BBC ADVENTURES IN TIME AND SPACE ARROWDO<u>WN</u>

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DOCTOR WHO: ADVENTURES IN TIME AND SPACE

CREDITS

WRITING: Alasdair Stuart **EDITING:** Andrew Kenrick **COVER:** Paul Bourne

GRAPHIC DESIGN AND LAYOUT: Paul Bourne CREATIVE DIRECTOR: Dominic McDowall

ART DIRECTOR: Jon Hodgson

SPECIAL THANKS: Georgie Britton and the BBC Team for all their

help.

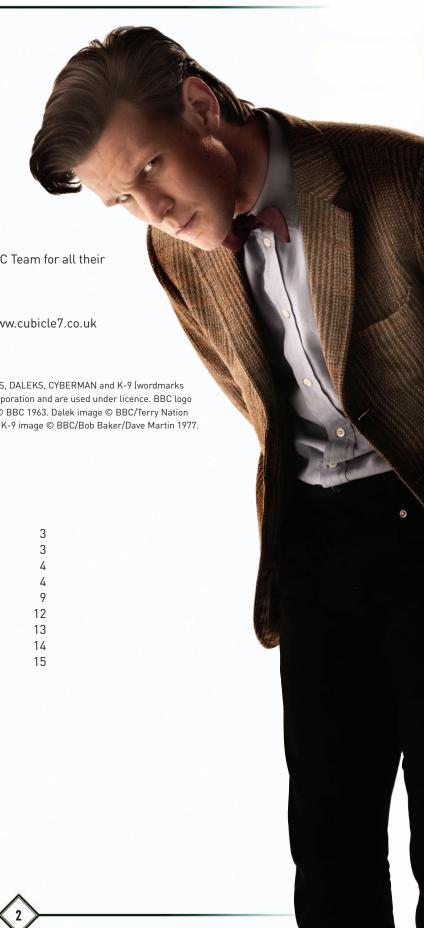
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ARROWDOWN

OINTRODUCTION

'Arrowdown' is intended to be a fast moving scenario to guide you through the way the game works, give each type of character a chance to shine and at the same time emphasise exactly how strange and dangerous the Doctor's world is. There are several elements of the scenario that can go more than one way depending on what type of group you're playing with, and the various different takes on events are explored as they come up.

SPOILERS!

We've warned you before, but we'll say it again – if you're a player then stop reading now. The following is for the Gamemaster only. There are some great surprises in store for the players, and you wouldn't want that ruined would you?

So, if you're planning on being a player in 'Arrowdown' then stop reading now.

OWHAT'S GOING ON

The effects of the Time War were missed by many lifeforms in the universe, this can be said of the small coastal Yorkshire village of Arrowdown. When a Dalek fled with vital information using its Emergency Temporal Shift, it crashed into the harbour in the middle of World War II. Thought to be an unexploded bomb, it wasn't until Torchwood arrived on the scene that its extraterrestrial origins were unveiled. By then it was limbless, rusted and near death. Torchwood managed to open the casing, killing the mutant inside, but the effects of the temporal displacement, and the Dalek's attempts to shift away left a small rift in time and space.

Torchwood assigned agents to monitor the rift over the years, but over time it proved to be of little threat. By the 1980s, agents were required elsewhere, leaving just a young couple to watch over this small rift. The agents assigned the case Operation Timekeeper. They were to monitor and control fluctuations in the rift while maintaining the illusion of normalcy in the village. When tragedy hits the lives of these agents, Teresa Monroe is forced to wage a very lonely and endless battle against a relentless foe.





ITALICS?

Text presented in italics - like this - can be read aloud to the players to provide a sense of where they are in the adventure. Read through the text first though, and feel free to adjust the descriptions to suit the story, which characters are there and the circumstances.

PROLOGUE

The following can be read out to the players (assuming you're playing with the Doctor and a couple of companions – if Amy isn't in the story, just replace her name with one of the characters present). If you're playing with a different sort of group, feel free to come up with a new introduction that gets the players into the feel of the story.

Since you first met him, you've seen the Doctor react in countless ways. You've seen him act with absolute compassion towards the helpless, seen him talk his way out of impossible danger, seen him face down terrifying enemies with nothing but his voice and a rage so powerful it seemed to bend light.

You've never seen him speechless though...until now. He turns back to Amy, eyebrows raised so high they look like they're standing to attention.

"What did you just say?"

"Only that I've never been to the seaside," she says.

"WHAT?! But it's brilliant! Sticks of rock and fish and chips and donkey rides! How could you never have been to the seaside – you'll be saying you never went to the Isle of Man next?"

Amy looks at him. His eyebrows climb higher.

"You've never been to the Isle of Man? With the rally and the...the...cats? With the tiny tails? And the sheep?"

He sets his jaw and nods. "Right! We're going to the seaside, then I'm going to take you to the Isle of Man."

"...Will it be cold?"

"'Course not! Well, probably, but it'll be character building."

You watch as he pounds one control, spins another and pulls what looks suspiciously like a spring out of the console. The TARDIS rocks and turns and suddenly lands, with a dull thud. The Doctor looks at his companions, beams, and strides down the ramp, grabbing his coat as he goes.

