathing* behind the glass. Only it can't be behind the glass; there's nothing out there on the far side except outside.

Beneath the stained-glass window, bathed in its light, is a box. A chest, really, made of solid sterling silver.

The lock on it, though, looks like a standard Yale lock. The TARDIS key opens it. Inside, the characters find:

- **Six aluminium flasks containing Nitro-Nine:** When thrown, they go boom. A very big boom. They can blow pretty much anything to pieces.
- **A Set of Empty Fluid Links:** These tubes miss the vitally needed mercury, but are otherwise intact. If the characters fill them with mercury, they can leave.
- **A Bag of Fingerprint Powder:** Perfect for taking fingerprints.
- **A Key:** Thin and strangely shaped, it's clearly designed for an unusual lock.
- **A Control Disc:** It's a TARDIS control disc. It looks like a 3.5" floppy disc with a question mark on it. When inserted into the console, it'll take the TARDIS on a preprogrammed flight. Of course, it won't work without the mercury links.
- **A Bag of Jelly Babies:** One of these jelly babies – the seventh one in the pack, the bitter-tasting one – carries the temporal trace that the characters need.

#### THE FINGERPRINT POWDER

The characters can use this to check for fingerprints on Lord Oxney's cup. The only prints on there belong to Lord Oxney and Sir Tars, proving that Tars is the traitor.

#### THE CONTROL DISC

When inserted into a working TARDIS, the control disc starts doing the same interdimensional worm-hole-warping jiggery-pokery that the Doctor did all those years ago to build the Castle of Crossed Destinies in the first place. With this, the characters can:

- Open or close any of the Doors.
- Reactivate or deactivate the wormhole leading to the Demon's lair from the fifth Door.
- Swap any destinations around.

They can't close a wormhole, and a wormhole must always have an entry and an exit point.



## WANDERING OFF

At any point in this adventure, the characters may explore the castle. The key thing to find is the secret passage (see pg. 101), but you could also throw in any of the encounters and incidents from **Spooky Events** (see pg. 111) or **Treachery in the Castle** (see pg. 112).



Oxney then presents the characters. “These are the heroes Merlin sent, in our hour of need. To them I entrust the command of the defence. Obey them as you would obey me.” Exhausted, Oxney sinks back into his seat, and Sir Tars helps him back to his study.

## MEET THE KNIGHTS

The four remaining knights, led by Sir Axmore, present themselves to the characters. Sir Tars returns a few minutes later to join the council meeting. Axmore describes the challenge facing the castle:

- The castle is surrounded by S’rax warriors, led by the treacherous Sir Melehan.
- There are several weak points in the defences, notably:
  - The main gate could be breached by a battering ram; they need more knights to defend it.
  - The laser-turrets need to be manned, and not all of them work. The east side of the castle is almost completely open.
  - They need troops on the walls in case the S’rax bring ladders and siege towers. Someone needs to lead the troops.
  - Some of the walls are crumbling. Someone needs to be ready to shore up the walls if they’re damaged.
  - They’re running low on water. There is a well in the castle dungeons, but everyone fears to drink from it in case it is poisoned.
  - They don’t have a doctor or a healer.
- The characters must come up with a plan for the defence of the castle.

## 2. THE KNIGHT SHIFT

Lord Oxney gathers everyone in the castle together in the great hall. It’s the first time Oxney’s left his study in days, and it is clear that the knights are shocked at how weak and frail he has become.

Oxney reiterates his plan – the Four Doors are sealed, and will remain sealed. If the S’rax intend to invade the Thirteen Worlds, they will have to find another way, for the Castle of Crossed Destinies will resist them as long as a single knight draws breath! It might be a stirring speech if Oxney was not so feeble.





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## PLANNING THE DEFENCE

There are two ways to handle the defence of the castle. If you like wargames, and your players really like planning tactics, then you could have them sit down and work out their tactics in advance. Give them a map of the castle, let them decide where to allocate the knights, let them plan how to counter Melehan's attacks.

A faster solution, though, is to skip ahead to **The Siege Begins** as soon as possible. The players' preparations for the battle happen 'off-screen'. At any point, a player can pay a Story Point and declare that they made some preparations in advance for just this situation!



*For example, if Melehan's armies break through the gates, then a player can spend a Story Point and say "aha! I repaired the portcullis! I throw the lever and bring it crashing down!" The player then makes the appropriate roll (Ingenuity + Craft to fix the portcullis) and the Gamemaster decides how effective the preparation was based on that roll. So, getting a 'No' result means the portcullis slams down, but the S'rax force it open easily. A 'Yes, And' result might mean that the portcullis divides the S'rax attackers into two groups, countering their advantage of numbers.*

## THE KNIGHTS

The five knights are the best weapons that the characters have, but they have to be used carefully. Each knight has a strength and a weakness that may affect the battle. If the characters assign the right knight to the right place, the battle will go their way. If they place their knights poorly, they're in trouble.

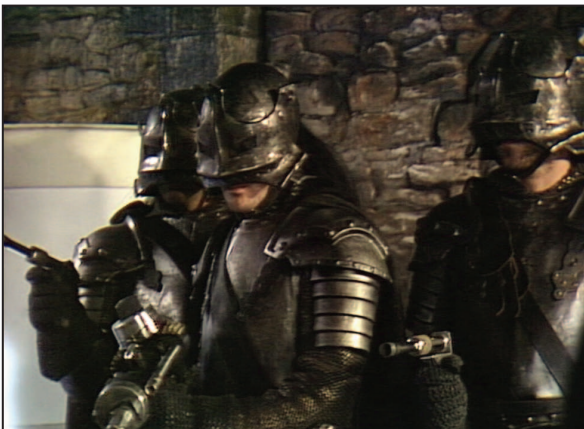
KNIGHT	STRENGTH	WEAKNESS
Tars	Knows the castle – if Tars is given command of the footsoldiers, he knows exactly where to deploy them.	Fears exposure – as the traitor, Tars wants to stay away from Melehan in case he's exposed. Therefore, Tars hides if placed on the front lines.
Loral	Supportive – when placed with another knight or a character, Loral enhances their abilities and lets them use his Story Points.	Nervous – if placed on his own, Loral panics and gets killed.
Axmore	Mighty Warrior – Axmore's at his best when in the thick of battle.	Suspicious – Axmore will attack Galia or Steele if placed in the same area as them.
Galia	Healer – Galia is an excellent medic, but can't use her skills as it would reveal her mutated hand.	Secret S'rax – if placed in the thick of combat, Galia is forced to use her mutant arm to swing her sword, exposing her true nature.
Steele	Sneaky – Steele's best sent on sabotage missions or sneaky backstabbing ambushes.	Unreliable – Steele doesn't follow orders. She thinks she knows better.



## SPOOKY EVENTS

Drop in any of these events as required to set the mood:

- **Demonic Whispers:** A character hears a guttural, rumbling voice chanting in some alien language from far below the castle. The language is so old that not even the TARDIS can translate it.
- **Loral Gets Nervous:** Loral works himself into a nervous frenzy; he paces back and forth frantically, muttering about how it's madness to stay here to die pointlessly.
- **Tars Drinks the Water:** The characters meet Tars as he comes back from the cellar, carrying an armful of supplies. He's sweating under the load. When he meets the characters, he uses them as an excuse to take a break – and he opens a flagon of fresh, ice-cold refreshing water from the castle well. No one else in the castle dares drink from that well, as they believe it must be poisoned...
- **Galia Acts Suspiciously:** Galia senses the growing power of the Demon, working its evil magic on her S'rax nature. Her eyes start to glow red and she whispers in the alien tongue of the Demon. When the fit passes, she runs away and hides in shame.
- **Axmore Threatens a Character:** Sir Axmore isn't happy about handing over the defence of the castle to a bunch of amateurs on the grounds that they look like people in a 500 year-old stained glass window.



- **Steele stalks a Character:** Lady Steele's intrigued by these new arrivals. She follows the characters, sneaking through the shadows.

## 3. THE SIEGE BEGINS

Before the characters are quite ready, the attack begins. With a blast of trumpets and horns, the S'rax army marches on the castle. They launch a diversionary attack from the east, with ladders and siege engines attacking the castle's east wall. The main attack, though, comes from the south, straight towards the castle's main gate. Amphibalus has created two alchemical weapons to help his allies conquer the castle: a cloud of gas that blocks laser fire, and an explosive charge to blow open the main gates.

Use the following challenges in the battle. Each challenge lists two Skill tests; if the characters succeed in both, they 'win' the encounter. If they only pass one, it's a draw; they still win, but at a cost. Failing both rolls means the bad guys break through. Feel free to kill or mortally wound Loral, Steele or any of the footmen if a challenge fails.

If the characters have an appropriate knight in place, then give them a nice juicy bonus (say, an extra 2d6 for free) when rolling. The rolls are just suggestions – if a player comes up with a clever plan, or has some tactic in place already, substitute in a more suitable roll instead. Keep the game fluid and fast-moving – this is a montage of action scenes and sudden changes in the state of the battle, not a series of hack-and-slash fights!

**From the East!** The S'rax siege engines roll in from the east, blasting the castle with laser beams! Quick, man the laser cannons and fire back! (Coordination + Marksman, Difficulty 15). Also, many of the cannons are old and prone to overheating (Ingenuity + Technology, Difficulty 18, to repair).

**The Wall's Falling!** Damage to the east wall causes part of it to fall into the moat. Jump to safety to avoid plunging into the vortex moat (Coordination + Awareness, Difficulty 15), then prop up the crumbling wall before the siege engines break through (Strength + Craft, Difficulty 18).

**Repel Boarders!** The S'rax are on the walls! Grab your sword and fight! (Strength + Fighting, Difficulty 15), then burn their siege towers and escape before the flames catch you! (Coordination + Athletics, Difficulty 18).

**Tend to the Wounded!** Many of the footsoldiers got injured in the initial attack. Roll Ingenuity + Medicine, Difficulty 15 to treat their injuries. One of them suffered a head injury and starts muttering about Demons and



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eyes in the dark (Awareness + Knowledge, Difficulty 18 to make sense of his ramblings).

**The Black Cloud!** Amphibalus created a cloud of vapours that shrouds the advancing army and blocks laser fire. Roll Awareness + Ingenuity (Difficulty 15) to spot the soldiers carrying the cauldrons that contain the boiling mixture, and Coordination + Marksman (Difficulty 18) to shoot them before they get too close. Poison! The cloud's poisonous! Roll Strength + Survival (Difficulty 18) to hold your breath, and Presence + Convince (Difficulty 18) to evacuate the gate-house in good order.

**Shield Wall!** The S'rax form a shield wall to protect themselves from laser fire. If that wall's not broken, they'll get to the gates without taking significant casualties. Roll Presence + Fighting (Difficulty 15) to charge the enemy and break up their formation, then Strength + Fighting (Difficulty 18) to get back to the castle in one piece!

**The Gate Goes Boom!** The S'rax plant a bomb on the gates. Roll Awareness + Subterfuge (Difficulty 15) to spot it, and then Coordination + Technology (Difficulty 18) to disarm it.

**Fighting in the Courtyard!** Hordes of S'rax pour into the courtyard, either through the hole in the wall where the gate used to be, or by smashing through at great cost to themselves. Roll Resolve + Fighting (Difficulty 15) to stand firm, then Strength + Fighting (Difficulty 18) to beat them.

**Wrath of the Demon!** The Demon stirs, and all the S'rax feel a surge of power. Roll Awareness + Presence (Difficulty 15) to notice this psychic wave of hate, and Strength + Resolve (Difficulty 18) to survive the S'rax's Demon-fuelled charge.

## AFTER THE BATTLE

Unless the characters fail every single challenge in the siege, then it ends with the S'rax being forced to retreat. (If they do fail every challenge, then the surviving knights fall back to the central keep; keep running the scenario as written, but emphasise how surrounded and, well, doomed the knights are). The more challenges lost, though, the more costly the victory. If the characters passed most or all of the challenges, then all the knights and footmen survived with only minor wounds. If they failed most of them, then kill off Sir Loral or Lady Steele, as well as most of the footmen, and burn down half the castle!

As the last S'rax flees the castle, one of the guards on the towers shouts and points to the east. Looking that way, the characters see a lone figure on horseback, silhouetted against the dusk. It's Melehan. The enemy general scowls at the defeat of his army, then snarls and raises his sword. The blade flashes with a pulse of light that leaps into the sky... and it's answered by a matching light in the heavens. Then another, and another.

One of the knights groans. "Troop transports. He's bringing in reinforcements. Thousands of them."

## 4. TREACHERY IN THE CASTLE

While Melehan musters his new army, events in the castle take several turns for the worse. Run the following scenes in any order.

### "LET'S GET OUT OF HERE"

Loral (if he's still alive) or else Sir Tars decides that enough is enough. They have to retreat. He demands that the characters ask Lord Oxney to open the Doors and retreat. They can close the gates from the far

### KILLING IS WRONG

Some of the Doctor's companions relish a fight. Leela, for example, would have no problem stabbing an attacking S'rax warrior; the Last Centurion probably knows a lot about siege tactics, and if the Brigadier were here, he'd have those laser turrets firing double-quick in no time. Even the Doctor's been known to pick up a sword once in a while.

Other companions, though, aren't the sort of people to get involved in a bloody melee, and that's fine. There are lots of non-lethal ways to get them involved in a siege – there's the classic 'breaking something over the bad guy's head to knock him out', or dropping slippery oil, or just helping defend the castle and slow down the attackers. This may be an action scene, but that doesn't mean it's just a big fight.





side once they're through – leave the empty castle to the S'rax! He points out that it's in the characters' best interest too. They need mercury to fuel their magic box? Why, there's plenty of quicksilver on any of the four worlds. Open the Door, bring the TARDIS through, then fly off!

If the characters do bring Loral's request to Oxney, he refuses to comply. If the characters press him, he explains about the existence of the Demon. The presence of the S'rax has awoken the Demon, and Oxney worries that if he unseals the Doors now, it will let the Demon's baleful influence seep into the world even more. (Unsealing the Doors won't open a portal to the Demon's realm, though – remember, the wormhole used to create the four Doors originally went there, so the Demon's realm is inaccessible unless someone redirects them. They can be redirected with a big magic ritual from Amphibalus, or the TARDIS control disc.

## GALIA REVEALED

The Demon briefly possesses Galia. Wait for some time when things are peaceful – say, the characters are discussing what to do next or tending to Lord Oxney. Galia suddenly stands bolt upright, and speaks in a voice that is not her own. "FREE ME! FREE ME, MORTALS! REPAIR MY DOOR AND LET ME COME FORTH!" She raises her hands, and her mutant claws cut through her metal gauntlets, revealing her mutant arm. "WORSHIP ME OR PERISH!" The whole castle shakes.

Unless the characters stop him, Axmore immediately accuses Galia of being the traitor who poisoned Lord Oxney, and attacks her with his sword.

If Galia survives, she now has a strong psychic link to the Demon. She can read the monster's emotions, and relate the tale of how Merlin locked it away by unravelling the portal leading to its lair, and created the Four Doors from the remains of the wormhole. She can also tell that the Demon's influence can make the S'rax much more powerful. If Melehan gains control of the Demon, then Arthur's forces have no chance of stopping him.

## SIGN OF THE ALCHEMIST

From the walls, the characters see Amphibalus setting up his tent. The newly arrived troop transport ships brought more supplies for the alchemist, so the characters can see him scurrying back and forth with crates of chemicals and glassware. He is clearly

preparing more alchemical devilry for the next attack on the castle. If the characters watch him, they also see him treating Melehan with painkillers.

Anyone with a good Science or Knowledge Skill (3 or more), or who spends a Story Point realises that if there's anywhere on this planet that mercury might be found, it's inside Amphibalus' tent.

## MELEHAN'S CHALLENGE

Melehan rides forth and shouts a message to the defenders of the castle:

"My brother knights! You have fought bravely, and I wish to honour that! Leave, now, by the Four Doors, and you may live to fight another day! Or, if old Oxney is still stubborn, then I offer you safe passage on board one of my transports.

You cannot prevail in this battle. You know this. I offer you life in place of certain death. What do you choose?"

Melehan's offer is a genuine one – he just wants access to the Four Doors and, through them, the Demon. If he can get it without having to go to all the bother of besieging the castle and murdering the knights, so much the better.

## 5. QUICKSILVER AND BRIMSTONE

The characters have to find a solution before Melehan attacks again. The first step is obtaining some mercury; once they have mercury, they can start meddling with the Doors and thwarting evil.

### FINDING MERCURY

The two sources of mercury are Amphibalus' tent and the binding circle around the Fifth Door.

To steal mercury from the tent, the characters need to sneak out of the castle (via the secret passage, or under cover of darkness, or under a flag of truce) and through the enemy camp to the tent. If they defeated some S'rax warriors earlier, they can borrow their armour. Having Galia with them also helps fool any S'rax sentries. Once they get to the tent, they must either sneak past the alchemist or else grab the mercury and run.

If the characters explore the secret passage in the basement, they find the quicksilver binding circle around the door. They can borrow some mercury



THE MATTER OF SILVER

from this pool, but doing so weakens the bonds holding the Demon – give all the S’rax a bonus Story Point to represent the Demon’s growing influence.

### SABOTAGING THE ARMY

While they’re taking a stroll in enemy territory, the characters can cause all sorts of trouble:

- Capturing Amphibalus or sabotaging the painkillers he gives to Melehan can delay the bad guys’ plans.
- Once the characters know that the Demon has a psychic link to the S’rax, they could try taunting the Demon. Get it angry enough, and the S’rax start fighting amongst themselves.
- Searching Amphibalus’ tent turns up a big leather-bound tome that contains the instructions for meddling with the Doors. Merlin used the TARDIS to do this, which is much easier and safer, but the characters can take the slower path. The ritual requires lots of Resolve + Knowledge tests to complete, and takes several hours. Spending Story Points can speed up the ritual.

### MEDDLING WITH THE DOORS

Once the characters have a working TARDIS again, they can stick the control disc into the console and start hacking the base code of the universe. Here’s how it works:

CASTLE		
Door 1	↔	First World
Door 2	↔	Second World
Door 3	↔	Third World
Door 4	↔	Fourth World
Secret Door	↔	Demon’s Lair

Right now, there are wormholes connecting Doors 1-4 to the four worlds, and no wormhole connecting the Secret Door with the Demon’s lair. With the TARDIS (or ritual), the characters can change this set-up.

Moving a single wormhole so it connects to the Demon’s Lair lets the characters visit the lair; connecting all four wormholes allows the Demon out into the world (it’s too big to fit through a single wormhole connection).

The two rules are **wormholes cannot be created or destroyed** and **a wormhole must connect two different points**.

Nasty tricks the characters could try:

- Open a wormhole to the Demon’s lair, let Melehan go through, then close it behind him.
- Wait until the Demon leaves the lair, then unravel the wormhole again while it’s in transit.
- Connect the wormholes so they link up the four worlds directly, bypassing the castle. This isolates the castle, making it useless from a tactical perspective.
- Loop the wormholes, so anyone leaving the Demon’s lair goes to Door 1, and anyone arriving at Door 1 gets sent to the Demon’s lair. A wormhole must link two points, but two wormholes can create a loop...

### DEFEATING THE DEMON

If the Demon does emerge, all is not lost. It’s vulnerable only to silver weapons, so if the characters make silver-coated swords, they can at least try to defeat the monster. A much better idea, though, is to make silver bullets. They don’t have firearms in this dimension, but the characters could assemble a crude cannon and make black powder from Amphibalus’ alchemical supplies. Such a cannon would only work once, but it could launch a silver cannonball into the monster’s face. Remember, Merlin left the characters a chest made of solid silver...

Slaying the Demon has the welcome side effect of defeating the S’rax army. Feedback from the psychic connection blasts through their minds, driving them temporarily insane and scattering them in all directions.



## THE PATCHWORK MAN

What makes us who we are? Is it the sum total of our experiences, of all the events we experienced? Or is there something unique and unchanging in each of us, some essential form that persists no matter what happens to us?

Are we mutable timelines, or is each of us somehow a fixed point?

### ADVENTURE SYNOPSIS

The TARDIS materialises at Walker General Hospital, and almost immediately Dr Harper – a friend of Dr Grace Holloway – starts hammering on the door, asking for the Doctor’s help. Something terribly strange is going on in the hospital. Bodies disappearing from the morgue, mysteriously missing organs, periods of missing time; only the Doctor can solve this mystery.

Investigating the hospital, the characters find themselves caught in a struggle between two alien forces – a cult devoted to a long-dead warlord, and the enemies of that cult trying to stop his resurrection. Both sides have disguised themselves as humans, and are fighting a secret war on the streets of San Francisco.

The complication is that the warlord is now more human than alien...

### THE ALIEN FACTIONS

Point up at the pole star, and then move your finger about three degrees to the left. Now follow that finger for a hundred light years, and you’ll end up at a planet called Ragnifrex Major. The first thing you’ll notice are the big smoking scars on the planet’s surface. Titanic craters, so deep they exposed the planet’s molten core. Those scars are the legacy of a war started by the former ruler of Ragnifrex Major, a warlord named Kaam. The people rose up against Kaam, and forced him to flee. Kaam swore to take revenge on his former people, and to do so he allied himself with the Daleks.

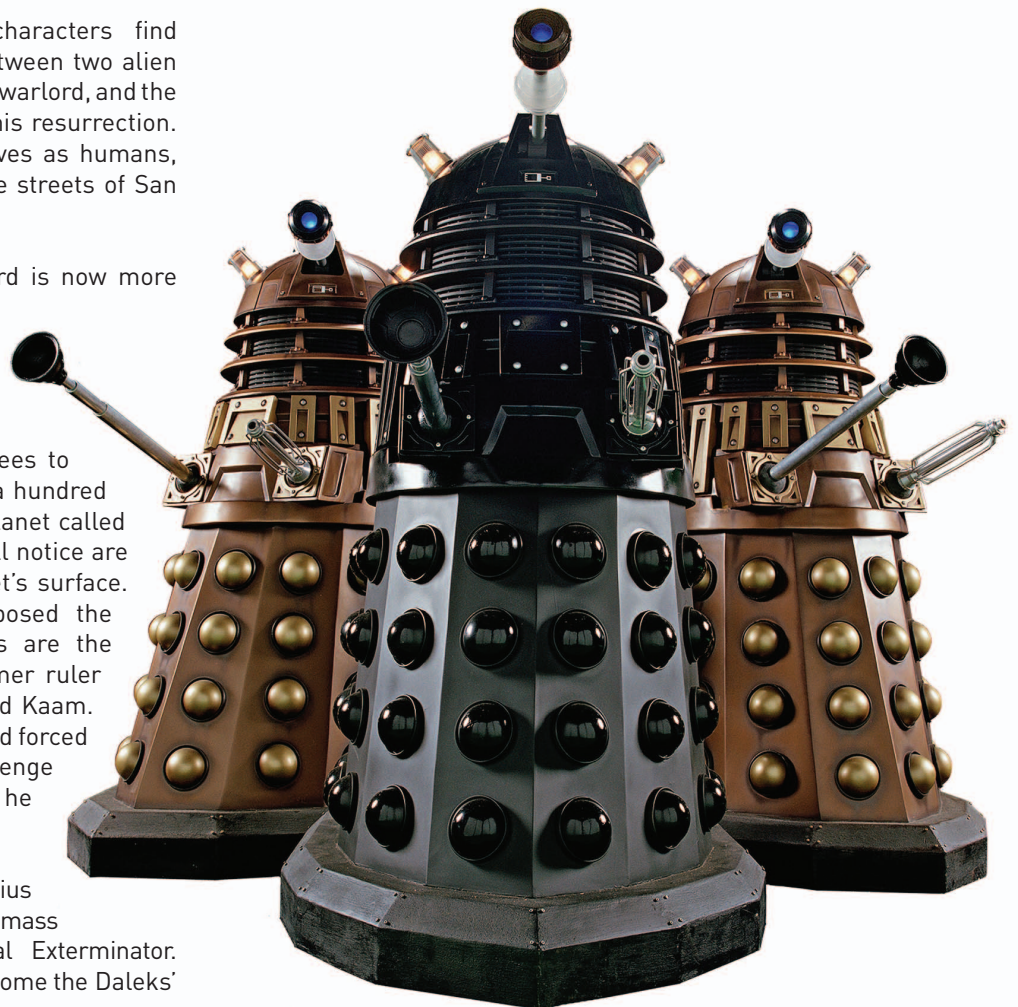
The Daleks sought to use his genius to help them build weapons of mass destruction, including the Temporal Exterminator. Kaam quickly realised that he had become the Daleks’

slave instead of their partner. They claimed they would soon help him exterminate the rebels on Ragnifrex Major, but their real intent was to keep Kaam co-operative while he worked on their new weapons for use against the Time Lords.

Unable to escape the Dalek fortress, Kaam devised a cunning escape plan. The fortress was shielded against all forms of transmat, teleportation and even temporal travel, but Kaam created a method to transmit just his consciousness. He left his body behind, and his evil genius leapt across the stars.

### KAAM’S LOYALISTS

Kaam had a few followers who believed that he was still destined to lead Ragnifrex Major to glory. When Kaam left, they believed he would soon return to restart his great war of purification.





THE PATCHWORK MAN

They kept the faith during the long years of waiting. Then, a few years ago, they received a coded message from their leader, describing his plan to escape captivity by transmitting his mind. He picked an obscure planet called Earth as the vessel for his rebirth, and instructed his followers to go there and prepare for his resurrection.

Ragnifrexians look more-or-less human if you don't examine them too closely, so Kaam's few remaining loyalists were able to infiltrate Earth society and seize control of the hospital. With a ready supply of human tissue and organs to hand, the Loyalists began their experiments. Could they reunite Kaam's consciousness with a host body?

The leader of the Loyalists – until Kaam returns, of course – is **Administrator Jones** (or **Parza**, if you want his Ragnifrexian name). The five other Loyalists all work at the hospital in various roles.

**The Loyalist Base:** While the Loyalists have replaced key staff and administrators in the hospital and effectively control Walker General, they've taken over a derelict cinema as their main base of operations. An old steam tunnel runs between the hospital basement and the cinema, allowing them to transport tissue samples back and forth.

### THE BOUNTY HUNTERS

When the Ragnifrexian authorities discovered that the hated Kaam was loose again in the galaxy, only this time without the protection of his Dalek 'allies', they dispatched a ship to hunt him down and bring him back to justice. Like Kaam's loyalists, they've disguised themselves as humans, taking on the appearance of classic 'Men in Black'.

The Bounty Hunters came to Earth in a starship. They detected the Loyalist's ship in orbit when they arrived, and destroyed it (which caused the meteor shower seen by Dr Harper). Now, their ship's hovering over San Francisco, cloaked in a perception filter.

If they can't stop Kaam's resurrection, then they'll stop him by annihilating the city.

The commander of the expedition is **Captain Arda** (see pg. 122). She has three Bounty Hunters under her command.

**The Bounty Hunter Base:** The Bounty Hunters' base of operations is their starship in orbit. They can teleport up and down to it freely.

### THE DALEKS

When the Daleks discovered that Kaam – or at least, his brilliant mind, which is all they cared about – had escaped, they too dispatched a team to hunt him down. Three Daleks landed on Earth a week ago, with orders to recover the fugitive Kaam and to EXTERMINATE anyone who got in their way. The Daleks know the importance of Earth, and that the obscure planet is protected by the hated DOC-TOR. So, their plan is to be subtle. They've converted a number of human gang members into Robomen to be their eyestalks on the surface. Once they locate the loyalist base, the three Daleks intend to roll out and EX-TER-MIN-ATE ALL RES-IS-TANCE! RE-CAP-TURE THE TAR-GET! DES-TROY! DES-TROY!

**The Dalek Base:** The Daleks arrived by saucer; they landed it in the ocean and then rolled along the sea floor before emerging in the docks of San Francisco.

#### HEY, WHAT ABOUT THE TIME WAR?

These Daleks come from just before the Time War began in earnest. While they're aware of time travel technology, they don't have access to it themselves. Soon after they left on their mission, the other Daleks began hostilities in earnest, and vanished throughout the universe. These three Daleks got left behind.

### 1. KNOCK KNOCK

With a strangely reluctant whine, the TARDIS lands in San Francisco, in the present day. It materialises in the same alleyway it landed in previously, where the Seventh Doctor met his final fate. The temporal tracer bleeps and whirs, scanning for the trace it needs.



Knock knock. Or, rather, thump thump! Someone starts hammering on the TARDIS's doors. From outside, the characters hear an unfamiliar voice shouting "Doctor! Are you there? Doctor? Doctor? Doctor, I'm a doctor! I'm a doctor, Doctor, and I'm telling you to let me in!" The external scanner shows a middle-aged man standing outside. He looks agitated.

This unlikely visitor is Dr Martin Harper. The appearance of the TARDIS came as the answer to his prayers. He happened to see the impossible blue box as he walked by. If invited into the TARDIS – or given a stiff drink at a nearby bar – then Harper explains how he knows about the Doctor.

## DR MARTIN HARPER

<b>AWAIRENESS</b>	3	<b>PRESENCE</b>	2
<b>COORDINATION</b>	4	<b>RESOLVE</b>	2
<b>INGENUITY</b>	4	<b>STRENGTH</b>	3

Dr Harper's been on staff at Walker General Hospital for nearly 15 years. He's nervous, twitchy and argumentative, which explains why he's been in roughly the same position in the hospital all these years. His mentor and friend when he started out was Dr Grace Holloway; she left long ago, but she told him all about her incredible encounter with a time traveller called the Doctor, who flew through space and time fighting evil in a phone booth.

**Playing Dr Harper:** Think about everything that could possibly go wrong in any situation. Now worry about all of them. Harper's the sort of doctor who ends up complaining to his patients about his own health problems and hypochondria. Jump to outré conclusions about everything. Now that you know that the TARDIS is real and aliens do exist, maybe they're behind everything! A light bulb explodes? Aliens! Computer crashes? Aliens? No exact change? Aliens!

