

BBC



DOCTOR WHO

ADVENTURES IN TIME AND SPACE



5TH DOCTOR
1981 - 1984

THE FIFTH DOCTOR SOURCEBOOK

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"My Fifth Faced The Beginning And The End"

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CONTENTS

INTRODUCTION

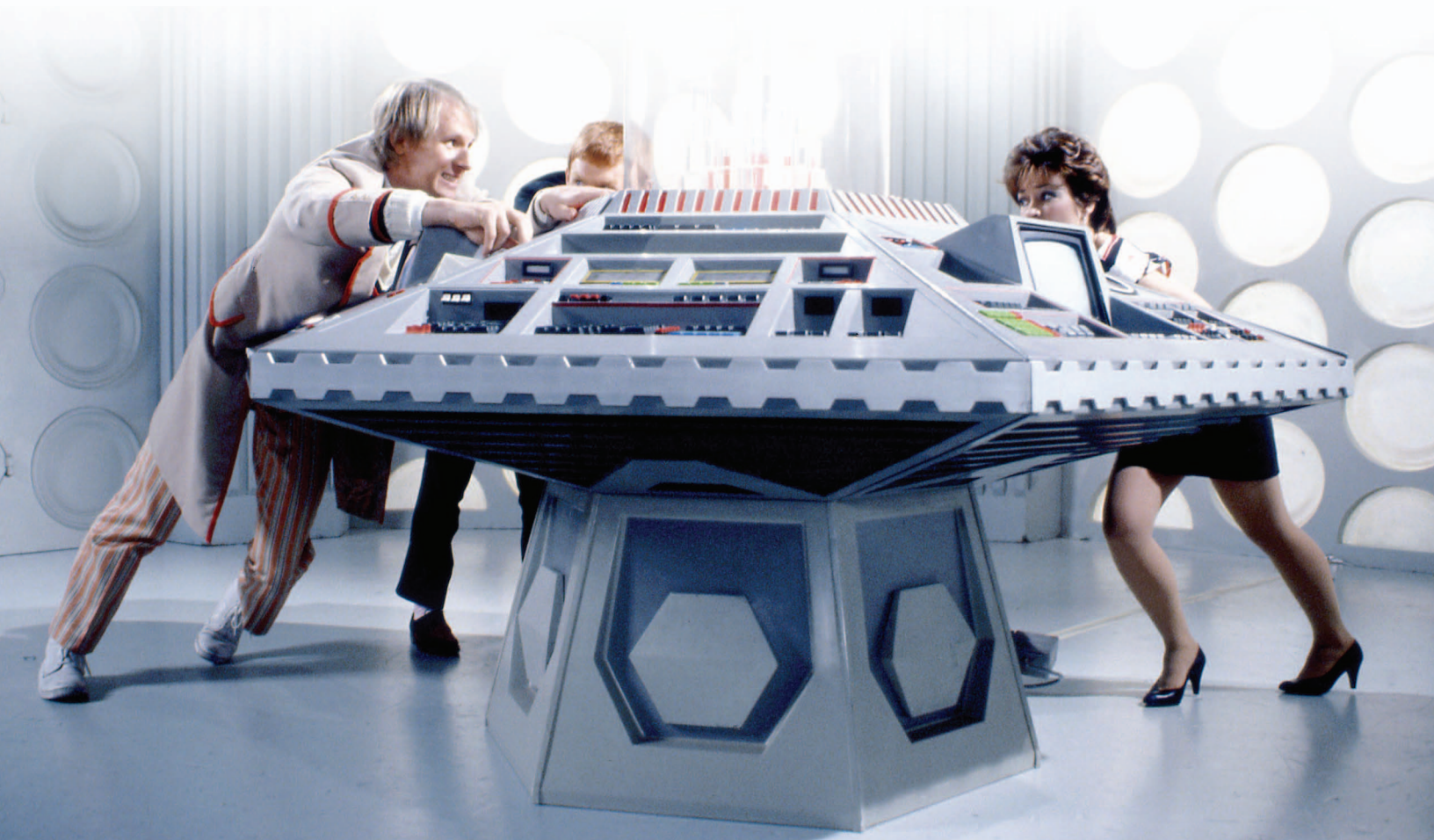
CHAPTER ONE: PLAYING IN THE FIFTH DOCTOR'S ERA

The Fifth Doctor
The Fifth Doctor's Companions
The Fifth Doctor's TARDIS
Playing in the Fifth Doctor's Era
Doctor Who and the 1980s

CHAPTER TWO: THE FIFTH DOCTOR'S ADVENTURES

Castrovalva
Four To Doomsday
Kinda
The Visitation
Black Orchid
Earthshock

4	Time-Flight	62
	Arc of Infinity	69
5	Snakedance	77
6	Mawdryn Undead	83
8	Terminus	91
14	Enlightenment	100
15	The King's Demons	110
15	The Five Doctors	115
	Warriors of the Deep	122
17	The Awakening	128
18	Frontios	133
25	Resurrection of the Daleks	139
32	Planet of Fire	149
41	The Caves of Androzani	151
49		
54	INDEX	157



INTRODUCTION

'It's the end... but the moment has been prepared for.'

The Fourth Doctor was mortally wounded, betrayed by the Master while saving the universe yet one more time. But with those words, the Doctor merged his physical form with that of his "future incarnation," the mysterious Watcher, and regenerated for a fourth time.

This time, however, wasn't going to be easy. This Doctor would face heartbreak, failure and loss. Old enemies would return in number to menace the universe. One of his companions would even plot to murder him. And in the end, he would have to sacrifice himself to save another.

But it wouldn't all be bad. The Fifth Doctor would save the universe from these threats over and over. He'd make some of the dearest friends he'd ever know. And occasionally, he'd have time to join a party or play a ripping game of cricket.

Join the Fifth Doctor and his companions as they explore the infinite dimensions of space and time! Who knows what adventures await you? Brave heart, my friends...

HOW TO USE THIS BOOK

The **Fifth Doctor Sourcebook** is primarily a Gamemaster's resource for running adventures either with or in the style of the Fifth Doctor. While players will certainly benefit from the background information on the Doctor and his Companions, all of the rules needed to create or portray the Fifth Doctor's companions are found in the **Doctor Who: Adventures in Time and Space** core rules.

This book is designed to be a guide to capturing the feel of the Fifth Doctor's era and incorporating it into your adventures. Chapter One describes the Doctor, his companions, the TARDIS, and the style of

the adventures he had in his first incarnation. After that, we'll delve into the Fifth Doctor's adventures. Each adventure has the following sections:

- **Synopsis:** Where did the TARDIS materialise? Who did the Doctor meet? And what horrible fates awaited the travellers there? This section summarises the key events of the adventure as experienced by the Fifth Doctor and his companions.
- **Running the Adventure:** Next, we discuss how to run the adventure. We get into the nuts and bolts of plotting and gamemastering, how to adapt the adventure to different Doctors or different groups of player characters, and how to use bits and pieces of the adventure in your own games.
- **Characters, Monsters & Gadgets:** If there are important non-player characters, interesting monsters, or shiny new gadgets in the adventure, you'll find them here. Sometimes, we'll give you full statistics for a character. At other times, when their Attributes and Skills are obvious or irrelevant, we'll just list their key Traits.
- **Further Adventures:** So, what happens after the Doctor leaves? (Or what happened before he arrived?) These further adventure seeds give ideas on spin-offs, sequels and alternative histories that expand on the Doctor's initial adventures. There are lots of ways to use these adventures. You can use our suggestions for Further Adventures, or build your own adventures using the material provided. In fact, if your players aren't familiar with these classic stories, then you can substitute your player characters for the Fifth Doctor and his companions and 'rerun' the adventures. Maybe your player characters will take other paths and make different decisions – can they prevent Omega from passing through the Arc of Infinity, or find a way to escape from the antimatter explosion that doomed the dinosaurs, or survive spectrox poisoning in the caves of Androzani?



CHAPTER ONE
PLAYING IN THE FIFTH DOCTOR'S ERA



PLAYING IN THE FIFTH DOCTOR ERA



'Welcome aboard. I'm the Doctor. Or will be if this regeneration works out.'

Though by definition the fifth incarnation of the Doctor was the oldest to date chronologically, he was also the youngest in appearance. As soon as we met this new Doctor it was clear he was still the same Time Lord we knew and loved. His 'difficult' regeneration revealed this to us quickly, as he spent much of his first day speaking in the manner of each of his predecessors and referring to past companions as if they were still around.

By the end of his first adventure he had stabilised and settled into his new form. He might have seen things with new eyes but he was the same man he always was at hearts. He was comfortable in his new, more conventionally handsome and athletic body. His manner was more reserved and polite, his smile kinder and his demeanour more trusting. He clearly had not completely abandoned his occasional temper and irascibility, but even when provoked he recovered his composure more quickly.

He also seemed to be delighted simply to *be* the Doctor, travelling up and down the time stream and back and forth across the galaxy seeing the sights and simply helping people. His curiosity about the

universe was unabated, and he was refreshingly free of the obligations to the Time Lords or UNIT that kept him in one place for too long.

Compared to his earlier incarnations, the Fifth Doctor was both more emotionally reserved himself and quite a bit more empathetic to those around him; though he could become frustrated and annoyed with companions he felt were behaving illogically, he also made more of an effort to understand their points of view. He was far less dictatorial, and more interested in working with people who earned his respect, like Bigon or Doctor Todd. He was self-sacrificing to the extreme, willing to sacrifice all of his future lives to save Tegan and Nyssa from being imprisoned forever on Mawdryn's ship.

He retained his general dislike of unnecessary violence, as well as his ability to coldly apply it when it's absolutely necessary (as Monarch or the Cyberleader can vouch). He was surprised by Nyssa's facility with guns while they were avoiding guards on Gallifrey, but adjusted quickly; by the end of the adventure, he was admonishing her to shoot the Ergon *faster!* That said, he hesitated to kill Davros and bitterly regretted the wholesale killings on Sea Base 4. Indeed, he felt each death around him intensely and personally; his single greatest failure

has to be his inability to save Adric. It was not a coincidence that the companion's name was the last thing on his lips before his own regeneration.

The Doctor also retained the odd sense of style of previous incarnations, though he was considerably more comfortable in one set of clothes, selecting cricket whites and a frock coat with a Panama hat. He decorated his jacket with a sprig of celery, a ridiculous affectation that might come in handy sometime (he was allergic to gases in the "praxis range," and the celery turned purple in their presence to warn him). Indeed, he was prone to carrying a variety of odds and ends in his pockets that become useful eventually: at any time, he seemed to have chalk, pieces of string, safety pins or a

magnifying glass just when they could be useful. He rescued himself from an inadvertent spacing from Monarch's ship with a well-placed throw of a cricket ball. He carried reading glasses that he didn't really need, because he thought they make him look smarter. He also carried several coins from various worlds and eras, and was fond of flipping one when deciding between two actions (though he invariably went against the coin's apparent "decision.")

Time travelling was moderately difficult for the Fifth Doctor. The TARDIS constantly needed repairing, which the Doctor was always just about to "find the time for." He rarely got where he aimed for; indeed, it took multiple adventures just to get Tegan back to 1981.



THE FIFTH DOCTOR

STORY POINTS



ATTRIBUTES

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

SKILLS

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

BIODATA

PERSONAL GOAL

To travel through time and space, see the galaxy's sights and help people in need.

PERSONALITY

The Doctor is far more emotionally reserved than his previous incarnations, as well as far more empathic to his companions. Although he is easily frustrated and annoyed by irrational or illogical actions, he attempts to understand other points of view and is far more willing to work with others towards a common goal. He is willing to sacrifice his own life – all of them – to save those of his friends.

BACKGROUND

The Fifth Doctor might be the oldest to date, but he is also the youngest in appearance; handsome, sprightly and youthful. After a difficult regeneration, he quickly settled into the life of the curious time traveller, his TARDIS – as unreliable as ever, perhaps more so – taking him to interesting places just in the nick of time.

TRAITS

Artron Battery
 Bio-Rhythmic Control
 Boffin
 Brave
 Charming
 Feel the Turn of the Universe
 Friends (Major: UNIT)
 Frivolous Talent (Cricket)
 Hypnosis (Minor)
 High Office (Special: Lord President of Gallifrey)
 Indomitable
 Keen Senses (Minor: Taste)
 Psychic
 Quick Reflexes
 Resourceful Pockets
 Run For Your Life!
 Technically Adept
 Time Lord (Experienced x4)
 Time Traveller (All)
 Tough
 Vortex
 Adversary (Major: See the Doctor's description)
 Code of Conduct
 Distinctive
 Impulsive
 Incarnation Allergy (Major: Gases in the Praxis Range)
 Insatiable Curiosity
 Obsession (Travel the Universe)
 Random Regenerator

STUFF

TARDIS Key
 Stick of Celery in Lapel
 Cricket Ball
 Brainy Specs (which he doesn't really need)

SPECIAL RULES:

A Kettle and some String:

Shortly after his regeneration, the Fifth Doctor lost one of his oldest companions: his sonic screwdriver. Rather than rebuild this useful tool, the Fifth Doctor became, instead, a master of technological improvisation. Whenever the Fifth Doctor uses Jiggery-Pokery, he gains a free Story Point to be used towards that action to build a gadget, improve the roll, etc. If it is not used, it is lost.

Time Lord 10



THE FIFTH DOCTOR'S COMPANIONS

The Fifth Doctor inherited his first set of companions from his previous incarnation, though none of the three had been with that Doctor for very long. Adric had been with the Fourth Doctor since their adventures in E-Space, while Nyssa had been a companion since her world of Traken was destroyed by the Master and Tegan had inadvertently come aboard in the same adventure that proved to be the Fourth Doctor's last. Perhaps that's why none of the companions had great difficulty adjusting to the new Doctor.

The Doctor, despite his youth, quickly settled into the role of 'father' to his family unit, since two of his first set of companions were young and impressionable, while Tegan, despite being the oldest, spent most of her first weeks on the TARDIS trying to get back to Heathrow Airport to resume her life as an air hostess. Between Tegan's complaining and Adric's bouts of immaturity, the Doctor regularly found himself turning to Nyssa for advice on managing the other two.

Throughout their time together, the Fifth Doctor tended to treat his early companions much more like equals and friends than his previous incarnations had. He frequently stood back from them to allow them opportunities to succeed on their own; though he downplayed it, he showed tremendous faith in Nyssa by leaving her to build the sonic booster on her own in *Visitation*, and backed off his own efforts to allow Adric to try to ingratiate himself with Hindle in *Kinda*. On the other hand, he frequently seemed impatient with Adric's desires to be "taken seriously," especially considering how prone he was to trying to ingratiate himself with dangerous enemies.

Tegan in particular was a source of considerable frustration for the Doctor. He clearly cared for her, but his recurring failures to return her to her own time led him to begin regarding her as a non-stop complainer. When they finally did make it back to Heathrow, he didn't question that she wanted to leave, since he'd heard little from her over the preceding weeks except smart-alec cracks about the TARDIS and his abilities as a pilot. He was surprised in *Arc of Infinity* that she wanted to rejoin them, and continued to keep a wary eye on her for some time. Eventually, he came to accept that she genuinely wanted to be there, only to have her change her mind again after the carnage of *Resurrection of the Daleks*.

It's a sign of the Fifth Doctor's remarkably trusting nature that Turlough joins the team shortly after

Adric's death. His behaviour during *Mawdryn Undead* is so suspicious and peculiar that even a distracted Doctor *must* have been aware of it, and yet he invites him to travel aboard the TARDIS with them (Tegan's mistrustful reactions notwithstanding, of course). He knows that Turlough is up to something, yet is willing to put himself at risk to give him the chance to redeem himself.

The Fifth Doctor's large complement of companions made many of his stories feel fairly crowded compared to earlier Doctors, who usually had only one or two at a time. Many gaming groups have five, six or even more players, and therefore the Fifth Doctor era will feel more comfortable to them than, say the Third or Fourth Doctor with their long stretches with a single companion. Gamemasters will have to be careful not to fall into the same traps some of the canonical adventures did, where individual characters needed to be sidelined or imprisoned for extended periods to allow one or two players to get the spotlight.

NYSSA OF TRAKEN

Nyssa was the daughter of Consul Tremas, one of the leaders of the planet Traken, and had a privileged upbringing in a beautiful and peaceful society. Even by Traken standards she was exceptionally gifted and was encouraged to pursue her interest in science, especially biochemistry. Unfortunately her life changed forever when the Master targeted Traken in an attempt to maintain his dwindling life force. While his ultimate plan failed, he was still able to steal the body of Nyssa's father and make it his own. Later the Master's attempt to control Logopolis also led to the destruction of Traken itself. Nyssa was left with nothing. Having nowhere to go she remained with the Doctor and his companions who had become good friends.



PLAYING IN THE FIFTH DOCTOR ERA



While she enjoyed being on the TARDIS she looked for somewhere to call home again, where she could build a new life for herself. Unlike others who have suffered as she has, she had no desire to avenge herself on the Master. What he did was horribly wrong, but hurting him would not bring her father or homeworld back. Instead Nyssa looked for ways to make the universe better, as a way to honour her lost family and planet.

Nyssa was a slight teenage girl, whose unassuming but pretty form hid a keen and dedicated intellect. She seemed older than her years, a teenager with the mind of a dedicated scientist. She was a gifted academic and spent her free time working on experiments to advance her skills and knowledge. Nyssa was deeply hurt by the loss of her father and homeworld, but she buried herself in her studies as a way to hide it. Used to a life of peace and harmony on Traken it was a shock to her to discover how cold and uncaring the universe is, and how unique the peace of Traken was. However she was eager to be useful to those in need, even if helping others took her out of her comfort zone.