"Come on! Chips to eat! Ruins to stare at, we don't have all day!"

OTHER TYPES OF GROUP

The way things are written here are assuming you're playing with the Doctor and a companion or two.

Of course, the game could easily be played with a different sort of group. They could be from UNIT, investigating temporal disturbances or they could be regular people, maybe just a group of friends on a camping trip to the seaside who picked the wrong place to be. 'Arrowdown' can be adapted very easily to any sort of character group.

SCENE ONE: WELCOME TO ARROWDOWN

The TARDIS has landed at the top of a flight of wide, stone stairs in the centre of the town of Arrowdown. Behind it is a large field, currently occupied by a funfair and an old ruined abbey. In front of it is Arrowdown, a small fishing town. It's wrapped around both sides of a harbour and has the sort of uniquely busy, cramped feel that seaside towns tend to have.

The characters are free to wander around as they see fit (the Doctor certainly will, although sticks of rock will be very high on his agenda). Some of the notable locations, and things they can find there, are listed below:

BEACH

The beach wraps around Arrowdown's eastern half, and is pretty impressive. A good four kilometres of white sand and rocks, it's empty but beautiful. If you're stuck for a description, read the following text out to the players to set the scene:

Being a quiet seaside town you'd expect a fantastic beach, and Arrowdown certainly has one of those. It stretches along the town's eastern side, vanishing into the haze in the distance – kilometres of white





sand, punctuated by rocks. There's a small shack a little way down the beach, and to the north there's the first wall of the town's harbour, and the lifeboat station.

Player Opportunities

The tide: If the characters stick around long enough something else will become apparent. The tide isn't coming in or going out, it's simply holding in place. Characters with a high Awareness (4 or more) will notice this. Looking further out, characters will notice that the waves aren't crashing.

The donkeys: No seaside town would be complete without a donkey ride. The donkeys in question (there are four of them) are tied up by a small shack with a sign on the door saying "BACK IN FIVE MINUTES".

When the characters first appear, the donkeys are unusually friendly and seem distressed when they leave. Characters with the Animal Friendship Trait will notice that the donkeys are acting as if they've not been around people for a long, long time, and that they are very friendly – much more friendly than animals usually are. No one is visible around the shack, and anyone looking further will realise something disturbing; there are no footprints of any sort either.

LIFEBOAT STATION

On the edge of the harbour, the lifeboat station is a large, warehouse like building open to the public. The

lifeboat is in place at the top of the slipway (a long ramp into the sea) and the gift shop is open although there isn't a soul around – neither customer, nor staff.

At the edge of the sand, where the beach meets the harbour wall, is a large lifeboat station. The side facing the sea has its huge doors open to the concrete slope that leads directly into the sea. The lifeboat sits in its cradle, and the gift shop is open with postcards, sweets, tourist information and a collection box for the lifeboat charity. However, there is no one around, not a single tourist or even a member of staff in the station.

Player Opportunities

Elements of the lifeboat station and every location in the town, change very subtly over time. While the characters actually go into a 21st century lifeboat station, they'll soon find things like a 1950s telephone or, just for a second, the lifeboat becoming a small rowing boat. If they try and pay for anything by leaving some money at one of the many deserted shops, they will find the exact change in front of them if they look away for a moment.

HARBOUR

The harbour is small and seems filled with a heat haze of sorts. There are clearly modern trawlers lining the wall near the characters but it's almost impossible to see across to the other side, despite the decent weather.



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The north part of the coast of Arrowdown is dedicated to a small harbour for the town's fishing and boating. Trawlers line the near side of the harbour, but the far side is impossible to see through some sort of heat haze or sea mist (or roak as the locals call it). The harbour smells of fish and salty air. The sounds of the boats knocking against the harbour walls is punctuated by the cries of seagulls.

Player Opportunities

The character with the highest Awareness will see the cacophony of ships in the harbour before the finale of the adventure (see below), and also sees several seagulls, apparently suspended in mid-air, which will build the sense of weirdness in the town.

FAIRGROUND

MONTEZUMA'S CIRCUS OF DELIGHTS sits on the green just above the beach. It's a small, clearly resident funfair, with bumper cars, spinning teacups, a Ferris Wheel, a Cyclone (the characters are harnessed in place on a wall, set within a circular room. This room then spins faster and faster and faster and is slowly raised off the ground until it's held at ninety degrees to it. After a minute or so, the ride then comes back down) and a ghost train.

Montezuma's Circus of Delights is the resident funfair that sits on the green overlooking the beach. The fair is obviously here all year around, and is probably very popular in the height of summer. There are bumper cars, those spinning tea cups that you sit in, a Ferris Wheel, a Ghost Train and a Cyclone. All of the rides are running, but there is none of the usual noise and cacophony that you'd expect for a funfair. The rides hurtle at full speed, stopping to let people on and off – only there is no one to be seen.

Nobody is on the rides, or operating them.

Player Opportunities

The fairground rides are hurtling around and around but no one's on them and they're making no sound. They stop at intervals as if letting people on or off before starting up again, only no one is on the rides and no one is operating them. If anyone gets on a ride, it will automatically fire up, suddenly jumping from silence to full volume and full speed. If this is the bumper cars then it's going to be shocking rather than frightening. If it's the Cyclone then they're in for a bumpy time, before finally pausing suddenly to let the characters off. The Ghost Train is a particularly rickety, unsettling example of the genre. The figures

inside are all very life like and physically very intimidating, each one bulkier and somehow more threatening than a normal ghost train.