### SKILLS

Convince 2, Knowledge 3, Medicine 5

### TRAITS

**Eccentric:** Harper's not the most stable sort.

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

## HARPER'S STORY

Harper knew about the TARDIS and the Doctor through his friendship with Grace. (If the Doctor isn't present, then Harper assumes that if the characters are hanging around in that phone booth, then they must know something about aliens too.) He believes he's uncovered an alien conspiracy in the hospital, and wants their help in stopping it before they take over the world or do experiments on anyone. He's worried he's been probed already. That's what aliens do, isn't it? They creep into your bedroom at night and probe you. Maybe someone should examine him, to see if he's been probed. What if they left a tracking device in there?

Once the characters get Harper's attention out of his bottom and onto the matter at hand, he explains:

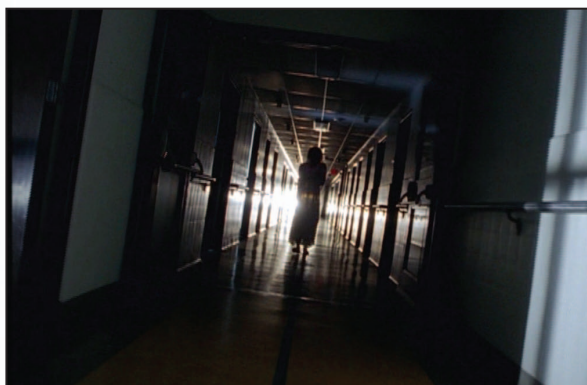
- He works the night shift at Walker General.
- For the last few weeks, there have been all sorts of weird goings on. Power failures, episodes of missing time, strange noises, that sort of thing.
- He's also seen lights in the sky, hovering over the hospital. There was a big meteor shower a few days ago. Maybe that was an alien ship.
- Several bodies have also gone temporarily missing from the morgue. The bodies show up again a few hours later, and it's always put down to a filing error – they put the body in one drawer, but wrote down a different drawer on the file – but Harper has his doubts.
- Here's the weirdest thing – he thinks there are bits *missing* from the bodies. There was definitely one body that came back without a brain. An auto accident. Now, the incident report said that the victim was decapitated by the impact, but Harper's sure that the corpse had a brain when it came in. Someone's meddling with the records.
- Maybe the hospital staff are involved. Maybe they got probed. Or mind controlled. Or *mind probed!*
- Aliens. It's got to be aliens.

Harper asks the characters to help him investigate the threat to the hospital. If left to speculate, he guesses that the aliens are doing experiments on human tissue to make some horrible doomsday weapon. Maybe a death ray. Maybe they melted that corpse's *brain*.

## THE TEMPORAL TRACE

After a very long time, the locator picks up the trace – but these readings are impossible! According to the locator, the temporal trace is several light years away from Earth, but approaching at phenomenal speed. It can't be aboard a starship; the locator's designed to bring the TARDIS as close as possible to the location of the trace, so if the trace was on board a ship, the TARDIS would materialise there instead. So, the trace isn't on board a ship, and it's coming to San Francisco at the speed of light...

If the characters check the locator later in the scenario, then they find the trace is coming closer and closer. In fact, the trace is attached to Kaam's consciousness. He helped build the Temporal Exterminator, so his timeline is entangled with the Doctor's.



## 2. IN THE MORGUE

You know how they say a place is quiet as a morgue? This morgue isn't that quiet. There are staff coming in and out or walking in the corridor outside. Pete the attendant's working his way through his DVD collection, and there's a janitor outside who keeps whistling out of tune. Still, the characters can sneak in with Harper's help and start investigating.

**The Temporal Trace:** The Temporal Trace Locator's still having trouble locking on. It gets a bit excited when brought close to the corpse lockers (the Seventh Doctor regenerated here, so there's some residual temporal energy to be detected, but not a full trace).

**Electromagnetic Distortions:** Scanning the morgue (or just poking it with a stick, as long as it's a metal stick) with an Awareness or Ingenuity + Science roll (Difficulty 12) confirms that someone's been using some sort of high-energy technology around here. The inside of the morgue drawers are strongly magnetised in places.

**Talking to Pete:** Pete the morgue attendant isn't used to talking to people who talk back. Most of his interactions with living people consist of him staying "sign here" when a body leaves the morgue, and "sign here" when they come back. Talking to dead people is easier for him, but normally they don't say anything. He still tells stories of that one night, back in 1999, when this dead guy got up and walked out of the morgue, but no one believes him.

Pete doesn't talk, but he does listen. He's a more reliable source than Harper when it comes to hospital gossip. A successful Presence + Convince roll (Difficulty 12) lets the characters find out the following:

- Yeah, bodies keep getting moved in and out of the morgue. It's not his problem – he just keeps track of the paperwork.
- Dr Harper's got a reputation in the hospital for being a crazy fruitcake. He came down here a few days ago and asked Pete a lot of questions about the corpses, and when Pete didn't have all the answers, he accused Pete of being an alien. Pete's not an alien, he just doesn't care whether or not some dead guy has a head or not. He's dead, isn't he? It's not like he really needs a head in that state. The head's academic, stop bugging him about it.
- The hospital upper management changed six months ago. The new administrators seem OK, but they're a bit... odd. And this is coming from a guy who works in a morgue and watches horror movies all night. He knows odd when he sees it.

**Examining the Corpses:** Most of the corpses are unremarkable. A close examination of one, though (with a successful Ingenuity + Medicine roll at Difficulty 15) reveals that it's missing its heart. There's no surgical scar, but there is a faint energy trace, suggesting some high-tech alien gadget was used to open up the corpse, remove the heart, and then seal it again without leaving a mark.

Another corpse – that of a middle-aged white male – has a strange symbol drawn on its head. The symbol is only visible under ultra-violet light (although a Sonic Screwdriver or another similar gadget can make it fluoresce). It's as though this corpse was marked for some purpose. Checking hospital records with Pete reveals that this guy was a former actor and male model who died of a drug overdose.



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## RECENTLY DECEASED

While the characters are in the morgue, two orderlies arrive with a trolley, carrying another body. This time, it's a young man, clearly the victim of gang violence. The bullet-wounds in his chest are testament to that. One of the orderlies signs Pete's form, and Pete rolls the corpse into another of his lockers. "Full house tonight", he mutters. Questioning the orderlies reveals that the kid was shot by his own gang, probably as some sort of reprisal; they found the corpse down by the docks. In fact, this corpse is one of the Daleks' Robomen servants, sent to infiltrate the hospital and find Kaam. If the characters examine it, it activates immediately, rising up off the slab and attacking them with inhuman strength. Otherwise, it waits until the janitor shows up before revealing itself.



## FOLLOW THAT TROLLEY

That janitor who can't whistle properly? He's a Ragnifrexian, here to collect that handsome corpse from the morgue. That corpse's face is going to become the face of Kaam – the great leader deserves a suitably beautiful appearance. He brings in a trolley to collect the corpse, and that trolley happens to be the same one that the Eighth Doctor woke up on when he regenerated. That tickles the Temporal Trace Locator. So, the janitor strolls into the morgue, still whistling out of tune. The Temporal Trace Locator starts beeping. The Roboman, if it isn't already trying to strangle the characters, wakes up and bursts out of its locker. Cue a chaotic fight scene!

**The Janitor:** wants to get out of here with the handsome corpse. He assumes, not unreasonably, that the locator is some sort of weapon, and that the characters are agents from Ragnifrex here to stop Kaam. He flees down the corridor, pushing the trolley if he can, firing blasts from his energy weapon. The weapon's disguised as a mop, so the characters risk being blasted by a deadly sonic mop.

## THE JANITOR

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

### SKILLS

Convince 2, Fighting 2, Marksman 2, Subterfuge 3.

### TRAITS

**Alien**

**Run for your Life:** +1 bonus to Speed when fleeing.

**EQUIPMENT:** Sonic Mop (3/6/9 damage)

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

**The Roboman:** is programmed to follow the janitor. Robomen aren't very good at stealth, so it 'follows' by lurching down the corridor like a zombie. It's transmitting everything it sees and hears back to its Dalek masters via its third eye-stalk. If the characters get in its way (or if the Daleks identify them as enemies), it'll try to kill them.

## THE ROBOMAN

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

### SKILLS

Fighting 3.

### TRAITS

**Cyborg**

**Enslaved:** Must. Serve. Daleks.

**Networked:** Anything it sees, the Dalek sees.

**Clumsy:** It lurches and smashes into things. Or through things.

**Tough:** Reduce all damage suffered by 2.

**TECH LEVEL:** 9      **STORY POINTS:** 1



THE PATCHWORK MAN

**Pete:** hides behind his desk with a bowl of popcorn.

**Running the Chase Scene:** This is a headlong rush through the dark corridors of the hospital basement. Throw in lots of obstacles to make the chase exciting – hissing steam pipes, old wheelchairs and other junk to be used as barriers (or impromptu transport), flickering lights, dead ends, buckets and bottles of cleaning supplies left for someone to fall over, and other debris.

The janitor always gets away. If the characters catch up to him, then he shoves the trolley towards them to block the corridor as he darts down a side passage. By the time they clamber over the trolley and the corpse, he's gone.

### 3. INVESTIGATING THE HOSPITAL

After a running battle in the basement, the characters may reasonably assume that Dr Harper's correct and that something is going on here. How do they proceed?

At some point during their investigation, the characters get interrupted by the Men in Black (see pg. 121).

#### THE NEW OWNERS

Checking publicly available records with an Ingenuity + Knowledge roll (Difficulty 12) reveals:

- The new owners of the hospital purchased it six months ago. They're a group of 'international investors' called the K Group. This hospital is the only one they own, and it's not clear where they got their money.
- If the character investigating the group got a Fantastic Success, then they also find that the K Group recently purchased a disused cinema two blocks away.
- They've invested a lot of money in technology related to tissue grafts, cloning, anti-rejection therapies and so on. Just the sort of stuff you'd need if you were doing cutting-edge transplants.
- Oddly, the hospital also purchased a lot of advanced electronics, including the sort of receiver dish you'd need if you wanted to build a radio telescope. Hospitals don't need radio telescopes.

#### MEETING MR JONES

The hospital administrator, Mr Jones, reminds the characters strongly of the janitor they encountered in the morgue. He's got that same jerky quality to his movements, that same awkward way of speaking. Jones tries to downplay any weirdness in the hospital. Corpses coming back to life? Janitors with sonic death rays? Mysterious missing body parts? All of those can be put down to youthful hijinks. Everything is perfectly fine at Walker General.

If the characters push too hard, then Jones threatens to involve the police. Optionally, he can use the mind control device hidden on his desk to influence their minds. This device, which is disguised as a model of a human skull, makes Jones more convincing and plausible. The effects of this device only last a few minutes, but it is highly effective while in operation.

#### MR JONES

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

**Playing Mr Jones:** Move with fast, twitchy motions. Don't turn your head to look at someone – jerk it from one position to another as fast as you can. Speak. Each. Word. As. Though. It. Is. A. Sentence. In. Itself. Choose odd words. These humans are insignificant. Soon, the Great Kaam will return, and you will leave this pathetic world and follow him to glory!

#### SKILLS

Convince 2, Fighting 2, Knowledge 3, Medicine 4, Science 4.

#### TRAITS

##### Alien

**Obligation:** Serve Kaam

**Dark Secret:** He's an alien.

**Gadget (Minor):** Mind control projector. It gives a +4 bonus to his Presence + Convince rolls, but only has a short range. It's a Psychic effect, so traits like Psychic Training or Indomitable can block it.

**TECH LEVEL:** 8

**STORY POINTS:** 3





**HARPER'S FATE**

If the characters don't stop him, then Harper goes to complain after the incident in the morgue. Jones zaps Harper with the mind-control device, then fires him. Harper staggers out of the office, unable to remember exactly what Mr Jones said, but sure that it was very convincing.

**THE GANG KILLING**

Investigating the gang killing that sent the Roboman to the morgue brings the characters to a street corner down by the docks. There's a chalk outline on the ground, and the tattered remains of some police tape marking off the site of the incident. Asking around (with Presence + Subterfuge) points the characters towards a young woman who lives nearby, Carine. Her former boyfriend Michael was the victim of the shooting.

Carine tells the characters that Michael was a gang member – they split up because he wouldn't quit, but stayed close. In the last few days, he stopped calling her entirely. She went down to the gang's hangout by the docks to find out what was up, and he didn't even recognise her. It was as though he was someone else entirely. All his friends were behaving the same. It scared the hell out of her. She suspects that Michael and his gang are into some new drug or something, and that's why they shot him.

**THE TUNNELS**

Tracking the tunnels with a scanning device, or by consulting civic records, or by exploring, points the characters towards the abandoned cinema.

**4. THE MEN IN BLACK**

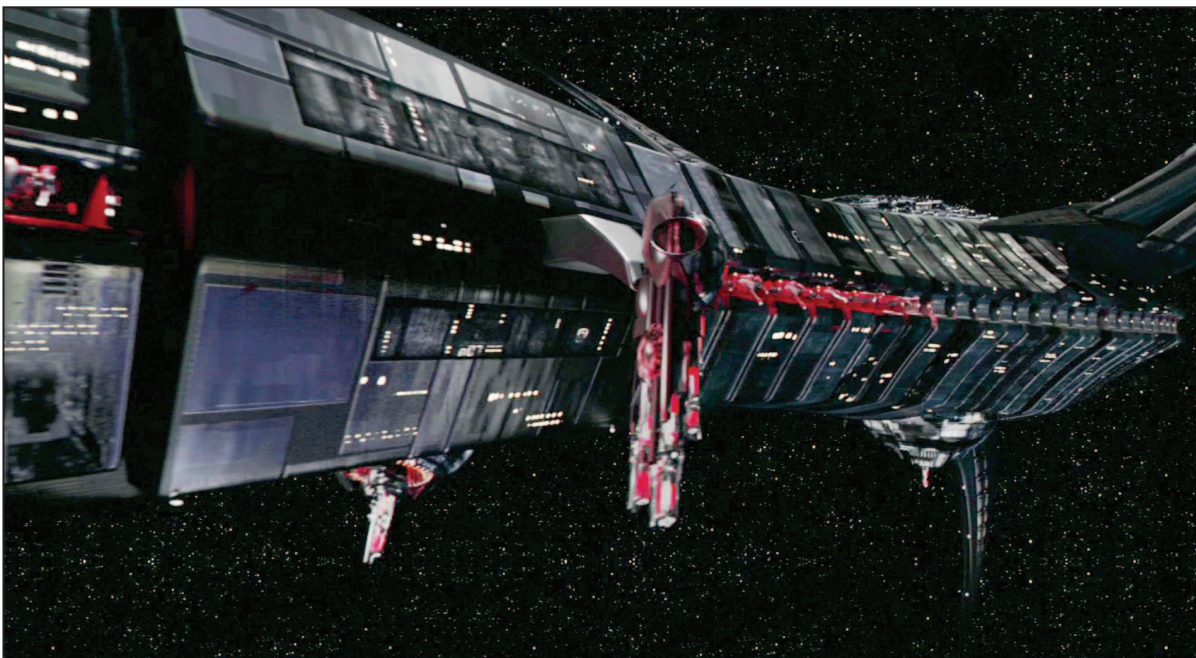
The other faction of Ragnifrexians – the Bounty Hunters sent to recapture Kaam – keep the characters under observation while they investigate the hospital. At a suitable dramatic moment, they intercede.

The Ragnifrexian Bounty Hunters surround the characters and point small but obviously high-tech blasters at them. "You. Will. Accompany. Us." declares the lead Bounty Hunter. "We mean. You. No harm. But You. Must. Help Us. With Our. Mission."

If the characters are indoors, they're escorted outside. One of the Bounty Hunters produces a small gadget, a slab of blue metal with blinking lights covering it. It's a teleport beacon. Then, with a flash of light, the characters are transported to the Ragnifrexian ship floating high in orbit above San Francisco. (The teleport can't beam through solid objects, so the characters need to be outside for it to work.)

**THE SHIP**

The Ragnifrexian starship looks very Hollywood-starship. Lots of blinking lights, glowing control consoles, viewports looking out at the world below, the low thrum of the engines vibrating through the





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deck. There's even a big central command chair on the bridge where the captain sits. She probably gets to make log entries there.

The captain spins around in her chair to address the characters. She introduces herself as Arda, of the Ragnifrexian People's League. They have come to this world in search of an escaped enemy of the people, the villainous tyrant Kaam. Arda briefly explains Kaam's history – how he rose to power on their world and launched a genocidal war first against their neighbouring star systems, then against his own people when they rebelled. They forced Kaam to flee, but he found refuge with some other, mysterious alien race who valued him for his scientific genius. The Ragnifrexians believed that Kaam had escaped justice forever, but then they learned that some of Kaam's followers had gone to Earth, and that Kaam would soon join them there.

## CAPTAIN ARDA

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

Arda's a veteran of the wars against the tyrant Kaam. She has a personal vendetta against the former planetary overlord, a hatred that may cloud her judgement when it comes to, say, not blowing up all of San Francisco.

**Playing Arda:** Like the other Ragnifrexians, she. Speaks. In. Fragments.

### SKILLS

Athletics 2, Convince 3 (Command 5), Fighting 2, Marksman 3, Science 3, Transport 3.

### TRAITS

**Alien**

**Adversary:** Kaam

**Military Rank:** She's a captain

**Voice of Authority:** Or Voice. Of. Authority – she gets a +2 to any rolls involving ordering people around.

**EQUIPMENT:** Blaster (4/L/L damage)

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

## RIIX

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

Riix prides himself on being able to blend into alien cultures – he's a master of disguise, a suave secret agent. If they had James Bond on Ragnifrex, he'd want to be James Bond. Unfortunately, despite his enthusiasm for undercover work, Riix isn't very good at it. He's better at acting human than the other Ragnifrexians – he doesn't talk like a computer speech synthesizer from the 80s – but his understanding of human culture is still very patchy. He watched a lot of human television broadcasts on the way to Earth, so he comes across like a bad actor spouting a lot of pop-culture phrases.

**Playing Riix:** Talk as though you were in a cheesy 80s cop show. Call everyone dude.

### SKILLS

Convince 2, Fighting 3, Marksman 3.

### TRAITS

**Alien**

**Code of Conduct:** Unlike his captain, Riix wants to avoid obliterating the city.

**Distinctive:** Hey dude! I'm, like, totally not an alien. Bleep. Tell me, partner, have you seen Kaam the Butcher around here?

**EQUIPMENT:** Blaster (4/L/L damage)

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

Arda wants the characters' help in locating Kaam. They traced Kaam's Loyalists to the hospital, but have so far failed to detect Kaam. They fear that Kaam has slipped the net somehow. Their own investigations have failed, so they're bringing in some local talent: the characters. She assigns her second-in-command, Riix, to work with them.

If they are hesitant about complying, then Arda points out that Kaam cannot be allowed to escape. Her backup option is to blast San Francisco from orbit.



### USING THE RAGNIFREXIAN SHIP'S SENSORS

Clever characters may think of using the ship's scanner to find the Loyalist base (or telling the Ragnifrexians where to look). The technology at the cinema is shielded, but the sensors are powerful enough to detect the tunnels running between the hospital and the disused cinema.

A successful Ingenuity + Technology roll (Difficulty 9) detects the tunnels. A Fantastic Success also picks up something else unusual, something the Ragnifrexians never detected – there's a circular object sitting on the seabed off the shore of San Francisco. It's another starship.

If the characters point this out, then Arda says that it is not a Ragnifrexian design. She speculates that it could be the ship that brought Kaam to Earth, or perhaps it belongs to his mysterious alien ex-allies.

### THE APOCALYPSE BOMB

One of Kaam's evil creations, an Apocalypse Bomb uses artificial gravity and space-warping technology to turn a planet into a graveyard. Drop it, and it shifts the mass of a few hundred square miles of planetary crust to the edge of the blast site. So, anything hit directly by the bomb becomes lighter and softer. Buildings become squidgy, living beings dissolve gently. They're the lucky ones. Things at the edge of the blast get all that extra mass dumped onto them, making them much heavier and denser.

So, you've got a ring of super-dense matter surrounding a circle of super-diffuse matter. The ring sinks, putting pressure on the magma below. The magma follows the path of least resistance, and explodes out through the soft 'hole' in the crust, creating a gargantuan, apocalyptic volcano. One of those can wipe out all civilisation on your average planet; three or four can completely destroy all life on the planet. Kaam built thousands of them.

Ironically, she'll use one of the Apocalypse Bombs that Kaam himself invented to wipe out the tyrant and the city that shelters him.

### THE TELEPORT

The Ragnifrexian teleport is limited – it can't penetrate solid objects, and anyone using it needs to be wearing a beacon or be in close proximity to one. So, the characters can't just beam straight into the hospital (or the cinema, or the Dalek ship). The Ragnifrexians can drop them off anywhere in the city, though, and if they need more help, then Captain Arda can beam down another three Bounty Hunters within a few minutes.

## 5. OUR FEATURE RESURRECTION

All clues lead to that disused cinema, and here's where things get complicated. (First, though, if the characters haven't been abducted by the Bounty Hunters yet, you should run **The Men in Black** before this one). We've got five different groups, all of whom have their own plans.

In one corner, there are Kaam's Loyalists. They're nearly ready to bring Kaam back to life, and put their plan into action just before the characters arrive. So,

when the characters investigate the cinema, they'll be just in time to see Kaam's resurrection. The Loyalists want to see Kaam restored and safe.

In the opposite corner, we've got the Bounty Hunters. They believe Kaam is already on Earth, and that they've failed to find him. They're relying on the characters to help. The Bounty Hunters wait on the orbiting starship until the characters call them in, then they teleport to the streets outside the cinemas. In the third corner, there are the Daleks and their Robomen slaves. They've done the same detective work as the characters, and have also traced the Loyalists to the disused cinema. The Daleks make their move soon after Kaam's reborn. They intend to exterminate all the Loyalists (and the Bounty Hunters, too, if they get in the way).

In the fourth corner, the characters. They're here to find Kaam, and/or pick up the temporal trace that's converging on this building.

And right in the middle of all this is Kaam.

### THE CINEMA

The Luxor Cinema was built during the golden age of Hollywood. The exterior is shabby and unremarkable;



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the interior was once decorated in a fabulously baroque Egyptian style, where every surface was covered in hieroglyphs or gold leaf or bricks like you'd find in a mummy's tomb. Of course, since it closed down years ago, everything's also covered in a thick layer of dust, cobwebs and graffiti.



There's no easy way into the cinema from outside. The main doors are padlocked shut, and the side doors and windows are boarded up. The Loyalists get in and out via the tunnels. To get in, the characters need to pick the lock (with Subterfuge and/or a Sonic Screwdriver) or smash in a side door.

The Loyalists set up their resurrection machinery in the main theatre. Lying on a trolley is their replacement body for Kaam's consciousness. It looks like what it is: a patchwork corpse made of lots of stolen body parts, surrounded by life support machinery. Hanging on a gantry overhead is a radio dish, wired to a bank of electronics. A thick black cable snakes down to the trolley and connects to a skullcap worn by the corpse. When Kaam's consciousness arrives, it gets picked up by that radar dish and channelled into the corpse.

Three of the six Loyalists are busy working on the resurrection machinery. The other three – including the mop-wielding Janitor – stand guard.

### FRANKENKAAM

Light the blue touch-paper and stand well back.

Kaam's consciousness blazes across the stars, plunges through Earth's atmosphere like a lightning bolt of neuro-electrical energy. The radio dish pulls it in, and the body arches in agony on the slab. The Loyalists cheer as their master returns to life.

The Patchwork Man's obviously confused and shocked. He half-climbs, half-falls off the trolley and looks

around him in wonder. "Um..." he says in a perfectly human tone of voice, quite unlike the strange cadence of the other Ragnifrexians. Indeed, for a legendary tyrant, he seems quite... nice.

"Master Kaam", declaims Mr Jones, "you have returned to us! You will lead us to glory!"

"Where's that, then?" asks the tyrant of the stars with bemused politeness.

**Action!** So, what do the characters do? The Temporal Trace Locator points squarely at the Patchwork Man – he's got the temporal trace inside him. If the Bounty Hunters can't capture him, they're going to vaporise most of California. So, they've got two excellent reasons to try to grab Kaam. If they wish to call in backup from the orbiting Bounty Hunters, now is an excellent time to do so, but remember that the teleporter deposits the reinforcements outside – and outside is about to become a dangerous place to be!

### DALEK DRIVE-BY!

A black van arrives outside the cinema, and the Robomen emerge from it. They're all armed. They blow open the front door with a shotgun and storm into the cinema. One of the three Daleks waits in the van, ready to lend fire support in case the Robomen need help. A second Dalek blasts its way into the tunnels via the sewers, blocking off the route back to the hospital. The third Dalek remains in the Dalek spaceship, in case Kaam tries to escape offworld.



The Loyalists are no match for the Robomen, let alone a Dalek. Adding in the Bounty Hunters is a recipe for chaos. Revel in the chaos. Have things explode everywhere. Get everyone shooting at everyone else, with the characters and the Patchwork Man crawling down the aisles trying to keep their heads down and avoid being zapped.

Possible complications:

- The resurrection machine explodes, starting a fire.
- A Dalek smashes through a wall to get into the theatre.
- The second Dalek rises out of the tunnels on anti-gravity thrusters.
- The Daleks jam the Bounty Hunters' teleporter, stopping them from leaving.
- Robomen die in waves, forced to march into a hail of blaster fire by their Dalek masters.
- A stray blast activates the old movie projector, and it starts projecting a sci-fi B-movie out over the pitched battle.
- The police arrive and are totally outgunned.

### ESCAPING THE FIGHT

If the characters successfully grab the Patchwork Man, they can escort him out onto the streets of San Francisco. If they fail to grab the Patchwork Man, then they can escape themselves. When they get out, they spot him staggering out of a side door, having escaped the cinema in the confusion. Should the characters not bother talking to the Patchwork Man and just try teleporting to the Bounty Hunter ship, then you can either have the Daleks jam the teleporter (if you want to have the characters running around the city for a while), or else skip straight on to Battle in the Skies.

## 6. KAAM THE TYRANT

Kaam – the original Kaam, the ‘real’ Kaam – was a monster. He was a genius and a tyrant, a madman who tried to conquer the galaxy, and who then turned on his own people. Given time, he might have been a second Magnus Greel, or even a second Davros. He allied with the most evil race in the universe to get a second chance at conquest, and sacrificed his own body in order to escape from captivity. But the Patchwork Man that came to life in the Luxor Theatre isn't quite Kaam. He's made from human parts, with a human brain, and while Kaam's consciousness makes up part of his mind, it's not the whole thing. The Patchwork Man might possess Kaam's

memories and brilliance, but it's not him. He doesn't know who he is.

## KAAM THE TYRANT

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

**Playing Kaam:** See **Big Questions**, below.

### SKILLS

Convince 2, Fighting 3, Science 6, Medicine 5, Technology 7.

### TRAITS

**Amnesia:** Kaam can't remember who he was.

**Attractive:** They gave him a body designed to be attractive, if you can overlook the surgical scars.

**Boffin:** Kaam's a genius. Unfortunately, his genius is for creating weapons of universal destruction.

**Dark Secret:** He used to be an evil overlord, but he got better.

**Distinctive:** He's a good-looking Frankenstein's monster with the mind of an alien overlord wearing a hospital gown and a stolen long leather coat.

**Technically Adept:** +2 to any rolls involving technology, especially doomsday weapons.

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

### BIG QUESTIONS

The Patchwork Man also has fragmentary memories of San Francisco and the modern day human world, thanks to lingering synaptic connections in his revived brain. He's as much human as he is Ragnifrexian, and that just adds to his confusion. He wanders the streets of the city, asking people big questions: who am I? Do you know me? What's wrong with me? The only people who can help him are the characters.

Talking to him reveals:

- He *remembers* everything that Kaam knows. Kaam did horrible, horrible things. Is he that man? Is he responsible?



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- Kaam was working with the Daleks, and they want him back. Kaam created a way to transmit his psychic essence across time and space in order to escape. The Daleks are as bad as Kaam – they're monsters!
- Those Loyalists worship Kaam. They're deluded fools. Did they kill people to make the Patchwork Man? That's horrible!
- Kaam was a tyrant. He killed millions of people and deserves to be punished – but the Patchwork Man doesn't believe he is Kaam. Should he be punished just because he has the memories of a criminal?
- He also remembers working on a weapon for the Daleks. It was some sort of Temporal Exterminator, an insidious weapon that erased a victim's whole timeline.

**Analysing the Patchwork Man:** Examining the Patchwork Man with a suitable gadget, probing his mind with Telepathy, or just carefully analysing him with an Awareness + Convince roll tells the characters that the Patchwork Man possesses all of Kaam's memories and genius, but is basically starting his personality from scratch. Over time, it is possible that he might become more and more like Kaam, but there's no guarantee of that.

### KAAM AND THE TEMPORAL EXTERMINATOR

- As Kaam worked on the same Temporal Exterminator that the characters are trying to stop, he can be a source of valuable information. If he has a chance, he tells the characters the following:
- The Daleks called their base the Eternity Citadel. It was on an isolated planet. He doesn't know when or where it was.
- The base was under siege. Some enemy had arrived, something that even the Daleks feared. The enemy couldn't get into the base, but the Daleks couldn't get out, either.
- While the Daleks feared the enemy outside, they had some sort of protective shield that meant they were perfectly safe.
- There were other scientists working at the base. Like Kaam, some of them were originally allies of the Daleks, but that was a trick; the Daleks treated them as slaves. Others were prisoners, forced to build new weapons for the Daleks.

## 7. THE HUNT OF SAN FRANCISCO

Both the Daleks and the Bounty Hunters (plus any surviving Loyalists) want to recapture the escaped warlord. All three factions use different approaches to locating him. If the characters aren't with the Patchwork Man, then they need to find him first. If they have the Patchwork Man, then they need to dodge the other hunters while they decide what to do with him.

### FINDING THE PATCHWORK MAN

For the characters, assuming they're at home on 21st century Earth, finding Kaam the Tyrant isn't that tricky: just look for the crazy guy in the hospital robe whose body is a mess of surgical scars. Have the characters make an Awareness + Knowledge, and remember they can combine their efforts using the co-operation rules, getting a +2 bonus for each additional character who helps hunt. The Difficulty is 18 unless the characters come up with a clever plan or have some Trait that might help (like Friends in the LAPD). If they remember, they can also use the Temporal Trace Locator to find the Patchwork Man.