Nyssa decided to leave the TARDIS when she saw the horrors of Terminus and the haphazard way they tried to cure Lazar's Disease. Realizing she could reform and improve the Vanir's procedures and save countless lives, she bade farewell to her only surviving friends and threw herself into her work.

ADRIC

Adric was a teenager from the planet Alzarius, a planet that shared almost the same E-space co-ordinates for Gallifrey. He was much the same as any teenage boy, except for an incredible ability with mathematics. This led him to a rather sheltered academic upbringing that he tried to rebel against as soon as he hit his teens.

Adric ran into the Doctor when the TARDIS became stranded in E-Space. He and the gang of teenagers Adric was trying to join supported the Doctor in trying to wake up the leaders of Alzarian society to the problems they were facing. While the Doctor and Romana dealt with mistfall, Adric lost his older brother in the struggle. He stowed away aboard the TARDIS in the hopes of finding adventure and a new family with Romana and the Doctor. However, to Adric it was no more than an ill-considered teenage attempt to seek adventure and cause trouble. Even so, Adric eventually managed to prove himself a valuable companion, and the Doctor adopted him as a protégé.

Adric was a likeable but gawky teenager who masks social shyness with arrogance and an argumentative nature. However, he was extremely loyal to his friends, even to the point of risking his own life. While he liked to think of himself as a teenage gangster, Adric was essentially just trying to act up. He was really just trying to find a place for himself as his intelligence and talent had always kept him outside any group he tried to join. He idolised the Doctor and desperately wanted to be acknowledged and respected by him, though his efforts frequently came across as whiny and selfish.



Like many teenagers he believed himself to be always right and almost indestructible, which got him into a lot of trouble. At the end, this determination to prove himself capable makes him stay behind on Captain Briggs' ship to try to disable the Cybermen's navigational locks. The effort turns out to be for naught, and he comes to a tragic end in the same explosion that doomed the dinosaurs.

TEGAN JOVANKA

Tegan Jovanka wanted to see the world. She became an air hostess so she could travel to every corner of the globe. However, she got a little more than she bargained for on her first day at work. To make sure she wasn't late she got her Aunt Vanessa to give her a lift. Unfortunately Aunt Vanessa's car got a flat tyre on the way and they were forced to pull over into a lay-by and fix it. While looking for help, Tegan stepped into the TARDIS (thinking it was a genuine police box) and became hopelessly lost. She was actually very lucky; had she stayed with her Aunt she would have been killed by the Master. Luckily, the Doctor found her first and promised to take her home. Getting Tegan back to the right time and place proved trickier than usual, and as time



PLAYING IN THE FIFTH DOCTOR ERA

went on she realised she found the life of adventure and excitement that she had craved wasn't always as much fun as she'd expected.

While Tegan is easily able to adopt a more 'customer facing' attitude, she can be a very loud and difficult person. She is not shy at all about voicing her concerns or frustrations. Most people can hear her coming before they see her, but that doesn't always give them a chance to get away. On the surface, Tegan is not especially well suited to a life of adventure. She really doesn't enjoy the "great outdoors" and would rather suffer in high heels than wear something more practical but less fashionable.



However, she is very pragmatic and practical when the need arises. When Aunt Vanessa's car develops a flat tyre she doesn't wait for help but sets off to get it repaired. The Doctor regenerates shortly after meeting her but she takes this in her stride. She even tries to fly the TARDIS when left alone, believing that it's better to do something wrong than just stare at the array of buttons and dials.

Because she spends so much of her first few adventures trying and failing to get home, she is rarely seen in her best light. On the rare occasions she can relax and loosen up, she can be quite charming and pleasant. Sir Robert and Captain Wrack's guests certainly thought so! On the other hand, so did Marriner, but she found his singular attentions unpleasant and had no problem telling him so.

While she usually rubs most people up the wrong way upon first meeting them, Tegan is the person you want with you in a crisis. Sure, she'll complain bitterly about it, but she'll get the job done, whatever it takes.

VISLOR TURLOUGH

Vislor Turlough came from an old and powerful family on the planet of Trion, an advanced world with multiple colonies of its own. However, his family was on the losing side of a civil war, and Turlough's mother was killed while he, his father and brother were all exiled from the planet. Turlough wound up living on Earth in the early 1980s in the guise of an English public school student, with his activities monitored by a Trion agent masquerading as a solicitor in Chancery Lane.

Turlough found his situation intolerable, and spent most of his time at school performing pranks. The Black Guardian contacted him there and offered to free him from the Earth in exchange for Turlough killing his old enemy, the Doctor. Turlough was uncertain, but eventually agreed. He travelled with the Doctor as a companion through several adventures, the whole while being pressed to murder him by the Guardian. Turlough resisted when he realised the Doctor was not evil, but the Guardian would not let him renege on their contract. Finally, Turlough refused the prize of Enlightenment to spare the Doctor's life and was able to throw off the Black Guardian's control.



Turlough continued to travel with the Doctor for several more adventures, until he found a colony of Trion and his long-lost brother in ***Planet of Fire***. There, he discovered that a general amnesty has been issued on Trion and he was free to return home, which he does. Turlough was exceptionally good at reading and manipulating people, and generally hid his real emotions from anyone he didn't trust completely (which was almost everyone). He could be glib and was a very good liar. His instincts for self-preservation were strong, though extended exposure to the Doctor and his other companions rubbed off a bit on him over his stay. Indeed, by the time of ***Warriors of the Deep*** he was willing to risk his life for the Doctor and Tegan.



ATTRIBUTES

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

SKILLS

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

BIODATA

PERSONAL GOAL

To learn and study, help the downtrodden and find a place in the universe.

PERSONALITY

Nyssa is a serious and dedicated young woman, the sort to stay in and do her homework rather than go out to a party. However, to Nyssa, the work is as good as a party and she gets great pleasure from uncovering the beauty and mystery of the universe.

BACKGROUND

Brought up on the most peaceful planet in the universe, Nyssa was unprepared for the evil of the Master. He destroyed her planet and stole her father's body, leaving her with nothing. She joined the Doctor having nowhere else to go, but is determined to find a purpose and honour what she has lost. She is an expert in bio-engineering and cybernetics, and very good at building things. As a princess, she was trained in the formalities of Traken's high society. She rarely uses violence, though she is quite successful at it when she does.



TRAITS

Attractive (Minor Good)

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

Boffin (Major Good)

Brave (Minor Good)

Charming (Minor Good)

Gadget (Minor):

Noble (Minor Good): +2 bonus in high society.

Technically Adept (Minor Good)

Code of Conduct (Minor Bad): Nyssa is dedicated to peace.

Last of my Kind (Minor Bad)

Silver Spoon (Minor Bad): -2 penalty to low class interactions.

STUFF

Ion Bonder (Weld, 2/4/6 or Stun Damage, Restriction: Limited Charge)

7

ATTRIBUTES

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

SKILLS

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

BIODATA

PERSONAL GOAL

To find a place somewhere, and see the universe.

PERSONALITY

Adric likes to think of himself as a rebel, but he's actually more of an outcast. He has trouble fitting in which makes him act out, but underneath is a decent kid trying to make friends.

BACKGROUND

Born on the planet Alzarius in the dimension of E-Space in the 32nd century, Adric was part of his society's elite class. After the death of his brother, he stowed away on the TARDIS. He was present when the Fourth Doctor regenerated into the Fifth. The Master kidnapped him and used his mathematical abilities to generate Block Transfer Computations to create the artificial world of Castrovalva.



TRAITS

Argumentative (Minor Bad)

Boffin (Major Good)

Brave (Minor Good)

Fast Healing (Major Good): Attribute Points lost due to injury are regained at 1 point per hour.

Impulsive (Minor Bad)

Insatiable Curiosity (Minor Bad)

Time Traveller (Major Good): Adric is able to get to grips with advanced technology very easily, making him familiar with Tech level 10 and below.

Vortex (Special Good)

STUFF

Gold edged award badge for mathematical excellence.
Woven membership belt of his brother's gang.

6 (10)

ATTRIBUTES

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

SKILLS

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

BIODATA

PERSONAL GOAL

To get home.

PERSONALITY

Tegan is not shy about offering her opinion, but she's willing to engage with those who disagree with her or be educated by those who know more. She finds injustice personally offensive and refuses to stand by and allow it to carry on. If everyone else is just walking past, Tegan will get involved, even if she is somewhat blunt in her offer of help. When she tries, she can be quite charming.

BACKGROUND

Tegan became an air hostess to see the world and lead a life of adventure. She got a lot more than she bargained for when she wandered into the TARDIS by mistake.

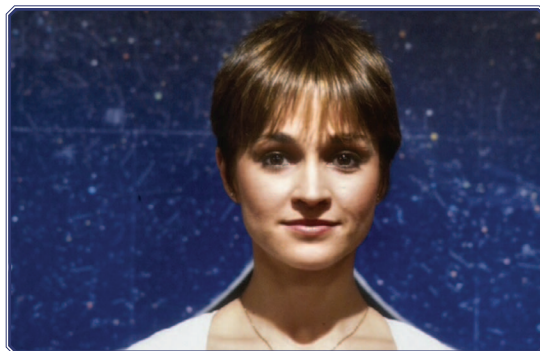
TRAITS

Argumentative (Minor Bad)
Attractive (Minor Good)
Brave (Minor Good)
Clumsy (Minor Bad)
Face In The Crowd (Minor Good)
Impulsive (Minor Bad)
Loud (Minor Bad)
Lucky (Minor Good)
Run for your Life! (Minor Good)
Screamer (Minor Good)
Unadventurous (Minor Bad)

STUFF

None

5



ATTRIBUTES

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

SKILLS

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

BIODATA

PERSONAL GOAL

To escape exile on Earth.

PERSONALITY

Turlough was a selfish and shallow young man who felt mistreated by just about everyone, and despite the Doctor's intervention, when under pressure he will often lash out. His first instinct will usually be to ingratiate himself with the villain until he can get his bearings. He is exceptionally good at manipulating people, and has strong self-preservation instincts.

BACKGROUND

Exiled to Earth from the planet Trion, Vislor Turlough found himself trapped in an English public school. Resenting his situation, he frequently acted up and fell prey to the Black Guardian, who tried to turn him into a weapon to kill the Doctor. Instead, the Doctor's faith and trust helped make Turlough into a better person.

TRAITS

Charming (Minor Good)
Dark Secret (Major Bad: Pawn of the Black Guardian)
Lucky (Minor Good)
Outcast
Selfish (Minor Bad)
Technically Adept (Minor Good)
Vortex

STUFF

None

7



ATTRIBUTES

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

SKILLS

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

BIODATA

PERSONAL GOAL

As a machine and weapon of war, Kamelion simply wants to explore the universe for its own sake rather than trying to influence it by emulating someone else.

PERSONALITY

Kamelion has a child-like mind, as he is unfamiliar with the universe beyond his personal experiences. Unfortunately, his telepathic mind causes him great confusion when he meets other beings and this has led to him hiding away in the TARDIS and exploring the universe through 'book-learning' rather than going out and experiencing it first-hand.

BACKGROUND

Kamelion was a metamorphic robot who could assume the form of other people. Its primary form was an obvious silver humanoid robot but when mimicking others he became an exact duplicate. Kamelion's creators were unknown, although he was discovered on Xeriphas by the Master, who used Kamelion to escape his imprisonment.



TRAITS

Robot

Armour (Minor Good): Reduce damage by 5.

Enslaved (Major Bad): Must obey strong-willed humans and suffers -2 to attempts to voice opinion.

Environmental (Major Good): Suffers no ill effects from any environment.

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

Shapeshift (Special Good): Can duplicate other people. When confused,

Kamelion often adopts a hybrid form that resembles a silver-skinned version of the person he is mimicking. Kamelion gains no new traits when adopting a new form – he cannot, for example, mimic the Master's hypnotic ability.

Telepathy (Special Good): Kamelion may read another's mind enough to use those memories to take on a form that is familiar to the victim. Unfortunately, Kamelion is also easily commanded by someone with a strong mind (treat as a possession attempt).

Unadventurous (Major Bad)

STUFF

None

7

ATTRIBUTES

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

SKILLS

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

BIODATA

PERSONAL GOAL

Peri simply wants to have a good time. Bored with a family holiday, she convinces the Doctor to show her the universe.

PERSONALITY

Peri is eager for adventure, finding even desolate planets like Androzani Minor exciting. While she tends to wear revealing outfits, Peri isn't too concerned with her appearance; she's merely comfortable in her own skin. Peri is witty and strong-willed, although her attempts at sarcasm seem forced. She isn't afraid to say what she thinks but this has given her a bit of a reputation as a worrier.

BACKGROUND

From Pasadena, California, Peri had an upper middle class upbringing but her father disappeared from her life at an early age; her mother remarried an archaeology professor. Peri accompanied her mother and stepfather to Lanzarote but longed for adventure. When her stepfather tried to stop her from leaving for Morocco, Peri tried to swim for it. She was fished out by Turlough. She accompanied the Doctor and Turlough to Sarn. After helping defeat the Master, Peri asked the Doctor if she could spend her summer with him.



TRAITS

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

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

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

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

Inexperienced (Special Bad): Peri's skills and Attribute points are reduced to gain more Story Points.

Screamer! (Minor Good): Spend a Story Point to stun anything or anyone else in the room for one action.

None

STUFF

5

THE FIFTH DOCTOR'S TARDIS

The Fifth Doctor's TARDIS was marginally more unreliable than it was for his fourth incarnation. While it excelled at short hops – he was, for example, able to pilot it from the railway station to Cranleigh Hall in *Black Orchid* – it took him numerous attempts to get Tegan back to Heathrow, 1981.

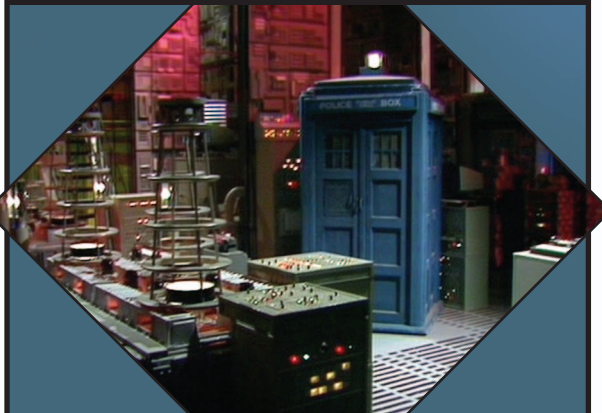
The Doctor wasn't the only one to fly the TARDIS – at times, Adric, Nyssa, Turlough and even Tegan tried to pilot the ship, although usually without much success.



PLAYING IN THE FIFTH DOCTOR ERA



THE FIFTH DOCTOR'S TARDIS



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

SKILLS

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

TRAITS

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

GADGET TRAITS

Scan (x4), Transmit, Forcefield (Major).

ARMOUR: 30

SPEED: 12

STORY POINTS: 21

PLAYING IN THE FIFTH DOCTOR'S ERA



DOCTOR WHO AND THE 1980S

As with each of the Doctors, to fully capture the feel of the original stories it's best to place the modern day in the actual time period they were set. The First Doctor settled for a time in the early 1960s because his granddaughter Susan was fond of that era, while the Third Doctor was "trapped" in the 1970s when he temporarily was deprived of his TARDIS. The Second and Fourth Doctors seemed to simply regularly appear in their time periods out of chance, though certainly connections to individual companions and UNIT added to their appeal.

The Fifth Doctor evinces no particular attachment to the early 1980s himself; in fact, it's primarily Tegan's time as a companion that causes him to return to that time period regularly. The Doctor's inability to get her back to Heathrow in 1981 is a running joke for the first several adventures; he misses Earth by about four light-days in physical distance in *Four To Doomsday*, while he gets the location right but misses the time by about three centuries in *Visitation*. In between he visits other planets and times by error or intentionally, as when they travel to Deva Loka to let Nyssa rest and recover in *Kinda*. Finally, in *Time-Flight*, they succeed in returning to her correct time, where she gets left behind inadvertently.

In *Arc of Infinity* it's the actions of Omega that return the Doctor to 1983, where Tegan rejoins the group. After that, they return twice at Tegan's request: to

relax after the stresses of being possessed by the Mara in *Mawdryn Undead* and to visit her grandfather in *The Awakening*. The Daleks' time tunnel brings them back to 1984 in *Resurrection of the Daleks* (where Tegan leaves again), and the strange artefact calls the TARDIS back one last time in *Planet of Fire*. It seems the Fifth Doctor himself has little other attachment to the period. Indeed, if *Black Orchid* is anything to go by, it appears the 1920s might in fact be his preferred period to visit simply for relaxation and a bit of cricket!

That being said, new adventures placing the Fifth Doctor in the 1980s can be a great deal of fun. With the advantage of a little distance in time, Gamemasters might insert actual events of the period into their games as local colour in the background or even as actual adventure locations. Referring to the romance and marriage of Prince Charles and Lady Diana, the Brixton riots or the Falklands War might help set the tone of a particular story, or perhaps even smaller details like the new pound coin or the new Smiths single can help the players feel like they're genuinely experiencing the 1980s!

FULL TARDIS

The Fifth Doctor never travelled alone, and usually had two or even three companions. The TARDIS hadn't been that crowded since the Doctor abducted Susan's teachers, Ian and Barbara, and fled the junkyard in Totter's Lane all those years ago. Despite his apparent youth, the Doctor took a paternal interest in several of his companions, mentoring Adric, Nyssa, Turlough and Peri. Only Tegan considered herself an equal of the Doctor (and he certainly didn't share that opinion!).