There's a very unusual level of psychic radiation around the Ghost Train and the Ferris Wheel. Successfully using any sort of scanning device (make an Awareness + Technology Roll, Difficulty 12) will reveal that there are signals being transmitted in the area, coming from the Ferris Wheel, and there is a concentration also on the Ghost Train. If the Doctor

TORTURE VICTIM AUTON

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

SKILLS

Fighting 2, Marksman 2, Subterfuge (Disguise as Ghost Train attraction) 1.

TRAITS

Alien

Armour (Minor): Its tough plastic exterior protects it from a lot of damage, damage is reduced by 5.

Clumsy: Not exactly the most coordinated of creatures.

Fear Factor (2): The poor torture victim is a grisly sight. +4 on rolls to actively scare.

Immunity (Bullets): Any bullets are effectively useless unless it takes a lot of damage at once.

Bullets hit it and they go through. Halve the damage the Auton takes from bullets.

Natural Weapon (Blaster): The Auton's right hand opens to reveal a blaster that can do Lethal damage (4/L/L).

Networked (Minor): The Autons are all aware of each other, but are controlled by the Nestene Consciousness. They have no independent thought.

Slow (Minor): The Auton's plastic legs make them slow to move around. Their Speed is effectively halved (to 1).

Weakness (Major): If the controlling signal from the Nestene Consciousness is blocked or severed, the Auton becomes useless plastic and is immobilised.

STORY POINTS: 2

is present he will know that this is similar to the sort of energy the Nestene Consciousness used to control its Autons. And the moment that's figured out, the Wolfman. Dracula. Frankenstein's monster and every other inhabitant of the Ghost Train burst out of the walls. The Autons are very alive, very angry and the characters are in a lot of trouble. The main models, repeated several times over in the Ghost Train are detailed in the sidebars.

VAMPIRE AUTON 4 **AWARENESS PRESENCE** 4 3 2 COORDINATION RESOLVE INGENUITY 3 **STRENGTH** 4

SKILLS

Fighting 2, Marksman 2, Subterfuge (Disguise as Ghost Train attraction) 1.

TRAITS

Alien

Armour (Minor): Its tough plastic exterior protects it from a lot of damage, damage is reduced by 5. Clumsy: Not exactly the most coordinated of creatures.

Fear Factor (1): It's a vampire. It can be pretty scary, +2 on rolls to actively scare.

Immunity (Bullets): Any bullets are effectively useless unless it takes a lot of damage at once. Bullets hit it and they go through. Halve the damage the Auton takes from bullets.

Natural Weapon (Blaster): The Auton's right hand opens to reveal a blaster that can do Lethal damage (4/L/L).

Natural Weapons (Teeth): The vampire Auton has fangs as you'd expect. They add +2 to the Auton's Strength when calculating damage.

Networked (Minor): The Autons are all aware of each other, but are controlled by the Nestene Consciousness. They have no independent

Slow (Minor): The Auton's plastic legs make them slow to move around. Their Speed is effectively halved (to 1).

Weakness (Major): If the controlling signal from the Nestene Consciousness is blockedor severed, the Auton becomes useless plastic and is immobilised.

STORY POINTS: 2

WEREWOLF AUTON

AWARENESS	3	PRESENCE	3
COORDINATION	2	RESOLVE	2
INGENUITY	1	STRENGTH	5

Fighting 2, Marksman 2, Subterfuge (Disguise as Ghost Train attraction) 1.

TRAITS

Alien

Armour (Minor): Its tough plastic exterior protects it from a lot of damage, damage is reduced by 5.

Clumsy: Not exactly the most coordinated of creatures.

Fear Factor (1): It's a walking werewolf! It's pretty scary, +2 on rolls to actively scare. **Immunity (Bullets):** Any bullets are effectively useless unless it takes a lot of damage at once. Bullets hit it and they go through. Halve the damage the Auton takes from bullets.

Natural Weapon (Blaster): The Auton's right hand opens to reveal a blaster that can do Lethal damage (4/L/L).

Natural Weapons (Claws and Teeth): The werewolf Auton has claws and teeth, as you'd expect. They add +2 to the Auton's Strength when calculating damage.

Networked (Minor): The Autons are all aware of each other, but are controlled by the Nestene Consciousness. They have no independent

Slow (Minor): The Auton's plastic legs make them slow to move around. Their Speed is effectively halved (to 1).

Weakness (Major): If the controlling signal from the Nestene Consciousness is blocked or severed, the Auton becomes useless plastic and is immobilised.

STORY POINTS: 1-4

STORY POINTS: 2



GRIM REAPER AUTON

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

SKILLS

Fighting 2, Marksman 2, Subterfuge (Disguise as Ghost Trait attraction) 1.

TRAITS

Alien

Armour (Minor): Its tough plastic exterior protects it from a lot of damage, damage is reduced by 5.

Clumsy: Not exactly the most coordinated of creatures.

Fear Factor (1): It's the grim reaper! +2 on rolls to actively scare.