If the characters fail, then one of the other groups gets to the Patchwork Man at the same time they do; if they get a Yes, But or No, But, then the Patchwork Man's been arrested for public disorder. A Yes, And or No, And result means the Patchwork Man is hiding somewhere safe with lots of exits, like a park.

**If they get the Patchwork Man:** then they have to decide what to do with him! What do you do with a former evil overlord – or, rather, the memories and intellect of an evil overlord in a wholly new body with a whole new personality.

### THE LOYALISTS

Any surviving Loyalists retreat back to the hospital to lick their wounds (or, considering they're running a state-of-the-art hospital, to have their wounds treated with excellent medical care). Mr Jones then contacts the LAPD and lies to them, claiming that the Patchwork Man is an escaped patient who is suffering from an extreme drug reaction.

The drugs cause hallucinations and psychosis, so please ignore anything he says about being a resurrected alien overlord in a skin-suit made of mismatched human body parts assembled by his fanatic followers – just handcuff him and bring him back to the hospital.



**If they get the Patchwork Man:** The Loyalists don't have a spaceship any more. Once they have the Patchwork Man, though, they hope they'll be able to convince their former leader to build them a spaceship or a doomsday device from the spare parts lying around the hospital – he is an evil genius, after all.

### THE BOUNTY HUNTERS

The first thing the Bounty Hunters do is contact the characters and ask if they have Kaam or know where he is. Lying to the Ragnifrexians is pretty easy (Presence + Convince, Difficulty 12). After that, the Ragnifrexians take to the streets with military discipline, searching the area out from the Luxor Theatre in an expanding spiral. They have hand-held scanners, and while they may not find the Patchwork Man themselves, they'll quickly home in on any weapons fire or use of alien technology within San Francisco.

They do have the Apocalypse Bomb, but they'll only use that as a last resort. See **Battle in the Skies**.

**If they get the Patchwork Man:** Then they intend to take him back to Ragnifrex and put him on trial for Kaam's crimes. The characters may choose to go with them, either to plead for clemency on the grounds that the Patchwork Man is not Kaam, or just to grab the temporal trace from his mind.

### THE DALEKS

Soon after Kaam slips through their plungers, the Daleks broadcast a message to every screen – television, smartphone, computer, even ATMs and CCTVs. The message is short and unintelligible to humans, as they broadcast it in Ragnifrexian. (The characters, of course, can read it as they have the TARDIS to translate. It reads YOU WILL SURRENDER KAAM TO US OR WE WILL EXTERMINATE THIS CITY. YOU HAVE THREE THOUSAND RELS.

A rel is a Dalek unit of time, and it's slightly longer than a second. Three thousand rels is about 3600 seconds, or one hour.

**If they get the Patchwork Man:** Then they bring him down to the beach and wait for their flying saucer to rise out of the ocean. Unless the characters stop them, then they fly the Patchwork Man off to some other corner of the Dalek Empire so he can use his genius for them.

## 8. BATTLE IN THE SKIES

There are three ways this scene can start. Either

- The Daleks have the Patchwork Man on their flying saucer, and the Bounty Hunters are in pursuit.
- Or
- The Bounty Hunters have the Patchwork Man on their rocket ship, and the Daleks are in pursuit.
- Or
- The Bounty Hunters can't find Kaam, so they're going to drop the Apocalypse Bomb on San Francisco to ensure Kaam gets the punishment he deserves.

All three lead to the same situation: the Bounty Hunters' ship facing off against a Dalek scout saucer in the skies over San Francisco. If the characters aren't on either ship and aren't skilled enough to fly the TARDIS into space, then the Bounty Hunters can teleport them on board as the fight begins.

### FIGHTING SPACESHIPS

Both ships have protective force shields and exotic weapons. The Bounty Hunter ship is bigger, but that Dalek saucer has better technology and a much more dangerous crew.

## BOUNTY HUNTER ROCKET SHIP

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ARMOUR 10   
 HIT CAPACITY 60   
 SPEED 6\*

**TRAITS**

**Scan**  
**Transmit**  
**Force Field (Minor):** Reduces all successful attacks by one success level at the cost of 1 Story Point.  
**Teleport (Restriction – line of sight only)**  
**Travel (Major)**

**WEAPONS:** Energy Cannons, Damage 6/12/18  
 Apocalypse Bomb (see below)

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

\*Add the Pilot's Coordination to this score, then multiply the total by 100 to see how fast the ship's going in space.



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## DALEK SCOUT

ARMOUR 12 HIT CAPACITY 50 SPEED 8\*

### TRAITS

**Force Field (Major):** Reduces all successful attacks by two success levels at the cost of one Story Point.

**Travel (Major)**

**Vortex**

**Scan**

**Transmit**

**WEAPONS:** Exterminators, Damage 12/24/36

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

\*Add the Pilot's Coordination to this score, then multiply the total by 100 to see how fast the ship's going in space.

On paper, the flying saucer completely outclasses that Bounty Hunter rocketship. With a good pilot and some lucky shooting, the Bounty Hunters might be able to stay alive for long enough to damage the Dalek ship, but they have little chance of destroying it – especially as their weapons can only scratch that Dalekanium armour!

### TIPPING THE BALANCE

The characters may be able to help turn the situation around, though. They can:

- Help fly the Bounty Hunter ship (with Coordination + Transport) or man the guns (Coordination + Marksman)
- Sabotage the Dalek ship from within. Of course, they need to get onto the Dalek ship for that. If they weren't brought aboard as prisoners, then they could either fly the Bounty Hunter ship alongside the Dalek saucer and try boarding it, or use the teleporter to beam themselves onto the Dalek ship's hull, then climb down to an airlock. There are spacesuits on the Bounty Hunter ship.
- Use Jiggery-Pokery or a pile of Story Points to come up with a way to bring down that Dalek force field.

- If they've got the TARDIS, then they could use it to block the Dalek attacks, or even try to materialise on board the Dalek ship.

### THE APOCALYPSE BOMB

Apocalypse Bombs are designed for use on stationary, continent-sized targets. They're not anti-ship weapons.

**Blowing Up San Francisco:** It takes the Bounty Hunters 3 Action Rounds to ready the bomb, and another to drop it. Once the bomb launches, the Daleks retreat if the Patchwork Man is still on the planet below. They assume Kaam will be killed in the blast, and have better things to do than trade fire with the Ragnifrexians. The characters can intercept a falling Apocalypse Bomb with the TARDIS, and maybe even deliver it to somewhere more suitable (like "inside the Dalek saucer").

**Blowing up the Dalek Saucer:** Apocalypse Bombs aren't designed for use like this – but Kaam designed them in the first place, so the Patchwork Man or another Boffin can rework the bomb to add a proximity fuse so it can be launched at the Dalek ship. Doing so requires an Ingenuity + Technology roll at Difficulty 15, plus the expenditure of 3 Story Points. Oh, and then you've got to fire it at them successfully. Optionally, you could give the Patchwork Man a heroic exit – he could beam himself and the bomb to the hull of the Dalek ship, then set the bomb off there.



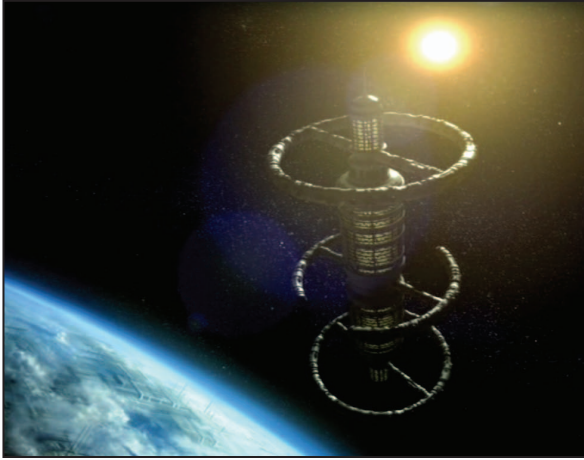
### AFTERMATH

Defeating the Dalek saucer may not be the final threat the characters have to overcome. They still need to decide on what happens to the Patchwork Man, if he's still alive. If they suggest it, then they could convince Captain Arda to bring the Patchwork Man back to Ragnifrex under a false name, so he could use his genius to rebuild the planet that he ruined in a past life.





## MARKED



Being a time traveller can give you a strange perspective on death. You can learn how and where and when you're going to die long before it actually happens. (There's a reason spoilers are bad for you!) Once you know you've got an appointment with destiny, it taints every other moment in your life. Everything becomes a prologue to that ending.

What would you do if you knew the moment of your death? Would you spend your last few hours helping others escape danger, knowing that you were doomed anyway? Would you suddenly feel free of all the constraints we put on ourselves, and live without care of the consequences until you died? Or would you try to escape your fate?

That's a question the characters will have to answer for themselves, when they find themselves marked for death!

### ADVENTURE SYNOPSIS

Following the Temporal Tracker, the travellers arrive at the GameStation around the year 200,100, and are immediately teleported into one of the violent television shows played for entertainment there. This one's a reality show called *War Zone*. After surviving an initial skirmish with the remorseless robots who form the opposition in the show, the characters meet the other contestants.

To play *War Zone*, the participants have to complete several military objectives relayed from a mysterious HQ. The complication is that some of the contestants are marked in each round, which means if they're struck by a blast from one of the robots, they're

disintegrated. In each round, the contestants must decide whether to shield the marked targets, or sacrifice them to make completing the mission easier. However, the audience at home aren't the only ones watching the characters – and they're marked for death in a whole other way when the Daleks enter the *War Zone*!

### PROLOGUE

With a whine of the TARDIS' time rotor, or the bright flash of a Vortex Manipulator, or the tick-tocking of a haunted grandfather clock, or however the characters travel in time, they arrive at the next destination indicated by the temporal trace. They catch a brief glimpse of what looks like a corridor – grey metal walls, lots of doors, no one around – before the transmat grabs them.

You know when you get a handful of wet clay or something equally goopy, and you throw it against a wall, and it sort of slither-goops its way down, half-tumbling and half oozing? That's what the transmat beam feels like, only the characters are the globs of wet goo and the wall is reality. It's painful and disturbing and afterwards, you're never quite sure if they put all your organs back in the right places.

When they materialise, the characters discover the following:

- There's no sign of their time machine
- They're all dressed in khaki military uniforms, with numbers on their sleeves. Each of them has a different number, all in the range of 11-20.





MARKED

- All of their equipment is gone. No Gadgets, no personal items. (If a player's invested points in the Gadget, give them a few Story Points as recompense.
- They each have a backpack containing food wafers (all the nutritional value of a week's meals, crammed into one small wafer! None of the flavour, though), water, a silvery blanket and other basic survival gear.
- They also each have an assault rifle, along with a bandoleer of ammo clips. The rifle's been modified, though – now, it fires blasts of energy that stun and burn the target (1+S/2+S/3+S, but they have special effects on the Enemy – see pg. 131).
- They're in an empty concrete basement or bunker. Light filters in through small slits near the ceiling. It's oppressively hot and dry; it must be like a desert out there. A security camera in one corner whirs into life when they start moving.
- There's a creak from upstairs. Wherever they are, they're not alone.

## 01. DROP ZONE

This is *War Zone*, one of the highest-rated television programmes shown by the Bad Wolf Corporation from its headquarters on the GameStation (formerly Satellite Five). Unlike most of the programs, this one isn't made on the GameStation – instead, it's broadcast live from the radioactive desert of Southern Europa on Earth. The rules of *War Zone* are simple – survive! Any members of the squad who complete all three missions and find the transmat back home get to share in a Big! Cash! Prize!

Here's how the game works. Contestants – chosen by lottery from among the viewers – get transmatted into the desert and given a rifle. Also in the desert are hundreds of enemy soldiers, automated Androids operated remotely by the Bad Wolf Corporation. These soldiers carry rifles identical to those issued to the contestants.

A hit from one of the contestant's rifles scrambles the Android's systems, 'killing' it. A hit from an Android rifle will only stun and hurt a contestant.

That all sounds a bit too friendly and bloodless for a game from Bad Wolf TV, right? The complication comes in the form of Marks. Every mission, one or more contestants gets Marked. This Mark allows the robots to overcharge their guns to deliver a lethal blast. So, if they aim at a Marked contestant – or someone who's too close to a Marked target – their blasts kill instantly and explosively. (Well, technically, they teleport their victims to the Dalek fleet lurking on the fringes of the solar system, so the victim's cells can be used for parts in making a new Dalek race – see *The Parting of the Ways* in *The Ninth Doctor Sourcebook*).

### ANDROIDS

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

#### SKILLS

Fighting 2, Marksman 2.

#### TRAITS

##### Robot

**Networked:** The Androids can communicate with each other, or with the Bad Wolf Corporation.

**Weakness (Major):** A hit from a game rifle is an automatic kill.

**EQUIPMENT:** Rifle (1+S/2+S/3+S damage, or L/L/L if aimed at a marked target)

**TECH LEVEL:** 7    **STORY POINTS:** 1



Oh, the same applies to the contestants: their weapons become super-deadly when aimed at a Marked target.

The Androids are programmed to hunt down Marked targets in preference to unmarked ones. So, in each round, contestants have a choice: do they try to protect their Marked members, or sacrifice them to distract the enemy?

If all the members of the squad get stunned, then the whole squad is eliminated from *War Zone* – and elimination means death.

All the carnage gets recorded by flying drones, called Monitors. A second type of drone, Markers, fly down to zap targets with the Mark. The third category of drone is the rarest; they're programmed to stop anyone leaving the War Zone. They're called Murderers.

### HOW DOES THE MARK WORK?

Here's the science bit – when a drone Marks a target, it 'paints' it with a beam of low-intensity radiation, making the target ever so slightly radioactive. On its own, it's harmless. However, all the guns have built-in sensors that can detect this radiation, as well as computer chips running a very simple program. If the gun is pointing at a Marked target when the trigger is pulled, it fires a full-power blast (L/L/L). If it's not, then it fires a low-intensity blast (1+S/2+S/3+S). A gun that's aimed at a Marked target lights up with a tell-tale red indicator light and a friendly little bleeping noise, as if it's eager to go boom. A character who knows to look for that light can get a +2 bonus to rolls to dodge incoming fire when Marked.

That full-power blast, by the way, is strong enough to blow through concrete walls, destroy flying drones, explode cover and so on. The characters could use the Mark as a weapon if they're clever about it. Alternatively, if they find tools and have time to work, they could alter the sensors in their guns to ignore the Mark and always fire on full intensity.

### EXPLORING THE BUNKER

As the travellers poke around the bunker, it's clear that this place has seen a lot of fighting. There are burn marks on the walls consistent with energy

weapon fire (Ingenuity + Marksman, Difficulty 15 reveals that the pattern of blasts suggests 'spray and pray' tactics – some of the people shooting barely knew one end of the gun from the other). Outside, through windows and empty doorways, they see a harsh, sun-baked landscape.

A security camera watches each room in the bunker complex; outside, they spot dots circling overhead that must be aircraft of some sort, and they get the feeling they are being observed no matter where they go.

While exploring, the characters find a large room at the heart of the bunker. It's a two-level room, and in the middle is a table with a large backpack on it. The backpack looks like it contains a radio transmitter or something similar, judging by the heavy batteries and the aerial. A walkway runs around the upper level of the room, and stationed there is a group of Enemy Androids (say, one per character). As none of the characters are Marked (yet!), the Androids' weapons can't kill them. They can still be stunned, though. The Androids open fire immediately.

At a suitable moment in the fight, some of the other contestants arrive (**Kelwan, Erik and Dala** – see below) and help the characters defeat the remaining Enemies. Any surviving Androids shut down if anyone picks up the backpack – completing the objective also defeats the remaining Enemies.



Once the last Android falls, Kelwan calls out to **Luci** to come in. She stumbles in, pale and tear-streaked despite the desert heat. She holds up her palm in triumph for everyone to see, although there's nothing on it out of the ordinary (the Mark has gone).

"She was Marked?" growls Erik, "why didn't you send her in first?"

"Quiet!" says Dala, "the rest of the team's here. We can contact HQ now."



MARKED

### ORDERS FROM HQ

The backpack does indeed contain a radio communicator. It's locked to one channel – it can only be used to contact 'HQ' – but requires lots of theatrical button pressing and dial twiddling before it starts working. HQ is a studio outpost that oversees all the *War Zone* games. The 'General' – an actor – gives the team their targets when contacted. Play the General as a cheesy game show host, which is exactly what he is.

### NEVER PUT ME IN A TRAP

If you've got the Doctor or another Time Lord as a character, they may not want to play along with the cruel whims of whoever's running this game show. Any incarnation of the Doctor after the Ninth recognises the GameStation and knows who's really behind all this – the Daleks. The Doctor's crossing back over his own timeline, so he must be careful to conceal his identity from the Daleks to avoid changing history. Other Time Lords may get an eerie feeling that there's some sinister force at work here, and their best course of action is to lie low until they know who's really pulling the strings behind the scenes.

### I'M HIT! I'M DEAD!

This is a potentially lethal scenario for the characters, especially in the later scenes. There are lots and lots of guns in the hands of not especially pleasant people. If a character gets vapourised, you could let that player take one of the non-player character contestants as a temporary (or permanent) replacement character. Alternatively, remember that 'disintegrated' characters get teleported to the Dalek fleet for processing. Normally, that's a death sentence, but a plucky character could dodge away and hide on the Dalek flying saucer until they find a way back to the others (say, by stowing away with the Daleks when their strike team goes to take over the game – see pg. 128).

## 2. THE MUSTER

Time for the characters to get to know the rest of their 'squad' – their fellow contestants – as they fiddle with the radio backpack and try to contact HQ. You should also use this scene to explain the rules of *War Zone*.

In particular, make sure the players understand the Mark and how important it is.

### THE CONTESTANTS

There are six other surviving contestants in this game. That's a lot of non-player characters for you to juggle, but don't worry – we'll kill them off quickly! For each contestant, we've listed a quirk to help you roleplay them and distinguish them from one another, and a secret that the players can discover by talking to them (or that might come out in play).



### DALA

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

A tall and athletic Australian, Dala's the effective leader of the squad so far. She's the favourite to win (and the favourite among the audience!)

**Quirk:** Australian accent (or just call everyone 'mate').

**Secret:** Panics if she gets Marked early. Her whole strategy for this game is to stay unMarked until the very end.

#### SKILLS

Athletics 3, Convince 2, Fighting 1, Marksman 2, Survival 4.

#### TRAITS

Attractive

TECH LEVEL: 7

STORY POINTS: 3



## LUCI

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

Luci's a med-tech from Mars. She's not used to the stronger gravity of Earth, which means she gets tired easily.

**Quirk:** Exhausted all the time.

**Secret:** Luci managed to smuggle in some supplies, concealed beneath a synth-flesh bandage on her back. She's got some basic electronics tools and some medical drugs – she was stealing them from work when she got picked by lottery.

## SKILLS

Medicine 3, Technology 2.

## TRAITS

Weakness (high gravity)

TECH LEVEL: 7    STORY POINTS: 3

## KLOOZ

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

Klooz pretends to be clumsy, stupid and annoying, so people underestimate her. She's watched shows like this before; she knows that people eliminate the competent ones first, so there's less competition at the end. Therefore, her plan is to seem useless for most of the show, then backstab the rest of the team and take the prize.

**Quirk:** Appears to be really stupid.

**Secret:** Is quite clever, really, but a sociopath.

## SKILLS

Convince 3, Subterfuge 2.

## TRAITS

Clumsy

TECH LEVEL: 7    STORY POINTS: 3

## KELWAN

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

An office drone from the Gladsome. Nothing special about him, really.

**Quirk:** Stammers.

**Secret:** Really brave. He didn't know it himself, but Kelwan's astoundingly courageous when he has to be. He just never needed to be brave before.

## SKILLS

Knowledge 1.

## TRAITS

Brave  
Face in the Crowd

TECH LEVEL: 7    STORY POINTS: 3

## BRIAN

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

Brian's a media studies student, and a huge fan of *War Zone*. He really likes it when people get disintegrated live on air; at least, when it's on TV. Up close, in person, that's a different matter. He knows more about the rules of War Zone than anyone else.

**Quirk:** Bites his nails.

**Secret:** Close to breaking down under the stress.

## SKILLS

Knowledge 2, Technology 2.

## TRAITS

Eccentric

TECH LEVEL: 7    STORY POINTS: 3



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## ERIK

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

For such a big man, Erik moves with surprising stealth and agility. He's clearly seen action before – of all the contestants, he's the only one who's really comfortable with a gun.

**Quirk:** Aggressive and insulting.

**Secret:** Erik actually applied to be on *War Zone*. His brother Hank is sick, and winning *War Zone* is the only way to earn enough money to pay for his care.

### SKILLS

Athletics 3, Fighting 3, Marksman 4, Survival 1.

### TRAITS

Argumentative  
Tough  
Obligation

TECH LEVEL: 7      STORY POINTS: 3

## HANDLING MULTIPLE NON-PLAYER CHARACTERS

When you've got lots of non-player characters like this in a scene, it can be tricky to play all of them. Try to avoid situations where two non-player characters are talking to each other; if that happens, summarise the conversation instead of roleplaying it out. Let the players drive the conversation where possible – for example, Dala does most of the talking for the group. If the players want to hear from Luciwit-an-I or Kelwan or Erik, they've got to ask them to speak up.

## CONTACTING HQ

Brian – or one of the characters – can contact HQ by twiddling dials on the radio backpack. A successful Ingenuity + Technology roll (Difficulty 12) reveals that the dials are meaningless, and that it's all a bit of theatrics for the audience back home.

When HQ comes on the air, the General congratulates the team for getting this far, then orders them to proceed six kilometres west to 'Target Alpha'. Their orders are to capture the Enemy leader there.



## ASKING QUESTIONS

If the characters have questions about when and where they are, now's the time to ask. The other contestants are incredulous that anyone hasn't heard of *War Zone*, the GameStation and so on. Brian can fill the characters in on the rules – how being Marked works, how the opposition are all Androids, and how if they complete all objectives, they'll get transmatted back to the GameStation and a big pile of cash! Erik, though, points out that most teams in *War Zone* die or turn on each other long before they reach that final objective.

## ESCAPING THE WAR ZONE

Rather than participate in a deadly and rigged game show, the characters may try to escape, or claim that they're not contestants. Escape is very, very hard – anyone who moves outside the designated Combat Areas gets disintegrated by Murderer drones (Encampment, pg. 137), and the characters don't have the gadgets and tools they really need to put any clever plans into operation. As for trying to talk their way out of it – who's going to listen? There's no one in this horrible desert except Androids, flying drones and the other Contestants, and none of them care whether you live or die (as long as it makes for good TV...)

## 3. TARGET ALPHA

With orders from HQ in hand, it's time for the team to head west towards Target Alpha. Dala suggests they stick together; Erik strikes off on his own, saying



the rest of the team will only “slow him down” and he’ll meet up with the survivors at Target Alpha. The characters can stay with Dala, Kelwan, Klooz and Brian, or take their own path west.

The terrain between the bunker and Target Alpha is an unwelcoming lands of steep hills with narrow goat-paths and defiles running between them. Small scrub bushes are the only sign of life. Overhead, the sun beats down mercilessly, and the little black dots that are Monitor and Murderer drones circle without pause. The characters get the unpleasant impression that the blue blue sky is like an eyeball, watching them wherever they go.

Lurking in the hills are many hostile Androids. Some pop out from their hiding places to shoot at the advancing contestants; the characters can get the drop on other Androids if they’re sneaky. As none of the characters are Marked, the Androids can’t actually kill them, but they can stun them. A Stunned character remains paralysed for between 15 and 45 minutes, depending on the degree of success, although they can be revived in a few minutes with an Ingenuity + Medicine roll (Difficulty 15).

On the march to Target Alpha, roll a dice for each of the non-player characters apart from Erik. On a 1, that non-player character is Stunned. As long as Luci remains unstunned, she can get any Stunned characters back on their feet and the whole team gets to Target Alpha around the same time.

If Luci’s stunned, and none of the characters are willing or able to use Medicine to hasten her recovery, then Dala and the rest of the contestants don’t show up at Target Alpha for another hour after the characters get there.

**MARKER DRONES!**

As the characters get close to Target Alpha, they see a formation of black dots in the sky moving towards them. These are Marker Drones, here to mark contestants for death. They’re going to mark two contestants on this pass. If any of the non-characters are present, then the drones target one character and one non-player character. If none of the non-player characters are present, then the drones initially target just the characters, and only move on if all the characters successfully dodge.

When a drone targets a character, it fires a purple beam at them. The character can try to dodge by rolling Coordination + Athletics (Difficulty 18).

DEGREE OF SUCCESS	RESULT
Fantastic Success (9+ above)	You dodge the beam, and you can push one other character to safety too.
Good Success (4-8 above)	You dodge the beam.
Success (0-3 above)	You dodge the beam, but fall, stumble or expose yourself to enemy fire.
Failure (1-3 below)	You’re hit... unless you’re willing to push someone else into the path of the beam to save yourself. If you choose to do this, you’re safe and your victim is automatically Marked.
Bad Failure (4-8 below)	You’re Marked.
Disastrous Failure (9+ below)	You’re Marked, <i>and</i> an Android sniper takes a shot at you immediately!

A Marked character feels a strange tingle run through their body, and a glowing red symbol appears on their right palm. Any shots from the rifles that hit a Marked character (or anyone near a Marked character) inflict Lethal damage. The drones keep firing until two characters are Marked.



Firing back at the drones is pointless – they’ve got Armour 5, and the rifles can only inflict 3 points of damage per hit at most on unMarked targets.

## THE TAKING OF TARGET ALPHA

Target Alpha turns out to be another concrete bunker. It's a low dome with a gun emplacement on the upper level, facing west. A watchtower stands guard over the only entrance to the dome, on the south side, while steep cliffs guard it from the north and east. If the characters take the direct approach to Target Alpha, they get shot at from the gun emplacement as they get closer, then get zapped by the Androids in the watchtower when they try to get in the door.



The indirect approach might be to climb the cliffs (Coordination + Athletics, Difficulty 21), sneak along the top of the cliffs, avoiding any Android patrols, then either shoot the guards in the watchtower, or drop down onto the top of the dome and find a way inside to the Enemy leader (the Leader's just another Android, only this one is painted gold instead of black). Remember, completing the objective will automatically shut down the remaining Androids.

The gun emplacement's heavy artillery can attack three times a round, and has Marksman 2 instead of 1.

## THE OTHER CONTESTANTS

- **Erik** suggests using a Marked character as a distraction – if the Marked victim runs ahead of the main team, then the gun emplacement Androids will concentrate their fire on that target. The rest can sprint into the base and capture it. If the characters choose this course, and the victim is a Marked non-player character, that non-player character gets killed. A Marked character gets to try to dodge.
- **Dala** volunteers to try climbing the cliffs. However, **Klooz** will try shooting her in the back as she climbs – Dala's obviously the most

dangerous contestant, so eliminating her now gives them a better chance of winning, or so she thinks. Dala's automatically hit unless one of the characters somehow saves her – she falls from the cliff, breaking her leg. Maimed Contestants get eliminated by Murderer-drones if they cannot continue...

## HOLLOW VICTORY

Dusk falls as the contestants complete the capture of Target Alpha. The radio crackles, and HQ announces that the team is to make camp at Target Alpha until dawn, when they'll get their next set of orders. In the meantime, some of the Contestants (if they're still alive) are to make their way down to the basement of Target Alpha, where they'll find a dingy communications centre that looks like a *Big Brother*-style diary room mixed with *Apocalypse Now* – lots of dust, camouflage netting, and boxes of ammunition. The General calls for Kelwan, Klooz and Brian, as well as two of the characters. Each contestant is interviewed privately.

In the diary room, the General asks the first character how they feel about recent events. Who do they think will make it all the way to the final objective? Who's dragging the team down? How did it feel to be selected for *War Zone*? If the character doesn't play along, you could run the events of **Say Again** the following morning, as the Dalek monitors realise their games have been compromised.

The General offers the second character a choice. If the character sabotages Dala's gun by swapping the ammo clip for an empty one (and there's an empty one right under the diary room chair), then the character gets to pick who gets Marked in the battle for Target Beta. This is a genuine offer; the Marker Drones will start by targeting whoever the character picks, if they successfully sabotage Dala's gun. The showrunners of *War Zone* add in moral quandaries like this to boost ratings, and as Dala's the most popular contestant, they want to put her in danger.

## 4. ENCAMPMENT

The first choice: are the characters going to stay in the Alpha Bunker for the night, or hide in the wilderness outside? It gets bitterly cold at night, and the bunker is easy to defend, but staying inside means trusting your safety to the other contestants. As might be expected, Erik sleeps outside, while Dala and the rest of the contestants stay in the bunker and take turns keeping watch.



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## SABOTAGING DALA'S GUN

If the character who was offered this option stays with Dala and takes a watch during the night, the deed can be done easily during this window of opportunity. Otherwise, replacing the clip requires either convincing the watchman to go along with the scheme, or else sneaking past with a Coordination + Subterfuge roll against Difficulty 18.

Should Dala go into battle with a sabotaged gun, she perishes in the battle for Target Beta.

## MURDER DRONE

During the night, the characters are woken by shouts from outside. Brian was also offered a secret deal by the General – if he replaced Erik's ammo clip with an empty one, he would gain immunity to being Marked in the next battle. Brian crept out of the bunker, but he failed to replace the clip before Eric woke up and discovered him. Bad news for Brian: Erik could rip his head off with his bare hands, and intends to do just that!

If the characters don't intervene, then here's what happens. Brian tries to stun Eric with a blast from his rifle, but misses. Eric then tears the gun out of Brian's hands and hits him with it. Bleeding and defenceless, Brian turns and runs in a blind panic – and runs right out of the Combat Zone. A Murderer Drone drops out of the sky and disintegrates him, leaving only a billowing cloud of dust.

## KLOOZ'S PLEA

Klooz picks whichever character seems the most competent and combat-ready, and tries to persuade them to protect her in the next battle. She pretends to be shaken by the battle for Target Alpha. Klooz is a good judge of character; play on whatever Traits the character has that might make them receptive to her pleas. For example, if a character has a Code of Conduct, she claims that it's just not right that poor civilians get thrown into the *War Zone* with hardened veterans; if someone's Eccentric, then she pretends to be an outsider too, and says that the rest of the team are probably plotting to use them as human shields in the next battle.