This is the perfect set-up for a roleplaying game; the Fifth Doctor's very well suited to having multiple companions at once, allowing you to have lots of players. The TARDIS became a sort of travelling club-house, and we got a glimpse of the companion's living quarters and rooms on board.

AN INNOCENT ABROAD

Each of the Doctor's incarnations seems to react against its predecessor. The Fourth Doctor was very much an alien, so the Fifth Doctor became so very human. He brimmed with empathy and pity for others, and was never cruel or callous. He was



also less certain of himself – perhaps a lingering effect of his ‘difficult’ regeneration – and so was less autocratic and commanding. To reflect this in the game, the Gamemaster should be a little less generous to the Doctor’s player when it comes to giving answers and background information. This Doctor doesn’t know everything, and doesn’t always have the Presence to just walk into a room and seize control of it.

Possibly because he was kinder and more human, the Fifth Doctor’s adventures were marked by two ghastly aspects that cropped up time and time again.

First, this Doctor had treacherous companions. Some of his other incarnations briefly had less than reliable fellow-travellers (like Mike Yates in **The Third Doctor Sourcebook** or Adam in **The Ninth Doctor Sourcebook**), but the Fifth Doctor had Adric, Kamelion and Turlough. Adric wasn’t actually treacherous, but often disagreed with the Doctor. Kamelion harboured no ill-will towards the Doctor directly, but was vulnerable to the Master’s telepathic commands. And, of course, Turlough was forced by the Black Guardian to try to murder the Doctor.

Player characters who actively want to kill each other don’t work in this game (it’s *Adventures in Time and Space*, not *Bloody Treachery in Time and Space*), but a character who is being compelled by some external force to work against the best interest of the rest of the group can add the extra spice of unpredictability and danger.

Secondly, the Fifth Doctor’s adventures often ended in tragedy or mass slaughter. Even if the villains were defeated, most of the supporting cast perished too. Two of his companions – Adric and Kamelion – died. To properly reflect the darker mood of the Fifth Doctor’s era, the Gamemaster should allow for the possibility of failure and defeat. ‘Everybody lives’ should be an exceptionally rare event, an extremely hard-won victory. This Doctor may be kind, but he exists in a universe colder and more callous than ever before.

THE BLACK AND WHITE GUARDIANS

Of all the entities encountered by the Doctor, the Black and White Guardians are perhaps the most cryptic. The Doctor immediately recognised the White Guardian as a Guardian when he spirited the TARDIS away. Even more curiously, the Fourth Doctor treated the White Guardian with respect and deference – probably the only time he ever displayed such an attitude! Despite

this, the White Guardian still gently threatened the Doctor if he did not comply. The White Guardian’s balance and counterpart was the Black Guardian, a being of equal power and majesty. The Doctor thwarted the Black Guardian’s plan to seize the Key to Time, and so the Black Guardian took revenge by sending Turlough to kill the Doctor. Neither Guardian appeared willing or able to interfere directly in the affairs of the universe; both worked through agents. That said, they had immense power, even greater than that of the Eternals. The Guardians were likely embodiments of cosmic forces.

In other words, they’re the Gamemaster in a funny hat. If you use the Guardians, have them set up moral tests and dilemmas for the player characters. Use the Guardian’s immense, cryptic powers to start stories, never to end them. They’re very much plot devices, so use them wisely and rarely.

BLACK GUARDIAN POINTS

If the White Guardian’s in a story, then the Black Guardian can also meddle with the affairs of time. One way to represent this is through Black Guardian points. Put a pile of Story Points in the middle of the table. A player can take one of these Story Points whenever they want, no questions asked – but they also gain a Black Guardian point.

However, at the worst possible moments, the Black Guardian will collect on this debt. By spending one of the Black Guardian points held by the player, the Gamemaster gets to warp events in the Guardian’s favour. If the player gets a ‘Yes, And’, ‘Yes, But’, or ‘No, And’ or ‘No, But’ result, the Guardian gets control of the ‘And’ or ‘But’. You manage to fly the TARDIS without the Doctor – and go exactly where the Guardian wants you to go. You convince the alien scientist to help you *but* he’s secretly a servant of the Black Guardian.

Alternatively, the player may spend Black Guardian points to buy Disadvantages like *Owes Favour*, *Eccentric*, *Dark Secret*, *Help I’m An Alien At A Public School* and so on.

The Gamemaster can also award Black Guardian points to a character who commits misdeeds and other naughtiness that might attract the Guardian’s attention.





CHAPTER TWO
THE FIFTH DOCTOR'S ADVENTURES

CASTROVALVA



CASTROVALVA



'My dad used to say that "if" was the most powerful word in the English language.'

SYNOPSIS

The city of Castrovalva, unknown time

Mortally wounded by his fall from the radio telescope (see *Logopolis* in **The Fourth Doctor Sourcebook**), the Doctor regenerated into his fifth incarnation. The companions helped the Doctor to his feet and fled back to the TARDIS, pursued by the Pharos Project's security guards. Unfortunately, the Doctor was still too weak and collapsed in the field, whereupon the companions were seized by the security team. Adric distracted the guards, but was left outside while Tegan and Nyssa brought the Doctor into the TARDIS. The Doctor bolted wide-eyed into the ship's corridors, leaving Tegan and Nyssa to watch helplessly when the Master's TARDIS itself appeared and rendered the guards unconscious with an energy blast. Tegan and Nyssa emerged from the TARDIS and collected Adric, who on coming inside began to work the controls, taking off into space.

Tegan worried about the Doctor, who was still acting oddly and looking for something called the Zero Room. Adric, acting a bit oddly himself, went off looking through the TARDIS for him, finding a

trail of discarded clothes and the remnants of the Doctor's scarf, which he was unwinding to leave a trail of yarn to keep from getting lost in the maze of corridors. The Doctor was still very confused, but knew he needed to find the Zero Room, which could isolate occupants from the 'complexity' of the outside world and assist him in healing. As they continued to search, the Doctor began to demonstrate mannerisms and turns of phrase from his previous incarnations, alternating between confidence and fearful misgivings.

Meanwhile, Tegan accidentally discovered the ship's data banks, but she and Nyssa struggled to find any flight instructions. Tegan joked that if they had the index files, they could look up how to find the index files in them, which Nyssa explained was a perfect example of the logical concept of recursion. Tegan theorised that the index files might be found under the entry for "IF," which turned out to be correct; she then discovered that the TARDIS was already programmed with a new destination: Event One, the hydrogen inrush of the Big Bang that created the universe!

Tegan and Nyssa tracked the Doctor down deep inside the TARDIS' lower levels, and managed to find the Zero Room as the Doctor was on the verge of collapse. Once inside he recovered most of his senses. While the Doctor rested, an image

of Adric appeared in the Zero Room, warning that the Master had set a trap for them all. What they had thought was Adric was another Block Transfer Computation, a mathematically-generated psychokinetic projection, and the illusory Adric was the one who set the TARDIS' coordinates for the destructive beginning of the universe. The real Adric was revealed to be the prisoner of the Master, pinned inside a hadron projection web. The illusion dissolved, and Nyssa and Tegan decided it was too dangerous to wake the Doctor: they would have to work this one out for themselves.



As the TARDIS hurtled back towards the Big Bang, it began to heat up dangerously. The Doctor left the Zero Room on his own, still near collapse, but was able to find a motorised wheelchair and made his way to the Console Room. With the adrenaline helping to focus his thoughts, the Doctor was able to give Nyssa and Tegan instructions for how to first control the internal life support and then to jettison a portion of the TARDIS' rooms to generate sufficient thrust to escape the gravity well of the Big Bang. Unfortunately, he collapsed again before explaining how to avoid jettisoning the Console Room itself while doing so! Realising they had no choice, Tegan activated the reconfiguration.

The Master attempted to convince Adric to join forces with him, but quickly realised Adric was hiding something- the TARDIS was still intact! Despite his rage, the Master knew he had in fact set a second trap behind the first, and the time had come to spring it. Tegan searched the data banks for information about Time Lord regeneration, and found an entry about a city called Castrovalva, which had similar regenerative qualities to Zero Rooms because of its lack of "ambient complexity." Tegan thought she had worked out how to navigate the TARDIS (despite the Doctor's misgivings), and

set a course for Castrovalva. Unfortunately, the reconfiguration of the TARDIS deleted the Zero Room, and Nyssa was forced to build a small cabinet with the same properties out of the only remaining part: its doors.

The TARDIS landed in a lush green forest on Castrovalva's world, and the companions set off carrying the Doctor inside his cabinet. After struggling through the woods with the awkward burden, they finally came to the city, which stood at the top of a steep cliff. They hid the cabinet in some bushes and searched for an easy way up, unaware they were being watched by figures garbed in colourful feathers and armour. Thwarted by the cliff, they returned to the cabinet, only to find it empty, with traces of blood on the ground nearby. They followed the trail of blood back to the cliff, but had to flee when the feathered hunters tried to capture them.



Meanwhile, the confused Doctor tried to climb the cliff on his own. Tegan and Nyssa saw the Doctor farther up the cliff side and tried to catch up to him, but he ignored their shouts since he'd forgotten who they were. At the top, the hunting party, led by Ruth, found the amnesiac Doctor and took him into the city through a hidden door in the rocks, which closed behind them before Nyssa and Tegan could catch up.

In Castrovalva, the Doctor met Shardovan, the city's librarian, and Mergrave, the town physician, who turned out to be quite friendly and solicitous of his health. When he explained that he was unsure who he was, they agreed to take him to the Portreeve, the city's oldest and wisest man, in the morning once he had rested. When they left him in his room, the Portreeve himself appeared, and promised he would soon find this 'Doctor' everyone seemed to be looking for.



CASTROVALVA



Tegan and Nyssa were found on the cliff outside the city walls, and welcomed in. The next morning, Nyssa found the Doctor's Zero Cabinet, and had it brought to his room while he still slept. There, she encountered an image of Adric, who told her he was still in the power of the Master and warned her that the Doctor must not leave Castrovalva until his regeneration is complete.

The Doctor was feeling much better the next morning, and joined the Portreeve for breakfast while Shardovan showed the women the library and several books on the history of the city. The Portreeve showed the Doctor a tapestry that reflected images of the world outside the city, explaining how he'd known the travellers were coming. In discussing the previous day's events, the Doctor realised he had three companions, but couldn't remember who he'd forgotten. He wandered around in confusion, until a chance encounter with a little girl caused him to remember Adric. Determining to rescue him, the Doctor collected his other companions and tried to leave Castrovalva, but the confusing layout of the streets kept depositing them back in the same public square. Realising the impossibility of the city's design caused the Doctor to suffer further pain and confusion, and the companions carried him back to his room. There, they discovered the Zero Cabinet had been taken, and the Doctor realised the entire city was a mathematical trap.

The Doctor sent his companions out in search of the Zero Cabinet, and then manoeuvred the large mirror in his room to block the window and minimise the effect of the occlusion. He then began to study the history books, which seemed very old, and found pages of handwritten notes folded inside. The Doctor asked Mergrave to bring him the rest of the books about Castrovalva's history, and Mergrave mentioned that the Doctor's questions sounded like

things Shardovan might say. Mergrave offered the Doctor what he claimed to be medicine, and when the Doctor asked how he would know if Mergrave was telling the truth, he replied, "Because, sir, I maintain I am, and I am a man of my word." The Doctor pointed out that that very statement was an example of recursion. He then asked Mergrave to draw a map of the city and point out where his pharmacy was, and Mergrave was distressed to realise it could be found in four different locations.

Nyssa and Tegan found the Zero Cabinet being used by the townsfolk doing laundry, and returned it to the Doctor. The Doctor performed the same test on Ruther, who also located the Portreeve's house four times on the map. The Doctor tried to explain that something was wrong with the city, but he couldn't quite grasp the problem himself. The Doctor asked for another meeting with the Portreeve, but this time he had Nyssa and Tegan fill the Zero Cabinet with books so he could make his way there secretly himself. Shardovan led the procession carrying the Cabinet to the Portreeve's house, but partway there Tegan insisted on taking over for him. Shardovan instead was summoned quietly down a side alley by the Doctor, who confronted him with his 'annotations' to Castrovalva's written history that revealed he himself suspected something was awry. Shardovan pointed out that although the books in his library were ancient in appearance, they chronicled the entire history of the city, up to the present day.



The Cabinet was brought into the Portreeve's house, whereupon the Portreeve revealed himself to be the Master in disguise and gloated about the perfection of his trap. However, he wanted to see the Doctor's face one last time before destroying him, and tried to break into the Cabinet by brute force. Meanwhile, Shardovan led the Doctor by a back way to the Portreeve's house, and they scaled



a wall to break in through a window. Ruther and the Mergrave attempted to apprehend the Doctor, but Shardovan convinced them that the Master was their real enemy.

They confronted the Master directly, but the tapestry projected images of the Doctor's break-in while the Master smashed the cabinet to pieces. The tapestry's image then faded, revealing Adric behind it as the Master's prisoner. The Doctor offered himself to the Master if he would release everybody else, but Ruther attempted to attack the Master directly and was disintegrated. Shardovan then flung himself directly into the web, sacrificing himself but damaging the hadron lines and allowing the Doctor to free Adric. The Master attempted to escape in his own TARDIS, but the illusion had already begun to collapse and the ship could not escape the implosion.

The Doctor and his companions tried to flee, but the city began to fold up into itself and they could not determine an escape route. Adric, however, had created the illusion and could not be fooled by it, and led the group to the exit. The Master rushed to join them, but Mergrave turned back at the exit to stop him, and the inhabitants of Castrovalva fell upon the Master as the breach closed and the illusory city disappeared entirely.

The companions returned to the TARDIS, and the Doctor was forced to explain to a disappointed Tegan that she had not in fact landed it on her own: the coordinates had been pre-programmed by Adric's Block Transfer Computation and the TARDIS would have come to Castrovalva no matter what she'd done. Not to worry, though- the Doctor's regeneration was finally complete and he pronounced himself in "splendid" condition.

CONTINUITY

- The Doctor briefly manifested aspects, quirks and personality traits of the previous Doctors during his confusion. He used phrases common to earlier forms, including the Second ("When I say run, run!") and Third ("Reverse the polarity of the neutron flow"). He confused his companions, calling Adric "Jamie," Tegan "Vickie" and "Jo," and wondered aloud where Romana was. He found one of the Second Doctor's recorders and tried to play it, but couldn't remember how. In a lovely thematic twist, all of this confusion prefigures the appearance of recursion in the plot later.
- Castrovalva itself is named for a lithograph by M. C. Escher. It does depict a small city on a hill, but does not actually include any of Escher's well-known impossible architecture or optical illusions. The trap-like nature of the place is drawn more from famous pieces like *Relativity* or *Waterfall*.
- The Doctor took a sprig of celery from Shardovan's dinner table, declaring it a sign of civilisation. He pinned it to his lapel, where it stayed for multiple adventures. Since Castrovalva is only a Block Transfer Computation from the mind of Adric, it follows that the celery itself is also unreal, which presumably explains why it never wilted.
- Event One: Does it mean the Big Bang? It is several times referred to as the "beginning of the galaxy" instead of the universe, but it clearly seems to describe the Big Bang. If so, then if the Doctor's theories in *Terminus* are correct, they're heading back to the moment when *Terminus'* engine dumped its core and the resultant explosion created the current universe. The "hydrogen inrush" Nyssa refers to might in fact refer to *Terminus'* fuel source. This universe comes to an end in ***The Big Bang***, and a new one is restarted by the Eleventh Doctor in that story.



RUNNING THE ADVENTURE

There are three problems facing the Doctor and his companions in this adventure. First is the Doctor's "difficult" regeneration: he spends the first part of the story confused and wandering, manifesting traits of each of his previous four incarnations, while his overwhelmed companions are dealing with the machinations of the Master and the disappearance



CASTROVALVA

of Adric. This first source of tension makes the other two, the twin traps of the Master, seem even more menacing.

The Master springs two different traps on the Doctor here. First he uses the Block Transfer version of Adric to send the TARDIS spiralling back to “Event One,” but it seems that this is just cover for the more fiendish trap behind it- he probably didn’t expect the Doctor to perish at the beginning of the universe, but intended it as a distraction. Indeed, as the Doctor was off his game because of the regeneration the first trap was considerably more dangerous than the Master could have predicted.

Castrovalva itself is the Master’s second trap. It’s a puzzle the Doctor couldn’t resist trying to solve, but the very act of solving it would cause it to collapse in on itself with the Doctor still inside. In the end, the Master’s insistence on seeing the Doctor fail in person while disguising himself as the Portreeve is his undoing; if the Doctor and his companions hadn’t found Adric, they wouldn’t have found their way out of Castrovalva when it collapsed. If the Master hadn’t insisted on being there, he could have collapsed it at any time from the outside. Whenever possible, villains like the Master should fail because of their own character flaws.



This story is an excellent example of villain-centred plotting. Gamemasters can easily concoct adventures or even entire mini-campaigns simply by coming up with a plan for the bad guy, and then letting it run while the heroes react to it.

ADVERSARIES, NOT VILLAINS

Shardovan and the “people” of Castrovalva are at first believed by Nyssa and Tegan to be antagonistic and “in on” whatever plot is being worked against the

Doctor, but they are instead revealed to be innocent dupes created and manipulated by the Master. Despite their artificial creation, they still have free will, and Ruther and Shardovan in particular use it to oppose their creator, making their deaths both tragic and heroic. Look for opportunities for apparently minor NPCs to overcome their limitations and help the player characters.

DOCTOR-LITE

The first half of the story takes place on the TARDIS itself, with the Doctor largely incapacitated. It’s a common problem for new companions to find themselves in danger on a ship that they don’t yet fully understand the workings of (despite it being their current home), and knocking the Doctor out temporarily is an excellent way to underline the strangeness of their circumstances and throw them in the deep end.