Immunity (Bullets): Any bullets are effectively useless unless it takes a lot of damage at once. Bullets hit it and they go through. Halve the damage the Auton takes from bullets.

Natural Weapon (Blaster): The Auton's right hand opens to reveal a blaster that can do Lethal damage (4/L/L).

Natural Weapons (Scythe): The Grim Reaper Auton has a huge scythe, as you'd expect. It adds +4 to the Auton's Strength when calculating damage.

Networked (Minor): The Autons are all aware of each other, but are controlled by the Nestene Consciousness. They have no independent thought.

Slow (Minor): The Auton's plastic legs make them slow to move around. Their Speed is effectively halved (to 1).

Weakness (Major): If the controlling signal from the Nestene Consciousness is blocked or severed, the Auton becomes useless plastic and is immobilised.

STORY POINTS: 2

MONROE'S

The cafe in the centre of the waterfront, Monroe's, is a large, slightly grand building. The walls are covered with black and white photos of movie stars and a big, sweeping Victorian staircase runs up the side wall. There's music playing, and the sound of cooking coming from the back kitchen.

GHOST AUTON

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

SKILLS

Fighting 2, Marksman 2, Subterfuge (Disguise as Ghost Train attraction) 1.

TRAITS

Alien

Armour (Minor): Its tough plastic exterior protects it from a lot of damage, damage is reduced by 5.

Clumsy: Not exactly the most coordinated of creatures.

Fear Factor (1): It's a ghost! It can be pretty scary, +2 on rolls to actively scare.

Immunity (Bullets): Any bullets are effectively useless unless it takes a lot of damage at once. Bullets hit it and they go through. Halve the damage the Auton takes from bullets.

Natural Weapon (Blaster): The Auton's right hand opens to reveal a blaster that can do Lethal damage (4/L/L).

Networked (Minor): The Autons are all aware of each other, but are controlled by the Nestene Consciousness. They have no independent thought.

Slow (Minor): The Auton's plastic legs make them slow to move around. Their Speed is effectively halved (to 1).

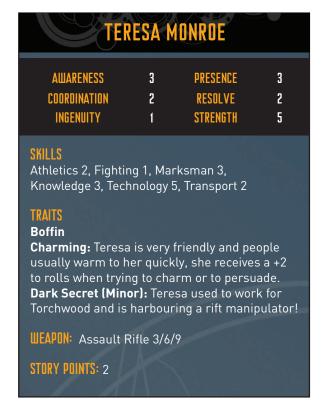
Weakness (Major): If the controlling signal from the Nestene Consciousness is blocked or severed, the Auton becomes useless plastic and is immobilised.

STORY POINTS: 2

In the centre of the waterfront, between closed amusement arcades and a deserted fish and chip shop is Monroe's, a grand old building that looks like a hotel, restaurant and bar. Inside, the walls are covered with black and white photos of movie stars that continue up the grand staircase. Music echoes from the bar and the sounds and smells of cooking drift from the kitchen.

From the kitchen emerges a woman, the first sign of life you've seen in Arrowdown since you arrived.

Teresa is a woman in her late forties with a maternal air to her and a warm, friendly welcome for the characters. She'll usher them, guide them to a seat and take their order with cheerfully relentless good humour. If asked about the unusual nature of the town, Teresa smiles and explains that Arrowdown has always had an oddly Mediterranean way of life and most people take a siesta in the middle of day. She assures the players that there's nothing unusual and the place will fill up soon enough, then goes off to prepare their orders.



Unusual Elements

Teresa looks slightly flustered when she first comes in, slightly nervous. A surreptitious check of a Sonic Screwdriver or equivalent scanner will also reveal that she, and Monroe's, are showing miniscule trace elements of chronon energy, a form of radiation that is usually only gained through exposure to the Vortex or travelling through time.

If anyone looks carefully at the building, they will notice that the windows are very heavily shuttered. Unusually so, in fact. Anyone sneaking behind the till whilst Teresa's off making the food will find a very large, very functional, 1980s assault rifle.

At some point during their time in Monroe's, an alarm sounds seemingly in the distance. Teresa explains that it's the sound of an old ship's klaxon that rings out at regular intervals as part of the town's heritage and that it is nothing to worry about. After a minute, the alarm is silent, and that's when the trouble starts (see 'Lunchtime Rush' below).

Any characters with a Torchwood background can make an Ingenuity + Knowledge roll (Difficulty 18). If they succeed they recognise Teresa from somewhere. A Good or Fantastic result and the character will realise that she looks a lot like one of the Torchwood agents from the late '80s who retired following some sort of family tragedy.

Refuge

If the Autons are awake at this point, it is likely that the characters have fled into the town and they will meet Teresa under very different circumstances. Sprinting through town, she steps out of the door of Monroe's, and fires her assault rifle into the Autons behind them with disturbing accuracy and drags the characters into the very fortified building.