## 5. TARGET BETA

The next morning, the General contacts the team and announces that the next objective, Target Beta, is located in a ruined city ten kilometres south of their present location. There, they must raid an

Enemy ammunition dump and capture the explosive charges they'll need to reach the final target, Target Omega. Again, as the characters travel south, they spot an incoming flight of Marker Drones. This time, the Drones intend to Mark four targets, chosen at random from the surviving contestants. This marking flight works just like the last one, only the drones keep attacking until four characters are Marked.

## THE RUINED CITY

As the contestants travel south, the landscape changes. They encounter more low, half-collapsed stone walls and crumbling structures, cracked roads and fallen electrical pylons, until they come over the crest of a hill and see a ruined town in the valley below them. What must have once been the centre of the town is now a huge crater; the buildings on the edges of the crater are partially melted, testament to the force of whatever explosion wiped out this once-lively city and started it on its showbiz career as a backdrop for a post-apocalyptic game show.

Roaming those ruined streets are lots more Enemy Androids. Here, the Androids travel in small hunting parties, both on foot and on small armoured hovercraft. The ammunition dump that's designated Target Beta stands right on the edge of the radioactive crater in the heart of town.

Again, there are several possible ways the characters could make their way to the target.

- A frontal assault is suicidal – unless you send the Marked characters in first to die, and then rush into the ammo dump while the Androids shoot the Marked targets.



- Sneaking through the streets is possible, with a successful Coordination + Subterfuge roll. It's Difficulty 24, but the players can reduce this difficulty with clever plans, like causing a distraction or finding a hidden route through the city.



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- The characters could steal one of the fast-moving hovercraft and zoom to the Target Beta site. Remember, the instant they grab the objective, all the Androids nearby shut down.
- The characters could also try going via the blast crater. That swaps a blasted ruin crammed with homicidal Androids for a broken landscape of deadfalls and radioactivity that requires a Strength + Survival roll (Difficulty 18) to cross without harm. Failing the test means suffering 3/6/9 damage from various environmental hazards. Once the characters cross the crater, they can scale the cliff and sneak into the Target Beta ammo dump from behind.

### THE AMMO DEPOT

Target Beta turns out to be a squat concrete building in the middle of an Android encampment. Well, encampment is the wrong word. They're Androids, after all. They don't need to eat or sleep. Nonetheless, they've got tents and campfires and garages and sickbays and command tents and even portaloos and other infrastructure, just so they can be more realistic bad guys for this military-themed reality show. So, you've got a squat concrete bunker surrounded by dozens of Androids who are going through the motions of being off-duty soldiers, but who switch to kill-bot mode as soon as they spot any intruders.

There's a single door to the ammo depot – a big metal door with a shiny electronic lock. To get the explosive charge that's the aim of the whole mission, the characters need to open that door. If they have tools (say, from Luci, or filched from an Android), they can open the door with a successful Ingenuity + Technology (or Subterfuge) roll at Difficulty 21. Without tools, it's Difficulty 30. A No, But failure means that the character hasn't opened the lock, but has bypassed one of the security lockouts, and gets a +4 bonus to his next attempt. A No, And or Yes, But result raises the alarm.

Characters without the requisite skills can try to steal the key from the Android commander in the command tent, or 'borrow' a smaller demolition charge from nearby and use that to blow open the door to get the bigger demolition charge. Alternatively – and this is the solution Erik or Klooz or Brian or even Dala will use, if the opportunity arises – if a Marked target were to be standing in front of that door, and someone shot at them, well, the blast from the Mark-charged gun would be enough to blow open the door. The Marks are dead anyway, so why not use them?

Inside the building are lots of fake weapons – plastic shells made to look like missiles and particle cannons and death rays – and one very real pack of high-explosives. Picking up that pack completes the second mission and acquires Target Beta.

### 6. SAY AGAIN

The surviving Contestants regroup at the ammo dump. The backpack radio crackles into life, telling the team to prepare for their final challenge: Target Omega. This final target is an underground fortress six kilometres south of the town. The contestants are to rest here for an hour, then march south and use the explosive charge to blow open the only entrance into Target Omega. They must then find the Enemy Supreme Commander and destroy him! He carries a number of medals; anyone holding a medal when the game ends will be teleported back to the GameStation and safety, where they'll get their money and glory.

HQ then calls on two surviving non-player characters (assuming you still have two survivors) and two surviving characters (ditto!) to go a private diary tent on one side of the camp.

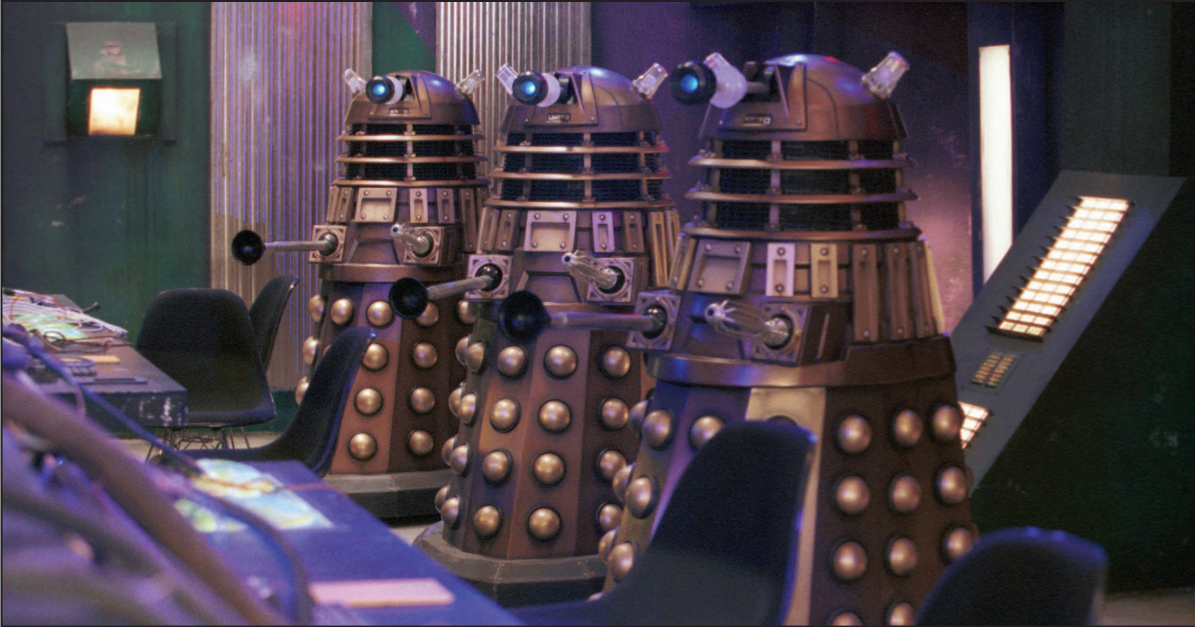
### IN THE DIARY TENT

The first character gets the same offer as the two non-player characters. The General says that the Enemy Supreme Commander is prepared to cut a deal – if the character shoots everyone else in the back during the battle with the Supreme Commander, that character will be spared and will get a special consolation prize. It won't be as big a cash payout as the character could get if they completed the final mission and won the jackpot, but if it looks like the team is going to lose, then the characters can still salvage something by turning on the other contestants.

The second character was supposed to get the same offer. However, the General gets interrupted by some unexpected guests: the Daleks.

Remember, the Daleks set up the GameStation and all these cruel game shows (see **Bad Wolf** in **The Ninth Doctor Sourcebook**). Whenever someone is Marked and then shot, they're not really disintegrated: they're teleported to the Dalek fleet, where their bodies are pulped and filleted and recycled into 'pure' Dalek tissue. Once the Daleks realised there were intruders in their games (most likely through the characters' Diary Room scenes back in Encampment), they sent a single Dalek to deal with the danger. The Daleks





don't want to reveal their presence yet, not until the invasion fleet is ready, and that's years in the future. Therefore, this lone Dalek intends to be subtle.

The character in the Diary Tent hears something like this:

General: *Welcome Contestant! We've got a special offer for you! A way out! Why, even if the team loses, you could still... stand by... hey, what's happening out the-*

Dalek (distant, but growing closer): *EXTERMINATE. EXTERMINATE. EXTERMINATE.*

General: *What are those things? This isn't... this can't... we're trying to make a TV show here! Stop shooting people! Stop shooting -*

Dalek: *EXTERMINATE.*

The communications link goes dead. The character is the only contestant who knows that the General is dead and that the Daleks have seized direct control of the *War Zone*.

## 7. TARGET OMEGA

The leader of the contestants (Dala, if she's still alive) urges everyone to head south to the final objective as soon as they've had a brief rest. This is it, the final hurdle. If they can take down the Enemy Supreme Commander, the survivors will share in a huge jackpot. The big question facing the team

is what to do with the Marked members, once the Marker Drones make their pass. If the team tried sheltering the Marked in the previous two objectives, then Dala says that strategy won't work any more. They'll need the whole team ready to fight, and that means exposing the Marked to enemy fire. (If the contestants haven't tried to protect the Marked so far, then Erik suggests using the Marked as cannon fodder in the last battle.)

As they march south, Dala (or another contestant) suggests coming to an agreement on treatment of the Marked immediately, before the drones arrive. Let the players lead the discussion – most of the contestants will go along with whatever they decide, apart from always-contrary Erik. Klooz, of course, will secretly ignore the players' decision anyway.

## THE MARKER FLIGHT

As soon as the contestants have some to a consensus (or if they keep arguing), the characters spot a huge swarm of Marker Drones. Brian (assuming he's not dead) explains that, traditionally, the drones mark another two or three contestants in this final round.

What Brian doesn't know is that these Marker Drones are under the control of the Dalek, and the Daleks don't play by the rules. The Marker Drones open fire wildly, bombarding the characters (and only the characters) with Marks. There's no way for the characters to avoid getting Marked (well, maybe there is, but we can't think of any. Your players might, though, but it would take a lot of Story Points and a



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really great idea...)] None of the surviving non-player character contestants are Marked. It's only the characters who are doomed to die.

### REAP WHAT YOU SOW

So, what did the contestants decide to do with the Marked? And equally importantly, who are the surviving contestants, and how do they feel about the characters fate? If the only survivors are Klooz and Erik, then they are unlikely to stick to any agreements about fair treatment, and may instead point their guns at the unfortunate characters and order them to march in front as distractions and human shields. By contrast, if the survivors are people like Dala or Luci or Kelwan, and the characters have treated them well so far, then they can still work together.

### THE UNDERGROUND BASE

The map coordinates lead to a huge stone mesa, a looming rocky plateau that rises from the dusty desert floor like a tombstone. On top of the mesa, the characters can spot satellite dishes and what look like launch systems for the Monitor/Marker/Murderer drones; the automated systems that run *War Zone* from behind the scenes must be here too, as well as the final combat arena.

The characters also see a huge stone door in the base of the mesa, which must be the entrance to the underground base. According to their instructions, the contestants are to blow open that door with the explosive charges. Between them and the door, though, are a dozen Enemy Androids.

### FOLLOWING THE SCRIPT

If the contestants follow the script of the TV show, then they heroically battle their way through to the door, blast it open with a big explosion, then storm the base until they reach the final boss fight: the Enemy Supreme Commander! They shoot the commander, it explodes dramatically – and they probably get shot in the back by one of the other contestants. Any survivors can grab medals from the Commander's corpse to trigger the transmat back to the GameStation.

Make it clear to the players that following the script is going to get their characters killed. The Daleks are running the game now. They don't want to show their hand, or even their suckers yet, but they want the intruders exterminated, so they'll throw as many Androids as they can at the Marked targets.

## THE ENEMY SUPREME COMMANDER

AWARENESS	3	PRESENCE	1
COORDINATION	4	RESOLVE	5
INGENUITY	1	STRENGTH	6

#### SKILLS

Fighting 3, Marksman 3.

#### TRAITS

##### Robot

**Networked:** The Androids can communicate with each other, or with the Bad Wolf Corporation.

**Weakness (Major):** A hit from a game rifle is an automatic kill.

**EQUIPMENT:** Rifle (1+S/2+S/3+S damage, or L/L/L if aimed at a Marked target).

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

### IMPROVISING

Taking an indirect approach is the characters' best hope. They might:

- Climb the mesa (Difficulty 24) or use the explosive charge to gain access to 'backstage' – the network of access tunnels and walkways hidden above and behind the Enemy base. Backstage is where the *War Zone* producers build and repair their Android warriors, and launch their drones.
- All the Androids are controlled by a central computer, located in the heart of the mesa. If the characters could break into backstage, they could reprogram the computer and turn the Androids on each other – or on the Dalek.
- Lure one of the Marker Drones close to the mesa, and trick it into Marking the Androids. As the Androids are programmed to shoot any Marked targets, they can turn the enemy forces on each other.
- Go after the Dalek instead of the Supreme Commander. As the Androids are programmed to protect their Supreme Commander, they won't stop the characters who go 'off script'.



## THE DALEK SITUATION

There's a single Dalek hiding in the control room of the *War Zone*, surrounded by the exterminated bodies of the actor who played the General and the other production crew. As it was ordered to conceal its presence here, it's using the Androids to do its murderous work for it, instead of exterminating the intruders personally. However, if the characters defeat or sneak past the Androids, the Dalek may take matters into its own sucker, and roll out to *EXTERMINATE*. The first sign of this approaching threat is the sudden deactivation of all the Monitor drones – it is too early for the Daleks to reveal themselves, so it cancels the live feed from the *War Zone* studio to the GameStation before emerging and attacking. With only stun guns, the characters have little chance of defeating a modern Dalek in open combat – their best approach is to run, or find some way of beating the Dalek indirectly.

## THE OTHER CONTESTANTS

Resolve the characters' relations with the other surviving contestants in these final scenes. If the characters have befriended the other contestants or saved their lives, then maybe one of the contestants can sacrifice themselves to save them. If the characters were antagonistic towards the others, then they may be betrayed in the last battle, or the contestants may meet horrible fates that the characters could otherwise have prevented. Possible dramatic ends for the various contestants are described below – use these suggestions and the events of your own game to craft a satisfying resolution.

### Dala

**Good Ending:** Helps the characters climb the mesa to get backstage; gets shot by the Dalek at the top.

**Bad Ending:** Leaves the other contestants behind and tries to defeat the Supreme Commander solo in order to claim the whole jackpot for herself.

### Erik

**Good Ending:** Shows up at the last minute to help the characters in a climactic fight, possibly using their Marked status to overcharge his gun. He's got the Marksman skill needed to aim past a Marked target while tricking his gun into firing on full power.

**Bad Ending:** Turns on the characters at the last minute and holds them at gunpoint. He talks about how he's going to take the whole jackpot and win the game, but while he's monologuing, the Dalek appears behind him and shoots him.

### Kelwan

**Good Ending:** He's been marked for a heroic sacrifice from the very start, hasn't he? Let him go out in a blaze of glory.

**Bad Ending:** Dies confused and alone when the rest of the team betrays him.

### Luci

**Good Ending:** Spots a secret door that leads backstage – the old quarter of her home town back on Mars is built on tunnels like these, and she knows all their secrets.

**Bad Ending:** Tries to shoot everyone else to claim the jackpot and misses. She drops her gun and flees in panic. Easy prey for the Androids or a Dalek after that...

### Brian

**Good Ending:** Uses his expert geek trivia on the backstage workings of *War Zone* to suggest a course of action to the characters.

**Bad Ending:** Turns on them, just like his favourite past winners of the game show. Then, presumably, gets killed by the Dalek.

### Klooz

**Good Ending:** Pretends to betray characters and holds them at gunpoint. She brings them to the Supreme Commander – then shoots past them, using their Marks to overcharge her gun.

**Bad Ending:** She turns on the characters. She turns on the other contestants. Why, she might even offer to help the Dalek if it'll get her the prize.

## 8. HOMECOMING

The transmat whisks the characters and any surviving contestants back to the GameStation, where they materialise in the middle of a party for the 'victors' of *War Zone*. Ticker-tape falls from the ceiling; scantily dressed models pose for the cameras, holographic fireworks explode everywhere. A studio executive explains to the viewers that due to a 'technical fault', there'll be a temporary delay in showing the video from the final battle, but the winners are here now, so it's time to celebrate! Four Androids carry in a chest stuffed with cash for the winners – but the travellers aren't here to get rich. The Temporal Trace Locator leads them back to their TARDIS and out of this fake war, into a very real one...

## ICE



ICE



### ADVENTURE SYNOPSIS

The characters arrive on an icy world that was once home to a mysterious alien civilisation. Every few hundred years, as the planet approaches a star, the ice thaws for a brief period, exposing the ruins and relics of that lost world before the glaciers return. The characters have arrived just in time for the thawing.

They're not the only ones here. They soon meet a quartet of archaeologists from Luna University. The characters learn that the alien race that once inhabited this planet were the Yag Haz, a deeply unpleasant species of conquerors. As soon as they make that discovery, one of the archaeologists calls in the Space Security Service to ensure that the Yag Haz stay buried in the ice. But the Yag Haz aren't the only things down there...

### WHAT HAPPENED HERE?

This adventure is all about uncovering the secrets of the past, so let's explore what happened on this planet.

It starts with the Yag Haz, a minor but nasty race of insectoids. They made such a nuisance of themselves that the civilised races of the galaxy drove them out, and they settled on this planet. Back then, this planet

wasn't a frozen wanderer – it was just your average Earth-like planet, circling an average star.

When the Time War began, the Yag Haz allied themselves with one of the few races more unpleasant and xenophobic than they were – the Daleks ('allied' is how the Yag Haz saw it, anyway – the Daleks just considered them another race of pawns to be sacrificed). The Daleks removed the magnetic core of the Yag Haz's planet and installed an engine instead, as part of a plan to turn the whole world into a warship. They intended to launch the entire Yag Haz species at Gallifrey.

The Time Lords foresaw this danger, though, and dispatched one of the weapons from the Omega Arsenal to eliminate the threat. They sent a Memento Mori.

Memento Mori – remember death. These creatures are things of the last days of the war. They're killers of killers. They're harmless to innocents, but utterly lethal to killers. You see, when someone dies, their timeline ends – and if you're present when that person dies, your timeline is a little bit scarred, a little bit marked by that ending. The Memento Mori uses that scar to reach back and prolong that ended timeline just a little bit further. In effect, it brings back the people who've died near its victims.



If your grandmother died holding your hand, it could bring her back, just for a moment, like a ghost. That's harmless. But if you're, say, a Dalek who's killed thousands of people, and the Memento Mori brings them back, the accumulated psychic energy can destroy you. The more blood on your hands, the stronger the Memento Mori hits you.

The Yag Haz have ten hands each, and they were all covered in blood. Terrified, they did the only thing they could do: they activated the Dalek planet-moving engine prematurely. Their planet went flying off into the cold depths of space and froze, trapping the Memento Mori in the ice.

So, we've got a formerly fearsome race of monsters, the far worse monsters they allied with, and the even worse horror sent to destroy them, all frozen in ice.

And now, the ice is melting.

## 01. THE FROZEN LAND

When you're in flight in the Time Vortex, it's neither cold nor hot. Oh, the external sensors might register a temperature that's somehow simultaneously plus several million degrees and absolute zero outside, but inside the TARDIS, it's always a little bit chilly, like an old old house that's gotten drafty and damp over the years. When the ship's functioning correctly, that slightly uncomfortable temperature stays constant even when you land in a desert.

Today, the TARDIS is not functioning correctly.



As the ship materialises, it gets cold. Every groan of the time rotor drops the temperature by several degrees, until it's bitterly, bitterly cold. Ice forms on the console, breath mists, noses turn blue and teeth chatter. Through the frost on the scanner,

the characters can see they've landed on top of something blue and snowy. It's very dark out there – not night, but the sun's a tiny pale patch of lighter grey in the howling grey sky. It's thermal underwear and hand torch time.

The Temporal Trace Locator is little help. It seems to be sulking; it's picking up something, but it's not a clear signal. It seems to be pointing vaguely... thataway.

## THE FROZEN CITY

Exiting the TARDIS, the characters emerge into a frozen landscape. Their torches illuminate towering glaciers all around them. The atmosphere is thin and cold, as if they were on top of a very high mountain. Plumes of what looks like smoke rise from fissures in the ground. Every few moments, the ground trembles as distant glaciers crack and quake.

A successful Ingenuity + Science roll (Difficulty 15) guesses that this planet is in a very erratic orbit around its primary star. Unlike a normal Earth-like planet, which stays at roughly the same distance from the sun and so has roughly the same temperature year-round, this planet spends most of its orbit out in the frozen depths of the outer solar system. Those 'glaciers' are really chunks of frozen atmosphere. Now, though, it's rushing towards the heat of the sun, and the planet's thawing out. After what might have been centuries of winter, it's going to enjoy a brief spring.

As the characters explore, they come to an expanse of ice that is especially clear. Shining their lights down into the frozen ground, they see that they are walking above a frozen alien city! Whatever lived down there wasn't human, judging by the architecture.

## LIGHTS IN THE DISTANCE, FIRE IN THE SKY

After a few minutes, the characters spot a pair of lights coming towards them out of the darkness. Those lights must be attached to a vehicle of some sort, judging by how they're moving. The characters can wait for the vehicle or try hiding if they wish, or even flee back to the TARDIS.

The vehicle is a human-built All Terrain Buggy. There's a single driver on board – the archaeologist **Vax Kent**. If the characters are in sight, he drives towards them; if not, he investigates the TARDIS.

Crack. Creaaaaaak. CRACK.



ICE

The ice is unstable, and it's cracking. Kent spins his buggy around and shouts "Run!". The characters should follow his advice. Time for some dice rolling!

If the characters are close to Kent, they can hop onto the buggy. It can take three passengers comfortably, or up to six uncomfortably. If they take this option, then the driver needs to make a successful Coordination + Transport roll (Difficulty of 15, +3 for every passenger after the third. Vax has Coordination 2, Transport 1, by the way, so someone should grab the wheel from him). Failure means the buggy pitches into one of the crevasses that opens in the ice.

Otherwise, the characters need to flee on foot. Time for Coordination + Athletics rolls, Difficulty 15 – only they need to make three of them to get to safety. Failing a roll means the character falls into a crevasse.

**Failure:** You fall into the crevasse, but manage to catch yourself on the edge. No damage.

**Bad Failure:** You fall in, but it's not that deep... yet. Take 3 damage.

**Disastrous Failure:** You fall in, and it's deep. Take 3 damage, and choose one of the following:

- You're stuck down here until someone helps you climb out.
- Ouch, that was a bad fall. Take another 6 damage!
- You dropped something in the fall – one of your items got lost.

If the characters were in the TARDIS, then the ship topples into a crevasse and lands upside-down at the bottom. They can climb out once the icequake stops. If the TARDIS was unoccupied, feel free to remove it from the adventure by having it end up buried under hundreds of tons of ice.

At the edge of the ice field, Vax leads the characters to the archaeologists' camp. He'll explain everything there.

## 2. WE'RE ARCHAEOLOGISTS

The archaeologists' camp consists of four little geodesic domes, and one spaceship, the *Yermak*, that's not going anywhere anytime soon. They've refitted the spaceship's engines into a thermal drill to melt through the ice, allowing them to create deep shafts down to the frozen city. When the characters arrive, the other two archaeologists emerge from the ship to greet Vax and to learn who these newcomers are.

## THE ARCHAEOLOGICAL TEAM

The archaeologists come from the University of Luna. In charge is **Professor Ortega**. He's accompanied by his students **Hali** and **Vax Kent**, and the technician **Borys**. Professor Ortega has had his eye on this planet ever since it was discovered by long-range probes.

### Professor Ortega

The Professor isn't like most archaeologists. You wouldn't describe most archaeologists as 'insanely ambitious' or 'worryingly paranoid'. Then again, most archaeologists aren't in this for the money, either. The Professor dreams of finding some big score, some lost civilisation or alien treasure trove that will make him rich and famous. He loves history, but what really drives him is the thought of his own posterity.

The Professor's in his mid-fifties. His hair and moustache are greying, but it's hard to see that beneath the thermal jacket, face-mask and goggles.

## PROFESSOR ORTEGA

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

**Playing Ortega:** Be friendly, charming and a little oily. Smile too much, shake people by the hand. Ortega always has to be the centre of attention. Don't let any of the non-player characters speak when he's in a conversation, and interrupt the characters whenever possible.

### SKILLS

Convince 4, Knowledge 4 (Archaeology 6), Marksman 1, Medicine 2, Science 3, Subterfuge 3, Survival 2, Technology 2.

### TRAITS

**Charming:** +2 to rolls to convince people of his good intentions.

**Selfish:** It's all about the money. Or the buried alien technology that you can sell for the money.

TECH LEVEL: 7      STORY POINTS: 6





**Hali Plim**

Hali's the Professor's star pupil. Brave, athletic, smart – and utterly devoted to him. She comes from a poor colony on the fringes of human space, and he helped her get a scholarship to Luna University. If it weren't for her niggling sense of archaeological ethics, she'd be the perfect companion for him. As it is, he has to pretend to be interested only in history, and conceal his plans to loot the relics of the past for profit.

## HALI PLIM

<b>AWARENESS</b>	3	<b>PRESENCE</b>	3
<b>COORDINATION</b>	4	<b>RESOLVE</b>	3
<b>INGENUITY</b>	4	<b>STRENGTH</b>	3

**Playing Plim:** Be enthusiastic and bubbly. Always look on the bright side. Preface everything with "Professor Ortega says", or "according to Professor Ortega".

**SKILLS**  
Athletics 2, Knowledge 3, Science 3, Survival 1, Technology 3.

**TRAITS**  
**Brave:** +2 to rolls when she has to show courage.  
**Lucky:** She can re-roll double 1s.

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

**Vax Kent**

Kent is an older graduate student. He's worked with Ortega before, and doesn't trust him, but this expedition is an opportunity that Kent can't afford to miss. He intends to keep his head down and work hard; if they do find the alien civilisation beneath the ice, then it could be the making of his career.

Being an archaeologist is Kent's second attempt at a life. Years ago, he was a burglar, but he gave up that life of crime when his partner Gam fell off a roof and died. Since then, Kent gets very nervous in dangerous situations (like, say, melting through a glacier with plasma torches). Gam's death may become important in the adventure – the Memento Mori can use the death as a weapon against Kent.

Since arriving on this planet, though, Kent has felt unsettled. There's something evil here, beneath the

ice. There's a chill that all the heater-packs and hot meals can't drive away, a cold that goes right down into his soul...

## VAX KENT

<b>AWARENESS</b>	2	<b>PRESENCE</b>	3
<b>COORDINATION</b>	2	<b>RESOLVE</b>	4
<b>INGENUITY</b>	3	<b>STRENGTH</b>	3

**Playing Kent:** Be quiet and professional. Don't get excited. Stay away from Ortega – work alone whenever possible.

**SKILLS**  
Convince 2, Fighting 3, Knowledge 2, Marksman 2, Science 2, Subterfuge 2.

**TRAITS**  
**Dark Secret:** Former thief.

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



**Borys**

Borys isn't an archaeologist, but he's been everything else. He owns the *Yermak*, the ship that brought the team to this frozen world. He calls himself a trader, but he's been a smuggler, a mercenary, a thief and a soldier in the past. He flew the ship here, and now he's the expedition's technician, security guard, medic and general labourer.

Secretly, Borys has another role – watchdog. The Space Security Service ordered Borys to contact them if the expedition found anything dangerous. Borys does just that in **The Call**, on pg. 153.



ICE

## BORYS

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

**Playing Borys:** Be grumpy. You're always cold, always overworked, and you're stuck on a planet with three archaeologists. Guess what they talk about? Archaeology, archaeology and more archaeology. Then they go and do archaeology for 14 hours, and then they come back and talk about archaeology some more. You never realised that the infinite expanse of galactic history could be so dull. Watch everyone. Be suspicious of the characters. Question everything they do. Complain about them.

### SKILLS

Convince 2, Fighting 2, Marksman 2, Technology 4, Transport 4.

### TRAITS

**Owes Favour:** To the Space Security Service.

**EQUIPMENT:** Blaster (4/8/12 damage).

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

## THE SPACE SECURITY SERVICE

The SSS are the secret police and espionage agency of the human systems in this era of history. Part spy, part ranger, part detective, they're humanity's first line of defence against alien threats. This frozen planet isn't a threat – at least, not yet. There's a ship lurking a few light years away, though, so if Borys calls for help, they'll come running.



Professor Ortega explains what the archaeologists are doing here, and asks the characters what they want.

- This planet doesn't have a name. It's not supposed to be here at all – it's not part of this solar system. It's a wanderer, a rogue planet that must have spent millions of years flying through interstellar space until it fell towards this star for a brief summer.
- An automated probe detected a faint signal beneath the ice. There was a civilisation here once, maybe millions of years ago. The expedition's goal is to find out everything they can while the ice is thin enough to bore through.
- They're using the engines from their spaceship to melt tunnels in the ice, so they can make some preliminary investigations before more of the ice melts and the city is exposed to the open air for a few weeks.
- They're nearly through into one of the ice caves, far below. Another day's drilling should get them into part of the frozen city.

As the Temporal Trace Locator points down into the frozen city below, he suggests the two groups work together.

If the characters ask, the Professor can show them some preliminary scans of the city. It was once a huge metropolis, and must have been home to millions of creatures. They were clearly an advanced civilisation.

A successful Awareness + Knowledge (or Science, or Technology) roll at Difficulty 15 lets the characters notice some other interesting facts about the scans. Give them one random fact for a successful roll, and another fact for every +3 above 15.

- Whatever the inhabitants of this city were, they were human-sized but definitely not humanoid – the entrances to the buildings are all small round holes, for example.
- One part of the city is quite unlike the rest of it. Instead of weird bee-hive structures with little holes for doors, it's all angular buildings and flat walkways. Maybe two species lived here?
- There's something very strange at the edge of the scan. It looks like some sort of well or mine shaft, going straight down. That shaft must be unimaginably deep.



- Some readings in the city are strange. A character with Science 4+ or the Vortex Trait recognises them for what they are – temporal anomalies! Something down there is warping time!