Regeneration isn’t the only reason why a Time Lord (or another powerful, dominant character) might act strangely or be temporarily incapacitated. If one character’s taking over the game too much, work with that player to come up with more reasons why that character has to rely on his friends.

WILDERNESS TRAVEL

The second half of the adventure takes place on Castrovalva; first in the wilds surrounding the city and then the city itself, which sits at the top of a rocky cliff. In order to get there, Nyssa and Tegan have to carry the Zero Cabinet containing the Doctor through a forest, in the process losing their wheelchair and soaking Nyssa in a stream.

Overland travel or extended periods in the great outdoors can be resolved by Resolve + Survival rolls, generally one per character every couple of days. Nyssa winding up wet is a good example of a Yes...But result. Of course, you should only roll if it’s important; if the characters get through the wilderness after enduring various adversities, then you can just say “after a while, you struggle through the wilderness”, or describe a montage of the characters’ travels, or even have the players describe what they encountered and how they got past it.

Long, uneventful travel scenes can also be an opportunity for roleplaying, as the characters have a chance to discuss recent events without anyone shooting at them!

SHARDOVAN



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

Shardovan was created along with Castrovalva by the Master as part of a trap for the Doctor. However, the Master created him too well, and as the city's librarian he began to doubt the truth of the city's history, filling books in the library with his handwritten notes about the impossibilities he deduced. When the Doctor revealed the truth, he bravely sacrificed himself to free Adric.

SKILLS

Athletics 2, Convince 2, Knowledge 3 (History of Castrovalva 5), Subterfuge 2, Survival 2.

TRAITS

Friend (Minor): The other citizens of Castrovalva.

Voice of Authority: +2 to attempts to command other citizens of Castrovalva to obey him.

GOALS

To learn the true history and secrets of Castrovalva.

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

ZERO ROOMS

Time Lords use these rooms to isolate themselves from the 'ambient complexity' of the outside world. This comes in particularly handy when a Time Lord is regenerating, since the brain's synapses are particularly vulnerable in this stage. 'Complexity' in this case seems to be a measurement of the sum of two different values – the number of minds nearby that the telepathic Time Lords can 'hear', and the amount of advanced technology. Large amounts of either generate enough complexity to imperil Time Lords during regeneration.

It also seems that Time Lords simply enjoy the sensation of occasionally cutting themselves off from such complexity. Gallifrey is noted to have a particularly pleasant polygonal Zero Room underneath the Junior Senate Block. Although they can be shaped differently, they are always without furniture and are coloured in soothing pastels. They universally smell like roses; the Doctor never quite understood why. The Doctor can levitate inside ("even the gravity's only local"); presumably others can as well if they learn the trick. As the Doctor says, "you don't do it, it just sort of comes to you." For more on Zero Rooms, see **The Time Traveller's Companion**.

HADRON PROJECTION WEB (SPECIAL GADGET)

The Master's projection web contained hadron power lines that are "lethal to the touch." It was disguised as a tapestry showing images from outside. The Doctor theorised that it used "some sort of fast particle projection." With Adric imprisoned within it, the Master could draw upon his calculative powers to create and manipulate the entire city of Castrovalva and its inhabitants. However, his control was not complete; the Master accidentally gave his creations free will.

Traits: Transmit, Delete, Block Transfer Specialist, holds 10 Story Points (usable only for BTCs)

Cost: 9 Story Points

THE TARDIS INDEX FILES

In this adventure, Tegan and Nyssa manage to access information from the TARDIS' files by entering the first letters of terms they're searching for. Since the files had already been altered by the Block Transfer image of Adric to make sure they



CASTROVALVA

found Castrovalva, it's highly likely that this isn't really how the TARDIS' library of information is actually accessed, but a false set of data screens created by the Master. As the Doctor pointed out to Tegan, anything she did at the console would have brought them to Castrovalva's world; presumably, anything she entered into the Index Files would have accessed the Castrovalvan data.

FURTHER ADVENTURES

- Both of the Master's traps required the assistance of Adric in creating the necessary Block Transfer Computations. If he'd had enough time, the Master could have easily used Adric to create a few more similar traps and insert them into the TARDIS' programming the way he did Castrovalva. Perhaps the next world the Doctor visits will also be a fictitious one entered into the Index Files by the Master!
- The period immediately after Event One in the universe is fraught with peril. The heat levels
- A Zero Room represents an excellent endpoint for a "race against time" scenario- a PC or NPC has been struck with a telepathic disease, or a regeneration gone awry, or something else wrong with them, and they need to get to a Zero Room as quickly as possible to recover/ be treated/whatever. Unfortunately, there are a number of obstacles between the victim and the nearest Zero Room, from physical barriers to antagonistic monsters, not to mention whatever it was that caused the affliction in the first place...

USING BLOCK TRANSFER COMPUTATIONS

Making a BTC calculation requires immensely lengthy and difficult calculations that can only be done by a living mind. The Difficulty for the Ingenuity + Science roll is at least 24, even if you're just trying to mathematically describe a spherical cow or something equally simple. Doing something more complicated, like conjuring a duplicate of an individual or making a whole city from nothing (as in **Castrovalva**) increases the Difficulty to 27 or more. Only a character with a Science score of at least 4 who has great expertise in mathematics can even attempt a BTC. Getting a really, really good result on the roll can reduce the Story Point cost – a Fantastic Success reduces the number of points needed by 50%.

In addition to the calculation, the character needs to spend Story Points to 'fuel' the computation. Also he'll need a transmitter of some kind (like a radio telescope or a Hadron Web) if the computation is going to manifest beyond the character's immediate vicinity.

The Story Point cost depends on the size and complexity of the computation, but as a guideline:

1-3 points: A small, simple object like a spanner.

4-6 points: A large simple object, like a small building, or a small complex object like a Gadget.

7-9 points: A living being.

The Story Point cost can be paid over time, representing the character working on the calculation in advance, or paid by an external 'battery' of Story Points like a suitable gadget. For example, the Master was able to use Adric to create a whole false city in **Castrovalva** – that would have cost at least 50 Story Points, paid for by draining Adric, the Story Points from the Hadron Web, and the Master's own supply.

The conjured objects last for as long as the calculation is maintained. A character can maintain multiple BTCs at once, but each one increases the Difficulty for future BTCs by +3. For example, the Monitor uses Block Transfer Computation to conjure a cute kitten. This kitten lasts as long as he continues calculating the mathematical phase-space of the kitten, but it does increase the Difficulty of his BTC calculation to save the universe from total collapse by +3.

On the bright side, it is a very cute kitten.



FOUR TO DOOMSDAY



'You may keep the pencil.'

SYNOPSIS

Monarch's Space Ship, somewhere near Earth, 1981

Orbiting the star Inokshi, in the galaxy RE 1489, was the planet Urbanka. Urbanka was populated by a race of frog-like humanoids and ruled by the Monarch and his chief ministers, Enlightenment and Persuasion. The Monarch was enormously long-lived and obsessed with the desire to travel faster than light. He believed that eventually he would master time travel and be able to return to the moment of creation, where he would encounter himself as a god. To this end, he stripped Urbanka of its natural resources to build ever-faster ships, which he used to travel back and forth between his own world and Earth, from which he also took both resources and human slaves.

His first trip to Earth was in approximately 33,000 BC, and he visited again in about 6000 BC, 2200 BC and 500 BC. Each time, he collected servants from that era- first, Australian aboriginal peoples, then

Chinese, Mayans and Greeks. He converted these humans into computer chips, which could then be downloaded into immortal android bodies.

However, his technological efforts eventually caused the ecosystems of Urbanka to collapse, and the entire race was forced to convert themselves into computer chips as well. Monarch intended to make one more trip to Earth; this time he would announce himself publicly as coming in peace, but then he planned to release a biological toxin (that the Urbankans naturally secrete) that would wipe out humanity and allow the android Urbankans to take over.

The Doctor was trying to return Tegan to Earth in 1981 so that she could resume her life as an air hostess. However, the TARDIS was knocked off course by the magnetic field of Monarch's ship, and materialised in one of its labs some four days' travel from Earth. The Doctor determined that the atmosphere outside was all wrong for Earth and put on his atmospheric helmet to go have a look around. As he explored the laboratory, he was watched by Monarch and his ministers via the floating monopticon.



FOUR TO DOOMSDAY

The companions joined the Doctor out in the lab in their own spacepacks, with Tegan accepting a spare key for the TARDIS in case they got separated. The Doctor and Nyssa were extremely impressed with the advanced nature and quality of the devices in the lab, and the Doctor attempted to contact whoever was running this ship through the monopticon. Though he got no response, a door opened, and the Doctor and Tegan went through while leaving Nyssa to study the devices (and see if they could be used to repair the time-curve circuits on the TARDIS) and Adric to “help,” much to his frustration.

The Doctor and Tegan followed the opening doors through the ship, eventually arriving in the presence of Monarch and his ministers. Their initial contact seemed friendly enough, and Monarch adjusted the ship’s life support for the comfort of his new guests. Enlightenment asked if Tegan’s dress was fashionable on Earth now, and she explained that she was currently wearing her uniform. The Doctor gave her pen and paper, and Tegan set about drawing examples of fashionable clothing for men and women in 1981.



Adric went back into the TARDIS to collect the faulty time-curve units, and while he was inside Nyssa encountered Bigon, the leader of the Greek androids. When Adric emerged she was missing, so he went off in search of her, and wound up joining the Doctor in the control room. Monarch questioned the Doctor about his own reasons for visiting Earth at this time, asked about the artron energy used by the TARDIS, and expressed his surprise that Adric understood the basic theories of relativity, while Tegan completed her drawings. Eventually, the Doctor and his companions were sent to a dining area for refreshments, where they were reunited with Nyssa.

There, Bigon introduced the travellers to the representatives of the other three primary groups: Kurkutji of Australia, Princess Villagra of the Maya, and Lin Futu of Mandarin China. The Doctor pressed them for information about why they were on this ship, but Bigon told them they must be silent and allow Monarch to provide explanations.

Monarch attempted to force his way into the TARDIS with various devices, but was thwarted. He returned to the throne room, and sent his ministers, who had changed their forms to appear as humans wearing the clothing Tegan had drawn. They explained that they did not wish to cause fear among the humans by their appearance, as had happened previously. Enlightenment and Persuasion then lied to the Doctor, telling him that Inokshi’s sun had collapsed a thousand years ago and they planned to “resettle” their entire population on Earth.



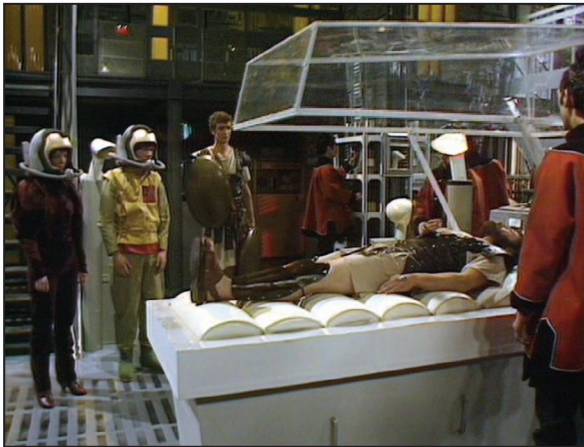
Bigon took the Doctor and the companions to quarters provided for them, where the Doctor used his hat to cover the room’s monopticons and another device to obscure their conversation. The Doctor noted that the three billion humans on Earth were unlikely to simply “make room” for three billion Urbankans, if indeed there were so many on the ship. They set off to explore, which Monarch allowed so he could learn more about the Doctor himself. He ordered Bigon to remain silent about his plans, though Bigon knew the Doctor would oppose them when he learned of them.

As they explored, Monarch manipulated the doorways so that the Doctor and Tegan were separated from Adric and Nyssa. Persuasion met the Doctor in a hall where the various cultures presented performances of dance and music, called ‘recreational.’ Meanwhile, Adric and Nyssa



discovered the ship's vivarium, where the 'human' workers maintained Earth-native plants and frogs, and then a room with a low-oxygen environment where they worked on banks of computers. Adric and Nyssa required their spacepacks in the latter room, but the 'humans' did not, and Nyssa began to suspect their true nature. In another room, they found one of the Chinese servants working on the metal disk affixed to the hand of another.

When the recreational performance switched from Chinese dance to Greek gladiatorial combat, Bigon approached the Doctor and made arrangements to meet him privately, and the Doctor faked a dizzy spell to distract from Bigon slipping away. The combat ended with one warrior plunging his sword into the chest of his opponent, who was then dragged from the stage. The Doctor and Tegan slipped away to meet Bigon, who assured them that the warrior in question was not harmed, and revealed himself to be an android. Indeed, the fallen warrior was soon repaired in front of Adric and Nyssa.



Monarch had the two younger companions brought before him, and explained the nature of the androids to them. He said that good government always required a class system, and these were simply second-class citizens. Nyssa replied that they were slaves, a term Monarch dismissed as "emotive" and a relic of the "flesh times," which Urbankan society had left behind long ago. Adric, on the other hand, seemed quite impressed with what Monarch had accomplished, and in response Monarch happily ordered the two released. However, Nyssa continued to insist that Monarch's plan were tyrannical and she would not support him.

Bigon informed the Doctor of Monarch's true plans of conquest, the horrible toxin being carried in the vivarium and of Monarch's pursuit of faster-than-

light technology that he believed would lead to mastery of time travel. The Doctor agreed to help Bigon stop the invasion, and the two left Tegan behind in the quarters while the Doctor used his sonic screwdriver to disable any monopticans they came across.

From Adric, Monarch learned of the Master, the Time Lords and the basic functioning of a TARDIS. Nyssa tried to keep Adric from revealing any more of the Doctor's secrets, but Adric was so taken with Monarch that he eventually agreed to go ask the Doctor to let Monarch tour the ship. Nyssa, on the other hand, was hypnotised by Enlightenment and then sent off to be converted into an android.

Bigon and the Doctor travelled through the library, where Bigon explained that the workers at the computer banks were attempting to find ways to travel ever faster to eventually exceed the speed of light. Eventually they came to the mobiliary, where Bigon showed the Doctor the metamorphosis chamber and the billions of stored Urbankan data chips. Lin Futu overheard their discussion, and slipped away to warn Monarch.



Adric returned to the living quarters in search of the Doctor, but only found Tegan, who was increasingly worried about the coming invasion of Earth. Adric attempted to convince her of Monarch's good intentions, but she was unmoved and insisted upon trying to get to the TARDIS. Adric tried to stop her from leaving, but she knocked him down and he struck his head on one of the beds, falling unconscious. She entered the TARDIS using the spare key, and began flipping switches at random.

The Doctor and Bigon discovered Nyssa in the recording chamber and rescued her before the process could be completed. Adric burst into the



FOUR TO DOOMSDAY

mobiliary to tell the Doctor that Tegan was trying to move the TARDIS, followed immediately by Persuasion with orders to “decircuit” Bigon and have the Doctor killed. However, Nyssa used the sonic screwdriver and a pencil to short-circuit the androids, and when Persuasion drew a gun Adric stood in front of the Doctor.

Tegan finally activated the TARDIS, and Monarch was delighted to see that even humans were capable of piloting the ship. However, she was only able to move a small distance outside Monarch’s ship, as the magnetic field continued to affect the navigational circuits.

Monarch ordered that Adric not be harmed, and so the Doctor was instead brought back to the throne room while Bigon had his reason circuits disabled. Monarch claimed to only want peace with the Doctor, and Nyssa was held hostage to ensure his good behaviour.

The Doctor pretended to have changed his opinion of Monarch in front of Adric and the monopticans, and the two went off to another of the recreational. There, where Monarch couldn’t hear, the Doctor confronted Adric about Monarch’s true plans, and though Adric remained convinced of Monarch’s good intentions he was unable to explain why the ship would be carrying so much poison.

The two made their way back to the mobiliary, where Adric used the Doctor’s magnifying glass to distract the monoptican while the Doctor convinced Lin Futu that Monarch was unlikely to keep his word of placing him in charge of modern China. Once he was persuaded, Lin Futu helped the Doctor and Adric sneak Bigon out of the recreational under cover of a “dragon dance,” and his reason chip was restored.

The Doctor donned his spacepack and found a complete spacesuit for Adric, while Bigon and Nyssa jammed the circuits of the various unreasoning androids and caused the “dance floor” of the recreational to become crowded with competing performers as a distraction. The Doctor attempted to leap out of a hatch to the TARDIS with a rope around his waist, but the rope proved too short. As he prepared to try again they were found by Persuasion, and a scuffle broke out between him and Adric. Adric recovered Persuasion’s pistol and fired at him several times, but the minister proved immune and the two struggled until the Doctor returned to the hatch and disabled Persuasion’s circuitboard.

The Doctor leapt out into the void again, but fell short a second time. As he tried to return for a third jump, Enlightenment arrived at the hatch and shot Adric, and then released the Doctor’s rope. Adric recovered quickly and wrestled Enlightenment to the ground, removing her circuitboard as well. Thinking quickly, the Doctor hurled his cricket ball at the ship and then caught it again on the rebound, using the momentum to bridge the final distance to the TARDIS.

The Doctor materialised the TARDIS back on Monarch’s ship in order to rescue Nyssa and Adric. Monarch turned off the life support in the mobiliary, but the Doctor had brought enough spacepacks for his companions while he himself went into a trance until Adric and Lin Futu could cobble together another. They grabbed the poison container and made their way back to the TARDIS, where they found Monarch blocking their way with a gun. The Doctor threw the poison at Monarch, who immediately succumbed to its effects and shrank away to nothing.