There, she explains the situation, all of which is also information the players can find out through investigation if they meet Teresa under less dramatic circumstances:

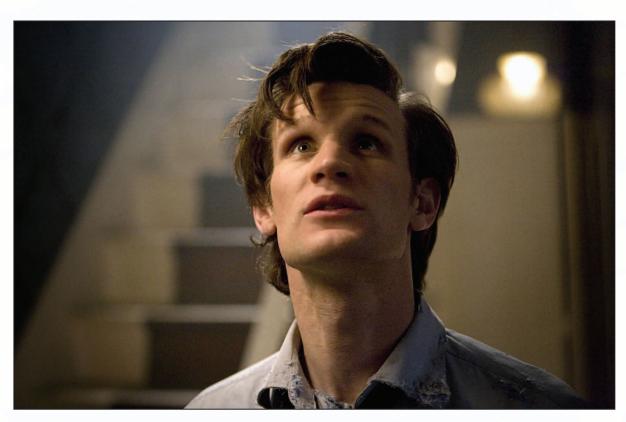
- She's Doctor Teresa Monroe.
- She used to work for Torchwood.
- The creatures on the hill are Autons.
- They've been laying siege to the town.

If, at any point she discovers the Doctor is with them, she'll be overjoyed. Introducing herself, she explains that she's been looking for him for years ("I get that a lot," may well be the response).

SCENE TWO: OPERATION TIMEKEEPER

Regardless of how they get there, it becomes clear very quickly that something very odd is going on in Monroe's. The Doctor will realise that there's something strange about the building. A closer look and a successful Awareness + Technology roll (Difficulty 18) will reveal that the edges of the rooms are lined with thick piping from floor to ceiling. Closer inspection will lead the characters to the building's cellar where the pipes all lead to a complex series of controls and computer screens. A successful Awareness + Ingenuity roll (Difficulty 21) with a bonus for anyone with the Vortex Trait (+2) will indicate that the device is manipulating the energy of





some sort. A Fantastic result will reveal that this is rift energy.

Monroe's is built over a temporal rift, and Teresa Monroe has been manipulating the rift energy. At some point, the players will confront her and varying amounts of the following information will be revealed, depending upon whether you want to portray Teresa as a tragic heroine or a driven, desperate woman fighting a losing battle.

TERESA'S BACKGROUND

In 1944 something impacted into the harbour in Arrowdown, splashing down and burying itself into the harbour floor. The Navy investigated expecting to find an unexploded bomb. The harbour was sealed and drained, but what they found was something similar to a burnt and charred pepper-pot. Torchwood stepped in and found the device to be alien. It was barely alive, but struggling to temporally shift itself to safety. Torchwood killed the Dalek mutant, and for fear of activating the casing again they buried it under concrete and flooded the harbour again.

Torchwood assigned agents to the village of Arrowdown to monitor the temporal irregularities that seemed to plague the town until the end of the 1980s, then the rift activity tapered off. Torchwood eased their monitoring of the rift, far smaller than the legendary one in Cardiff, setting up a small monitoring station and assigning a young couple to remain on site while Torchwood spent valuable resources elsewhere. Alan and Teresa Monroe were young scientists recently recruited into Torchwood, and together they were the sole two agents of Operation Timekeeper.

Something stirred, and the rift manipulator sparked into life. They started experimenting and doing research and were convinced that the dormant remnants were active again. Torchwood were busy elsewhere, ignoring the Monroes' calls. There was only one thing they could do: go to London and prove their theories. They were on their way to London when a drunk driver hit their car. Alan Monroe was killed instantly. Teresa Monroe spent six months in hospital. Following that, she asked to be reassigned to Operation Timekeeper. Torchwood asked why as nothing ever happened there, she claimed that she wanted the quiet life but in reality it was something far more unusual.

Teresa Monroe has been expanding the cellar, continuing her research into the temporal fluctuations that had recommenced. She's wired most of the building into the rift's energy, and has managed to manipulate the rift's powers for her own use.

Teresa Monroe has had fifteen years to try and figure it out and she's come a surprisingly long way. By 1991 she'd figured out how to set localised time loops so the food never aged. In 1998, an attic that wasn't there before appeared, within which there lay a pool of impossibly black liquid that swirled over and over. In 2003 she found a picture of Alan next to her bedside. He was smiling and older than he'd was when he'd died.

In 2005 the Autons came and time ceased to have any meaning in Arrowdown. A shard of the Nestene Consciousness had detected the rift energy and been drawn to the town. The funfair set up on the hill, and the deaths began almost immediately. Teresa did the only thing she could; she fought. She tore her town out of time and every day the attacks begin again and every night, they revert. Arrowdown has lived one day hundreds of times, and with no other forces Teresa is unable to do anything but fight a holding action. She's trapped herself in hell and for all her efforts, her husband is no closer.

LUNCHTIME RUSH

The moment the rift monitoring alarms stop, Monroe's is bustling with people. A dozen ordinary people walk through the door in under a minute and anyone looking outside will see that the harbour is now full and there are people all over the street. Anyone looking at Teresa (and succeeding with an Awareness + Presence roll, Difficulty 12) will spot that she seems desperate to find someone in the crowd and seems disappointed when they don't arrive.

Finally, anyone looking closer will realise that the ships in the harbour are an impossible collection of relics, ranging from trawlers to a schooner and a World War 2 Torpedo boat. Something is definitely wrong in Arrowdown and it is at this point, this exact moment, that the characters realise something else. One of their wallets is missing. And the door to Monroe's has just slammed shut.

NO WALLET?