### THE BOREHOLE

Once the characters have had a chance to rest and eat, Ortega declares that it's time to start drilling again. Vax and Plim will carry long flexible tubes down the borehole; the heat from the ship's engines will be channelled down those hoses to plasma torches to melt the ice. Borys will operate the engines, and the Professor will coordinate everything from the surface. The characters are welcome to remain in the camp with the Professor, but they'd be most useful if they put on protective suits and help Vax and Plim tunnel. After all, who wouldn't want to squeeze into a cramped, heavy suit, then wriggle down through nearly two kilometres of narrow icy tunnel, dragging a metal tube behind you all the way, and then finally stand there blasting plasma energy at a wall of ice, completely surrounded by roaring jets of high-pressure gas? It's for archaeology!

Lazier characters can stay behind on the surface with the Professor and watch the whole thing via the cameras mounted on Vax and Plim's helmets.

### PLASMA TORCHES AS WEAPONS

The plasma torches aren't very suitable weapons, as they're connected to heavy metal tubes and hard to aim at a stationary wall of ice, let alone a fast-moving target. A torch has a -4 penalty to hit, but does 6/L/L damage to anything it blasts.

## 3. EXPLORING THE RUINS

The ice cracks and quakes again, and suddenly the wall in front of Plim gives away. The archaeologists have broken through into an upper level of the city. There's a natural cave in the ice. Several alien structures, still mostly embedded in the ice, can be reached through the cave, and the characters can melt away more of the ice to explore more of the structures. Exploring the cave reveals the following clues. Optionally, you can ask for skill rolls if the players ask questions about the alien remains to determine what other information they find. You can also throw in some perils (see below) if the historical mystery isn't enough to keep your players entertained.



- Whatever the inhabitants of the city were, they were human-sized but definitely not humanoid – the entrances to the buildings are all small round holes, for example.
- The inhabitants used a pictogram language, like hieroglyphics. The TARDIS is having trouble translating it, but the characters can still look at the pictures. They seem to show ten-legged insects scuttling around doing ten-legged insect things. Others show the insects fighting creatures that look like humans.
- There's a fallen monument in one part of the cave. It looks like a statue of a human soldier being... well, it's hard to tell what the giant ten-legged bug-things are doing to him, but they're either wrestling him, strangling him or eating him, or possibly all three at once. He's definitely not enjoying it.



ICE

- This planet wasn't always a frozen wanderer. The characters find the remains of plant life, suggesting that at some point in the relatively recent past, this planet orbited a star.
- While digging, try to work Kent's history into conversation. For example, if a character does something risky while digging, Kent might mention that a friend of his died doing something similar, and urge the character to be more careful. This sets up the fact that Kent has a death associated with him, which becomes important later.

**PERILS**

Throw in any of these encounters as the characters explore this portion of the alien city.

- **Ice-Quake!** The archaeologists' boring coupled with the melting of the surface means the ice is unstable, and there's a small cave-in. One character chosen at random (including Kent and Plim) must make a Coordination + Athletics roll to dodge (Difficulty 12, falling ice does 3/6/9 damage). A nearby character with a high Awareness might spot the cave-in before it happens.
- **Something in the darkness!** What was that? Did something move in the shadows over there?
- **Plasma Burst!** Borys warns the characters that there's a plasma build-up in one of the plasma torches. He complains that Ortega went too fast, and pushed the machinery past its limits. The safest thing to do is shut down the plasma flow and stop digging until Borys can flush the system, and that will take several hours. The only other option is to manually vent the plasma, which will solve the problem immediately. However, if the manual venting isn't done properly, it will cause an explosion. Ortega demands that Kent (or a technically skilled character) try the venting option. Doing so requires an Ingenuity + Technology roll (Difficulty 15); failure means the character takes 3/6/9 damage from a blast of superheated plasma.
- **Booby Trap!** Exploring one of the buildings, one of the characters dislodges a small metal sphere from the ice. It bleeps, then rolls towards the character as if he was magnetic. As it gets closer, little poison-tipped spikes pop out of the sphere. Dodging the sphere requires a Co-ordination +

Fighting roll of Difficulty 15; the sphere keeps attacking until disabled or destroyed (say, by embedding it in the ice, or shooting it with a blast from one of the boring tubes). If the sphere hits someone, it does 2/4/6 damage and injects a poison that requires a successful Ingenuity + Medicine roll (Difficulty 18) to treat. A poisoned character suffers hallucinations and falls under a compulsion to obey Toz Raz (see **The Yag Haz Awakens**) – the character has a -4 penalty to all Social Conflicts with the Yag Haz.

**FURTHER INVESTIGATIONS**

After the initial survey of the cave, there are several possible routes for further investigation.

- **The Shelter:** One ice-covered building has a pictogram on it that the TARDIS translates as 'shelter'. Ortega suggests that the inhabitants might have built it to protect themselves from the cold of interstellar space, and scans do detect energy signatures and what might be faint life-signs from within. Ortega advocates starting there, and unless the characters convince him otherwise, that's what he'll do. (5 Excavation Points)
- **The Computer Core:** The characters find data conduits leading into a large dome. It could be some sort of computer core – and with access to the computers, maybe the archaeologists could learn about the alien culture. Kent believes that he can tap into the alien computers if they bore through the ice to that building. (8 Excavation Points)
- **The Archives:** Another buried structure is covered in pictoglyphs, and Plim suggests it could be a temple or archive or government building – it certainly seems to be of cultural importance. However, until they melt away the ice so they can see the pictoglyphs, it's hard to tell anything. (5 Excavation Points)

If the characters manage to successfully examine the geophysical scans (or if they have their own scanners), then there are other possible options:

- **The Angular Quarter:** The characters could head for the strange section of the city that isn't like the rest. (10 Excavation Points)
- **The Weapons Depot:** The nearest stockpile of Yag Haz weapons. (10 Excavation Points)



## THE MELTING ICE

As the planet gets closer to the star, the surface ice melts away, exposing new ice caves and shorter routes to buried parts of the city. At suitably dramatic intervals – say, every few days, or after a major scene, roll a dice and subtract that many Excavation Points from the total needed to reach each location in the city. Roll separately for each location – it may suddenly become much easier to reach the Angular Quarter, for example.

*For example, at the start of the game, the Excavation Points needed to reach the various locations are:*

*Shelter 5  
Computer Core 5  
Archive 5  
Angular Quarter 7  
Weapons Depot 7  
Deep Well 15  
Temporal Anomaly 15*

*The characters start off by excavating the Shelter, and discover that this was a Yag Haz world. Borys takes them all hostage until the SSS arrive (see **The Call**), and the Gamemaster decides that the*

*ice melts a bit more while Borys has everyone at gunpoint. She rolls the dice for each unexposed location, so the new totals are:*

*Shelter 0  
Computer Core 3  
Archive 1  
Angular Quarter 9  
Weapons Depot 9  
Deep Well 12  
Temporal Anomaly 9*

*The ice covering the Archive is now so thin the characters can read the pictoglyphs through it... and the barrier keeping the Memento Mori contained is getting very thin indeed...*

The melting ice means that the environment keeps changing as the adventure progresses. New regions become accessible even if the characters don't deliberately choose to excavate them. It also gives them a time limit – because once that Temporal Anomaly gets exposed, the Memento Mori gets loose! Add in an extra melting roll to raise tension whenever you need it.

- **The Deep Well:** This is right at the bottom of the city, so getting there will take a lot of boring. It may be faster to wait until the heat melts more of the ice as the planet gets closer to the star. (15 Excavation Points)
- **The Temporal Anomaly:** This is also deeply buried, but the characters could try heading there. (15 Excavation Points)

With Kent and Plim digging using the plasma tubes from the ship, they generate 2 Excavation Points per day. If the characters help out, then they get to roll Strength + Technology (Difficulty 12) to generate 1, 2 or 3 Excavation Points themselves. (Only roll once, using the co-operation rules if there are more than two characters boring). Each location lists the number of Excavation Points needed to reach it.

## THE SHELTER

**Excavation Points:** 5

As Ortega suspected, this structure was indeed constructed to endure the cold of interstellar space. Of course, the Yag Haz assumed they'd have years

to prepare for their assault on Gallifrey, instead of cramming into the shelter in blind panic when the Memento Mori arrived. Once opened, the characters discover the shelter contains hundreds of overcrowded life-support pods. It appears that they have all shut down due to overcrowding – each pod is crammed with a dozen pale-blue insectoids.

A successful Ingenuity + Medicine roll (Difficulty 15) from a well-travelled character identifies the remains as Yag Haz – see **Handout #1**. If no one succeeds, then the archaeologists can fill the characters in.

## THE YAG HAZ AWAKENS

At some point – either when the characters open the Shelter, or when the ice around it melts naturally, or when you want to spice things up with a malicious ten-legged insect monster – one of the surviving Yag Haz wakes up. See **Toz Raz**. If the characters were in the Shelter, then give one of them a chance to glimpse him scuttling off into the mists.

If the players ask about the fact that Yag Haz are supposed to be angry-red, and these are blue, just smile. Maybe it's the cold that made them change colour... or maybe they died of sheer terror.

## THE COMPUTER CORE

**Excavation Points:** 5

Melting your way down to the computer core is the easy part. The hard part is dealing with Yag Haz computers. Remember, these guys have ten limbs, with a four-segment pincer on each limb. That makes for very long and fiddly keyboards. With a bit of work (Ingenuity + Science, Difficulty 15 and the Boffin trait), the characters can assemble an interface system that lets them access the Yag Haz records. They learn:



- This is much more like a military command centre than anything else. There are lots of systems dedicated to fire control and target acquisition.
- They can bring up a map of the city, giving them the locations of the other areas of interest including the weapons stockpile. They can also determine the locations of several other shelters, like the one near the ice cave. According to the readings, some of these shelters may still have working life support.
- The characters can dig up a list of weapons. Wow – if these readings are accurate, then this whole planet is packed with Yag Haz weapons. There's enough firepower here buried under the ice to wipe out all life in the galaxy several times over. (Once the characters discover this, it's a good time to run **The Call** – see pg. 153).
- There's also what looks like the flight controls for a starship. Examining the navigation systems,

there's a course locked in for the co-ordinates of Gallifrey, but the controls have been switched to manual. Whatever spaceship these controls, er, control seems to be offline, as pressing them does nothing. (These controls are for the space drive in the core of the planet, and that's currently offline – see **The Deep Well**, pg. 152).

## THE ARCHIVES

**Excavation Points:** 5

The walls of this building are covered in pictographs. Actually, so are the computer screens inside, but it's much more dramatic to look at the pretty carvings. The major sequences are described below – if the characters get stuck, then an Ingenuity + Knowledge roll (Difficulty 15) can get them a hint.

- Yag Haz fighting humans, and Draconians, and Sontarans and lots of other creatures. It looks like they poked galactic civilisation one time too many, as the Yag Haz end up getting driven out of the galaxy.
- The Yag Haz end up on an isolated planet, and start rebuilding. Lots of glyphs that translate as 'revenge', 'bloody vengeance', 'we'll get you next time' and 'bathe the galaxy in blood'.
- Strange pepperpot glyphs (Daleks) show up in the next panel. After some initial clashes (in which there are lots of skeletonised-Yag Haz glyphs when the pepperpots get angry), the two sides agree to work together. The Daleks start building something deep beneath the planet's surface, and there's a confusing series of panels depicting a world marked by a series of interlocking clock-like rings. The Yag Haz are shown attacking this world.
- The final series of glyphs are hastily carved, as if the sculptor was in a hurry. They show the glyph for Death approaching the planet from deep space. Its trajectory leads back to the clockface world, showing that it came originally from Gallifrey. Confusingly, the very last set of glyphs shows lots of humans attacking the Yag Haz.

## THE ANGULAR QUARTER

**Excavation Points:** 7

The buildings of this section are quite unlike the rest of the city. They are made of metal, and linked by smooth walkways that crackle with static electricity. Hemispherical control panels dot every surface.



Exploring, the characters find the remains of the creatures that built this place – Daleks. They stand, sentinel and unmoving, in ranks on the walkways, or toppled and covered in ice and snow. All these Daleks are dead, but there is no sign of external damage. If the characters open any of the Daleks, they find the mutant inside has withered and burned from within. If any of the characters are post-Time War Time Lord, they recognise the thing that caused this damage: a Memento Mori. Otherwise, they can only guess (with an Ingenuity + Medicine roll) that this was some sort of telepathic attack that bypassed the Dalekanium armour.

Examining the technology of this part of the city, the characters find plenty of evidence that the Daleks were interrupted before they could do... whatever it was they planned on doing. They had dug deep into the planet's mantle, sinking shafts that seem to go all the way down to the core, but they were also constructing temporal shielding, as if they intended for this whole planet to enter the Time Vortex.

These Daleks are clearly from the latter days of the Time War – contemporary with the ones who used the Temporal Exterminator on the Doctor.

## THE WEAPONS DEPOT

### Excavation Points: 7

Oh, those Yag Haz. For a bunch of xenophobic universe-hating bug people, they sure loved to party. Wait, no. They hated to party. A Yag Haz's idea of a really good time was to slither into a chemistry lab and come up with new and even more horrible ways of killing anything that wasn't a Yag Haz – and they had a lot of good times on this planet.

The weapons depot consists of bunker after bunker filled with all sorts of weapons, ranging from small weapons like handguns and carapace rifles to big interplanetary missiles crammed with chemical weapons. Over there's the weapon that makes your skin fall off. There's the energy beam that melts your bones. That's the poison that makes your blood explode. There's the bomb containing weaponised Vashta Nerada, next to the anti-ship missile launcher. You could outfit an army from this depot, and it's just one of many depots scattered around this world.

If Toz Raz gets here, he grabs a brace of pistols, a nice big bomb, and a few vials of virulent anti-human poisons. All three poisons can be injected, ingested or inhaled at short range, and resisted with





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a successful Strength + Resolve roll [Difficulty 15]. A poisoned character can be cured with a successful Ingenuity + Medicine roll [Difficulty 15].

- The **Blue Poison** is the same stuff that was in the booby trap – anyone infected by it is easy prey for Toz Raz's suggestions, and suffers a -4 penalty in any social conflicts with the Yag Haz.
- The **Red Poison** drives its victims insane. They hallucinate wildly, become aggressive and finally die, usually after causing lots of trouble for everyone around them.
- The **Yellow Poison** is the really lethal one – it gives its victims a Major Weakness to water, so touching water inflicts 4 Levels of Damage. Even if you avoid touching water, you'll die of dehydration within a few days. Oh, and remember that the ice of this planet is partially water-ice...

### THE DEEP WELL

**Excavation Points:** 15

This shaft isn't frozen – geothermal heat from the planet's core keeps it ice-free. However, it's right at the bottom of the Yag Haz city, so it takes a lot of tunnelling or ice-melt to get to it. Just as they planned to do to Earth long ago (see *The Dalek Invasion of Earth* in *The First Doctor Sourcebook*), the Daleks installed a magnetic motor in the planet's core, turning it into a spaceship.



The motor is currently off-line – some of the control lines leading to it were damaged by the planet's headlong flight through space. It can be repaired easily enough, if someone was willing to burn through thousands of tons of ice, then climb down into a hole that's effectively bottomless, then weld some giant power cables back together to turn the Dalek planet-engine on.

### THE TEMPORAL ANOMALY

**Excavation Points:** 15

And at the very heart of the ice is the thing called Memento Mori. It looks like an old man, dressed in a shabby grey raincoat. You've walked past people who look like it hundreds of times on the streets; faded old men with their bundles of regrets, who never amounted to anything, who never did anything of note, just endured their quiet defeats. It's only in the eyes that you see that this thing isn't human, or even a living being at all. It's a machine, a monstrous machine. If a TARDIS is a magical wonder that puts all of time and space right outside your front door, this thing is a horror that dredges up every death, ever sorrow, every unhappy ending that ever was and carries them with it as a weapon.

Look into its eyes, and you see the Time Vortex gone wrong, gone rotten.

The Time Lords, in their madness, sent this particular Memento Mori to deal with the minor threat posed by the Yag Haz. The insectoid plot was a feint by the Daleks, a mere distraction. The fact that it wiped out a whole civilisation was irrelevant to both the Time Lords and the Daleks. The Time Lords never even bothered giving the Memento Mori a recall command – it's going to keep killing forever, until it's stopped. The Memento Mori reactivates once the ice around it melts fully. See **Death in the Ice** for what happens then.

**The Temporal Trace:** The Temporal Trace Locator points straight at the Memento Mori. It's carrying the temporal trace the characters need to continue – and they can only get it once the ice melts.

### THE MEMENTO MORI

If this thing wakes up, the characters are in big, big trouble.

Some ground rules first: it won't attack Time Lords unless they get in its way, or until it decides they're serving the enemy. It starts by hunting down any living Yag Haz, then any other living beings on the planet. Once the whole planet's lifeless, it'll move on to the next world.

The Memento Mori is intelligent, but doesn't talk unless absolutely necessary. Instead, it just shuffles around the dead city, hunting its prey without hurry. It has all the time in the universe. When it strikes, it just needs to point at its victim to use its Death attack. It has no power over innocents – if you've never, ever,





killed anyone, it can't hurt you. However, 'killed' in this case means 'was responsible for someone's death', so if you're indirectly responsible – say, by not saving someone when you could have – or even if someone gave their lives for you, then the Memento Mori can bring them back to hurt you.

## THE MEMENTO MORI

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

### SKILLS

Fighting 4, Subterfuge 2, Survival 2.

### TRAITS

#### Robot.

**Alien Senses:** It can see the whole of time and space.

**Feel the Turn of the Universe:** It's connected to all timelines.

**Immortal (Special):** It's as tough as a TARDIS. It can be destroyed, but only by the most powerful weapons.

**Vortex (Special):** It can travel through time at will.

**Special – Death Touch:** To activate its Death Touch, it needs only point at a victim (and succeed at a Coordination + Resolve roll, opposed by the victim's Awareness + Resolve). If the attack hits, the victim takes damage based on any deaths caused as a direct result of their actions or inactions. So, if you once shot a guy, you get shot. If you chose not to cure a plague that wiped out a million people, then you get sick a million times over.

TECH LEVEL: 10    STORY POINTS: 6

He starts by sending a message to a Space Security Ship, the *R72*. Next, he turns off the plasma torches by shutting down his engines, then gets a gun and orders Professor Ortega and anyone else on the surface to stay in their rooms on board the ship. He then contacts anyone down in the frozen city by radio and orders them to return to the surface.

During this scene, portray Borys as dangerous and unreasonable. Remember, he's not a trained Space Security Service agent, he's just being forced to work for the SSS. He has no idea how to handle things with subtlety, so he defaults to ordering people around and threatening them if they don't obey.

### The Characters

If the characters are on the surface, how do they react to Borys waving a gun in their faces?

If they are down in the frozen city, what do they do? Borys is not going to come down after them, but the characters are stuck down in the ice caves.



### The Archaeologists

- Ortega is infuriated by Borys' interference. He describes the Space Security as 'fascist police' and speculates that they must have been bribed by one of his rivals. He won't act against Borys himself – he's not the sort to risk his own life – but he encourages everyone else to try to stop the captain.
- Plim suggests that the characters help her rescue Ortega. Once they incapacitate Borys, they can use the plasma torches to melt a big enough ice cave to hide the whole ship, and then complete their archaeological work before the Space Security Service find them.
- Kent doesn't want to risk fighting Borys; he suggests hiding in the frozen city and excavating as much as they can by hand.

## 4. THE CALL

Borys isn't just a technician – he's a spy for the Space Security Service, under orders to monitor the expedition in case they found anything dangerous. As soon as any of the following events occur, Borys acts:

- The characters find evidence of the weapons depot.
- The characters discover this was a Yag Haz planet.
- People start dying or acting strangely.



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## THE SPACE SECURITY SERVICE

Several hours later (remember to roll for ice melt as the planet rushes closer to the star), the *R72* arrives in orbit. This ship is about the same size as the *Yermak*, and carries only one agent, accompanied by her robot bodyguard – Agent **Whint** and **Mormo-7**. Her mission is to ensure that the archaeologists don't reawaken the Yag Haz. They don't care about the archaeological potential of the site, or the possibility that there might be something else under the ice. All Whint wants is to make sure the archaeologists haven't already poked at something they shouldn't have, then sit and wait until the frozen planet swings past the star and freezes again.

If the only threat down in the frozen city was the Yag Haz, then their plan would work perfectly well. They can easily hunt down the archaeologists, and one lone Yag Haz is not going to be able to revive the other frozen worms in time. Unfortunately, the Space Security Service does not know about the Memento Mori, and have not taken it into account. Even if they knew about it, the Gallifreyan monster is unlike anything they have ever encountered before. How could they prepare for such a thing?

### Landing

The *R72* swoops out of the cloudy sky and lands next to the *Yermak*. Whint sends her robot out to secure the perimeter and search for any missing archaeologists, while she finds Borys and gets a report from him. She then questions any characters present, demanding to know who they are and what they have to do with Professor Ortega's illegal expedition to this planet.

## SECURITY PROTOCOLS

After Whint takes over, she puts the following security protocols into effect:

- All the archaeologists are to stay on board the *Yermak*. Ortega is under arrest for reckless endangerment of the galaxy; Kent, Plim and the other characters may share this sentence if they argue with Whint or try to escape.
- Borys and any characters who seem trustworthy are told to prepare the *Yermak* for departure. It takes several days to retract all the plasma torch hoses, break down the camp, and reset the engines for take-off.
- Her robot, Mormo-7, patrols the surface around the camp.

- If any of the archaeologists or the characters are hiding in the ice tunnels of the city, then Whint sends Mormo-7 to search for them.
- Otherwise, Mormo-7 gets disabled by Toz Raz: the alien sprays the robot with acid. The robot can be repaired with a successful Ingenuity + Technology roll (Difficulty 15).
- Once she learns there is a Yag Haz on the planet, she declares that the alien must be stopped before it awakens the rest of its kind. She fought Yag Haz before, in the Fourth Border War. She knows how dangerous and hateful they can be. They're tough – she's killed dozens of them, so she should know – and sneaky, so she will need help. She offers to let the characters go if they help her hunt down and capture the Yag Haz.

## AGENT WHINT

<b>AWARENESS</b>	4	<b>PRESENCE</b>	3
<b>COORDINATION</b>	4	<b>RESOLVE</b>	5
<b>INGENUITY</b>	3	<b>STRENGTH</b>	4

### SKILLS

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

### TRAITS

**Argumentative:** She doesn't listen to others, even when they're giving her sensible advice about alien monsters.

**By the Book:** She plays by the rules.

**Military Rank:** Agent of the SSS.

**Indomitable:** +4 to rolls to resist coercion or control.

**Obligation (Major):** The SSS

**Quick Reflexes:** She always goes first in an Action Phase.

**Tough**  
**Voice of Authority**

**EQUIPMENT:** Blaster (4/L/L damage).

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

## CONVINCING WHINT

Whint is blind to the real danger: the Memento Mori. The Yag Haz were so terrified of that monster that they hurled their own planet into the frozen interstellar



wastes rather than try to fight it. To convince Whint of the danger, the characters need to succeed at a Presence + Convince roll. The Difficulty is normally 27, but the players get bonuses if they mention any of the following:

- The fact that the Yag Haz were blue with terror, not puce with hate.
- The carved glyphs in the Archives show the Yag Haz were attacked by something that scared even them.
- The destroyed Daleks down in the Angular Quarter.
- The frozen Memento Mori.
- The fact that this planet was deliberately flown into deep space to freeze.
- Testimony from Toz Raz.

Bonuses from good roleplaying and Story Points can also be used to help convince Whint that she needs to work with the characters to stop the Memento Mori.

## MORMO-7

<b>AWARENESS</b>	2	<b>PRESENCE</b>	2
<b>COORDINATION</b>	1	<b>RESOLVE</b>	4
<b>INGENUITY</b>	1	<b>STRENGTH</b>	8

**SKILLS**  
Fighting 2, Technology 4.

**TRAITS**  
**Robot**  
**Armour:** Reduce all damage suffered by 10.  
**Clumsy**  
**Environmental:** Mormo-7 is unaffected by external conditions like icy cold or radiation.  
**Technically Adept:** +2 to rolls to repair equipment.  
**Weakness (Special):** Easily clogged by certain acidic compounds.

**EQUIPMENT:** Claws (Strength +2 damage).

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

## 5. TOZ RAZ

Put yourself in Toz Raz’s shoes (he’s got plenty to spare). The last thing he remembers is utter terror as an alien monster devastates his planet. With their

Dalek masters destroyed, the surviving Yag Haz leaders desperately fly their planet into deep space. Toz Raz was one of the few lucky enough to get to a shelter in time.

Now, he’s woken up in a strange frozen landscape, and there are horrible, hateful, slimy humans poking around *his* city – or, maybe, the tomb of his people. If the humans had not driven the Yag Haz out of the settled parts of the galaxy, then the Yag Haz would never have allied with the Daleks, would never have been drawn into the Time War, and the Memento Mori would never have come for them. Really, this is all the fault of the humans! They must be destroyed.

However, much as he would like to have his revenge on the humans, to rip their throats and gnaw off their knees and boil them up in acid baths, he has three more pressing concerns:

- Firstly, he needs to equip himself. He needs weapons, and those weapons may be frozen in the ice, depending on the status of the Weapons Depot (see pg. 151).
- Secondly, he needs to find out if he is the only survivor, or if there are more Yag Haz still alive in other shelters. The only way he can do that is by excavating more of the city.
- Thirdly, that monstrous alien thing, the Memento Mori, is still down there. There’s no way to defeat it, no way to fight it. He has to get off this planet before it escapes from the ice. That means capturing one of the human ships and forcing one of the humans to fly it.

After all that, he can focus on killing and maiming and poisoning the humans.

### PHASE 1: WEAPONS

What is the state of the weapons depot? If the humans have already uncovered it, or if the ice covering it has melted away naturally, then Toz Raz can just sneak in and grab the weapons he needs. If it is still buried, but only by a thin crust (1-2 Excavation Points remaining), then he can afford to wait until it melts. Otherwise, he tries to trick the humans into excavating it for him. He might:

- Steal a plasma torch. Remember, the torches are attached to tubes running down from the ship, so the characters can follow the tube.



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- Lure or force one of the characters down to the Weapons Depot. Even unarmed, Toz Raz is dangerous and scary enough to intimidate someone, or he could leave a trail of clues leading to the Depot.
- Collapse an ice tunnel behind the characters, trapping them in the same part of the city as the Depot, in the hopes that they decide to go forwards rather than backwards.

### PHASE 2: GATHERING INFORMATION

To gather information on the human invaders, Toz Raz employs one or more of these stratagems:

- Sneaking around the human camp. An alert character might spot the alien by pitting their Awareness + Subterfuge against the alien's Coordination + Subterfuge.
- Eavesdropping on human conversations, and learning about the arguments and disagreements among the humans. He might, for example, offer to help the characters or the archaeologists hide from the Space Security Service.
- Capturing one of the characters and interrogating them.

Optionally, while spying on the humans, Toz Raz might run into the robot Mormo-7 and shoot it with an acid spray, disabling it.



### PHASE 3: FINDING SURVIVORS

To complete this task, Toz Raz needs to get into the Computer Core to locate the surviving shelters, then excavate all the way to down to the area around the Temporal Anomaly. None of the other Yag Haz survivors are as tough or resilient as Toz Raz – even if they are alive, they are too weak to fight back against the invaders.

### PHASE 4: CAPTURING A SHIP

Borys' ship, the *Yermak*, is easier to steal, but the engines may be offline until repaired. The *R72* is ready to fly, but can only be operated by Agent Whint.

Of course, the *characters* must have arrived here on a ship of some sort... making them a target for Toz Raz's schemes.

## TOZ RAZ

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

#### SKILLS

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

#### TRAITS

##### Alien

**Alien Appearance:** He's an alien centipede monster.

**Climbing (Major):** Yag Haz can climb on any surface, and stick to walls.

**Fear Factor 2:** +4 to attempts to scare people. Impulsive: Toz Raz isn't thinking clearly.

**Last of my Kind:** He's one of the only Yag Haz left.

**Resourceful Pockets:** Once he makes it to the Weapons Depot, he can grab whatever weapons and gear he needs.

**Special – Acid Spit:** By spending a Story Point, a Yag Haz can spit a goblet of acidic spittle. This attack uses Marksman, and inflicts damage equal to the creature's Resolve + Strength.

TECH LEVEL: 7      STORY POINTS: 6



## QUESTIONING TOZ RAZ

If the characters get a chance to talk to the alien, he can fill in any gaps in their knowledge about what happened here before. All that backstory, of course, is delivered with plenty of bile and acid-spitting and ranting about how ugly humans are.



Despite the alien's unpleasant attitude, he's more scared than anything else. (If the players don't pick up on this, a successful Awareness + Convince roll at Difficulty 12 can clue them in). In fact, both humans and Yag Haz have a common goal here in stopping the Memento Mori. The characters can persuade Toz Raz to help them with a successful Presence + Convince roll. Again, the base Difficulty is 27, but give the players bonuses if:

- They show an understanding of the plight of the Yag Haz.
- They try to broker peace between the two sides.
- They help Toz Raz complete any of his goals.
- They rescue the Yag Haz from danger.
- They have a plan for stopping the Memento Mori.

Again, good roleplaying and Story Point expenditure may be needed to tip the characters' total over the target number. Remember, Toz Raz is absolutely blue-skinningly terrified of the Memento Mori. He saw that thing kill thousands of his eggmates. He won't agree to any plan that involves him going near that creature unless absolutely necessary.

## 6. DEATH IN THE ICE

As the frozen planet flies closer to the star's heat, the ice melts.

As the ice melts, the Memento Mori awakens.

Even before the ice is completely gone (in other words, at a suitably dramatic moment), the entity can stretch forth its terrible finger of death. It can start wiping out its targets even while entombed in the ice – and according to the instructions given to it by the War Council of Gallifrey, all lifeforms on this planet are counted as targets.

## THE SHADOW OF DEATH

The Memento Mori attacks by summoning up the time-shifted echoes of those who were killed (or died due to the actions of) its victim. These echoes look like flickering, shimmering revenants, half-real and half-unreal. They can only affect the Memento Mori's intended target, but attack with the same strength and the same weapons they possessed at the moment of death, augmented by their hatred for the person who killed them. The time echoes cannot be injured, as they're already dead. (From their perspective, they're dying, and this is just a brief, weird hallucination before they finally perish. You know how your life is supposed to flash before your eyes just before you die? It's like that, only instead of their lives, they get a flash-forward to a bit of someone else's life – specifically, the bit where they take revenge for their own deaths).