Bigon was left in charge of the ship, and suggested that he and the other reasoning androids would seek out a new planet to “start over.” The companions left in the TARDIS, and the Doctor was just in the process of figuring out how to get to Heathrow again when Nyssa suddenly collapsed!

RUNNING THE ADVENTURE

This adventure is a classic “forestall the alien invasion” story. The TARDIS is going some place else but accidentally winds up on an alien ship, which turns out to be in the process of invading Earth. They’re four days out, which gives our heroes a handy time limit to contend with. At first the threat seems overwhelming; the aliens are far advanced technologically, and have an army of billions in reserve, making it seem unlikely that Earth can offer effective resistance. Worse, they have a secret weapon, a poisonous toxin that shrinks the body even as it destroys internal organs.

Since there’s little chance of Earth winning such a conflict in direct combat, it’s clearly up to the heroes currently on board the ship to sniff out the villains’ weaknesses before either the toxin or army can be deployed. Fortunately, Monarch and his team have several—first, they’re ridiculously overconfident and underestimate non-Urbankans, particularly the Doctor. They allow some of their androids (like Bigon and Lin Futu) to have free will, and



therefore both eventually assist in plotting against them (though Futu needs to be convinced). Worst, conquering the Earth isn't even their ultimate goal; Monarch only wants the Earth for its resources in his quest to master faster-than-light travel and through that, time travel. This means he's quite distracted by learning about the TARDIS, wastes a lot of time trying to break into it physically, and keeps the Doctor and his companions alive in the hopes he can use one of them to get inside the thing.

This is a strong and reliable plan for plotting. The players wind up some place accidentally, and spend some time discovering the existence of a threat. The threat at first seems enormous and

physically unbeatable, but clever players will stay at it uncovering information, until they can determine the weaknesses the Game Master has built in to the bad guys plan (or uncover a weakness the GM didn't even notice!). Throw in a couple of reversals of fortune and NPCs whose own motivations make them decide to either help or hinder the heroes, and build to a big set-piece finish.

PLAYER VS. PLAYER

Tegan's portion of the scenario is particularly interesting. Her player and Adric's had a bitter confrontation over Monarch's intentions, which ended with Tegan accidentally knocking Adric out.

MONARCH

Monarch ruled the Urbankans for tens of thousands of years, since before they downloaded their minds onto silicon chips and abandoned their organic bodies for cyborgs. (He referred to the era before this conversion as the "Flesh Time," and decried the emotions of humans as primitive.) However, Monarch himself somehow maintained his organic body, as was revealed when he was subjected to his own toxin and shrank away to nothingness.

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

SKILLS

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

TRAITS

Alien

Alien Appearance: Green and toadlike.

Boffin: Monarch's a technical genius, albeit with a few blind spots. He somehow missed the whole invention of hyperspatial travel, for example.

Eccentric (Major): Thinks he's god.

Hypnosis (Major): +3 bonus to persuading people to follow his suggestions.

Immortal (Major): He's not dying of old age any time soon.

Natural Weapon (Minor): Monarch can secrete the tissue-shrinking poison natural to Urbankans, and can inject it with a successful Fighting attack.

Obsession (Major): Breaking the 'time barrier' by travelling faster than light. Then he will meet himself, because he thinks he's a god.



Voice of Authority: +2 to attempts to order people around.

GOALS

To break the light barrier and travel backwards in time, where he fully expects to find that he himself is a god.

TECH LEVEL: 6 (Although Urbankans do not have FTL Travel, they are highly advanced in bioengineering and robotics).

STORY POINTS: 8



FOUR TO DOOMSDAY

[This was probably the result of Adric getting a Disastrous result in their conflict]. Tegan's player decided she didn't think the Doctor was capable of outwitting Monarch, probably since she didn't know him that well, and that she'd be more helpful if she could return to Earth and at least warn people about the Urbankans. The Gamemaster pointed out that the TARDIS was locked, and Tegan's player countered by spending a Story Point, saying the Doctor had conveniently given her the spare key.

Laughing, the Gamemaster accepted that, but further pointed out Tegan had no idea how to fly the TARDIS. Tegan spends a couple more Story Points, but still can only get her result to the Failure level. So, the GM rules that she gets the TARDIS working, but can't get it past the ship's energy field, which

leaves it stuck in space next to the ship. This has the added bonus of setting up the exciting "Doctor spacewalks while Adric wrestles Persuasion" scene.

URBANKAN SHRINKING POISON

This venom, secreted in glands in the neck of Urbankans, can shrink organic tissue. Even a microscopic amount of the toxin is enough to shrink a human to the size of a grain of salt. In game terms, the poison inflicts four levels of damage per round to an organic victim until the victim dies (of being shrunk) or someone treats the poison with a successful Ingenuity + Medicine roll (Difficulty of 12 + the amount of damage inflicted by the poison so far).

PERSUASION AND ENLIGHTENMENT

Persuasion (male) and Enlightenment (female) were Monarch's two ministers, who served as advisors and assistants. Like the other Urbankans, their consciousness was stored on silicon chips and installed in android bodies. They took on human forms after asking Tegan to draw pictures of "fashionable" human beings of the late 20th century, so that they would not be seen as frightening to the locals. Both had their circuit chips removed from their humanoid bodies at the end of *Four To Doomsday*, but presumably survived.

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

SKILLS

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

TRAITS

Attractive: (only after having used the transformation circuits) +2 to rolls to impress based on physical appearance.

Voice of Authority: +2 to rolls to order people about.

Obligation (Major): To serve Monarch.

Alien

Robot: Full of wires and gizmos.

Hypnosis (Major): The androids may influence the minds of others.

Armour (Minor): All damage suffered is reduced by 5.

GOALS

To serve Monarch and help to claim the Earth as their new home (after eliminating the humans.)



WEAPONS: Persuasion and Enlightenment carry personal guns (S/S/S) that knocked out organics like Adric but had no effect on androids like themselves.

TECH LEVEL: 6 (Although Urbankans do not have FTL Travel, they are highly advanced in bioengineering and robotics).

STORY POINTS: 5

UPLOADED CHARACTERS

The Urbankans developed a technique for uploading personalities onto computer chips. These chips could then be inserted into an android to give the personality a body again. An uploaded character counts as a Robot, but must pay two extra Character Points for the trait. The advantage is that the character can be placed in a new body if needed. For example, a character could be immediately given a new body if her old one was destroyed, or she could have a 'wardrobe' of android forms that she swaps between as needed ("this is my usual android body, and that's my party android body, and that giant battleship off the port bow is my fighting body").

Any body must have a compatible chip slot; chip slots can be added to other robots by building them as Minor Gadgets.

SPACEPACK (MINOR GADGET)

The TARDIS carries several spacepacks, which are helmets that generate a short-range protective forcefield around the wearer. This forcefield is not strong enough to provide any armour to the wearer, but it does keep in body heat and protects the wearer from the deleterious effects of vacuum and low-level radiation exposure. The spacepack also carries an oxygen supply, providing the wearer with several hours of breathable air.

Traits: Environmental (Minor).

Cost: 1 Story Point



MONOPTICAN (MINOR GADGET)

Controlled by the central computer on Monarch's bridge, there seems to be at least one of these floating security cameras in every important room on the ship, as well as at least a few floating through the corridors. A programming defect makes them particularly susceptible to the Doctor's sonic screwdriver.

Traits: Transmit, Weakness (easily reprogrammed).

Cost: 1 Story Point

DIRECTIONAL COBALT FLUX BEAM

Monarch attempted to use a directional cobalt flux beam as a cutting weapon to force his way into the TARDIS, but failed. The beam was mounted on a small tripod, and seemed to only work at short ranges.

Range Increments: 2/4/8

Damage: 2d6/L/L

Cost: 2 Story Points

FURTHER ADVENTURES

- If Tegan had succeeded in getting the TARDIS to return to Earth, how would the world react? She's never met anyone at UNIT, but if she demonstrated she had the TARDIS presumably they'd recognise it and get involved. The details of Monarch's invasion plan are never revealed, but considering how overconfident he was he probably intended to appear in the air over a major city and terrify humanity by unleashing his toxins. He might indeed have been surprised by the destructive response he received...
- Travellers to Earth's past might encounter signs of Monarch's previous visits, or even Monarch himself in ancient Greece or Australia. If Monarch discovers the advanced humans have access to time-travel technologies, he'll stop at nothing to get at them!
- So where did Bigon and the other androids take the ship? They seem to have hundreds of 'servants,' as well as three billion Urbankans. It might be interesting to find them some decades in the future, having found and settled an uninhabited planet. Given their effectively-immortal bodies and advanced technology, they could fairly quickly rise again to an influential power, perhaps with a culture based in part on Bigon's Ancient Greek philosophies and politics.

KINDA



KINDA



'You will agree to be me, sooner or later, this side of madness or the other.'

SYNOPSIS

Deva Loka, The Future

Deva Loka was a paradisaical planet, covered in lush, fertile jungle. Earth, in desperate need of planets to colonise to help handle overpopulation back home, sent a survey team of seven people to explore the planet they classified S14. They found a world free of predators, with year-round agreeable weather and friendly, primitive humanoid natives called the Kinda. They planned to stay for six seasons before being picked up by a mothership and filing reports on S14's suitability for colonisation. However, within a few weeks three of the six crew members had gone missing, and the remaining three (Commander Sanders, Science Officer Todd and Security Officer Hindle) were increasingly stressed and at odds with each other.

Hindle believed the Kinda were responsible for the disappearances, but Sanders was dismissive of Hindle's desire for increased security and thought Hindle was cracking under the pressure himself. Hindle attempted to register a formal protest, but Todd supported Sanders' view that the Kinda were not a threat. She did worry, however, that the humans might be seen as a threat by the Kinda, since they were currently holding two of them within the facility for study. Sanders, on the other hand, dismissed the Kinda outright as "ignorant savages." Todd told Sanders she thought he was

too hard on Hindle, but Sanders again dismissed his concerns, saying that his were the only opinions that mattered and further that he welcomed the current "difficulties"; life on Deva Loka was starting to feel too easy to him.

Meanwhile, the TARDIS materialised in the jungle. Nyssa was suffering from a strange sort of disorientation after nearly being converted into an android and had fainted twice recently, so the Doctor set up a delta wave augments (using his sonic screwdriver as a waveform generator) to allow her to sleep deeply for a couple of days and recover. Leaving Nyssa behind, the others decided to explore further into the jungle. They came across a set of crystalline wind chimes hanging from a tree, and the Doctor was impressed to discover that they were organised into harmonics, suggesting a fair amount of sophistication in their making. The chimes made Tegan feel sleepy, and when Adric wandered away the Doctor left her behind to go find the boy.



Adric and the Doctor found an abandoned Total Survival Suit (TSS), a sort of personal tank. When Adric closed the suit's front door, it reactivated, and forced the two to walk to the colonists' dome at gunpoint. There, they encountered the three colonists, who initially regarded them with suspicion and questioned them about the disappearance of Roberts, who had apparently gone out in the suit recently. The Doctor eventually convinced Sanders that he and Adric were not hostile, and joined them for breakfast.

As Tegan slept, she began to dream, seeing herself alone in an infinite black void. She circled around



a strange black machine, and encountered two strange beings with snake tattoos on their arms, playing draughts. She attempted to speak with them, but they ignored her direct questions, instead blaming each other for creating her as a distraction from their game. A third figure, called the Dukkha, appeared before her laughing menacingly. She asked where she was, and the Dukkha asked her to guess. She pointed out the snake tattoo on his own arm, which he claimed only made sense because "We're the same as each other."

Tegan decided she must be dreaming, and attempted to make the stranger vanish, but when she opened her eyes he was still there, mocking and threatening her. The Dukkha brought out a second Tegan from the darkness, and challenged both of them to determine for themselves which of the two was real and which an illusion. They sat in silence together for a while, and then began to argue over the memory of her first trying ice cream as a child and disliking it.

When the Doctor learned the colonists were holding two of the Kinda as hostages, he asked to see them. The Kinda were silent and unresponsive, which the Doctor diagnosed as shock resulting from primitive beings meeting the more advanced humans, but Todd expressed doubt that the Kinda were actually as primitive as they seemed. She pointed out that they wore jewellery designed in the shape of a double helix (like DNA in a chromosome), and further pointed out that there were no predators, diseases or in fact any "adverse environmental factors" at all on Deva Loka. She also shared her increasing belief that the Kinda were in fact telepathic, noting that they had no spoken language and yet seemed able to communicate.



The Doctor noticed Aris, a Kinda male, outside the dome, and Todd said she'd seen him there before though most of the Kinda kept well away from their facility. The Doctor asked about their plans for the planet, but Hindle interrupted, saying that Sanders wanted to see them and criticising Todd for eating native apples against regulations. After they left, Hindle snapped, smashing up Todd's workspace and destroying several of her plants. When he regained control of himself, he noticed the Kinda prisoners staring at him in a mirror. They seemed mesmerised by Hindle's mirror as he waved it before them. They stared at each other for a short time, and then one of them removed his double-helix and gave it to Hindle. Then, both of the men knelt down subserviently beside him.

Sanders decided to take the TSS out himself to explore, putting Hindle in charge in his absence despite the Doctor and Todd's warnings that Hindle wasn't very stable. As soon as Sanders left, Hindle drew his gun on the Doctor, Adric and Todd, placing them under arrest. Todd began to protest, but the Kinda men also appeared in the hallway pointing guns at them as well.



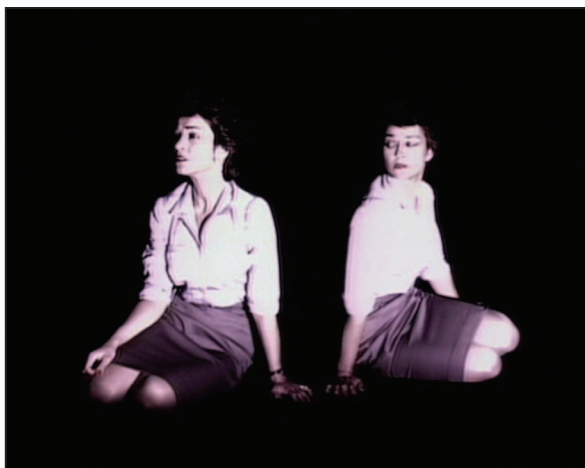
In the jungle, two Kinda women, Panna and Karuna, waited for Sanders to pass by. Panna, who was elderly and blind, believed the humans in the dome needed to learn what it was like to be the Kinda, and that once they did they would go away and leave them in peace. While they waited they were approached by Aris, whose brother was one of the Kinda being held in the dome. Karuna read his mind and spoke his thoughts aloud to Panna, since only the male Kinda were mute. Aris wanted to rescue his brother, but Panna said there was no time left for such an action and told Aris to return to the village. When Sanders finally arrived in his TSS, Karuna presented him with a small wooden box as a gift. When Sanders opened it, he was stunned and horrified by its contents.



KINDA

The Doctor and Adric passed the time in their cell doing magic tricks with a coin, to Todd's annoyance, while Hindle dressed his Kinda supporters in colonial uniforms and then "inspected" them. Eventually, Hindle brought the prisoners back to his control room, where he ranted about "change and decay" and expressed his paranoiac fear of the jungle itself. He announced his intention to "sterilise" the area in a fifty-mile radius around the dome with fire and acid, and then to wait for the mothership to pick them up. Adric claimed he understood Hindle's concerns and wanted to help. Hindle returned the Doctor and Todd to their cell, but allowed Adric to remain free, placing him on monitor duty. Adric continued to play along, but also managed to palm the key to the cage door.

The Dukkha continued to terrorise Tegan, manifesting many more copies of her and then combining all the copies back into a single person. He then told her that the torture would only end if she allowed him to "use her form," promising that she'd be entertained by the experience. Tegan told the Dukkha to leave her alone, and he responded by vanishing, making her feel truly alone in the darkness. Frightened and exhausted, she surrendered and agreed to let him take control of her body, and the snake tattoo passed on to her arm, both in her mind and on her physical body, which awakened in the wood.



Aris returned to the wind chime clearing, where the possessed Tegan teased him by tossing apples at him. He reached out to communicate with her, and she read his fear and anger at the people in the dome. She revealed herself as a being called the Mara, and possessed him as well, promising him power to destroy. The snake tattoo appeared on Aris' arm as Tegan collapsed.

Adric attempted to pass the key to the Doctor while bringing him food, but Hindle saw the clumsy exchange, and had Adric physically punished in front of the others. Further punishment was interrupted by the return of Sanders in the TSS. Sanders ignored Hindle's stammering attempts at explanation, and tried to give Hindle the wooden box instead. Hindle didn't want to open it, and the Doctor and Todd were disconcerted to realise that Sanders was also acting strangely, childlike and inappropriately cheerful. Hindle placed Sanders, the Doctor and Todd back in the cage and told them to open the box while he watched from safety in the control room. The Doctor cautiously opened the box over Todd's objections, and a jester's stick popped out. The Doctor and Todd laughed in relief, but at that moment the power in the facility went out and the cage door opened by itself in the dark. The two began to experience a vision, seeing the world through the eyes of the Kinda, and seeing Panna and Karuna beckoning to them from a cave.

After the vision faded, the Doctor realised that the Kinda were clearly not primitives, and along with Todd headed out into the jungle. The Doctor intended to head for the cave they had seen in the dream, but they quickly became lost. Todd discovered they were being followed by the Kinda's jester, who emerged along with a number of Kinda and did a mocking dance. The Doctor charmed the crowd by doing the same magic tricks from earlier and producing a coin from behind the jester's ear.