It doesn't have to be a wallet; it can be anything – if the Doctor is part of the group, it could be that his Sonic Screwdriver has been stolen, or the psychic paper. Jim (see sidebar) may have taken the psychic paper thinking it is a wallet and when he gets to a safe distance he checks it, only to have it say "I think you should bring this back".



CHASE!

Anyone quick enough to get out of the door will see a young man dressed in slightly tatty clothes sprinting down the street. As they chase after him, he leaps expertly onto the deck of the nearest ship and leads the characters across the impossible collection of ships until they finally land on the schooner they saw before. Feel free to throw in all manner of encounters here, from nearly falling overboard to being attacked by smugglers, or falling into a ship's hold, but keep the chase pacey and action-packed.

Jim's Speed is 4, so he's quite quick, but the decks can be hazardous. If the characters look like they're going to lose him, have him slip and fall overboard or reach a dead end.

When the characters catch up to him (or pull him out of the water) the young man turns and throws the wallet (or whatever he's stolen) back at them. He yells that all he wanted to know was who they are, to see that they were new to Arrowdown. If new people have arrived in the town then maybe something has changed, maybe at long last the storm had broken. He drops to his knees, sobbing hysterically and if the characters try and comfort him, he tells them that he's the deckhand on the *Elzebeth*, a whaler operating out of Arrowdown and he was born in 1856.

After the chase, and the characters have caught up with Jim, the characters will notice the klaxon sounding the rift alarm again, which gets louder and louder and louder until it is deafening. The deck of the ship beneath them starts to fade and again, and the characters will have to race to get back to the dock before the ships and their crews disappear (including Jim). Have the characters make Coordination + Athletics rolls (Difficulty 9-15) at varying times to avoid vanishing bits of deck, swinging booms or tangles of rigging ropes.



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Once all of the ships have faded, the klaxon sound fades, leaving another sound in the air. It is the music from the fairground, getting closer and closer until every inhabitant of the ghost train, every decorative figure at the fairground comes into view heading towards the sea wall.

The Autons are awake.

SCENE THREE: COMING LIKE A GHOST TOWN

The Autons sweep into the town and war breaks out. The Autons will kill anyone who gets in their way, but the most observant characters will be able to see that they are focusing on one place – Monroe's – and letting the townsfolk escape. At Monroe's, Teresa is frantically barricading the front of the building while trying to get the rift manipulator to fire up once again. If the characters are outside, they have several options on how to get in.

Distraction

Someone distracts the Autons and leads them away, giving the other characters a chance to get into the building. A Coordination + Subterfuge roll (against the Coordination + Awareness of the Autons) and a Coordination + Athletics roll (Difficulty 15) will be needed to sneak past the Autons and to climb into the building.

Feel free to throw some unusual obstacles in both the characters and Autons' way such as horsedrawn carriages, old inhabitants phasing back in and, more conventionally, the architecture of a seaside town including amusement arcades, chip stands and lobster pots.

Fight their way in

It is possible for a combat orientated team to fight their way through relatively easily. If you're feeling really militaristic, a sniper on the other side of the bay could destroy half the Autons with Coordination + Marksman rolls before the other Autons could react (Difficulty 18 to hit them).

I'm the Doctor, now who are you?

Never underestimate the power of a good stare down. A Presence + Convince roll (Difficulty 18) will get the characters through the door as the Autons react to the Doctor's reputation. If the Doctor isn't present, or if they fail the roll, they will be captured and dragged off to the Fair (See **Scene Four-Merry Go Round** below). The Autons will visibly step back if the Doctor identifies himself by name.

ARROWDOWN BURNS

There are also plenty of opportunities for the characters to rescue other people in the town. If you want to throw any of the following encounters in, feel free.

- A drunk sailor, dressed in 1950s Naval uniform, stumbles in front of an Auton and tries to engage it in a fist-fight.
- A group of prisoners, bound for the Australian penal colony, attack their guards and try and escape. Or alternatively, try desperately to flee as the Autons stride towards them.
- A small child, separated from her family bangs on the door of Monroe's, trying to get in as the Autons form up around her.

As an extra twist you could always have the characters get there just too late and watch horrified as the individual in question is gunned down, only for...

Everything to reset. The anarchy of the last ten minutes is resolved as suddenly as it began. The town returns to normal, the dead rise, damage heals and anyone looking at the hilltop where they first landed will see a group of Autons appear on the outskirts of the funfair. A figure steps out of the Ghost Train, gestures for the Autons to come inside and they obey him.

INSIDE MONROE'S

If the players are inside Monroe's then things are very different. As well as frantically trying to cover the windows or taking up defensive positions from the attacking Autons, there is also the added challenge of getting more power to the rift manipulator. Teresa says that something is different this time, she can't get enough power to reset the time loop and she needs the power that is keeping the other rooms active to be diverted.

To this end, Teresa needs as much power as possible and the characters will be sent on a frantic chase through the multiple rooms that the rift energy has mysteriously generated in an attempt to shut them down. When the rift created a new room, Teresa kept the room locked into the present by edging the room with piping and wires that feed directly into the rift. The characters will have to stop this drain on the rift's energy by literally ripping the pipes and tubes off of the walls and severing the link to the rift manipulator (Strength + Resolve roll, Difficulty 18).