The creature starts by killing off Vax Kent. He used to be a burglar, until his partner Gan fell off a roof? Vax sees Gan – a ghostly version of Gan, anyway – striding through the tunnels or appearing in his cabin on the ship, depending on where this scene takes place. The Memento Mori called Gan in the instant before Gan hit the ground after falling ten stories, and will return him to that point once Kent's dead. If he can, Gan kills Kent by grabbing him and sharing that lethal impact with him. To the characters, it looks like this strange apparition grabs Vax Kent – and then Kent *splatters* like he just fell ten storeys!



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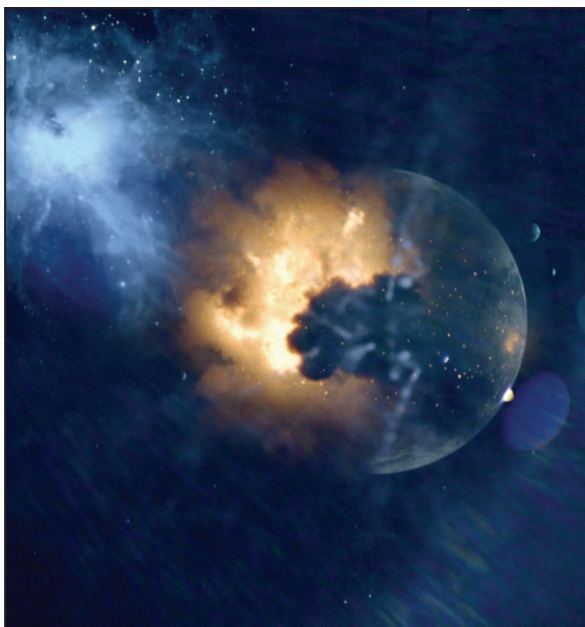
After Kent, the Memento Mori next targets Professor Ortega. Who died because of Professor Ortega? Why, Vax Kent did! If Kent had never accompanied the Professor on this expedition, he wouldn't have died! So, the time-shifted echo of Vax Kent attacks the Professor.

The creature's third target is Agent Whint (she killed a lot of Yag Haz in the wars), then Toz Raz (he killed a lot of humans, and may have killed Plim, Borys or another character), and then it starts in on the characters (and who have they killed?). The players may be able to avert some of these deaths by coming up with a way to stop the Memento Mori.

### STOPPING THE MEMENTO MORI

A direct confrontation with the creature is futile. It's as indestructible as the TARDIS. However, there are lots of *indirect* ways to stop it.

- **Crashing the Planet:** If the characters can free the Deep Shaft from ice, they can fly the whole planet like a spaceship! They could move it away from the star so it all freezes again, or drive it straight into the star to burn up the whole planet, including the Memento Mori!
- **Using the Temporal Echoes:** Normally, the temporal echoes called up on the Memento Mori are more than willing to attack the Memento Mori's target. However, if the characters got Toz Raz to convince the Yag Haz echoes to attack the Memento Mori instead of Whint, they could take it down with sheer force of numbers. Similarly, if the creature uses its powers on Toz Raz, the characters could convince the human 'ghosts' to help them.
- **Turning It On Itself:** If the characters could get the Memento Mori to target *itself*—either through trickery or a Gadget—then it would get attacked by the millions of creatures it destroyed in the Time War. A few million Dalek echoes should be more than enough to wipe out the monster.
- **The Invincible Innocents:** The Memento Mori has no power over innocents. If no one's timeline ended because of you, then you're safe. Of the people on the planet, Hali Plim and the robot Mormo-7 may both be innocent, as might one or more of the other characters. These innocents could shield others from the Memento Mori's attacks.
- **Talking to It:** The characters can try to convince the Memento Mori to stop killing people. Unless one of them is a Time Lord, the chances of this working are pretty slim (Difficulty 27!) but a good roll and a great argument might just be enough! At the very least, talking to it can delay it long enough for the characters to come up with another solution.
- **Grab the Temporal Trace and Run!** Of course, the characters could just wave the Temporal Trace Locator at the monster, then flee back to the TARDIS and on to their next adventure!



- **Deep Freeze:** Encasing the creature in ice trapped it before – why not do it again? The characters could, for example, lure the Memento Mori onto a spaceship, then fly that ship into the void, or use the plasma torches to bury the monster under thousands of tons of ice.

### SAVING THE YAG HAZ

Only a few dozen Yag Haz are still alive in stasis tanks in the deep shelters at the very bottom of the city. Getting to them means excavating all the way down to the Deep Shaft.

It's entirely possible that these unlucky worms end up sleeping through the entire adventure, and perishing unaware if the characters end up sacrificing this planet to stop the Memento Mori.



**HANDOUT #1: THE YAG HAZ**

(And why you should probably avoid them)

**THE YAG HAZ**

The Yag Haz were a race of decapede (ten-legged) insectoids known for their astounding paranoia. They believed that all other races were a potential threat to them, so they spent most of their time looking for ways to conquer or destroy other intelligent beings. As there were only about fifty billion Yag Haz, and the intelligent population of this galaxy alone is (right at this moment) 15,665,346,411,772,370,642½, this was something of a tall order (despite the Yag Haz proverb, “you can crush nine throats at once if you stand on one leg”). The Yag Haz therefore specialised in all sorts of nasty tricks, like biological weapons, ecological warfare, sabotage and so on. Over time, they decided they may as well make some money out of their genocidal hobby, so they set themselves up as weapons merchants.

The Yag Haz went to war with humans hundreds of years ago, and were driven out of civilised space. They haven't been seen since. Given their xenophobic attitude, the most likely explanation is that the Yag Haz ran into someone even nastier and more warlike than they were, and got crushed.

Yag Haz warriors were known for their poisonous spittle, their stealth, and their habit of carrying a dozen guns at once. The race could speak to other species, but communicated amongst themselves through a combination of chemical scent markers and, according to tradition, colour changes. However, as the only emotion Yag Haz ever displayed was revulsion, they are always depicted as a sort of angry puce colour.

**HANDOUT #2: MEMENTO MORI****MEMENTO MORI**

The Time Lords created the Memento Mori in the closing days of the Time War, after the fall of Arcadia. They were fuelled by death, and used death as a weapon, making them the perfect counter to the universal butchery of the Daleks. When a Memento Mori attacked, it latched onto the timeline of its victim and followed it back, searching for other timelines that were truncated by contact with that victim – in other words, people who died because of that victim. It then momentarily resurrected those people as temporal echoes, and used them as a sort of psychic lens to unleash a devastating assault on its targets.

So, the more people you'd killed in the past, the stronger the Memento Mori was when attacking you. They had no power over the truly innocent.

Memento Mori were virtually indestructible. They looked like humans, but that was just an outer shell over a dimensionally transcendent interior. Short of dropping one into a sun or a black hole, there was no conventional way to destroy them. In response, the Daleks unleashed the Skaro Degradations...



## BRANCH POINT

When the characters plug their Temporal Trace Locator back into the TARDIS console after collecting the trace from the Memento Mori, something strange happens. The TARDIS whines and groans, and a shower of sparks erupts from the Helmic Regulator. Looking at the displays, the characters discover two contradictory things.

Firstly, the Temporal Trace Locator has done its job. The traces they've collected so far have been correlated, and it's located the point in space and time where the Doctor's timeline began to collapse – the moment when the Daleks hit him with the Temporal Exterminator. They can go there right now and save the Doctor!

Second – there's another temporal trace out there. This trace is weaker than the others, which is why the Tracker only detected it now that the other, stronger signals are gone. Actually, it's not so much weaker as hidden or blocked somehow – maybe it's on a time spur. If the characters want, they could go and collect that trace too. There's no apparent need to, though – they have the co-ordinates of the secret Dalek base.

What do they want to do – go straight to the base, or check out this last faint trace first? If they go in search of that last trace immediately, then run *The Face in the Mirror* now. Otherwise, read on.

## TO THE BASE!

The TARDIS groans again as it dematerialises, then bounces through the Time Vortex, plummeting backwards in time. It then tries to materialise again. For a moment, on the scanner, the characters glimpse what must be the inside of the Dalek base; a nightmarish place of metal and darkness, where Daleks glide from one doomsday experiment to the next. Then the ship screams as it dematerialises again, and the characters hear the Cloister Bell tolling far below.

Suddenly, the scanner shows a different landscape outside, even though the instruments all say that the TARDIS hasn't moved at all in time or space. The TARDIS now stands in the midst of a desolate, rocky landscape. There's no air out there, nor any sign of life at all – except one. Standing there, right outside the TARDIS door, is a little girl in a grey dress. The vacuum doesn't bother her, and the thin layer of moon-dust on her hair and dress suggests she's been waiting there a very long time.

With their recent experiences, the characters instantly recognise what she is: another Memento Mori!

The Time Lords sent one Memento Mori to destroy the Dalek base on the Yag Haz planet – it's likely that they sent another one to destroy this Dalek base. So why hasn't she done it yet, and what was that weird jump a moment ago?

There's only one answer: the Dalek base is somehow shielded in time. It's on its own little closed time bubble. It only exists when they want it to exist. It's the perfect defence.

But the Doctor found a way in, and so must the characters.

Maybe that last, faint temporal trace holds the key...





## THE FACE IN THE MIRROR

There is a house – a great stately house, surrounded by ornamental gardens and estates – where two sisters live. They're twin sisters, in fact, born at the same hour on the same day sixty years ago in 1851. One of them is well known in society as Lady Agatha Flint, the spinster heiress, a patron of the arts and science. The other sister, Constance, never leaves Flint Hall, and has not been seen in public since their debutante ball in 1872.

Recently, Flint Hall has been troubled by an eerie spirit. Could the place be haunted? Lady Flint is a stoic woman who pays no attention to the prattling of priests or spiritualists, but even she can find no explanation for this phenomenon. After she saw with her own eyes a pale face in the mirror, she decided to call some of the best spiritualists, ghost hunters and occultists together at Flint Hall to answer her questions. After all, if they could solve the mystery of the Face in the Mirror, then maybe they could also solve a much more important mystery: the puzzle of Lady Agatha Flint's sister.

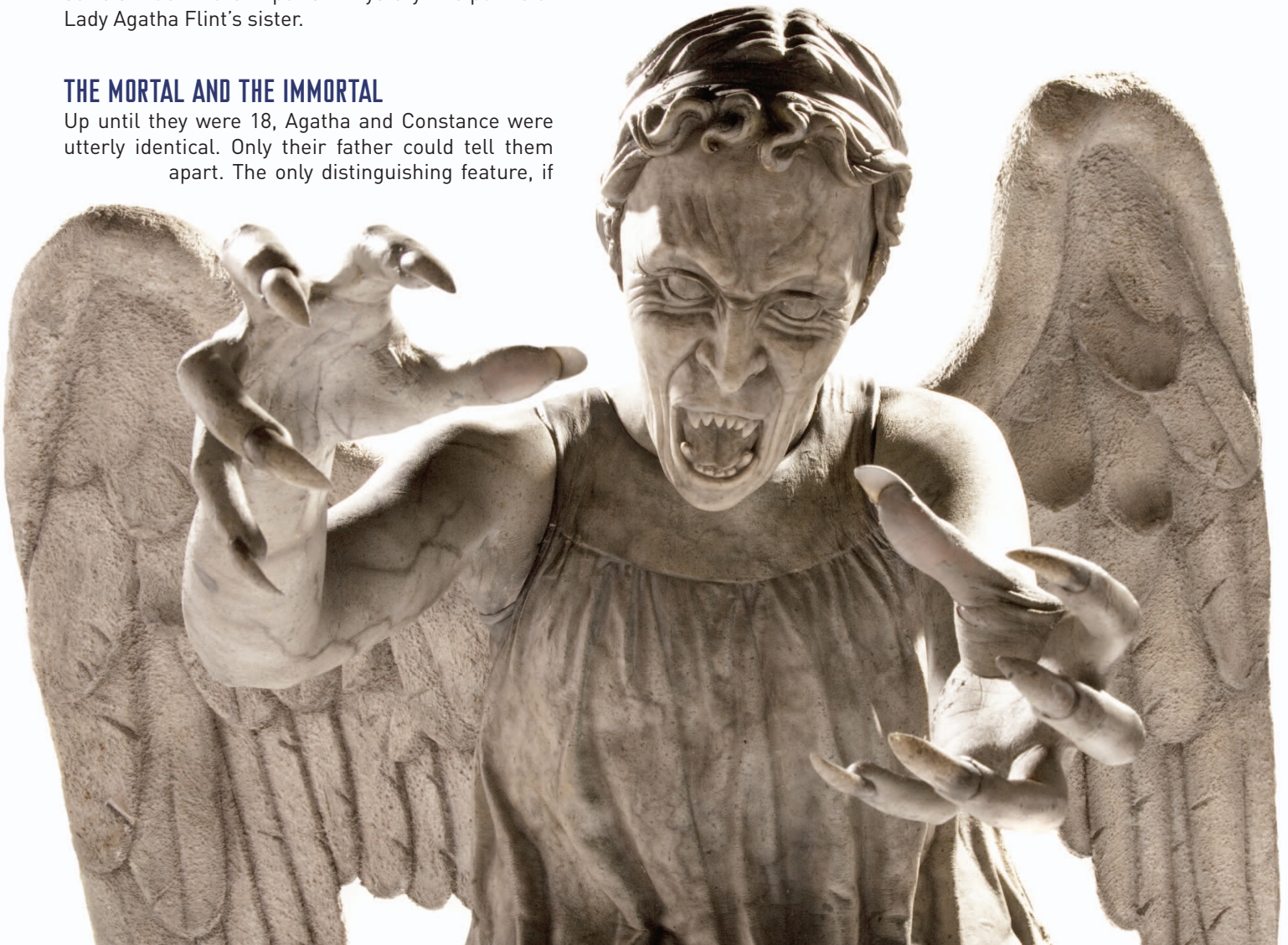
### THE MORTAL AND THE IMMORTAL

Up until they were 18, Agatha and Constance were utterly identical. Only their father could tell them apart. The only distinguishing feature, if

you knew to look for it, was that Constance always wore a strange talisman around her neck, a miniature Angel on a chain that her father left her. Otherwise, they were mirror images of one another.

Agatha grew older. Constance didn't. She hasn't aged a day since 1872.

Constance knows she is somehow unnatural; this impossible youth is a curse, not a blessing. Terrified of what people might think of her, she refused to leave the house as soon as she realised she had stopped aging. This also trapped Agatha in a lifetime of caring for an 'invalid' whose only illness is immortality. The two sisters now resent each other. Agatha blames Constance for stealing her life by making Agatha care for her, while Constance covets Agatha's normality and, indeed, her mortality; the thought of outliving everyone she cares about, over and over and over, terrifies Constance.





THE FACE IN THE MIRROR

## THE GHOST OF FLINT HALL

The Thayosta are weapons dealers and scavengers, always grubbing about on tomb worlds and old battlefields, looking for things to sell. Rag-and-bone men of the galaxy, really; if you want a discounted doomsday weapon or a battered old Sycorax warship in semi-working order, they're your men (well, sort of spiky turtles, really). About a thousand years ago, the Thayosta contacted both the Sontarans and the Rutans (those two great empires are still locked in their billion-year conflict) and hinted that they'd found something interesting, some ancient weapon that could turn the tide of the war. Before the Thayosta could sell this mysterious super-weapon, though, their barge crashed on Earth.

The Thayostan superweapon consisted of a few dozen stony grey cylinders, each about seven feet tall. If you looked at them in the right light, from the right angle, you'd know them for what they are.

Angels. Dead Angels. Or, as the Thayostans found to their cost, mostly dead Angels.

Two of the Angels awoke. They still had enough power to move, and to kill, but had no way to restore the rest of their flock. It would take a massive infusion of stolen potential to bring them all back to life. The two survivors hatched a plan.

Angels feed on the lost days of your life. If an Angel sends you back in time, then they get to feast on the life you might have had. They kill you gently, and that death of potential sustains them.

Now, the Angels themselves are immortal. They don't age. They're older than time. They can't feed on each other – but what if, the two survivors asked themselves, an Angel were to merge with a human? That human would share in the Angel's immortality. Once the bond was complete, the human would be immortal. Immortality means infinite potential, or thereabouts. They'd steal a life that stretched from the 19th century all the way to the end of time itself, all those lost moments and choices. One Angel would sacrifice itself so the rest might live.

The Angels recruited Lord John Flint, the father of Agatha and Constance, as their agent. They tricked him into giving them one of his daughters. One of the Angels bonded with Constance, making the girl unaging. The other became her guardian Angel, watching over her until the point at which the bond would be complete.

And on that day, when Constance Flint became immortal, the Angel feasted upon her. Don't you remember? That's the day the world ended. That's the day the sleeping Angels were revived, and consumed all of humanity.

## TIME SHIFT

Five hundred years in the future, researchers at the Gemini Institute for Advanced Physics invented a crude form of time travel, as well as a form of temporal shielding. The whole institute was shifted slightly out of time, to protect it from any temporal eddies or other side effects of their time travel experiments.



Imagine there are two timelines. One is the original one, Timeline A, where humanity has all that potential, all that future. In the other timeline, Timeline B, the Weeping Angels devour Constance, awaken the rest of their flock, and destroy humanity. The research institute was founded in Timeline A, but because of its temporal shielding, it survived when the universe switched to Timeline B. From the perspective of the researchers, one minute there's a nice normal world outside the doors of their little laboratory, and next there's a dead wasteland haunted by predatory stone monsters who freeze when you look at them.

The researchers don't know what happened, but they can guess that it happened in the past. In fact, they can roughly pinpoint the location of the temporal juncture, so they've started sending travellers back into the past to try to save humanity. Unfortunately, their time travel method (a variation on Zygma Beams) is neither safe nor reliable. If you're lucky, you'll end up within a few dozen years of your target, wearing a half-melted space suit and missing large chunks of your memory. If you're unlucky, you go mad and start killing people.

So far, they've sent five time travellers through the machine. The first one exploded on arrival. One lost his memory and is now the Henry, the simple groundskeeper at Flint Hall. Another one is trying to kill the wrong Lady Flint. The fifth one hasn't arrived yet, but when he does, it's with a big bang. The fourth is trying to piece it all together.

### TO RECAP...

Crashed alien ship full of sleeping Weeping Angels. Two Angels wake up. One of them merges with Constance Flint. When she becomes immortal, the other Angel will consume her and use that potential energy to awaken the rest. In one timeline, they succeed and end the world.

In the future, there's a time travel research institute. They're trying to fix the timeline by sending travellers back. But they suck at it.

### TIMELINE

- **Long, long ago:** The Thayostan ship crashes.
- **1699:** Another time traveller from the future arrives and spontaneously combusts. He enters local legend as the Burning Ghost. (Fireball)
- **1851:** The Flint twins are born.
- **1853:** Lord Flint travels back in time from 1872 and helps the Angel bond with his infant

daughter. He's then discovered by his younger self, who assumes him to be an intruder and shoots him. The younger Lord Flint assumes that this stranger who looks like a vision of himself, only older, is a sign from God. He hides the body in the family crypt. Over the next few years, he becomes increasingly eccentric and obsessed with religion and the end of the world.

- **1872:** Lord Flint makes his bargain with the Angels to save one of his daughters from the apocalypse. He vanishes (the Angel sends him back in time to 1853).
- **1880:** One of the team from the Gemini Institute arrives. The time travel destroys his mind, and he's taken in as a groundskeeper by the Flints. (Fireball)
- **1881:** It becomes clear that Constance is not ageing.
- **1901:** Malcolm Barnes travels back in time. (Fireball)
- **1908:** Elizabeth Diver travels back in time. She lands in the pond, containing the fireball.
- **1911:** Lady Agatha sees her sister's Guardian Angel in the mirror, and calls the best parapsychological minds in England to investigate. The scenario takes place.
- **Sometime around 1911:** The timelines diverge.
- **Timeline A:** The Flint family found the Gemini Institute.
- **Timeline B:** Constance becomes immortal. The Weeping Angel eats her and uses her future potential to awaken the other Angels.
- **2351, Timeline A:** The Gemini Institute develops time travel.
- **2352, Timeline B:** The Gemini Institute ends up trapped in an Angel-haunted wasteland. They start trying to send travellers back in time to fix things. Each traveller helps them zero-in on the point of change.

### RUNNING THE ADVENTURE

After the opening scenes, the characters can follow any lead they wish. You've got three sources of weirdness at Flint Hall: the time travellers from 2352, the crashed alien ship, and the Guardian Angel. Keep the Angel 'off-screen' as much as you can.

To solve the mystery of Flint Hall, the characters need to uncover the key facts:

- There are things called Angels that feed on life force
- Lady Constance is becoming immortal because an Angel bonded with her.



- If this happens, it will trigger the end of the world.
- Time travellers from after the end of the world are trying to stop this apocalypse, but they're not very good at it.

The other clues – like what really happened to Lord Flint, or the crashed Thayostan ship, or the origin of the groundkeeper – aren't really relevant. The players may miss whole parts of the backstory, and that's fine. There are plenty of interconnections and clues pointing to other clues. Once they know all those key facts, you can move onto the final scene.

### ANGELS – I KNOW ABOUT ANGELS!

As soon as you say the words “it's a grey stone statue of a winged angel”, you set off giant alarm bells in the players' heads. They've seen *Blink* – they know not to take their eyes off the Angel, even if their characters have never heard of Weeping Angels. A few tips:

- Don't have the players encounter the Angel until they know what it is. Let them see photographs or hear other people describe it.
- Let the players find Lord Flint's diary early in the game, or else feed clues to Alex the Psychic, so the characters know as much as the players do about Angels.
- Have the Angel attack only at night, when it can turn out the lights. Alternatively, have a rampaging time traveller distract the players so they can't keep the Angel in its stone form forever.
- Just have the Angel be a mysterious presence for most of the scenario. It only becomes a real threat at the end.

### 01. TIME ISN'T WHAT IT USED TO BE

According to the Temporal Tracker, that last trace should be on Earth, around 2352. Only a short jaunt in the TARDIS – but once again, it all goes wrong. As the ship approaches the temporal trace, it bounces off 2352 and lands with a jolt in 1911. It materialises in an English country lane.

Checking the instruments shows that the TARDIS tried to land in what is now an alternative future, a possibility that never happened. Something changed history, or *will* change history, and unless the characters stop it from changing, there's no way to get to the temporal trace. The TARDIS landed here and now for a reason, though – this must be the best place to alter events to put history back on the right course.

Soon, the characters spot a motorcar pattering down the lane. The driver is **Jack Mansell**, and sitting in the passenger seat is his assistant, **Elizabeth Diver**. Spotting the characters, Mansell slows to a halt and climbs down to greet them. He assumes that they are here for “Lady Agatha's conference on the supernatural” – they look like the sort of eccentric people who go in for that sort of thing, but that's all right – that's why he's here too!

Jack has been in these parts before, and knows the way to the house. Why don't they hop onto the back of his brand-new car and enjoy the ride. Why, it goes as fast as 30 miles an hour, so hang on! Mind the luggage cases, though – they're full of camera equipment.

Likely questions:

**Where are we?** They're near the village of Greenwell, in Suffolk, and it's 1911.



**Who's Jack?** Jack Mansell – he's a photographer, a journalist, and a ghost hunter. He's tried for years to catch a ghost on camera. When he does, it'll be the scoop of the century!

**Who's Elizabeth?** Elizabeth Diver is Jack's assistant. In fact, she's a mystery herself! Three years ago, they fished her out of a pond near here. She had no memory of who she was or how she ended up in the pond. Jack wrote a story about her and ended up taking her back to London with him and giving her a place to live.

**Where are we going?** Flint Hall! It's this big old country house, owned by Lady Flint. She's called every ghost hunter and spiritualist in England to attend her conference.

## JACK MANSELL

<b>AWARENESS</b>	<b>3</b>	<b>PRESENCE</b>	<b>3</b>
<b>COORDINATION</b>	<b>3</b>	<b>RESOLVE</b>	<b>4</b>
<b>INGENUITY</b>	<b>4</b>	<b>STRENGTH</b>	<b>3</b>

Jack's exactly what he seems to be: an earnest, excitable ghost hunter. He's not a terribly good journalist – he got the job through family connections – but he's a kind and decent sort of chap, if something of a playboy.

**Playing Jack:** Be eager, credulous, trusting. Chase after stories of ghouls and spectres with a child's enthusiasm. Buzz with nervous energy.

### SKILLS

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

### TRAITS

**Empathic (Minor):** +2 bonus to rolls when trying to read people.

**Gadget (Minor):** His home-made ghost detector. It doesn't always work, but it does detect something...

**Insatiable Curiosity (Minor Bad):** You can't resist a mystery.

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

## ELIZABETH DIVER

<b>AWARENESS</b>	<b>3</b>	<b>PRESENCE</b>	<b>3</b>
<b>COORDINATION</b>	<b>3</b>	<b>RESOLVE</b>	<b>3</b>
<b>INGENUITY</b>	<b>4</b>	<b>STRENGTH</b>	<b>2</b>

Elizabeth, however, is not what she seems. She's a time traveller. She comes from the future, but doesn't remember it.

In the year 2351, Elizabeth was one of five chrononauts from the Gemini Institute who tried to travel back in time to fix whatever went wrong with history. Her trip was the third attempt to get it right, and while she didn't explode in flames like attempt #1 or go mad like attempts #2, #4 and #5, her memory was damaged by the experience. She landed in the pond at Greenwell Village, and was eventually taken in by Jack Mansell.

She appears to be nervous and shy. The shy part is accurate – she's had to learn how to act in this strange, unfamiliar society – but she's not nervous. She's scared and excited by the prospect of returning to this place, and maybe learning something about her mysterious past.

**Playing Elizabeth:** Look at the floor, or play with your hands – never look anyone in the eye. Occasionally use sci-fi terms for objects, like 'comm' for telephone or 'laptop' for typewriter.

### SKILLS

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

### TRAITS

**Amnesia (Major Bad):** You can't remember your past.

**Brave:** +2 bonus to rolls to resist fear.

**Memory Fragments:** You sometimes have weird memories of places you've never been, impossible places and things. You can spend a Story Point to remember something useful.

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

## 2. THE MYSTERIOUS FACE

Lady Agatha Flint – noted philanthropist and patron of the arts – has made it known that she intends to host a conference on spiritualism and the supernatural at Flint Hall. At the Hall, they are each greeted by **Carmichael**, Lady Flint’s butler, who shows them into the drawing room where drinks are served. It’s all very *Downton Abbey*, if a bit spookier.



### THE OTHER GHOST HUNTERS

The other guests at Lady Agatha’s conference arrive shortly after the characters do:

**Detective Montague Mayberry** is a famed detective from Scotland Yard. He believes that there are no such things as ghosts, and that all supernatural phenomena are the product of “overdeveloped imaginations coupled with underdeveloped intellects”. He’s sneering, cold-hearted and cruel, and has a bitter rivalry with..

**Alex Cooper**, also known as The Great Seer. He’s a stage magician who claims to be psychic. His solution to any problem is to suggest holding a séance to consult the spirit world.

Finally, there’s **Everett Hump**, a dinosaur of the colonial era. He’s a former explorer and adventurer, now retired. He’s got a hugely impressive moustache and an arsenal of stories about his exploits in Africa and South America. He can blather on about witch doctors and mysterious tombs, but really, he’s just here for the free food and drink. Lady Agatha’s father had a fine wine cellar, and Hump intends to drink it dry if he can.

**Using the Other Hunters:** These three are mainly in the scenario for comic relief. While the player characters (and possibly Jack and Elizabeth) go investigating, Mayberry and Cooper can stay behind in the drawing room arguing over the existence of ghosts, while Hump empirically confirms the existence of sherry. Alternatively, they can be used as temporary player characters, or killed off by the Burning Ghost or some other threat. You can also use them to give the players a hint or a hand if they’re stuck – Mayberry can advise on criminal matters, Cooper might really be slightly psychic, and Hump still has his old elephant-hunting gun if a fight breaks out.

### BEING NOSY

Poking around the drawing room and library reveals some hints:

- There’s a large portrait of Lord Flint on one wall. He’s holding a Bible in one hand, and stands in his library. He wears a large and distinctive silver ring on one hand. The portrait painter tried to make him look wise and stern, but he comes across as a little manic.
- Over the fireplace there’s a large mirror, facing out towards the window.
- Next to the mirror are two old photographs, taken of Agatha and Constance when they were debutantes. The two are perfectly identical; the only difference between the photos is the pose. Agatha sits demurely, looking out at the camera, while Constance toys with some necklace as if nervous. Her hand is blurred, suggesting she was unable to sit still for the photographer.
- While the characters wait for Lady Agatha, **Henry the Groundskeeper** comes up and knocks at the window. He grunts at the visitors as if trying to remember what he wants to say, but cannot find the words. Carmichael shoos him away gently, and explains that poor Henry is “touched in the head”, and it is the charity of the Flint sisters that gives him employment on the estate.

### LADY AGATHA

Agatha arrives and greets the characters. She lives up to her family name; there’s little warmth from her, and she seems almost irritated by their presence, despite the fact that she invited them. She explains that she and her sister inherited a



THE FACE IN THE MIRROR



great deal of money from their late father, and since neither of them ever married, they are free to do with it as they wish. That is why they patronise the arts and sciences. Agatha has conceived of the notion of sponsoring a school or institute of the uncanny and the supernatural, and intends to give that grant to any individual or individuals who solve a mystery.

### AGATHA'S STORY

She and her sister were sitting here in the drawing room some weeks ago, reading quietly by the fire. One of the servants came in to stoke the fire, and by mistake he caused a burning log to roll out of the flames. It rolled towards the hem of Lady Constance's dress. Suddenly, the window flew open and something knocked Constance away, and the force of its movement extinguished the flames. In that moment, Agatha found herself looking in the mirror, and she saw a pale face there.

So, what happened? What put out the fire? What was that face?