When power was restored, Hindle retook control of the dome and Sanders happily went along. Hindle read from the safety officer's procedures manual, and decided they would use explosives to destroy the dome utterly in order to protect the homeworld and make sure they'd be "safe" forever. He and Sanders set up the explosives, after which Hindle declared a period to "relax and enjoy ourselves."

Aris emerged from the jungle and demanded that the humans, which he called the “not-we,” be seized and killed. He spoke aloud to the Kinda, which surprised both Todd and the rest of the tribe. Karuna stepped forward to intercede, speaking of a prophecy that when the “not-we” have come, a man with the gift of voice would come forward and must be obeyed. Aris insisted that this was so, but Karuna said only Panna the wise woman could rightly determine, and led the Doctor and Todd away before they could be killed.



Hindle and Sanders began to build a toy city out of boxes and various pieces of equipment in the control room, and Hindle was very upset when Adric did not also want to play. Adric tried several times to slip away, but was brought back by Sanders and the Kinda guards.

Karuna led the Doctor and Todd to Panna’s cave. Panna was expecting Todd, but was surprised at the Doctor’s presence since “no man could open the box without being driven mad.” Since the Doctor was not mad, Panna concluded he must be an idiot and therefore immune to the effect. Amused, the Doctor and Todd went along with her. Panna explained her belief that history was like a wheel turning, and events like these had happened before bringing suffering and death. As she prepared to show them a vision, Aris arrived at the cave and called her out. He claimed the Kinda followed him now, and Karuna confirmed his claims telepathically, before herself succumbing to his will. Aris taunted the old woman, and then left with the Kinda to attack the dome.

Todd wanted to follow, but Panna told them to wait, and began to speak of the Mara, the evil ones whose symbol Aris wore on his arm. The Doctor recognised the name “Mara” from legends on other worlds. Though Todd wanted very much to go help

the people in the dome, Panna insisted first she must make them understand, and bade them sit to receive her vision. She and the Doctor watched as Panna conjured up a dreamlike scene of the Kinda, lost and confused in a field full of timepieces. As the clocks all ticked down to midnight, the jester writhed in pain on the ground, and the vision dissolved to the laughter of the Mara. As they emerged, the Doctor realised the vision was both the past and the future, and they needed to get back to the dome. However, only Panna knew the way, and when they returned to her side, they found her dead.

Karuna broke away from the Kinda and returned to the cave. The Doctor tried to explain that Panna was dead, but Karuna only replied, “Idiot, don’t you know anything? Of course I’m not dead,” as she claimed Panna’s walking stick. She led them back through the jungle, though Todd struggled to accept that Karuna was now also Panna. Karuna explained that the Mara inhabit “the dark places of the inside,” and can cross over to our world through the dreams of unshared minds, like Tegan’s.

The Doctor, Todd and Karuna came to the clearing and found Tegan, and woke her from her dreams. The Doctor pressed her to describe the dreams, and she was initially resistant, but eventually described all she had seen.



Sanders busied himself cutting out dolls from cardboard to inhabit their toy city, while Hindle wondered if the doll people would be happy once he’d blown them all up. Adric finally managed to slip outside and started up the TSS. Aris and the Kinda arrived at the dome, and Aris set the Kinda to work building a false TSS out of branches and leaves. The jester mocked him, but Aris took his stick and crushed it underfoot. When the real TSS emerged from the dome driven by the inexperienced Adric, Aris ordered the Kinda to attack it, and at first



KINDA

they seemed to be winning. However, the TSS fired several shots into the brush and the Kinda panicked and ran. As the TSS advanced on Aris, setting the sham wooden version aflame, the Doctor emerged and helped Adric regain control of the device before anyone was killed. He and Todd then ran inside, while Aris ran away.

There they found Sanders and the Kinda guards sitting in the control room. Hindle attempted to frighten the Doctor by jumping out of a box, then blamed Sanders when they weren't terrified. He showed the Doctor and Todd his city, and explained the Kinda followed his orders because he showed them the mirror, which they thought captured their souls. The Doctor inadvertently tore one of the dolls, sending Hindle into a rage, and he reached out to activate the bombs but the Doctor wrestled him away, breaking the mirror in the process. Hindle grabbed the detonator, but Todd grabbed the Kinda's box, and then convinced Hindle to trade the detonator for it. Hindle opened the box and was struck senseless by the same visions the others had seen. While Hindle recovered, the Doctor deactivated the bombs.



The Doctor realised they still needed to drive the Mara out of Aris, and set about collecting reflective solar panels from the dome. With the help of the Kinda, the Doctor built a trap of a circle of mirrors, which would force the Mara to face its own reflection and be destroyed. They surrounded Aris, and the snake tattoo detached from his arm and grew, first to the size of an ordinary snake and then to that of a giant snake, before finally disincorporating entirely. Sanders and Hindle seemed to recover their wits, and Sanders saw no need to report Hindle's period of insanity. Todd recommended that Deva Loka be marked as unsuitable for colonisation. With Nyssa fully recovered, the Doctor left paradise behind.



CONTINUITY

- Deva Loka was formerly part of the Sumaran Empire, as we learn in *Snakedance*.
- Given Adric's recent track record of appearing to sympathise with the villains, the Doctor's reaction to his attempt of this gambit again with Hindle is hilariously uncertain.
- It's suggested, but not confirmed, by Todd that the Kinda's situation on Deva Loka is artificial; perhaps they were once a technologically advanced race, but manipulated their own world to remove disease, predators and other concerns in order to return to an idyllic lifestyle.
- What did happen to the other three members of the survey team who went missing before our heroes arrived? Were their minds destroyed by the Box of Jhana, or did they simply become members of the Kinda themselves?

◉ RUNNING THE ADVENTURE

Like many of the Doctor's adventures, *Kinda* is interested in the nature of utopias. How might a perfect society be created, and what dangers might cause it to go awry? The Kinda have apparently chosen to build a utopia themselves, returning to a primitive lifestyle that has conveniently subtracted the actual dangers and inconveniences of being primitive: no disease, no predators, little time required to provide for one's basic needs, sufficient resources for all. Then, of course, some outsiders come along and mess it all up, either out of ignorance or greed.

In this case, the colonists haven't messed anything up beyond repair: they've harassed the local tribes

people and imprisoned two of them, and in return it seems the tribes people have caused three of their own to mysteriously disappear. It's one of the player characters (Tegan, in this case) who sets off the accidental booby-trap of the chimes; apparently, the Kinda's telepathic nature makes communing in this manner perfectly safe for them, but a single unconnected mind like Tegan's is the perfect escape route from the Dark Inside for the Mara. It's fortunate for the Kinda and probably that entire sector of space that Tegan was the first non-telepath to fall asleep in that clearing; if it had been one of the colonists, the Mara would likely have rampaged unabated.

THE BOX

The Box of Jhana serves as an excellent plot device: each time we see it in use the suspense of what will happen is built up impressively. We don't see the actual opening by Sanders, but see his addled state afterwards. The second time the Doctor and Todd are the openers, and we see both the misdirection of the jester's stick and then the vision. The third time, it's used consciously by the heroes to disarm the antagonist.



ILLUSIONS

When Tegan is trapped in her own mind by the Mara, she sees three figures; might these be her representations of Nyssa, Adric and the Doctor? The first two are playing draughts (which Nyssa and Adric were doing at the beginning of the episode as they waited on the Doctor's latest invention).

The Dukkha might be seen as a horrific counterpart to the Doctor himself, always knowing more than Tegan does about where they are and what is

happening, leaving her confused and uncertain about herself. At the table, these roles might have been played by the other players, with some guidance from the Gamemaster.

The Mara's torment of Tegan is a great – if horrific – example of Social Combat. The Mara's attacks drained Tegan's Resolve until she could no longer resist.



AND I STAY IN THE TARDIS!

Nyssa misses out on this whole adventure because she's not feeling well. Clearly, her player missed that game session, so the Gamemaster came up with a convenient excuse to keep Nyssa out of the action. "That character stays in the TARDIS" works perfectly well, as does "that character wanders off exploring and has a perfectly nice time" or "that character works behind the scenes to help out." With her background in bio-sciences, Nyssa might have instead spent the adventure studying the jungle flora.

More ambitiously, the Gamemaster can try working the character's absence or inactivity into the adventure. What if the Kinda knocked Nyssa out with a psychic assault, alerting the characters to the dangers of the seemingly peaceful world?

The absent character could get abducted by the bad guys (and then rescued at the end of the session, or whenever the missing player returns), or have their own side adventure while separated from the rest of the group.

If a player can't make it to the game, don't think that you've lost a character; think that you've gained a plot hook!



KINDA

HINDLE



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

Hindle was a junior officer who became increasingly stressed during the mission on Deva Loka, and finally had a psychotic break that was instigated by the presence of the Mara. He convinced two Kinda males that he had stolen their souls with a mirror and with their help took over the dome and captured the Doctor and Adric. He became increasingly frightened of the jungle outside and set a large number of explosives to destroy as much of it as he could, while building a toy city out of paper and boxes in the control room. He was shocked out of his madness by opening the Box of Jhana.

SKILLS

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

TRAITS

Eccentric (Paranoid)
Military Rank (Minor)
Obligation (Colonial Service, Minor Bad)

TECH LEVEL: 6 STORY POINTS: 6

ARIS



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

Aris lived an idyllic life on Deva Loka until the arrival of the colonists from Earth, who captured his brother to study. He spent several days spying on the colonists' dome to try to understand them, but the wise woman Panna forbade him from going inside. He then encountered Tegan after she'd been possessed by the Mara, and became possessed himself. The Mara used his body to take control of the Kinda, but the Doctor was able to drive the Mara from him with a ring of mirrors.

SKILLS

Athletic 2, Craft 1, Fighting 2, Knowledge 1, Subterfuge 2, Survival 1.

TRAITS

Psychic

Telepathy (Minor): Only with other Kinda.

Tough: Reduce all damage suffered by 2.

Mute: Like all Kinda males, Aris can speak but doesn't.

TECH LEVEL: 1 STORY POINTS: 6

TODD



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

Todd was the Science Officer on the colonisation team, and spent months studying the Kinda. She began to suspect that they were telepathic, and also that they were far less primitive a culture than they seemed. When Hindle and Sanders became unstable, she allied herself with the Doctor to uncover the activities of the Mara.

SKILLS

Athletics 1, Convince 1, Craft 1, Fighting 2, Knowledge 3, Medicine 3, Science 4 (Xenobiology and Xenoecology 4), Survival 2, Technology 3, Transport 2.

TRAITS

Boffin: Todd can make and repair gadgets.

Empathic: +2 to understand other points of view.

Military Rank (Minor): Todd's an officer in the colonial service.

Obligation (Colonial Service, Minor)

Technically Adept: +2 to repairing and using equipment.

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

SANDERS



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

Sanders was the commander of the Deva Loka expedition, and originally considered the job too easy and feared going soft. Thus, he was almost happy when the mission started to go wrong and some of his crew went missing, as it meant a challenge for him. While patrolling in the TSS, he was given the Box of Jhana by Panna, and when he opened it went into an addled mental state, acting childlike and irresponsible and allowing Hindle to take command of the base. When the Doctor drove off the Mara his sanity was restored, and he expressed his desire to stay on Deva Loka even though it was unsuitable for a colony.

SKILLS

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

TRAITS

By the Book: He runs a tight ship.

Five Rounds Rapid: Sanders can fire in the Runners or Doers phase of an Action Round.

Military Rank (Major): He's in command of the expedition.

Obligation (Colonial Service, Minor): The burdens of command.

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



KINDA

NOT SEEN THE LAST OF THEM

Kinda is not the last time the Mara show up in the Fifth Doctor's adventures – they return as a major menace in *Snakedance*. See page 81 for stats and rules for the Mara.

TOTAL SURVIVAL SUIT (TSS)

The TSS is standard issue for Earth's Colonial Expedition forces. It stands approximately 2.5m high, can fit a human inside, and runs on treads. It is accessed by a large door in the front and has a single window on the front. It is controlled by a direct link to the user's brain, accessed through a helmet wired to the interior.

It's quite difficult to use; without specific training on the unit, controlling a TSS is a Very Difficult task, and failures can be extremely dangerous. The TSS can be pre-programmed with simple commands that don't require a user (for example, "Return To Base If User Hasn't Returned In One Hour.")



Armour: 10

Hit Capacity: 15

Speed: 4

Weapons: Short-Range Directed Beam Weapon (Range 5/10/20, Damage 3/6/9) and Flamethrower (Range 2/5/7, Damage 6/12/18, Fires Every Other Round).

DELTA WAVE AUGMENTOR (MINOR GADGET)

The Delta Wave Augmentor was a cobbled-together gadget the Doctor made out of spare parts and powered with his sonic screwdriver. Delta waves are a form of brain wave, repetitive oscillations of electrical activity within the brain, and are generally associated with the deepest levels of sleep. The Augmentor increases delta wave activity in the brain allowing for more restful, dreamless sleep, allowing the user to heal rapidly.

Traits: Fast Healing (Minor).

Cost: 1 Story Point

FURTHER ADVENTURES

- Deva Loka itself might be the location of further adventures, set either before or after *Kinda*. If before, they might involve the Kinda before they chose to become non-technological (presuming Todd's theories about them are correct). What events might cause an entire society to reject technology and return to a primitive lifestyle? Did some reject that decision and leave the planet for somewhere else?
- The level of scientific achievement required to create an ecosystem without disease or predators is quite high: can all of that technology really have simply disappeared? And what maintains that idyllic state? Perhaps the planet's entire ecosphere is controlled by vast computers beneath the surface. If so, an interesting adventure might occur when those computers finally do begin to break down...
- Of course, the Mara itself might turn up again anywhere in the galaxy; it was sufficiently well known that the Doctor was familiar with its legends despite never having been to Deva Loka before. Any character who opens themselves to the "Dark Places Inside" might find the Mara attempting to take over their mind and return to power.

THE VISITATION



'I'm afraid your pace of life is a little too fast for me, sir.'

SYNOPSIS

Somewhere near London, 1666

Having left Deva Loka behind, the Doctor turned again to returning Tegan to Earth. A small error caused by the lateral balance cones deposited them precisely where they wanted to be in space, but over three hundred years early in time. Tegan, already emotionally raw about leaving her new friends, became very upset and harangued the Doctor for his failures, before storming out of the TARDIS.

Tegan was uncertain that this was even Earth, since the smell was so wrong, and the Doctor noticed that in fact someone nearby was burning sulphur and potassium nitrate: gunpowder. Curious, they went off in search of the source, and encountered some

local villagers who then attacked them without any provocation. The Doctor and his companions overcame the first two, then fled into the woods as other villagers arrived. Unfortunately, they quickly got lost and couldn't find the TARDIS again, and then Adric stumbled and twisted his ankle painfully.

Aid appeared in the form of Richard Mace, an actor who turned to highway robbery when the theatres in London closed due to the Plague. He frightened their pursuers off with a couple of gunshots, and then took the companions to his hiding place in the local manor's barn. He explained that the Plague had made the villagers extremely wary of strangers who might be carriers, and that he had rescued them because he'd been living in the wild for the last few weeks and desired an interesting conversation.

The Doctor asked about the Plague, and Mace told him that though the immediate area of the village had been clear until a few weeks ago, ever since the comet appeared in the sky the disease was everywhere, the worst he had seen. Nyssa asked if what he'd seen was perhaps a meteor, since there were no comets expected around

this time historically, and Mace said that he said seen many falling stars in his life but this had been the most spectacular.

The Doctor further noted that Mace was wearing a most unusual ornament around his neck – a small piece of alien technology that Mace had taken for peculiar jewellery, when he found it in the barn's loft the night before. The Doctor recognised it as made from polygrite, a substance not found on Earth, and set his team to looking around the barn for more such pieces. Nyssa found a small number of used power-packs, which confirmed the Doctor's theory: the 'comet' must have been an alien ship burning through the atmosphere, and finding such fragile pieces lying around unbroken meant that at least some of the crew must have survived the landing and were out and about in the village.

Mace led the team to the home of the squire who owned the barn, though he was reluctant to disturb



THE VISITATION

the nobleman himself for fear of a horsewhipping. As the companions approached the manor, they were nearly run over in the road by the miller's cart, as the driver seemed to take no notice of them. The Doctor knocked on the front door but got no response, so he and Nyssa went around the back to find an unlocked window. Sneaking inside, they found that no one appeared to be home. Nyssa wondered why the Doctor was so concerned, and he pointed out that if the aliens' ship had indeed crashed, the survivors might be trapped and therefore desperate, and could be extremely dangerous to a primitive populace. They found another power pack, and gunpowder spilled on the floor, convincing the Doctor that the aliens had been here at some point.

Further searching uncovered scarring on a wall from an energy beam and when the Doctor retraced the beam's path he found a brick wall built illogically across the bottom of a staircase. While he puzzled over it, Nyssa let the others in through the front door. When they returned to the staircase, the Doctor was missing, and a gloved hand slammed the door behind the companions, locking them in the stairway. Tegan called out for the Doctor, who poked his head through the illusory wall and welcomed them through, to the astonishment of Mace.

The manor's basement smelled strongly of Soliton gas, and the Doctor theorised that the mysterious aliens must need it to breathe properly. The wine cellar yielded further clues, including the Soliton generator and several rat cages. While they searched, a mysterious armoured figure entered behind them, wearing robes and a mask suggestive of the grim reaper. Mace panicked and fired two shots at it, and when they had no effect he broke and ran while it shot down first Tegan, then Adric with bolts of energy. The Doctor told Nyssa to run while he manipulated the Soliton generator, knowing that the reactive gas was likely to ignite if further shots were fired. The "reaper" clearly knew this as well, and moved to turn the gas down while the Doctor tried and failed to rouse his unconscious companions, then fled himself before the thing could blast him.