This will reroute the power to the main console, however Teresa will not allow the players to disconnect the wires in the main bedroom where the odd photo of Alan appeared. Some of the most unusual rooms include:

The Kitchen: Easily twice the size it should be and filled with the latest culinary equipment. There's the sound of a large group of people behind the back wall, like a cocktail party heard from a distance.

The Library: An astonishing, hundred metre long room with thick red carpet and floor to ceiling bookcases. Some of the books open on the table include *The Time Machine* by HG Wells and *The Time Traveller's Wife* by Audrey Niffenegger.

The Attic: A single, bare lightbulb sits above a pool of impossibly black liquid. If the characters, and in particular the person playing the Doctor, peer into it long enough they will hear a voice calling their names. This could be whatever you want it to be, possibly something on the other side of the pool, calling to the Doctor (maybe even Daughter of Mine from the Family of Blood).

The Pool: There's an Olympic level swimming pool next to the kitchen, which is unusual given that there's barely space for a broom cupboard there.

Teresa's Room: A simple, Spartan bedroom with a bed made up for two. A photo of her husband sits on the dresser table. The bed hasn't been slept in.

If all the electrical points are turned off in time, the field activates and the Autons and the town are reset. Which of course, doesn't solve the problem, just delays it...

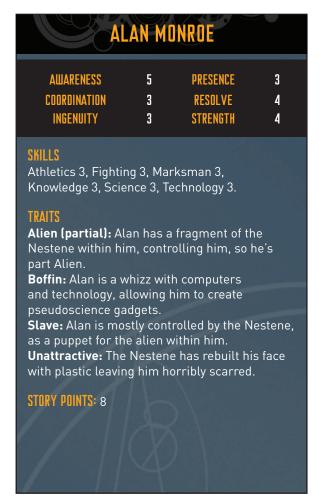
SCENE FOUR: MERRY GO ROUND

Sooner or later, it'll become clear that there are two ways to get out of the situation. The first is to try and reason with the Autons and the second is to destroy them.

If they try and sneak into the funfair it becomes clear that the Autons are concentrated around the Ghost Train. Closer examination of the Ghost Train reveals that the building appears to extrude into the ground and all of the Autons are concentrated around there.

It is hard to sneak in. The characters will have to make Coordination and Subterfuge rolls, against the Awareness and Ingenuity of the Autons, but there are many of them (the Autons' Awareness and Ingenuity is increased using the Cooperation rules, so they get a bonus of +8 to their rolls). If they don't want to sneak in, they could just stride up to the entrance and demand to be taken to their leader! Just a Presence and Convince roll, against the Autons' Ingenuity and Resolve. This is their easiest option as the Autons will probably do just that, and lead the character straight to the fragment of the Nestene Consciousness in the funfair.

Whether they try to sneak in, attack the Auton camp or demand to be taken in, the characters are soon greeted by the mysterious figure they saw earlier. He's dressed like a ringmaster and steps out of the Ghost Train with a flourish. Straight away, it should become clear this is not a normal Auton. He walks normally and, as he takes his top hat off, something becomes very clear. He's human. Or partially human. Half his face is plastic but as he comes closer, he smiles and tips his hat. Anyone who saw Teresa's bedroom will recognise him. He's Alan Monroe, her husband.





DOCTOR WHO: ADVENTURES IN TIME AND SPACE

THE TRUTH

Alan and Teresa weren't hit by a drunk driver, they were hit by a shard of the Nestene Consciousness making planetfall. Teresa, was blown clear by the impact. Alan wasn't so lucky. The Nestene Consciousness absorbed him and has been using his knowledge of the town, his wife and her knowledge to try and gain control of the rift.

Alan has no idea who he used to be. Only that the Nestene Consciousness saved his life and he owes it everything. Now, he's being used as the spokesperson for the Nestene Consciousness. As he leads them down through what seem to be an old set of smuggler's caves beneath the Ghost Train, the characters can try to talk to Alan and get through to the person beneath the Nestene control. It will require a Presence + Convince roll, Difficulty 18 to chip through some of the conditioning. Alan Monroe is still in there and if the players can make him aware of who he is, then they can gain an ally in what's to come.

SCENE FIVE: THE PLASTIC COURT

Finally, they reach the bottom of the tunnels. There, Autons are busy maintaining a large secured rock pool into which has been poured the remains of the Nestene Consciousness. Barely cognisant, it writhes and pours itself around and seems comforted as Alan puts a hand in to pet it. Those looking closely will see that the plastic half of his face slackens a little as he does this.

Alan explains the situation to them; the Nestene Consciousness barely survived the Time War and, given the last encounter with the Doctor, this fragment has no intention of attempting to enslave this paltry little world. All the Nestene asks for is a means of getting off this world. The rift offers that. Of course, if the characters have arrived in a TARDIS, the Nestene would settle for that... Of course, that's not quite everything. When pressed, the Nestene Consciousness will concede that it wants to save its protein planets from the Time War and will even concede to wanting to retrieve the elements of itself locked in the past. It wants a new world, and it's not remotely concerned whether that world has living inhabitants or not.