Likely Questions:

**Can we see Lady Constance?** No. Constance does not have visitors. In fact, while the player characters reside at Flint Hall, that is one rule they must always keep in their minds: the privacy of Lady Constance is absolute. Anyone who attempts to break this rule will be ejected from the proceedings and forfeit any chance of winning the endowment.

**What happened to the servant?** He was fired, of course. Carmichael can tell you more – she understands that the careless fellow lives nearby. (See The Traitorous Servant)

**Could it be a ghost?** Lady Agatha is unconvinced that there any such things. However, Flint Hall has seen its share of violent deaths and ghostly stories. There's the story of the Burning Ghost, of course, and also the curious incident many years ago when her father shot a mysterious intruder who broke into the house. Can one make a rational, logical connection between such brutal violence and the mysterious face? She doubts it.

Agatha states that the investigators are welcome to remain here at Flint Hall until they have solved the mystery – or given up. She has her responsibilities to attend to, but Carmichael will see to their needs, and can summon her from upstairs if there is a matter that demands her attention. Now, to dinner...

### SET-UP

After dinner, the characters are shown upstairs to their rooms. All their rooms are on the first floor (it's an English house, so that's one level above the ground floor; Americans would call it the second floor). They are ordered not to go to the floor above under any circumstances.

During the night, they hear someone walking around up there, restlessly.



### 3. FLINT HALL

The characters have the run of the hall for the most part. Flint Hall is a rambling Georgian pile, built on the Flint family's coal-mining fortune. They were nouveau riche a few generations ago, but are now as Establishment as can be.

In case it becomes relevant – the hall has newly installed electric lighting. The lighting system tends to fail at inopportune moments, but Carmichael has reliable oil lamps and candles dotted discreetly around the house.



#### KEY LOCATIONS IN THE HALL

**Entrance:** The main doors to the hall are extremely sturdy, and can be locked securely from within – in case, say, a rampaging Angel or deranged time traveller tried to force them open. Breaking through is Difficulty 24 using Strength + Athletics.

**Drawing Room:** Lady Agatha has given this room over to the characters for the duration of their stay. They can use it as a meeting room or headquarters. The wide windows look out towards the chapel and the graveyard.

**Library:** The late Lord Flint was an avid bibliophile, and has a special interest in books on religion and the occult.

#### Clues:

- Various accounts of the burning ghost (see pg. 169).
- Lord Flint's occult research (see pg. 173).

**Dining Room, Kitchen, Servant's Quarters:** As you'd expect in a stately home like this one. Nothing out of the ordinary.

**Bedrooms:** The characters each have their own bedroom. All the bedrooms open out onto the same corridor, or one could climb out a window if one wanted to leave discreetly.

**Agatha's Bedroom:** Lady Agatha's bedroom is located right next to the stairs going up to the next level. If anyone searches this room (and what a scandal that would be), they find a servant's bell attached to one wall. If someone presses a button hidden elsewhere in the house, that bell rings. That's all topsy-turvy – why would the lady of the house have a servant's bell in her room? She should be the one pressing the button!

**The Nursery:** Though neither Agatha nor Constance ever had children, the nursery room was never reused for another purpose. Their late father spent a great deal of time here. It's a spooky room, with two cots and lots of staring porcelain dolls. The window here keeps blowing open, letting icy wind howl into the room.

**Constance's Chambers:** These rooms occupy the whole top floor of the house. As Constance never leaves these rooms, they are equipped with everything she needs: a bedroom, bathroom, study, library, sewing room, even a dumb waiter to bring up food from the kitchen. Only Agatha is allowed to see Constance under most circumstances; on the rare occasions when Constance comes downstairs, she wears a thick veil to hide her unnaturally youthful features. The button that rings the bell in Agatha's room is by Constance's bed (not that she sleeps, anymore).



#### KEY LOCATIONS NEARBY

**Groundskeeper's Shack:** Henry's little shack on the grounds of the estate, concealed in a copse of trees.



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**Chapel:** The medieval church stands midway between Flint Hall and Greenwell Village, atop the mound left by the crashed starship.

**Graveyard:** A large and spooky graveyard, with lots of Victorian monuments and carved Angels. The Flint family tomb stands in pride of place; it's got plinths for two Angels, but only one statue...

**Greenwell Village:** The little village of Greenwell is best known for its ghost stories and its cheese.

## 4. THE TIME TRAVELLERS

The Gemini Institute sent back five time travellers, all of which arrived near Flint Hall. Only "Elizabeth Diver", the third traveller, survived the time travel process more-or-less intact. Of the others:

- **The First Traveller:** Died on impact in 1699. He's remembered as the 'Burning Ghost' of legend.
- **The Second Traveller:** Survived, but his mind was damaged. He's now Henry the Groundskeeper.
- **The Third Traveller:** Is Elizabeth Diver, one of the paranormal investigators. She survived by landing in a pond but can't remember anything of her past.
- **The Fourth Traveller:** Is the murderous servant, who's going to get killed by the Guardian Angel.
- **The Fifth Traveller:** Shows up half-way through the scenario and goes on a crazed rampage

### TIME TRAVEL WITHOUT A CAPSULE, IT'S A KILLER

The Doctor makes time travel look easy. It isn't. Unless you've got really, really advanced technology, travelling through time can have all sorts of problems. Like Magnus Greel, you might end up with crippling genetic damage (see *The Talons of Weng-Chiang* in **The Fourth Doctor Sourcebook**). Like Hila Tacorien, you could end up smeared across all of time or stuck in a pocket dimension (see *Hide* in **The Eleventh Doctor Sourcebook**). You might become your own grandfather. You could become your own grandfather even though you started out as a woman. Time travel's tricky stuff.

The Gemini Institute are desperate, though; they're using an untested and highly experimental method. The traveller puts on a special suit – it looks a little like an old-fashioned diving suit – and steps into the

Zygma Accelerator. With a *WHOMP*, they get thrown back in time. The beam can project or recall, but the recall function is invariably fatal.



When you arrive, you arrive with a bang. The special suit protects you from the worst of the energy discharge, but you still land with the force of an artillery shell. Anything nearby when you arrive get blasted or set on fire.

Each time traveller carries

- A protective suit, complete with helmet and gauntlets, stamped with the logo of the Gemini Institute. The suit has all sorts of wires and gadgets that work with the Zygma Beam; these are designed to get fried in the Vortex. Each suit only works once.
- A hand computer (although its delicate electronics are unlikely to survive the trip)
- A temporal telemetry unit that feeds information back to the Gemini Institute so they can target the beam better next time.

### THE BURNING GHOST (THE FIRST TRAVELLER)

The first time traveller landed on the village green in Greenwell Village in 1699, and spontaneously combusted. She landed in the middle of the night, and all the villagers assumed she was the devil. The heat of her arrival charred and irradiated the green, so nothing grows there now; it also utterly incinerated her body and equipment.

Investigating the Burning Ghost:

- Checking the village records or the library at Flint Hall describes other unexplained fireballs or sightings of the Burning Ghost.



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- A successful Ingenuity + Science roll confirms that the scar on the village green is radioactive; similar traces of radioactivity linger around all the time travellers.

**Following On:**

- The other sightings of the Burning Ghost were in 1880 and 1901. Henry the Groundskeeper arrived mysteriously in 1880...

**HENRY THE GROUNDSKEEPER  
(THE SECOND TRAVELLER)**

Henry arrived in 1880, 31 years before the adventure begins. He stumbled out of the explosion and was taken in by a kindly local family. He later became the groundskeeper at Flint Hall. He lives alone in a small shack on the estate.

**Asking about Henry:** Any of the staff or locals can relate how Henry showed up in the village many years ago; it was initially assumed that he was an escaped patient from an asylum, but when no one claimed him, he was given a place by the Flints. He's a gentle, confused soul. With a successful Presence + Convince roll (Difficulty 12), the characters learn that Malcolm Barnes (the traitorous servant) visited Henry's shack regularly when he first arrived, but then broke off contact with the simple-minded groundskeeper.

**Interviewing Henry:** Henry gets agitated whenever he sees Elizabeth, or when the characters discuss topics like Angels, time travel, the apocalypse or Lady Constance. He can communicate only in grunts and gestures, although he sometimes comes out with cryptic lines like "don't blink!" or "birthday party!"

**Henry's Shack:** Initially, Henry won't allow anyone into his shack; a Presence + Convince roll (Difficulty 15, or 9 for Elizabeth) convinces him to let them in.

Searching Henry's shack turns up a strongbox containing his hand computer. It was severely damaged when he travelled in time, and now all it can do is display a single video file. This video file was taken at the Gemini Institute. The video starts off *in media res* – it shows the crew of the institute bringing out a birthday cake. Everyone's relaxed and having fun; sunlight streams in through the huge windows in the background, and the characters can clearly see a wonderful city.

- The characters recognise Elizabeth Diver. It's her birthday party.

- Also present are Malcolm, Henry and several unfamiliar people.

- Suddenly, alarms go off in the background, and shutters come down over the windows. Someone shouts "It's a timequake! Massive temporal shift! Full power to the causality shields!"

- All communications from outside cease. The technicians try to contact the outside world – there's nothing there. "There's been a time divergence. Everyone else on Earth never existed. The apocalypse happened in our past. The causality shields are protecting us, but they won't hold out for long."

- They open the shutters – and staring in at them is a grey shape with wings. The video ends abruptly.

**Following On:**

- Henry definitely had a connection to Malcolm Barnes, the Treacherous Servant.
- Optionally, Malcolm Barnes or the Guardian Angel might ambush the characters as they investigate Henry's shack

**ELIZABETH (THE THIRD TRAVELLER)**

As she is both present and sound of mind, investigating Elizabeth means talking to her. For reference, she has only fragmentary memories of time travel, and her current life began when Jack Mansell rescued her from a pond near Greenwell Village. The pond absorbed the energy of her time shift, so there wasn't an associated fireball.

If the characters search that pond, they can find Elizabeth's damaged hand computer buried in the muck. The computer displays part of a briefing from the head of the Gemini Institute. Only fragments can be heard – "psychic trauma", "temporal disjunction", "angels", "don't blink", "Flint Hall", "kill if necessary", "save the world".

- Optionally, if the characters are stuck, repairing the computer with Ingenuity + Technology rolls can shake loose more of the message.
- Optionally, you can put another energy weapon in the muck along with the computer.

- Alex the Psychic can also poke around inside Elizabeth's head, jogging loose memories that



conveniently give the characters some clues about what's going on.

## MALCOLM BARNES, THE TREACHEROUS SERVANT (THE FOURTH TRAVELLER)

Malcolm arrived ten years ago. He retained more of his memory than Henry or Elizabeth; he knew that he had to kill Constance Flint, but could not recall why. After landing near Greenwell (and causing the local vicar to report the most recent sighting of the Burning Ghost), he plotted and schemed his way onto the staff of Flint Hall.

He eventually decided on a scheme that would make her death look like an accident. He created a chemical that was an accelerant – it burns incredibly hot and quickly – but was also soluble in water. He secretly added this chemical to a washbasin containing one of Lady Constance's dresses. He then 'accidentally' set the dress on fire. If the Guardian Angel had not intervened, Constance would have gone up like a blazing torch (this probably wouldn't have killed her, thanks to her near-immortality, but it would have been agonising).

Malcolm saw the Angel when it stopped him. In fact, it marked him – he's got a deep wound made by the Angel's claws on his back. He's now paranoid and terrified – the same creatures that he dimly remembers seeing in the future are now stalking him in the past.

As soon as you've established Malcolm as a threat, have the Angel kill him off (see **Bloody Murder & Other Events** on pg. 177)

**Asking about Malcolm:** The locals saw Malcolm as a strange, furtive individual. He arrived in the village about three months ago, and rented a house before taking a job at Flint Hall. He was a schoolteacher by trade; a shame that a learned man like him should have come down in the world to be a domestic servant!

**Interviewing Malcolm:** He hasn't left his house since he got fired. He initially refuses to speak to the characters until he sees Elizabeth (or has his curiosity piqued by something they said). His interactions with most of them depend on what he thinks he can get out of them – if he believes that they can help him kill Constance Flint (or understand why he feels he must kill Constance Flint), then he will speak to them. If he thinks they're investigating him, or are planning on arresting or stopping him, then he tries to kill them,

either by poisoning their tea or by shooting at them with his rifle. When all else fails, he's got bombs. See **Attacks on the Investigators**.

If Elizabeth is present, then Malcolm desperately questions her for some clues to his origins, and to why he's driven to murder. If she fails to give him helpful answers, he's likely to turn on her.

The characters may be able to glean the following from Malcolm:

- He's here on a very important mission. The fate of the world is at stake.
- He's not crazy. Well, he is crazy, but he's not wrong. He knows that he is not in his right mind. The Zygma Beam process impacts on neuroelectric receptors in the brain. No, he doesn't know what any of that means. Crazy, remember?
- Lady Constance... it's all to do with her. She must die. She's worse than Hitler. No, he doesn't know who Hitler is either.
- He knew Henry the Groundkeeper. He knew Henry before he became Henry, just like he knew Elizabeth. They were at Gemini together.

**Malcolm's House:** Searching Malcolm's rented house turns up:

- A well-equipped chemistry lab.
- A home-made bomb, similar to the type used by anarchists.
- A vat of a clear liquid, with several strips of fabric floating in it. Examining this liquid reveals it's a powerful accelerant. The fabric strips were snipped from dresses worn by the Flint sisters.
- If the characters didn't find Henry's time suit, then they can find Malcolm's suit buried in a chest. It's burnt and ruined, and the helmet's cracked and useless, but it's clearly some sort of wonderful diving suit. It's got the number 4 on it.

**Malcolm's Death:** Malcolm can either die 'off-screen' or as a shocking twist, ideally when the characters are chasing him. He ducks out of sight for a moment – and the Guardian Angel breaks his neck. Alternatively, his body can be discovered when the characters need a clue or you want to liven things up.



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It's clear that he was murdered by someone with tremendous physical strength. A successful Awareness + Medicine roll (Difficulty 12) confirms that his neck was snapped from behind. His body also shows signs of burns and mutation; the Zygma Beam warped his physical structure. He also has a fleshscreen – an interactive touchscreen implanted into his wrist. Back in the 24th century, this fleshscreen was connected to the future version of the Internet, but he can't get a signal back in 1911. Therefore, it just shows the current time – in his skin. He's clearly not from around here.

## MALCOLM

<b>AWARENESS</b>	3	<b>PRESENCE</b>	4
<b>COORDINATION</b>	3	<b>RESOLVE</b>	2
<b>INGENUITY</b>	4	<b>STRENGTH</b>	5

### SKILLS

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

### TRAITS

**Dark Secret:** He's a maniac! A maniac!

**Eccentric:** Twitchy, paranoid – and a time traveller.

**Obsession (Major):** Kill... Constance... Flint...

**Resourceful Pockets:** Well, more like 'alarming numbers of deadly weapons concealed about his person', really.

**Time Traveller:** Malcolm's not from this time.

**Tough:** Reduce all damage by 2.

**EQUIPMENT:** Rifle (3/6/9) or anarchist bomb (4/L/L)

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

## THE MADMAN (THE FIFTH TRAVELLER)

The fifth time traveller shows up half-way through the scenario. He's **Alfredo Kalo**, or at least he was before he hopped on a Zygma Beam and got teleported back 500 years. The process drove him mad. By their fifth attempt, the scientists at the Gemini laboratory have managed to work out how to aim the beam correctly (so Alfredo lands at the right time) and how to align it (so he arrives with only a little extra energy – he causes a fire, but his suit and equipment survive

the trip without damage). However, they haven't yet worked out how to prevent the psychic damage – Alfredo goes temporarily insane as he plummets back through time. He lands knowing that he has to kill the woman to save the future and stop the Angels, but can't remember who this woman is. So, he goes on a rampage. He heads to Flint House and starts blasting away with his energy weapon.

Kalo wears the full version of the protective suit, unlike the damaged versions that the characters might find at Malcolm's house or Henry's shack. He's got a full helmet, armoured gauntlets, and a working energy blaster.

- Be pyrotechnic. Have Kalo destroy lots of scenery.
- Optionally, the characters might glimpse the Guardian Angel, moving in to protect Constance.
- If the characters haven't spotted that Constance is immortal yet, then have Kalo's attacks injure her, so the characters can see her near-instantaneous healing ability.

**Taking Him Down:** Kalo's a tough customer to bring down with physical attacks. Better options include:

- The helmet limits his peripheral vision. If the characters can use that against him, they can get close enough to tackle him
- He'll recognise Elizabeth, so she can distract him for long enough for the characters to act.
- Similarly, Alex can try stunning him with psychic blasts.
- If all else fails, they can try dropping Flint Hall on his head.
- The Guardian Angel may intercede if Kalo comes close to threatening Constance.

**Interrogating Kalo:** Awareness + Medicine (Difficulty 12) suggests he's disorientated and hallucinating; calming him down with Presence + Medicine or Presence + Convince (Difficulty 15) lets the characters ask him questions. He remembers as much as the Gamemaster needs him to – if the players are still lost, he can explain the temporal divergence and the threat posed to the future by the Angels.

**Kalo's Computer:** Again, Kalo's computer can deliver useful clues to the characters if they're stuck. If they're on track, then it's damaged beyond repair.

**Kalo's Gun:** The characters can take Kalo's energy blaster if they defeat him. It's an impressive piece of tech. In fact, if you overcharge it, you get one shot that might take out an Angel...



Don't let Kalo be the one to kill the Angel, though – that honour's reserved for a character. He can black out from Zygma Beam-related trauma if the characters are having trouble stopping him.

## KALO

<b>AWARENESS</b>	2	<b>PRESENCE</b>	4
<b>COORDINATION</b>	4	<b>RESOLVE</b>	4
<b>INGENUITY</b>	6	<b>STRENGTH</b>	6

### SKILLS

Athletics 1, Convince 1, Fighting 3, Marksman 3.

### TRAITS

**Distinctive:** He's wearing a futuristic diving suit. On dry land. In 1911.

**Obsession (Major):** Kill the woman! Which one? He can't remember!

**Time Traveller:** Kalo has come from the future to save the past.

**EQUIPMENT:** Energy Weapon (4/L/L), Armoured Space Suit (Armour 5, Scan).

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

## 5. THE LATE LORD FLINT

Lord John Flint, the father of Agatha and Constance, is long dead, but he's still one of the keys to this scenario.

### INVESTIGATING LORD FLINT

Through asking the staff/talking to Lady Agatha/reading records, the characters can easily learn:

- Lord Flint's wife died giving birth to the twins. It was a dark and stormy night, with strange lights in the sky and fires scattered across the countryside (no doubt the work of the Burning Ghost).
- In memory of his wife, he always wore a silver signet ring that she gave him. He never took this ring off.
- Two years later, Lord Flint 'disturbed an intruder' who had broken into the twins' nursery. According to local legends, Lord Flint shot the intruder

dead; other accounts claim that he chased the intruder away. Curiously, this intruder was described as bearing an astoundingly close resemblance to Lord Flint, leading some to speculate that it was a relative of the family.

- After that incident, Lord Flint became... eccentric. He became obsessed with death and the end of the world, and threw himself into the study of theology and occult matters. Sometimes, he would get drunk and go to the family crypt. He even had his own tomb built there.
- In 1872, he wandered out into the graveyard – and vanished. He was never seen again.

### LORD FLINT'S MONOGRAPH

Searching the library in Flint Hall turns up a copy of the monograph – it's **Handout #1**. The monograph's found in a secret compartment of a desk of papers left untouched since Lord Flint vanished; if the characters ask Lady Agatha why she never sorted these papers, she sniffs and points out that many things in Flint Hall remain static.

### LORD FLINT'S TOMB

If the characters wander around the graveyard, point out that there are plenty of spooky statues of winged angels and mournful cherubs. It's invariably foggy and grim around here, and the grey stones seem to move when you're not looking at them. There's also the Flint family crypt: a looming square building, where many generations of the family lie interred. The crypt door is locked, but not seriously; a Subterfuge roll or a good kick can open it.



Lord Flint built his own tomb in the family crypt. It's a big marble slab, with the name FLINT and a biblical misquote from the book of Revelations.

*"And another Angel came out of the temple, for the time is come for thee to reap; for the harvest of the earth is ripe."*

Examining the tomb closely reveals:

- There's a body in the tomb. Ingenuity + Medicine suggests it's the body of a human male in their 50s. Cause of death: wound to the skull. It's been in here since the tomb was built, and no one's disturbed it since then. This is the body of Lord Flint, entombed there by his killer: his own younger self. The silver ring that Lord Flint always wore is on the corpse's finger. It's definitely Lord Flint.
- There's a hidden trapdoor in front of the tomb. It was clearly built at the same time as the tomb, but isn't connected to it. Instead, it leads to a tunnel. It looks almost like an animal burrow, as if some huge badger or mole had burrowed its way out of the churchyard. The characters can open the trapdoor by pulling up the stone; it's very heavy, though, requiring a Difficulty 18 Strength + Resolve test.
- This tunnel leads to the crashed ship. The Guardian Angel sometimes uses it to reach the Thayostan barge. Climbing down this narrow tunnel means descending into darkness, leaving

the spooky quasi-Victorian graveyard behind and emerging into the weird high-tech wreckage of the crashed starship.

## 6. THE CRASHED SHIP

The Thayostans are a race of scavengers and scrap merchants. They're humanoid, with spiky hides and shells like turtles. Big yellow eyes, beaks, three-toed feet, three-fingered hands. A slightly dodgy reputation, but harmless enough.

The Thayostan barge crashed into the wet mud of Earth thousands of years ago, long before Flint Hall was built, long before there ever was a Greenwell Village here. Now, it's buried deep underground.

The only way onto the ship is via the tunnel in the graveyard. Vorga's detector can lead the characters here if even if they don't visit the graveyard in the course of other investigations.

### EXPLORING THE SHIP

Make this a surreal, spooky experience. The inside of the ship looks like Del Boy's van, if Del Boy were a space turtle who flew a ship made out of green crystal slabs with control surfaces that look like glowing sea urchin colonies. The Guardian Angel can sense if anyone disturbs the sleeping Angels.



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## SHIP SECTIONS

**Hold:** The hold of the cargo barge contains dozens of slumbering Angels. They're not recognisable as Angels until the characters examine them closely – so don't refer to them as Angels. Call them grey stone cylinder things. There's also lots of other junk, salvaged from planets across the universe. Searching around can turn up some gadgets, as well as interactive sales brochures that scan the language centres of the brain of anyone who touches them, then automatically translate themselves into the language of the observer. Like the gift of the TARDIS, really, but with more advertising.

The brochures in the hold talk about a "recently discovered ancient weapon system." They're **Handout #2**.

The Angels are laid out in a grid pattern: six wide, ten long. There are two gaps in the grid, suggesting two missing Angels.

**Teleport:** The ship has a short-range teleporter. This was damaged in the crash, but can still work once or twice before burning out. The ship automatically scans the area nearby and displays potential destinations, so even a human from 1911 can work out that pressing the big green glowy thing when the screen's showing the drawing room of Flint Hall will teleport anyone in the transmat chamber to Flint Hall.

**Crew Quarters:** A dozen dead Thayostans. A bit of button-pressing opens the logs. The ship's hyperspace engines malfunctioned, causing it to crash on Earth.

**Bridge:** The computer systems still function. They're tracking temporal distortions – and there's a huge one coming up soon. Catastrophically huge.

**Engine Room:** The ship's engines still work, but are currently stuck in a feedback loop. The engine room has a weird 'doubling' effect, as anyone and anything in it moves slightly out of phase with itself. It's a side effect of hyperspatial folding, and quite harmless, if disorientating. The characters can try using the engines to free Constance (see **Come and See**, pg. 176) as a possible final solution for the scenario.

Readouts suggest that the crew were distracted and didn't notice a build-up of antimuon particles in the space-carburettor. Other than the hole in the cargo bay hull, and the fact that it's buried under a few million tons of dirt (not to mention a chapel and a graveyard), this ship could still fly.

## 7. THE CONSTANT LADY

Constance Flint doesn't change. She hasn't aged a day since she was 21. When she was a baby, her father placed an amulet around her neck – a tiny stone Angel. He made her promise that she would never take it off, and now she can't. The Angel has seeped into her, transforming her from human into something other.

She's not truly immortal yet. The Angel needs time to do its work. Right now, Constance is only mostly immortal. She heals incredibly quickly, and her natural lifespan is measured in centuries – but that's not enough to revive all those Angels in the cargo hold of the crashed barge. For that, they need her to be fully immortal. The Angel's spent nearly 50 years altering her, and the union of the two creatures is nearly complete. In certain lights, Constance almost looks like an Angel. She dreams of stone wings and a nameless, ancient hunger.

She's been hiding in Flint Hall for 30 years, relying on her sister and the discretion of the servants for everything.

## MEETING CONSTANCE

Constance doesn't receive visitors. To meet her, the characters need to either sneak into the attic, or else convince Agatha to let them speak to her sister. Agatha will only allow this if the characters have already proved themselves somehow (perhaps by solving the mystery of the Face in the Mirror, uncovering Malcolm Barnes' plot to assassinate the Flint sisters or by finding Lord Flint's body). Alternatively, if the characters haven't discovered Constance's immortality by around half-way through the scenario, then Agatha decides to confide in them.



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## QUESTIONING CONSTANCE

When playing Constance, the thing to keep in mind is her shame. She's convinced that this immortality is somehow unwholesome, that it's a curse that makes her into a monster (and she's right). She feels guilty for taking away her sister's life by making Agatha care for her all these years.

Her earliest memory is of her father leaning over her crib and fastening her angel around her neck. It's her most precious possession.

- Ever since, she's felt like she had a presence watching over her. She calls it her Guardian Angel.
- She stopped aging around age 21, but it's gotten worse. Her wounds started healing almost instantly around 25; she stopped sleeping around 30.
- She wishes she could understand why this happened to her.
- If Alex tries reading her mind, s/he detects a second, terrible presence within Constance. It's like her soul is petrifying.
- She has dreams of her Guardian Angel taking her by the hand, and of the world ending in terrible carnage. She assumes that the Angel's rescuing her from the ruin (in fact, she's dreaming of how she'll cause the end of the world...).

## THE ANGEL TALISMAN

The talisman around Constance's neck looks like a miniature Weeping Angel, and that's exactly what it is. It can't be removed – it's bonded to her heart, so trying to pull the Angel off causes her agonising chest pain.

If the characters do something absurd like tying the necklace chain to a steam locomotive, they'll succeed only in dismembering Constance. Alex can sense a deep connection between amulet and wearer; Elizabeth or Vorga can detect a bio-electric field between the two – and it's growing stronger.

The Angel is still conscious, despite being reduced to the size of an amulet. It can freeze Constance in place by making her think she's turned to stone; once the Angel fully bonds with her, it can even control her movements for brief periods. Removing the amulet is the ultimate goal of the scenario (see **Come and See**).

## THE GUARDIAN ANGEL

The second Weeping Angel watches over Constance until she's ripe. It intercedes to protect her from danger, as long as doing so won't expose it. So, if the characters try to kill Constance, the Angel attacks; if they merely examine her, they're safe.

Once Constance is ready, the Angel will come for her. See **Come and See**.

## 8. COME AND SEE

This scene kicks off the endgame for the scenario. It starts when Constance becomes immortal, or when the characters start trying to remove the amulet from Constance. The Guardian Angel decides that the time is right to harvest Constance's infinite future potential.

Ideally, it kidnaps Agatha, then sends a telepathic message to Constance through the amulet, demanding that she come to the graveyard atop the Thayostan barge. If it can't get to Agatha for some reason, then it tries to force its way into Flint Hall, or mind-controls Constance to come to the graveyard.

If the Angel touches Constance, then it sends her back in time, killing her. That explosion of potential energy awakens the other Angels in the cargo bay. They then swarm out, spreading across the face of the Earth. All of humanity gets wiped out by the Lonely Assassins, and we're on track for the disastrous future encountered by the Gemini Institute.

So, how do the characters stop the Angel and change history?

Some possibilities:

- **Time Travel:** There are three modes of time travel available to the characters: the Gemini Institute, the Angels and the TARDIS. The characters could leave a message for the Gemini Institute (like "send a bomb to here"), or they could trick the Angel into sending one of them back in time. Alternatively, once Constance is fully immortal, they could encourage her to access her Angel powers and send them back in time.
- **Removing the Amulet:** The Amulet can't be removed conventionally, but if the characters come up with a creative solution (like sticking Constance in the hyperspace engines, or targeting her with a Zygma Beam, or having both sisters touch the Amulet so the Angel can't







figure out which one to attach itself to), they can free Constance from the amulet's curse.

- **Removing the Angel:** Freezing it in place by watching it, reactivating the ship and flying all the Angels into the sun, using Malcolm Barnes' anarchist bombs or Kalo's energy blaster...

## 9. BLOODY MURDER & OTHER EVENTS

These events can be run at any time in the scenario, roughly in the order listed. Ones marked with a \* have to happen; others are there to provide clues or add flavour, and you can drop them in as needed.

### WEIRD SIGHTINGS

- St Elmo's Fire around the church spire (caused by static electricity from the ship buried underneath).
- Disturbed graves (caused by the Angel burrowing its way out from the buried ship).
- Crazy old villagers talking about the Burning Ghost.
- Creaking from upstairs (Constance moving around the house).
- Unexplained gusts of chill wind (the Guardian Angel stalking the characters).
- Dogs barking frantically at nothing the characters can see.
- Odd little jumps and eddies in time, moments of déjà vu (the Time Vortex around Flint Hall is

a mess, between Angels, Zygya Beams and the upcoming apocalypse happening down the road).

### ATTACKS ON THE INVESTIGATORS

The two potential aggressors are Malcolm Barnes (see **The Fourth Traveller**, pg. 171) and the Guardian Angel.

Barnes might:

- Shoot at the characters with a rifle while they're outdoors.
- Commit arson around Flint Hall.
- Leave a bomb where the characters might find it.
- Attack a character who questions Henry the Groundskeeper.

The Angel might:

- Push a character downstairs.
- Smash vital equipment, like Mansell's ghost hunting equipment or cameras.
- Kill off an NPC.

### EARTH TREMORS

Greenwell's rocked by a small earth tremor, caused by the engines of the Thayostan barge turning over deep underground. This quake might cause books to fall from the shelves (possibly exposing Lord Flint's Monograph, **Handout #1**), or even cause earthslips, revealing part of the buried ship in the graveyard.