Upstairs, the Doctor explained to Mace that it was only an android, a "mechanical man" that needed more than flintlocks to harm it. The ornament Mace wore was part of a mind-controlling bracelet worn by prisoners on alien planets, and needed only the sort of power packs they kept finding for fuel to overpower the wearer's will. The android was doubtless from the same world as the aliens, not the



actual figure of Death. Mace seemed unconvinced, even after the Doctor discharged the power pack into the floor as a demonstration, so the Doctor and Nyssa left him behind as they set off for the TARDIS to devise a weapon to defeat the android.

The android took Adric and Tegan to a makeshift laboratory in the basement, where they were questioned by the android's master, a Terileptil with a hideously scarred face. He demanded to know who they were and where they came from, noting that the Doctor had used his sonic screwdriver to open the force field in the illusory wall and was therefore not from this world. Adric unwisely revealed the existence of the TARDIS, and the Terileptil ordered his android to "activate" the villagers that he had installed the control bracelets on, sending them in search of the Doctor and his ship. The android then locked Tegan and Adric in a storeroom.



Before Mace could get very far away, he came upon the crashed escape pod of the Terileptils' ship in the woods behind the manor, and called the Doctor and Nyssa over to see it. The pod was half-buried in the earth, and had been largely stripped of equipment. This convinced Mace that the Doctor was telling the truth about the aliens, and he asked to join them in finding the TARDIS again. As they tried to leave the pod, however, they were menaced by mind-controlled villagers, and one fired an arrow with dangerous accuracy before they could close the pod's door. As the villagers tried to chop through with axes, the Doctor used the arrow to open the pod's escape hatch and the three escaped out the other side into the woods.

The villagers reported the Doctor's escape to the Terileptil, and the alien decided to have his men only follow the Doctor at a distance in the hope he'd

lead them directly to his ship. As they ran through the woods, Mace jokingly asked if they could instead steal the miller's horse, which reminded the Doctor of how the miller had left the manor earlier. He sent Nyssa on to the TARDIS to build a sonic booster as a weapon against the android, while he and Mace instead went to speak with the miller himself.

In the miller's barn, Mace found the horse he desired, but the Doctor was more interested by the rats in cages he encountered here as well. When the miller emerged, the Doctor saw he also wore a bracelet, and the miller ignored both of them as he mounted his cart and left. As they left the barn, the Doctor and Mace were then set upon by uncontrolled villagers, who still suspected them of being plague carriers. Before they could be killed, the village's headman arrived and announced there was a price on their heads, but only if they were alive. He had them locked in the miller's harness room, and as they were taken away the Doctor saw the control bracelet on his wrist as well.



Tegan and Adric removed the wooden bars from the window above the storage room's door and escaped upstairs, but were seen again by the android. Adric made it safely out the window, but Tegan was recaptured. This time the Terileptil placed a control bracelet on her, and put her to work packing up the vials of chemicals he has been producing, warning her not to spill any as they were extremely lethal.

Back in the TARDIS Nyssa set to work building a sonic booster out of various spare parts. As she worked, Adric made it back to the TARDIS as well, distraught at having to leave Tegan behind. Nyssa calmed him down at first, but he became increasingly frustrated and decided to set off to find the Doctor himself. When he left the TARDIS he was



THE VISITATION

swiftly taken prisoner by villagers, and Nyssa could only watch on the viewscreens as he was taken away.

When the headman arrived to escort the Doctor and Mace back to the manor house, they jumped him and removed the power pack from his bracelet, but he collapsed back out of the room among the villagers and the Doctor was unable to escape. Freed from the Terileptils' control, the headman told the other villagers that he had been controlled by the Devil. The villagers concluded that the Doctor and Mace were warlocks and prepared to burn down the miller's barn with them inside.

The Terileptil sent his android to collect the Doctor when he detected the headman's bracelet powering off, and then informed the other two Terileptil survivors, who were waiting for him in London, that their project was complete and he would deliver the chemicals to them that night. He also informed them of the existence of the Doctor, and his intention to steal the TARDIS for their own use. The android scattered the villagers in terror, and took the Doctor and Mace back to the Terileptil.



There, the Doctor attempted to negotiate with his foe, offering to take him back to his homeworld. The Terileptil replied that he had received his facial scarring working in the tinclavic mines on Raaga as a prisoner, and since he was a fugitive his home planet, it was precisely the last place he wanted to go. Instead, he intended to take over this world. When the Doctor pointed out that the three fugitives were considerably outnumbered despite their technological advantage, the Terileptil replied that he did not intend to share the Earth with the primitive humans. "Genocide," gasped the Doctor. The Terileptil put a bracelet on Mace, but

only manacled the Doctor and placed him in the storeroom, since he knew the Time Lord would mentally overpower his device.

Mace and Tegan loaded the last of the chemicals onto the miller's cart. Once they were ready to leave, the Terileptil returned to the storeroom, where the Doctor was, of course, preparing to escape. The Terileptil blasted his sonic screwdriver, destroying it completely. He then gloated about his plans, explaining to the Doctor how he genetically manipulated the Black Plague the rats were already carrying to vastly increase its lethality and contagiousness, ensuring that it would spread throughout the human population and wipe it out utterly. The Terileptil then left the storeroom, while Mace held the Doctor at gunpoint and Tegan began to open the rats' cage.



The Doctor discharged one of the power packs from his pocket into Mace, knocking him briefly senseless, and then grappled with Tegan. He removed the power pack from her bracelet, causing her to collapse, then did the same to Mace. Mace returned the favour by demonstrating his lockpicking skills with a safety pin on the Doctor's handcuffs. His skills were unequal to the door's lock, unfortunately, but the Doctor shot it out with Mace's pistol.

The Terileptil ordered his android to find the TARDIS and pilot it to London to join them, while he took the last cartload of augmented plague bacteria. The Doctor, Tegan and Mace headed to the laboratory, but the miller beat them there and locked them out. The Doctor shorted out the locking mechanism, and he and Mace were able to overpower the miller and remove the power pack from his bracelet. However, the lab itself had been stripped bare, leaving no clues as to where in London the Terileptils were



hiding. The Doctor was able to disconnect the master control panel before heading back to the TARDIS.

The android, wearing its grim reaper guise, came upon the villagers dragging Adric back to the village and scattered them in terror. Adric then followed the android back to the TARDIS, where Nyssa had just completed tests on her sonic booster. She saw Adric approaching on the viewscreen and went outside to greet him, where she was surprised by the android and chased back inside. The android knocked Adric unconscious, but Nyssa lured it through the control room and back to her bedroom, where she had set up the booster, and turned it on. The vibrations from the sonic booster hit the right frequency to disable the android, causing its power core to explode and making a tremendous mess in the TARDIS.



Mace helped himself to several guns from the manor while the Doctor and Tegan tried to find a way out: the Terileptil had sealed all the doors and windows before leaving. Adric and Nyssa, still thinking Tegan needed to be rescued, tried to pilot the TARDIS directly into the building, which only worked when Adric mimicked the Doctor and struck the console an angry blow.

With the companions reunited at last, the Doctor used the TARDIS' sensors to scan London, discovering the existence of electrical emissions anachronistic to the period on a quiet street near a bakery. Inside the building, the Terileptils gathered around the Soliton gas generator, recovering from the long cart ride in the open air. The Doctor and his team snuck into the bakery, but made too much noise and were surprised by the Terileptils jumping on them. Mace shot one, but another grappled with the Doctor, causing him to drop the

torch he was carrying for light and setting some straw afire. In the Soliton-heavy atmosphere, the fire spread rapidly out of control, and the Doctor and companions were barely able to make it out of the bakery before the Terileptil's weaponry overheated and began to explode. The Doctor took advantage of the fire by grabbing the augmented plague bacteria from the miller's cart and hurling it into the flames as well.



The Doctor realised they needed to leave the scene before difficult questions were asked, and offered to drop Mace off anywhere he liked. He turned down the offer to joining them, saying that the Doctor's "pace of life was a little too fast," and remaining behind to help fight the fire. The Doctor gave him a piece of the Terileptils' control panel as a keepsake, then dashed back to the TARDIS. Tegan asked if they shouldn't stay and help fight the fire as well, but the Doctor only replies that this one should be allowed to run its course as the TARDIS vanishes from Pudding Lane.



CONTINUITY

- This is the first reference to the tinclavic mines of Raaga ("To be sentenced to Raaga is always for life").
- In *Pyramids of Mars*, the Fourth Doctor burned down the priory that was on the property that UNIT HQ would eventually be built on, and told Sarah Jane they should leave, as he didn't want to be blamed for starting the fire. "We had enough of that in 1666."
- The lateral balance cones are the mechanical problem of the week for the TARDIS, as they have "temperamental solenoids."



THE VISITATION

 RUNNING THE ADVENTURE

This is the Fifth Doctor's first historical adventure. As always, the first key decision in writing a historical adventure is to pick the time period. Perhaps you wish to place your characters at a specific event in history, or to have them meet a specific character of interest (like Marco Polo, Queen Victoria or Vincent Van Gogh). Or you might be more interested in a time period than a specific event: perhaps you'd like to see the Doctor and his companions interact with pirates, but who and where is less important to you. In this case, the Great Fire of London is the historical event, though it's been disguised a little by saving it for a surprise twist at the end.

The next step is to place the characters squarely in the middle of the situation, with a problem to resolve. Again, this is straightforwardly accomplished here: the Terileptils have crashed on Earth while fleeing justice for their crimes, so

they've decided to simply take over here. Since they're outnumbered, they need to wipe out the locals; conveniently, a sizeable portion of the locals are already being wiped out by the Bubonic Plague, so they come up with a plan to make the plague even deadlier and contagious. No heroes worth their salt can possibly ignore this!

Then, to make sure things go according to history, put the bad guys' main headquarters right where the Great Fire is supposed to have started, and don't reveal that location until right before the climax; indeed, make tracking down that location (and the plague-infested rats themselves) the final task the heroes have to pull off. Once they learn where the bad guys are, it's very easy for a Gamemaster to make sure a fire gets started during the course of the heroes resolving the other problem.

GOODBYE, OLD FRIEND

This is the final appearance of the sonic screwdriver until the Eighth Doctor. This can serve as an object example for Gamemasters: if a gadget or similar plot element in the hands of the players reduces everyone's fun (in this case by being simply too useful) it should be gotten rid of forthwith. Of course, always take the time to discuss the matter with the players who'll be affected. We're sure the Doctor's player required some cajoling and probably a handful of Story Points!

THE TERILEPTILS

Terileptils are a reptilian species, known for their appreciation of the aesthetics of both art and warfare. They require an atmospheric mix of nitrogen, oxygen and Soliton gas for comfort, though they can survive without the latter for a little while.



Their scales resemble those of a fish, and are usually of a single colour. They have been spacefarers for many hundreds of years; Terileptil ships participated in the alliance against the Doctor when the Pandorica opened and again at the Siege of Trenzalore (see **The Eleventh Doctor Sourcebook**).

MIND CONTROL BRACELETS (MAJOR GADGET)

These bracelets are made from polygrite, and allow the user to control the wearer's mind. Resisting the effect requires a Very Difficult Resolve + Ingenuity roll. Wearers are controlled by a remote panel. The bracelets are powered by common power packs, and if those are removed the bracelet ceases to function, usually stunning the wearer for several seconds. These bracelets seem to have a basic design flaw, considering how easily the packs can be removed by someone other than the wearer, but maybe the Doctor just happens to know the trick of it.

The power packs can be made to discharge an energy burst manually. Triggering an energy burst requires either an Ingenuity + Technology roll (Difficulty 15) or an accurate shot.

Traits: Hypnosis (special), Transmit, Restriction (requires a power pack).

Cost: 2 Story Points.

FURTHER ADVENTURES

- One might find the Doctor and his companions at other famous fires in history. The library at Alexandria (probably) burned down in AD391, Constantinople burned in 406, Moscow in 1547 and Chicago in 1871 as well. Any story the Gamemaster wants to run might benefit from placing a famous historical disaster in the background.
- The Terileptils have not been seen again as adversaries, but their combination of warlike tendencies and appreciation of art might make them worth a second look. Presumably their android was as, well, disco as he was because the Terileptils thought he looked good that way. What, in that case, might their pulse cannons and warships look like? Even the Sontarans might be disconcerted to see so much glitter on a battlefield...

RICHARD MACE



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

Mace was an actor in London until the Plague caused most of the theatres to close. Out of work, he turned to a life of crime, primarily burglary and highway robbery, while retaining his sense of style and gentlemanly demeanour. He assisted the Doctor in thwarting the Terileptils, but declined to join him in the TARDIS, citing his desire for a quieter life.

SKILLS

Athletics 1, Convince 2, Craft 3 (Acting 5), Fighting 1, Marksman 2, Subterfuge 3 (Lockpicking 5), Survival 2.

TRAITS

Charming: Mace has an undeniable charisma; he gets a +2 to rolls based on charm.

Resourceful Pockets: He can spend a Story Point to pull out something useful. Unlike the Doctor, who might have anything from any time in his pocket, Mace is usually limited to 17th century bits and pieces. However, he might have picked up all sorts of alien curiosities from the crashed ship...

Cowardly: In a fight, Mace starts by looking for the exit.

Eccentric: He's an actor and a highwayman.

Unadventurous

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



THE VISITATION



TERILEPTIL LEADER



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

A criminal among his own people, the Terileptil leader (whose name we never learn) was sentenced to a life of hard labour in the tinclavic mines of Raaga. He and several others of his kind escaped, stealing a ship and crashing on the primitive world of Earth in 1666. They decided to eliminate the human race by genetically modifying the already devastating bubonic plague to become even more deadly, but were thwarted by the Doctor and his companions and died in a London bakery, inadvertently starting the Great Fire of London.

SKILLS

Fighting 2, Knowledge 3, Science 5 (Bacteriology, Biochemistry 5), Subterfuge 2, Survival 2, Technology 4.

TRAITS

Alien

Dependency (Minor): Soliton Gas.

Epicurean Tastes

Technically Adept: +2 to rolls to use technology.

Alien Appearance: Like a giant fish on legs.

Unattractive: Even by Terileptil standards the scarring he received on Raaga is horrifying.

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

TERILEPTIL ANDROID



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

This android was a servant to the Terileptils that escaped from Raaga, and helped them survive the crash and take over the manor. The Terileptils used a cloak and mask to make the android resemble the Grim Reaper, allowing it to even more effectively terrify the local primitive humans.

SKILLS

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

TRAITS

Robot

Fear Factor 1/3: The robot gets a +6 bonus to attempts to cause fear, but only against those who believe it is the Grim Reaper. If the robot's true nature is revealed, its Fear Factor drops to 1.

Armour (Minor): The android's metal body reduces damage by 5.

Natural Weapons (Blaster L (4/L/L))

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

BLACK ORCHID



'Well, we haven't got any costumes.'
'Oh! I was just thinking how charming yours was.'

SYNOPSIS

England, Earth, 1925

Shortly after leaving London in 1666, the TARDIS materialised at Cranleigh railway station at 3 o'clock, June 11th, 1925, despite the Doctor's best efforts to get Tegan home. The Doctor and his companions were surprised to discover Lord Cranleigh's personal chauffeur at the station, who claimed to have been sent there to pick up "the doctor." The chauffeur hustled the quartet into his car, as "the game has already started," though he was mysteriously distracted upon meeting Nyssa.

The Doctor was delighted to discover that due to mistaken identity he was expected to join in a cricket match that was already underway. Lord Cranleigh was just as startled as his chauffeur to discover that Nyssa was the spitting image of his own fiancée, Ann Talbot. While the Doctor joined the game (and performed with remarkable skill), Lord Cranleigh

introduced the others to his family and the other spectators, all of whom were stunned at Nyssa's likeness to Ann. With the Doctor's assistance, his team made a come-from-behind victory and he and the companions were invited to the main house for drinks, followed by a fancy-dress charity ball. Tegan pointed out that they had no costumes, but Lord Cranleigh answered that he always kept extras for last-minute guests.

While the game and party continued, a mysterious figure escaped from the bed to which he had been tied and struck down his guard, Latoni, who wore unusual native garb and a disk in his lip. He then killed a servant named Digby and slipped off down a hidden hallway.

The Doctor and companions mingled further with the guests, and Tegan admired an exotic black orchid plant on display. Lady Cranleigh explained that her eldest son George, a famous botanist, had brought it back from an expedition. George, unfortunately, had never returned from his last expedition to Brazil two years ago,. Eventually everyone retired to prepare for the ball, and Lord Cranleigh provided



BLACK ORCHID

the Doctor with a harlequin's suit and mask to wear. Meanwhile, Ann decided it would be amusing if she and Nyssa wore identical costumes and masks so no-one could tell them apart.



While the Doctor prepared his bath, the same mysterious figure stole into his room via a secret door. The Doctor heard him and emerged, but the figure had slipped away. Exploring the secret passage, the Doctor became locked out of his room in his dressing gown, and headed off further down the passage. The figure re-emerged, revealing hideously-scarred hands, and made off with the Doctor's costume.

The ball began and everyone was having a wonderful time, including the companions. Tegan danced with Sir Robert, the town constable, while Nyssa tried to get Adric to ask her to dance. Adric, for his own part, was far more interested in the buffet provided. Ann and Nyssa slipped away together, and then returned, with no one able to tell who was who. Lady Cranleigh was distracted from her party by the arrival of Latoni, who told her that "his friend" had escaped. The two hurried off together.