Anyone making an Awareness + Ingenuity (or if any character has Knowledge that is Geology based, use that) roll (Difficulty 15) during this time will notice something disturbing. The tunnels they've come down change at this level, becoming more regular, more polished. The time rift around the

fallen Dalek and Monroe's only extends a hundred feet down into the crust and the Autons are digging beneath it. They're planning to drop the Dalek, and Arrowdown right into their laps. This is the big finish, the moment where the characters must work out what to do and how. There are several solutions available here:

Breaking the Seal: The molten plastic form of the Nestene Consciousness is protected from the ocean by a thin wall of rock. A Coordination + Marksman roll (Difficulty 12 to hit it) will break it, causing the plastic and water to mix, the plastic to solidify and the Autons to collapse in agony. Plenty of time then to race down the tunnels or back to the surface. Remember, this could be done entirely on good roleplaying or a Presence + Convince roll (Difficulty 18) but if Alan Monroe can be reminded who he is, then he'll destroy the pool himself and flee with them.

Rats in the Maze: A good distraction (like bringing down some of the ceiling or a Coordination + Fighting roll to disable an Auton) will give the players the chance to flee into the tunnels beneath the bay. There, they will have to evade the Nestene Consciousness and the Autons, as well as finding a way back to the surface. Of course, the most effective of these is blowing a hole in the ceiling and letting the bay flood in (which will involve some holding of breaths and swimming to the surface), though there are other interesting ways out...

The Wild, Wild Sea: If the characters escape out into the bay or break through the tunnels and swim up they find themselves faced with a difficult swim (Coordination + Athletics rolls, Difficulty 15). However, what they find out there is a fleet the likes of which they've never seen. Every ship from the harbour is arrayed and those with weapons begin opening fire on the caves even as a motorboat speeds in to pick the characters up.

If they don't have Alan with them at this point, then the characters will need to stop the bombardment (it's actually more dramatic than effective, just a single old Naval ship with cannons and a gunboat from World War II) using either Presence + Convince rolls (Difficulty 18) or very good roleplaying.

If they have Alan with them, the players will meet Teresa who has finally left Monroe's to help in the rescue. Alan's human side has gained full control of himself and she's amazed to find herself face to face with the husband she thought she'd lost. As the ships turn for home, and the time bubble over Arrowdown

finally dissipates, the older ships in the fleet begin to fade back to their own time.

There are a couple of ways you can play this ending. If you want there to be a very dramatic finale you could have the boat the characters are on attacked by a rapidly solidifying but still homicidal Nestene Consciousness. This could lead to Alan heroically sacrificing himself, the boat being destroyed or the Nestene Consciousness being held off long enough to solidify and sink. Alternatively, you could have Alan go into shock as the Nestene Consciousness dies and have to be stabilised until they can get him back to Monroe's. Due to being drenched in temporal energy, the rift tries to heal him. Ultimately, Alan is saved but at a price. He can't leave Monroe's for more than two hours otherwise the healing will break down.

SCENE SIX: MONROE'S, OPEN FOR BUSINESS

By the time the characters get back, Arrowdown looks very different. The Ghost Train has collapsed into the sea, the old ships have disappeared and the streets are filled with confused tourists and citizens, all wearing clothes three years out of date.

With Torchwood or UNIT contacted to ease the townsfolk into the real world, the Doctor and companions can finally enjoy their fish and chips. Sitting in the library at Monroe's, with Teresa and Alan, they find out that the couple have some surprising news. UNIT have asked them to join, and Operation Timekeeper has been shelved in favour of Operation Nightingale, an ongoing attempt to find and care for the victims of alien intervention. Although Monroe's is still being kept on as a side concern, keeping an eye on that Dalek technology until it can be safely retrieved and destroyed. The rift energy has been massively depleted and is slowly fading. An Ingenuity + Knowledge roll for the Doctor will reveal that there is enough residual energy to keep Alan alive, but that is all. Still, the chips are magnificent.

Finally, as they leave, the storm that has been held in place for years breaks over Arrowdown. Holding their

newspaper-clad chips tightly against the rain, the Doctor and his companions flee back to the TARDIS and set off for pastures new. After all, it turns out Amy's never been to the Isle of Man...

NESTENE CONSCIOUSNESS AWARENESS 3 **PRESENCE** 4 2 COORDINATION 5 RESOLVE INGENUITY 6 **STRENGTH** 5 **SKILLS** Convince 3, Fighting 2, Knowledge 6, Science 2. Alien Alien Appearance Fear Factor (1): It's a mass of boiling plastic that talks! +2 on rolls to actively scare. **Hypnosis (Major):** It can mesmerise and control agents. Immunity (All Ballistic Weapons): Guns, bullets and explosives do nothing to it. It's a pool of living plastic, though it can form tentacles and limbs that can be harmed or severed. Natural Weapons (tentacles): The Nestene can produce tentacles that can crush and bash their target (Minor Trait, Strength +2 damage (7(3/7/10).Psychic: It communicates and controls with a powerful telepathic signal amplified through conventional technology. Without the boost, it can still control the weak-willed within its presence to create agents to do its bidding. **Slow:** Movement is really slow, with an effective Speed of 0.5 **STORY POINTS: 8-10** (All of its Attributes drop by one for every Round that it is in the salt water).