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### FOURTH TRAVELLER MURDERED\*

Malcolm Barnes gets killed by the Angel (see pg. 171). This can happen either when Malcolm's trying to kill the characters, or to give them a body to investigate. The Angel can also take out the Second Traveller, Henry, if you want another corpse.

### LIGHTS IN THE GRAVEYARD

Electromagnetic activities from the crashed ship create all sorts of weird effects on the surface, like will-o-the-wisps and St. Elmo's fire dancing amid the graves. Following the lights can lead the characters to the Flint family tomb. See pg. 173 for a description of the graveyard and the Flint tomb.

### FIFTH TRAVELLER ARRIVES\*

The Fifth Traveller, Alfredo Kado, arrives in a big, obvious fireball. Use him to kick the game into high gear, moving from "decorous occult investigation" to "big loud special-effects-heavy bedlam". See pg. 172.

### GRAVE OPENS

If the characters still haven't checked out Lord Flint's grave, then the Angel can leave the trapdoor open when it visits the ship, allowing them to locate the buried barge. See pg. 174 for the graveyard door to the ship.

### CARE PACKAGE

If the characters are stuck, then the Gemini Institute can send them help from the future. Equipment tends to survive the Zygm Beam process better than people, and while the surviving staff in that base under siege in the future don't have much, they can send weapons/gadgets/advice back into the past.

### LADY AGATHA'S KIDNAPPING\*

Lady Agatha gets kidnapped by the Guardian Angel to force Constance to sacrifice herself. This triggers the end of the scenario – see pg. 176.

## 10. AFTERMATH

Freeing Lady Constance from the curse of immortality (or at least, stopping the second Angel from feeding on her) switches the timeline back to what it 'should' be. The characters can then hop forward in the TARDIS to the Gemini Institute. They can give Elizabeth and any other Gemini survivors a lift home if they wish.

As the TARDIS materialises, the characters hear a distinctive noise – the *vwoorp vwoorp vwoorp* of the TARDIS *de*-materialising. At the institute, they meet Aldo McDermot, the head researcher of the Gemini Institute. He double-takes when he sees the TARDIS – a very strange man just left in an identical machine a few minutes ago! The stranger called himself the Doctor. He arrived just as the Weeping Angels were about to overrun the institute. He helped them keep the Angels out long enough for the characters to change history and avert the danger, then left again. Before he left, though, he took a look at their temporal shielding.

Examining the equipment, the characters see that the Doctor modified the human-built temporal shielding in a very, very clever way. Instead of creating a state of temporal grace – a TARDIS can do that anyway – it now folds that grace back on itself.

Turn it on in the right place, and you can slip through a transduction barrier as if you'd always been inside. And that makes it exactly what the characters need to get inside the Dalek base.

### WHO WAS THAT DOCTOR?

The players may wonder which incarnation of the Doctor left the upgraded temporal shielding for them. After all, isn't the whole point of this adventure that the Doctor's been erased by the exterminator, then how can a future version of the Doctor be there to leave the characters exactly what they need to save him?

As Gamemaster, you've got two choices. You could say that it was a Watcher – a projection of the Doctor that exists outside linear time. Or you could just smile, and say nothing, and watch the players tie themselves in knots trying to work out the causality of the whole thing.

We recommend the second option.



## HANDOUT #1: LORD FLINT'S MONOGRAPH

*I have looked into the face of death. It comes for all of us. The Angel of Death passes, and takes away that which we love in the storm of her terrible wings. When I was a younger man, she took my wife, and I did not behold her face. I saw my own death, and I did not behold her face. It was only later that I saw the Angel, and she whispered to me in the night. Death comes for all of us, but she promised to me that she would not take that which is most precious to me.*

*When I look at the Angel, she does not move, but speaks in my soul. She shows me that which is to come, how all the suffering hosts of humanity will be consumed, how her wings and the wings of her sister shall blot out the sun. She reaches out her white hand, the hand that snuffs out life with but a touch. She offers me a choice.*

*How does one choose, when presented with a choice that cannot be contemplated? How does one tear your heart in two? The Angel is hard and cold as stone; she offers Solomon's choice but does not relent. She does not relent.*

*I tell you, all the moments of your life are charged with possibility, and the Angel cherishes them. She weeps as she snuffs out these moments. They are her meat. She treasures you as if you were a precious jewel, just as I cherish my daughters. I cherish both my daughters. How can I choose? If I had not looked into the face of death, I would not have been able to make that choice. I look upon her, and she does not move. Patiently, she awaits me, and she shall be the mirror in which*

*I once beheld the face of death.*

HANDOUT #2: THAYOSTAN ADVERTISING LEAFLET



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# HEY THERE, GALACTIC OVERLOADS!

Can you afford to miss this opportunity to acquire GENUINE ANCIENT DOOMSDAY WEAPONS! Thayostan salvage experts recently acquired a LIMITED NUMBER of inactive ANCIENT DOOMSDAY WEAPONS, and these UNSTOPPABLE KILLING MACHINES can be yours for a bargain price!

What are these weapons, you ask? Our expert archaeologists have confirmed that these are the fabled WEEPING ANGELS of galactic myth, the LONELY ASSASSINS who consume the future lives of their targets. Thanks to their unique QUANTUM LOCK DEFENCE, conventional weapons are TOTALLY USELESS against our products! Just drop them on your enemy's homeworld, apply a regenerative radiation field (not supplied) and RUN LIKE HELL!

We're confident you'll want to KILL YOUR ENEMIES, so don't delay!

## ANGEL TODAY!

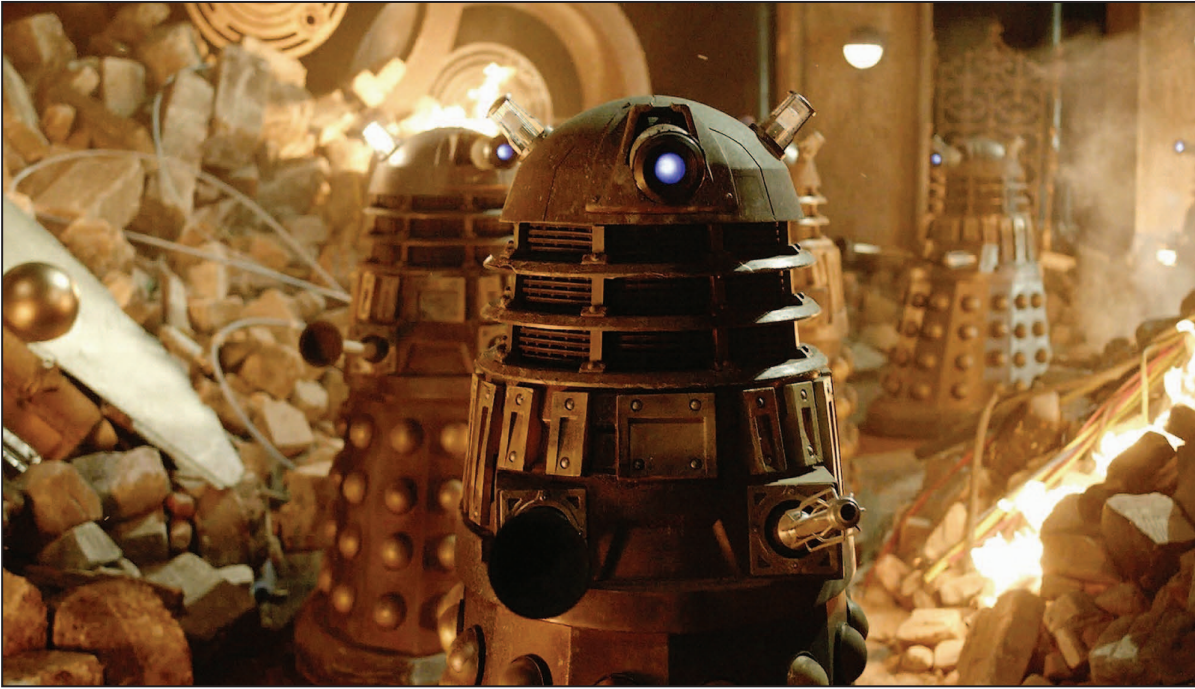


THE ANGELS MIGHT BE WEEPING, BUT YOU'LL BE LAUGHING WHEN YOU PURCHASE THESE UNSTOPPABLE ANCIENT WEAPONS FOR A BARGAIN PRICE! ACT NOW! NOW NOW NOW!

(Please note that these are live, uncontrolled Angels who will kill you without remorse. Don't turn your back on your purchase, or even take your eye off it for an instant until the weapon has been deployed in the target environment. Also, don't go back to the target environment. Ever. The Angels are immortal. Use of Weeping Angels is at your own risk, and technically in contravention of the Shadow Proclamation - but we won't tell if you won't!)

(Offer void in Mutter's Spiral galaxy.)

## NEVER WAS



The climactic battle of the Time War is locked away, trapped in that last terrible Moment. Gallifrey and the last Dalek armada both burn for all eternity in a time beyond time. The War is not just over, it's gone. You can't travel back to it, because it happened throughout all of time and space and ended throughout all of time and space in the same instant. Well... more or less.

As the Doctor learned, the Daleks always find a way to come back, a way to hide. A few fugitive Daleks escaped the last battle, falling to Earth (see *Dalek*, in **The Ninth Doctor Sourcebook**) or tumbling through space (*The Parting of the Ways*, also in **The Ninth Doctor Sourcebook**). Other Dalek factions hid outside time, lurking in the Void between universes (*Doomsday*, in **The Tenth Doctor Sourcebook**). It's even possible, if you're very, very crazy, to try threading the skein of impossibilities to penetrate the time lock. Dalek Caan managed it, more or less, and the Time Lords had their own escape route planned (see *The End of Time*, in **The Tenth Doctor Sourcebook**). And, as we discovered in *The Day of the Doctor* (see **The Eleventh Doctor Sourcebook**), there were other ways besides to survive the end of the Time War... In this case, the Dalek base is similar to the Cult of Skaro's refuge in the Void. It's got its own transduction barrier, like the one that protected Gallifrey. It's outside time.

The Daleks called this base the Eternity Citadel. Its weapons are the Guns of Eternity.

## ADVENTURE SYNOPSIS

The temporal shielding recovered from the Gemini Institute lets the characters breach the defences of the Eternity Citadel. There, they discover that a second Memento Mori is trying to get into the citadel. The characters need to find a way to turn off the citadel's shields and let the monster in. That means a lot of sneaking around and befriending the alien scientists who the Daleks enslaved to work here.

Just as the characters are about to lower the shields, though, the Daleks blast them with the Temporal Exterminator. As their own timelines collapse, the characters face challenges in their own futures and pasts. If they can keep themselves together – literally – they can lower the shields, then destroy the Temporal Exterminator.

## 1. ARRIVAL

If the characters are visiting the desolate planet for the first time, then see *Branch Point* on pg. 160. If they've been here before, then remind them about the spooky Memento Mori waiting outside. She's still there, waiting patiently.

## TALKING TO THE MEMENTO MORI

OK, the last Memento Mori that the characters met was on a mission to kill everything on that ice planet, but this one might be different! It's on a mission to kill all the Daleks in the base, and the characters are totally fine with that. They're on the same side, right? Everyone against the Daleks!

That's technically true, but the Memento Mori is still a terrifying thing. It's not a person; it's a weapon in the shape of a person. When it speaks, it's like talking to the hiss of radio signals across interstellar space. It's as cold and distant as the heat death of the universe, and about as friendly.



The Memento Mori can confirm that this is the location of the Dalek base, the Eternity Citadel, and that the Time Lords sent it here to destroy the Daleks. However, it discovered that the Citadel is in a pocket of time that the Memento Mori cannot penetrate. Therefore, it will wait here until some force deactivates the Daleks' defences. It's prepared to wait forever, but if the players have a way to lower the Dalek base's defences and let the monster in, it can get on with its mission sooner.

Clever players might suggest that the Memento Mori could hitch a ride in their time machine. They've got the souped-up temporal shielding from the Gemini Institute, so they can bypass the Dalek defences. Why not go in that way? Unfortunately, that plan won't work. Remember, the Memento Mori kills by plucking everyone you killed out of time for an instant, and using their collective psychic wrath as a weapon. To do that, it needs to be able to access the full extent of the Time Vortex, and the Eternity Citadel's locked off as long as its defences are raised. The Memento Mori could sneak into the citadel with the characters, but it would be unable to use its primary weapon, and that is unacceptable to it.

## CROSSING OVER

Time to turn on that temporal shielding.

Suddenly, the TARDIS is exactly when and where it was before they pressed that switch, only it's a when and where in a branch line of time. They find themselves deep inside a huge Dalek fortress. Fortunately, they've landed in the Dalek equivalent of a storage closet, so they can safely exit the TARDIS and look around.

## THE ETERNITY CITADEL

The Eternity Citadel is huge, but mostly deserted. Daleks glide silently down featureless metal corridors, monitoring the work of their captive researchers. The hum of titanic power generators pervades the place, setting your teeth on edge. There's a smell of ozone everywhere you go. Your heart beats faster here, as though you're trapped in an infinitely long panic attack. The Eternity Citadel of the Daleks is not a place for anyone who isn't a Dalek.

## 2. SNEAKING AROUND

The Daleks of the citadel are overconfident. They believe that there is no way for anyone to penetrate the defences of their fortress. After all, even a Memento Mori, a weapon forged by the Time Lords of Gallifrey can't get in. Therefore, they aren't monitoring their internal sensors and don't shriek TARDIS DETECTED as soon as the characters arrive.

Still, the travellers have to be careful. If a Dalek spots them while they explore the citadel, it will raise the alert and they'll be hunted down. Moving from place to place within the citadel requires Awareness + Subterfuge rolls (Difficulty 12 initially, but raise the Difficulty if the Daleks suspect there are intruders nearby).

Locations within the Eternity Citadel include:

- **Storage Closet:** Where the TARDIS materialised.
- **Monitoring Chamber:** The command centre for the whole citadel.
- **Labs:** Where the Daleks' captured scientists work on more doomsday weapons.
- **Power Generators:** These provide power for the whole complex - apart from the Temporal Exterminator, which draws artron energy straight from the Time Vortex itself.
- **Defence Grid Controls:** A handy on-off switch for the citadel's shields. Heavily guarded.



NEVER WAS



- **The Temporal Exterminator:** The ultimate weapon. Even more heavily guarded.

### THE MONITORING CHAMBER

One of the first places the characters discover is a monitoring chamber. There, six Dalek technicians operate a Time-Space visualiser for a seventh Dalek, a black-armoured commander. The characters see the Memento Mori on the viewscreen.

THE TIME LORD WEAPON CANNOT PENETRATE OUR DEFENCES. THE ETERNITY CITADEL IS SECURE, announces the commander. DISPLAY THE TARGET OF THE TEMPORAL EXTERMINATOR.

The technicians adjust the visualiser, and it now shows a complex image. In the middle of the image is the Doctor's whole timeline, all his many lives and adventures. Around that timeline are pictures of the Doctor in all his incarnations, and in each picture he's thwarting the schemes of tyrants and invaders. His timeline, though, is rotting from within. The Temporal Exterminator's rolling up all the days of the Doctor's life, erasing his past and future. Soon, he'll be nothing but an infinity of present moments, an impossible non-entity that can't exist in a rational universe.

HOW LONG BEFORE HE IS EXTERMINATED, demands the commander, its carapace shaking with hatred for the Doctor.

ONE THOUSAND RELS AND COUNTING. A thousand rels.

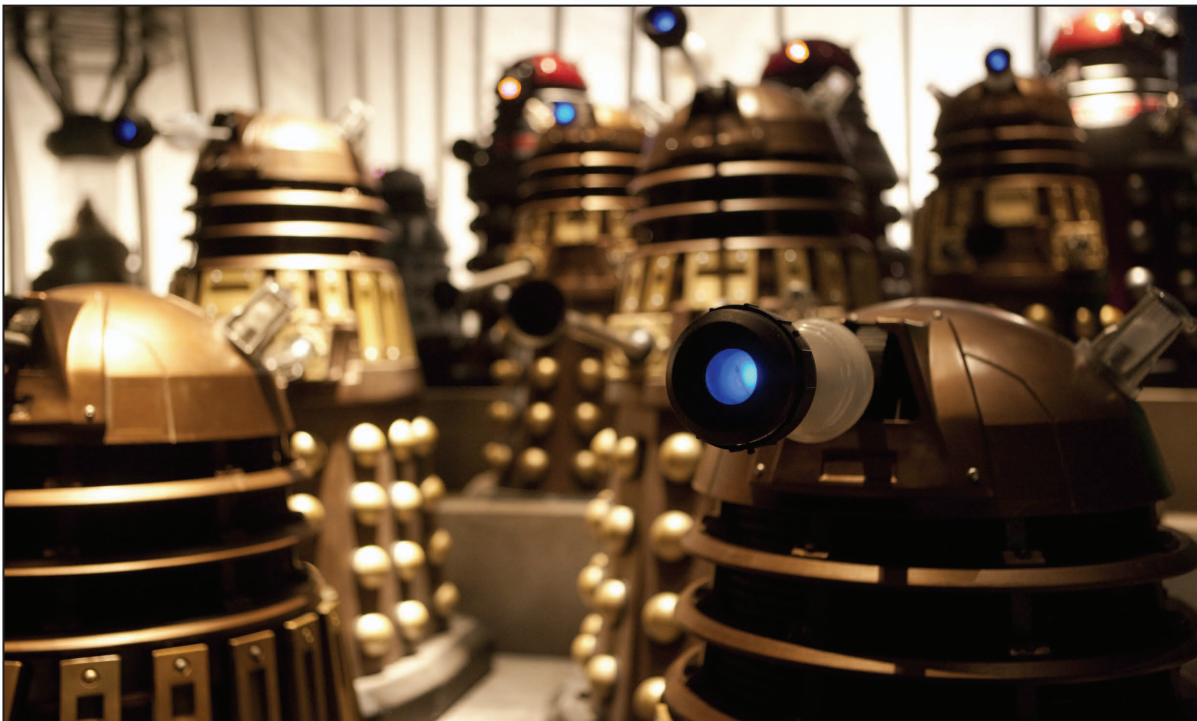
About twenty minutes. Twenty minutes before the Doctor is irreversibly erased from existence.

### THE LABS

Exploring the lab complex is harrowing. There are things here that scare even the Daleks. It was in places like this that horrors like the Nightmare Child or the Skaro Degradations were created. In comparison to those ill-made monsters, the Temporal Exterminator seems like a pleasant way to go.

If any of the characters are Boffins, then these labs are a grotesque playground. They can easily put together almost any sort of one-shot weapon using the discarded bits and pieces of failed doomsday devices.

If there aren't any Boffins in the group, then one of the captive scientists can help. He's a bearded human who says that he was captured by the Daleks in the 24th century; he introduces himself as Professor Eric Ramst. The Daleks have kept him here as a prisoner to work on their Temporal Exterminator. He has a prototype power feedback device that can temporarily drain the energy cells of the Daleks, but it needs to be connected to the base's power generators. He'll help the characters if they help him escape.





NEVER WAS

### INVERSE ELECTRON PULSE-SPIN GENERATOR (SPECIAL GADGET)

This one-shot gadget temporarily incapacitates all machinery and electronic devices – including cyborgs, robots, and Dalek travel machines – within range. Its range depends on the power source hooked up to it. To affect all the Daleks in the Eternity Citadel, it requires the full output of the citadel's main reactor.

The device only works once, and its effects only last for a few minutes. In game terms, the bad guys get to roll Strength + Resolve every turn. The target number starts at 30, and drops by 3 every few Action Rounds.

- You can somehow hide from a giant psychic all-seeing blob – maybe through your own psychic powers, or with really good hiding and sneaking, or with a suitable distraction.

If the characters get to the controls, they can:

- Charge the Inverse Electron Spin-Pulse Generator, if they have it.
- Turn off the power to the whole citadel. That won't affect the Daleks themselves, and most of the defences have backup batteries anyway – but that split-second is enough time for the Memento Mori to open a hole in the pocket universe and come inside.

### POWER GENERATORS

The Eternity Citadel's designed to endure for, well, eternity, so it's got a power source to match. You know how some models of Dalek use psychokinetic power to move, literally pushing themselves forward on sheer hatred for all living things? You can use that same force to generate electricity. You take a few Dalek cells with psychokinetic capability, culture them in a vat, and grow them until they're these huge throbbing balls of evil brain that bubble with psychic power. Then you stick them in the basement of your Eternity Citadel and run it on hate-power.

The generators are lightly guarded; only two Daleks stand watch outside the main entrance. That's because the Power Generators are perfectly capable of defending themselves. They're not really alive in any meaningful sense of the word, but they instinctively hate all non-Dalek life, including themselves. If a non-Dalek enters the Generator Chamber, the brains blast them with waves of psychic hate and blasts of telekinetic force. The intruder has to make an Ingenuity + Resolve roll (Difficulty 24) to get past the wall of hate, and a Coordination + Awareness roll (Difficulty 15) to dodge the psychic blasts. Failing to dodge means the character gets punched for 3/6/9 damage.

You can avoid the wall of hate if:

- You're a Dalek (or the generator thinks you're a Dalek).
- You somehow get the generator to see itself, so its hatred gets turned in on itself for a moment.

### DEFENCE GRID CONTROLS

This chamber, located one level above the Power Generators, is where the Dalek technicians operate the defence grid that protects the citadel. It's a dark labyrinth, lit only by the sinister green glow of Dalek consoles. Walking in here sets your teeth on edge, as temporal jitters from the defence grid throw you slightly out of phase with normal time; you're always a few milliseconds ahead or behind.

The Defence Grid requires constant adjustment to keep it in sync with the twists and storms of the Time Vortex – the Eternity Citadel's little pocket universe has to follow the bigger one so the Temporal Exterminator can be used to exterminate things in the wider world outside, but it also has to stay just out of reach for the defences to work. It's a delicate juggling act (and if you've never seen a Dalek juggle, you're in for a treat!). So, although there are six Daleks in this area, they're so intent on their screens and their adjustments that the characters can sneak past without too much difficulty (Coordination + Subterfuge, Difficulty 12). Of course, once they turn off the Defence Grid, then all those workaholic Daleks will be out of a job. They'll have to find something else to do – like firing wildly at intruders!

### THE TEMPORAL EXTERMINATOR

The Temporal Exterminator is the dark heart of the Eternity Citadel. It stands in the middle of a huge open bay like an aircraft hangar. Dalek sentries stand guard around the edges of the bay, but even they don't want to get too close to the Exterminator. A few brave Dalek technicians glide in and out to operate and adjust the weapon.





It looks like a place you've forgotten. Walk into the control room of the Temporal Exterminator, and you might see it as the school you went to many, many years ago, so long ago you'd forgotten the smell of the chalkboard, or the way the desks squeaked when you pulled them across the floor. Or it might look like the inside of that strange old house near your aunt's, the one you thought was haunted when you were six. To an alien, it might look like the interior of a wrecked spacecraft. To a Time Lord, it might be the auxiliary control room they forgot about many regenerations ago. (Who knows what the Daleks see when they enter it?) The machine is an absence (or an abscess) in time; it has no real shape of its own, so it uses fragments and echoes from your time line to cloak itself.

In the middle of all this misplaced nostalgia is a great grim tower that looks a little like a gravestone and a little like the column in the middle of a TARDIS console. When the Exterminator's active, that tower groans and glows. It's active now, erasing the Doctor from history. The column looks fragile, as though it's billions of years old and crumbling from within. One good thump should do it...

### 3. I NEVER...

So, to stop the Daleks, the characters need to get to the Temporal Exterminator and switch it off. If they just run straight for the Exterminator, they'll get shot. Then they'll get shot some more. Then they'll be shot a few more times. And then the shooting will really begin. Seriously, the room's full of trigger-happy Daleks. The only way a suicidal charge has a hope of working is if only one character gets given all the group's Story Points through a collective *You Can Do It, I Know You Can*.



A much better strategy would be to let the Memento Mori in, and run to the Exterminator while it fights the Daleks. Let the living embodiment of vengeance deal with the galactic exterminators, and just try to stay out of the crossfire. The characters can let the Memento Mori in by bringing down the defence grid, either via the control room, by cutting the power, or by doing something very clever we haven't thought of.

Then all that's left to do is run up to that central column and destroy it – by hitting it, shooting it, or just sonic-ing it to pieces. But when the characters try that...

ALERT! INTRUDERS! ACTIVATE THE TEMPORAL EXTERMINATOR!

### ERASED

... there's a flash. A discontinuity. The characters remember being *about* to destroy the Exterminator. They remember the moment *after* they tried – but the time in which they actually took the action is gone.

They've been hit by the Exterminator. They're being erased from time.

If they don't work this out for themselves, the Dalek Commander rolls out of the shadows to gloat and tell them their fate. It orders the other Daleks to hold their fire (if they're not frozen by power feedback, or fighting the Memento Mori). After all, the characters are no longer threats to the Daleks. Their timelines are collapsing even as they stand there; soon, they won't have a future, or a past. They'll cease to exist, and any changes they've made in history will be undone. It doesn't matter if they've let the Memento Mori in – soon, the moment in history when they turned off the Defence Grid will be rewritten, and the Memento Mori's attack will unhappen.

The Daleks don't need to kill the characters. They are already EXTERMINATED.

At this point, pick one of the players. Take their character sheet and pick one of their Traits or Skills. That Trait or Skill just got erased – ask the player to describe how they acquired that Trait or Skill in the first place, then ask them how things played out in the new version of history, the one without them. Say a player has the Brave trait: ask the player about the first or most important time the character was especially Brave, then explore what happened in the new timeline.



NEVER WAS

Don't spend too long on each erased Trait or Skill; just give the player a taste of what the universe will be like without their character. If one or more characters were present when a character acquired a Trait or Skill, then the unerased character can act in the 'flashback'.

*For example: My character Bobby has the Gadget trait – an alien scanning device he found on a crashed flying saucer. Bobby's sister Anna was with him when he found the crashed ship, and she's a character played by another player. Bobby and Anna both get hit by the Temporal Exterminator, and the Gamemaster picks Bobby's Gadget trait. Now, Bobby was never there to find that Gadget – but Anna can act in the flashback, and could change history so she picked up the Gadget (or did something else clever, like use the ship's communications systems to send a warning to her future self...).*

### EVERYBODY DIES. EVERYBODY LIVES

All is not lost. There are several ways out of this situation. We've described some possible solutions below, and your players might come up with others. If they're stuck, let them spend a Story Point for a hint. If they come up with something wild and creative, run with it.

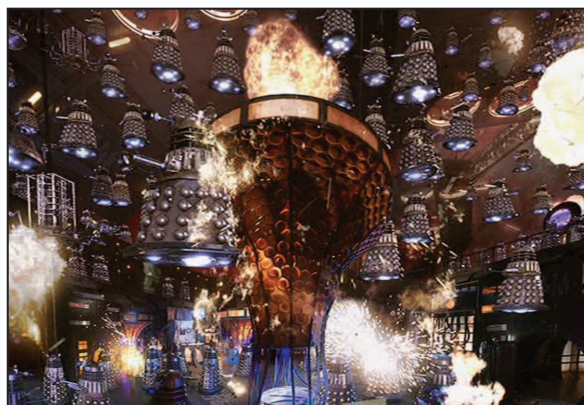
Remember, as far as the Daleks are concerned, the player characters are already exterminated – they're temporal echoes, footprints of the neverwas. The Daleks have more important things to do that bother with a bunch of soon-to-be-nothing walking paradoxes.

Dalek singlemindedness might be their undoing. The characters could take advantage of their brief window of opportunity to:

- **Exterminate the Exterminator!** The controls for the Exterminator are right there, and a quick Ingenuity + Technology roll lets them train the weapon on itself. Exterminating the Exterminator is the absolute definition of a paradox. Who knows what will tumble out the far side of the interdimensional four-fold cross-rip!
- **Time Travel!** Run back to the TARDIS and time travel to the moment when they blew up the Exterminator. They're not crossing their own timestreams because their timestreams now have holes in them! They can fly the TARDIS through the gap in their own existence to a moment when the Exterminator is vulnerable.

- **Change History!** The Exterminator's unwriting their futures and their pasts, but that means they can write new futures and pasts in those flashbacks. When it erases a Trait, a character could describe how that somehow resulted in an advantage for them right now. ("So, I'm losing my Science skill because now I never went to university? Maybe I became a thief instead – oh look, now I've got the Subterfuge skill to have palmed a sonic screwdriver when we left the TARDIS. Can I zap the Exterminator with it?")
- **Haunt Themselves!** Technically, the Daleks have killed them, right, by turning their timelines into a sort of mush? So what happens when the Memento Mori zaps a Dalek with its death touch power? Who – or what - will come back?
- **You want Eternity? You've got it!** The Eternity Citadel sits in its little bubble of time, clamped onto the side of the universe like a limpet. If the characters meddled with the defence grid, they could disconnect the Eternity Citadel's little pocket from the rest of the universe. This would mean the weapon could only erase their timelines within the bubble – they'd still have their pasts before coming to the Citadel, and their futures after leaving it.

However the characters do it, it's sure to be fantastic. Pull out all the stops. Have things explode. Make sure there's lots of running down the collapsing corridors of the Eternity Citadel.



### THE END

The ending of the story should mirror its beginning. How did the characters get into this quest in the first place? Were they recruited by the Director (in which case, he's doomed to get trapped in the Moment when the Time War ends)? Did the Doctor send for them? Who's waiting in the TARDIS when they return?





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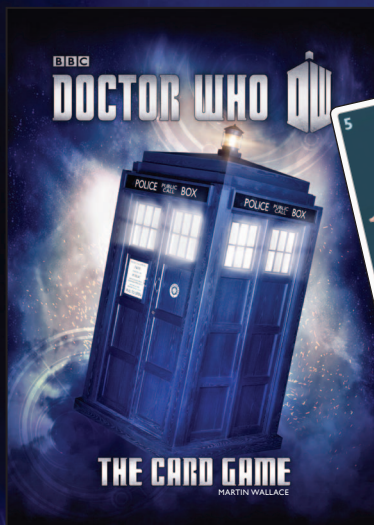
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