Meanwhile, the Doctor finally emerged from the dark secret passages into a different hallway, and began exploring. He found yet another secret door, and entered the bedroom where the mysterious figure had been tied, finding a book written in Portuguese. The Doctor returned to the hallway, searching for an exit. Opening a closet door, he found Digby's corpse stuffed inside.

Out at the party, the harlequin figure cut in on Adric dancing with one of the identical girls, and took her back into the house. There, he began to get rough with the girl, who called for help. James, one of the

butlers, came to her aid, but was instead choked to death by the harlequin. The girl fainted, revealing herself to be Ann, and the figure slipped away with her and returned his costume to the Doctor's quarters.

Returning to the bedroom, the Doctor encountered Lady Cranleigh and Latoni, and took them to see the body he had found. Lady Cranleigh identified him as "one of the servants." She asked the Doctor to keep this quiet to avoid frightening the guests, while she contacted the police, and the Doctor agreed, returning to his room to don his costume.



The figure tucked the unconscious Ann into bed, revealing himself to have an equally-hideously scarred face. Lady Cranleigh and Latoni returned to the bedroom, whereupon Ann awoke and fled crying into Lady Cranleigh's arms. Lady Cranleigh took her away to calm her down, while Latoni found the cowering figure and tied him up again.

Lord Cranleigh and Sir Robert discovered the dead butler in the main hall, whereupon the Doctor arrived as well in the harlequin costume. On seeing him, Ann accused the Doctor of killing the butler and attacking her. The Doctor protested, but Lady Cranleigh would not back up his alibi. The constable began to question the Doctor more severely, noting his refusal to give a real name or produce any identification. The Doctor explained that he was a Time Lord, but to little effect, so he took Sir Robert back to the secret hallway to show him the first body. When the body (and Latoni) was found missing, the Doctor realised he was in a great deal of trouble.

Lord Cranleigh called on his friend who was supposedly sending "the doctor" to him, but learned he had missed the train and that the Doctor was not who they believed him to be. Sir Robert had

the Doctor arrested for murder, and the three companions for being accessories. The Doctor convinced the arresting officer to stop at the railway station so that he could show him the TARDIS as evidence for his claims, but when they arrived the TARDIS had disappeared. However, upon arrival at the police station, they learned the "police box" had been seized by the police already and taken to their yard, where they were unable to open it. The Doctor unlocked the TARDIS and allowed the constable and a policeman to enter.



Back at the manor, Lady Cranleigh told her son about the first murder, but refused his demand that the police be informed and the Doctor released, insisting that the Doctor would "come to no harm." Meanwhile, the scarred man escaped his bonds and attacked Latoni once more. Before losing consciousness, Latoni hid the key to the main door, and so the scarred man was unable to escape the room. Instead, he began grabbing papers and using them to light a fire.

While the Doctor was showing the stunned Sir Robert the TARDIS, another policeman arrived saying that the Cranleighs had reported another dead body, presumably the one the Doctor had seen in the cupboard. The Doctor offered to take the constable directly back there with the TARDIS.

The scarred man was able to take advantage of the fire to smash down the door and escape, but when he came downstairs he ran into Lord and Lady Cranleigh, as well as the arriving Doctor. The man knocked the Doctor away and grabbed Nyssa, escaping with her back up the stairs, and the fire flared up behind him to delay pursuit. The Doctor confronted Lady Cranleigh, revealing that he had deduced the man was actually George himself, who still loved Ann and had taken Nyssa by mistake.

The Doctor led everyone else outside, where they saw George and Nyssa on the roof of the burning manor. Lord Cranleigh began to scale the outside wall, while the Doctor went back inside to find an alternative path to the roof.

Lady Cranleigh explained to Sir Robert that the Brazilian natives had been angered when George had taken the sacred black orchid out of the jungle, and they were responsible for his scars as well as for cutting out his tongue. George, who had been driven mad by the ordeal, had been rescued by another tribe, and their chief, Latoni, had brought him home. With Latoni's and Digby's help, she had been keeping George hidden in the house in order to avoid a scandal.

Lord Cranleigh made it to the roof and confronted George, but was struck when he tried to grab him. The Doctor emerged and told George he had the wrong girl; his beloved Ann was still down below. George looked over and saw a second identical woman, and was confused, but released Nyssa. Lord Cranleigh then went to embrace his brother, but George recoiled, lost his balance and fell to his death from the roof.



The Doctor and company stayed for George's funeral, but returned to the TARDIS afterwards. Ann gave Tegan and Nyssa their dresses to keep, while Lady Cranleigh presented the Doctor with a copy of George's book, *The Black Orchid*.

CONTINUITY

- The Doctor had to explain to Adric and Nyssa what trains and train stations were for. Nyssa was dismissive of the idea, but the Doctor revealed that as a boy he'd always wanted to drive one. Were there trains on Gallifrey still, or was he observing Earth even then?



BLACK ORCHID

- The Doctor was temporarily caught off-guard by a reference to someone as “the Master” and “the other Doctor,” which was revealed humorously to be a reference to the legendary 19th century cricketer W. G. Grace (who was himself also a medical doctor.)
- Further humour is derived from Adric and Nyssa failing to disguise their alien backgrounds in any way, but the Cranleighs and their guests being too polite to notice. Nyssa says several times that she’s from Traken, which the guests decide must be a town near Esher, while Adric’s homeworld of Alzarius is mistaken for a Baltic country.



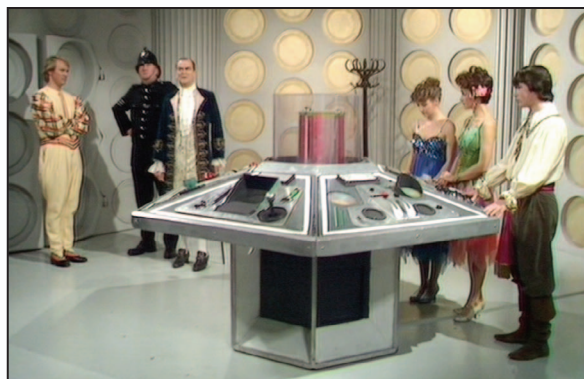
RUNNING THE ADVENTURE

Black Orchid does provide a Gamemaster with an excellent example of a ‘change-of-pace’ story, interesting precisely because it’s so different from the high-stakes adventures the Doctor usually has. If you’ve run too many games in a row where the entire universe is threatened by cosmic menaces or invading alien armies, you might consider providing your players with an amusing break by running a quick ‘cozy’ murder-mystery like this one in the manner of Dorothy Sayers or Agatha Christie.

This is best done once your group has a few adventures under their belts; much of the pleasure of this sort of story is taking the time to have your characters interact in low-pressure circumstances, and these interactions need time to develop. Tegan’s scenes of relaxing and enjoying dancing (and the company of Sir Robert) are made particularly piquant in contrast to how we’ve regularly seen her to this point: mostly worried, frightened or angry. It’s nice to see that’s not how she is all the time, and to perhaps understand why Nyssa likes her. The

gentle teasing Nyssa and Tegan give Adric about his appetite serve a similar purpose of bonding the team together.

Similarly, the Doctor gets to be quite blasé about keeping the TARDIS a secret – he convinces the policemen of his innocence primarily by showing them around the TARDIS. On another adventure, that might cause further complications, but in a farcical adventure such as this one, it’s all part of the fun.



DUPLICATES & MISTAKEN IDENTITIES

This is yet another example of the Doctor running into co-incidental duplicates of himself or his companions (see also *The Massacre*, in *The First Doctor Sourcebook*, for example.) Here, it’s used as a tool to draw Nyssa into the adventure, and to set up the threat to her. Mistaken identity also gets the Doctor to Cranleigh Hall. In a way, this confusion of identity serves the same purpose as psychic paper – it puts the player characters in the middle of the story very, very quickly. Avoid putting barriers between your characters and the interesting bits of the story; propel them into the midst of the action as quickly as you can, even if you have to bend plausibility to do it.



FURTHER ADVENTURES

- Players might enjoy being thrust into a murder mystery in the manner of the British cozies, where the Doctor and companions are admitted by mistaken identity to a manor house where a will is being read and a series of murders will take place. In a similar vein, the companions might go to some other location solely for the purposes of enjoying a nice party, and get accused of a crime they didn't commit. In this case, take the common clichés of a cozy murder mystery, but apply them to an entertainingly alien locale like a space station, or the grand halls of Gallifrey. (Indeed, this is sort of the premise of *The End Of The World* in *The Ninth Doctor Sourcebook*. For that matter, take a look at *The Unicorn and the Wasp* in *The Tenth Doctor Sourcebook*).
- The Brazilian natives who considered the black orchid a sacred plant sound like a nasty bunch, considering they mutilated a man for taking a flower. Perhaps a group of adventurers might run across them again, and find themselves pursued across the jungle for a similarly inadvertent crime.



GEORGE CRANLEIGH

George Cranleigh was a famous botanist and explorer, known for his expeditions to the wilds of South America. His last expedition went tragically wrong when he angered a tribe in the Brazilian Amazon by taking one of their sacred black orchids, and they captured and tortured him, scarring his face and ripping out his tongue. He was rescued by members of another tribe, and their chief Latoni returned him to England and stayed with him for months while he recovered. Though most of his physical wounds healed his mind never did, and he continued to try to pursue Ann Talbot, his former fiancée who had now fallen for his brother. In his madness he tried to kidnap her, but accidentally grabbed Nyssa instead. When his brother tried to embrace him after the Doctor talked him into releasing Nyssa, he recoiled in fear and fell to his death from the roof of his family's manor.

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

SKILLS

Athletic 3, Fighting 2, Knowledge 2, Science 3 (Botany 5), Subterfuge 3, Survival 3.

TRAITS

Impulsive: As his career shows, George acts before he thinks.

Dark Secret (Major): Everyone thinks George is dead.
Eccentric (Major)

Impaired Senses (Major): George's tongue was cut out by an Amazonian tribe – he now cannot speak.



Tough: Reduce all damage suffered by George by 2.
Obsession (Ann Talbot)

Unattractive: All those scars give George a -4 penalty to any roll based on appearance.

Fear Factor 1: +2 to rolls to scare people with his hideous alarming features.

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

EARTHSHOCK



EARTH SHOCK



'Now I'll never know if I was right.'

SYNOPSIS

Earth, 2526

In the year 2526 on Earth, as a scientific expedition explored a newly discovered cave system rich in dinosaur fossils, they were attacked out of the darkness by mysterious beings. Of the eight scientists, only Professor Kyle made it out to the surface. She radioed for assistance from the army, and a squad led by Lieutenant Scott arrived.

The soldiers set up a scanning array designed to detect life forms at the cave entrance. When the scanner was activated, no life forms were detected inside. Scott's team decided to go down and investigate, Kyle leading them to the bodies. As the soldiers advanced through the caves, the scanner on the surface picked up strange readings. Walters and Snyder, the officers left at the surface, thought the scanner was at fault since the equipment was "ancient." None of the soldiers inside noticed they were being followed by two mysterious figures.

Dr Kyle led the soldiers back through the tunnels, explaining that the expedition had seemed "cursed"

from the beginning, with equipment frequently breaking or going missing. As they travelled, the lights that the scientists installed in the caverns failed briefly, leading to one of the troopers dislocating her shoulder. Scott sent her back to the surface, and Walters reported that he'd seen another of the mysterious signals on the scanner. The cave filled with strange noises, which Dr Kyle said she'd heard before just before the attack.

On the TARDIS, Adric complained that the Doctor did not respect or pay sufficient attention to him. A discussion between them degenerated into a shouting match, and Adric announced that he was tired of being an outsider and wished to return to E-Space and Terradon, the world his people originally came from. The Doctor told him that travelling to E-Space again was too dangerous, but Adric insisted that he was capable of doing the calculations necessary to do so safely.

The Doctor materialised the TARDIS inside the cave system, and announced he was going outside for a walk (because his argument with Adric had made him particularly angry). Tegan went out to help calm him down, while Nyssa told Adric to go ahead and work on the calculations so they could all discuss the problem rationally once the Doctor



had calmed down, before joining the others outside. They convinced the Doctor to apologise and at least look at Adric's calculations before dismissing the idea outright. Nyssa noticed some remarkably well-preserved dinosaur fossils on the cave wall, and the Doctor explained to her how such creatures once existed all over the Earth before many of them became extinct after a meteor impact 65 million years before.

On the surface, Walters detected the arrival of the Doctor on his scanner, pointing out to Scott that there were three new life forms in the caves and that one of them registered as having two hearts. Scott ordered his troops to ready their arms and set them to stun. Snyder noticed that the wounded trooper and her partner were making very slow progress and entered the cave herself to assist them. She was still searching for them when Walters saw another flare on the scanner, followed by the life signs of the two soldiers fading out, then Snyder's own. The mysterious figures had killed them, without ever appearing on the scanner.



Walters reported the disappearance of Snyder and the others to Scott. Scott ordered Sergeant Mitchell to take a couple of troops back in that direction while the others continued on in search of the three new "aliens." As Walters watched, another flare went off near Mitchell's group. Mitchell found the remains of Snyder, then saw the two figures and reported them to Walters, before being killed.

Meanwhile, Scott's team reached the site of the original attack, and Kyle noticed a new rockfall there. Realising the aliens were close, Scott ordered his troops to take up defensive positions. The Doctor and his group continued to explore, and as they entered the same cavern Scott immediately held them at gunpoint, demanding to know where they hid the bodies. The Doctor insisted they had

just arrived themselves, but Scott would hear none of it. Kyle suggested the bodies might be under the rockfall, and Scott put the companions to work clearing it away.



Doing so revealed a small metal hatch in the cavern wall. Scott ordered the Doctor to open it, but before he could even try the troops were attacked by the mysterious figures. They and the troops exchanged fire while the companions scattered for cover. Watching them, the Doctor deduced that they must be androids, explaining why they didn't register on the scanners. The androids scanned the troops, settling on the Doctor and transmitting his image back to their masters: the Cybermen!

The Doctor told the troops to concentrate their fire on one of the androids, and they were able to partially damage it, causing them both to withdraw but leaving the soldiers still pinned down. The Doctor theorised they might be protecting whatever was inside the hatch. Meanwhile, Adric wondered where his shipmates had wandered off to and came out of the TARDIS to find them. He nearly stumbled onto the androids, but the companions warned him away.

The Doctor told Scott to attack the hatch, hoping that the orders the androids had to protect it would conflict with their self-preservation programming and confuse them. The ploy was successful, and while one of the androids was motionless Adric struck it with a rock at the same time a trooper shot it, disabling it. The other android continued fighting on its own, but Scott was able to destroy it as well.

When the Cybermen's contact with the cave was cut off, they realised their plans needed to be hurried along before the Doctor learned what was happening. The Cyberleader ordered the activation of the device hidden inside the hatch: a devastatingly powerful bomb!



EARTH SHOCK

The Doctor set about opening the hatch, which had been damaged by the troopers' weapons, and immediately recognised the bomb inside. However, at first he thought that it had been activated by him opening the hatch, and, blaming himself, determined to try to stop it while Tegan got everyone else in the caves into the TARDIS for protection. Once he realised that was not the case, he rushed into the TARDIS to jam the signal being sent to the bomb. Having accomplished that, he and Adric set about disarming it before the bomb's owner could override the jamming signal. Though the jamming was eventually defeated, it bought enough time for the Doctor to dismantle the bomb.



The Cybermen realised that no one on 26th century Earth had the technological skills to defeat their bomb, so someone must have helped them. The Cyberleader reviewed the android's recordings, and though he did not recognise the Doctor or any of his companions, he did see the TARDIS in the background and realised who these strangers must be.

The Doctor tried to get Scott and his team off the TARDIS so he could go out and find whoever was beaming the signal to the bomb, but Scott insisted that if Earth was under attack he was going to help defend it. While they traveled out into deep space in search of the signal, the Doctor and Adric apologised to each other for their earlier fight, and Adric admitted he actually did not want to leave the TARDIS at all.

In Sector 16, a freighter was docked at a space station near Earth. Security checks were tight because Earth was hosting a major interstellar conference. On board the freighter, Ringway (the security officer) and Berger (the pilot) discussed how delays caused by the general alert threatened

to make them miss their arrival deadlines, and consequently forfeit their bonuses. In fact, they were in such a rush that they had neglected to file any reports on three missing crewmen on their own ship for fear of additional bureaucratic delays. As the freighter's captain, Briggs, returned to the ship herself and got the freighter underway, the TARDIS materialised in her hold in search of the broadcast signal. The Doctor and Adric left the others inside while they took a look around.

The two wandered around the maze of corridors in the ship, with the Doctor making every effort to get noticed. Two security guards noticed them, but followed them at a distance while first Ringway and then Briggs were informed. The Doctor heard screams and, running to investigate, found the two guards dead at the same time that Ringway arrived to arrest them for murder. Despite their protests, he brought the pair to the bridge.



While Briggs questioned the Doctor and Adric, both the freighter and the TARDIS detected the sudden presence of a powerful magnetic field surge. Unknown to both, throughout the holds of the freighter Cybermen soldiers wrapped in clear plastic began to activate. Berger traced the power loss to Hold 4, and Briggs ordered Ringway to send a squad down to investigate. The Cyberleader, realising the power surge would be detected, ordered that it was time to take control of the ship.

Berger and the Doctor tried to convince Briggs to bring the freighter out of warp to investigate the problems, but Briggs pointed out that if they emerged from warp, Earth's security forces would stop the ship, and the resulting delays would lead to loss of bonuses and a heavy fine she was unwilling to risk. Ringway's team took up defensive



positions around the hold, assuming there were more stowaways inside. Around them, the security cameras began to go offline.

On the TARDIS, Scott tired of waiting for the Doctor and assembled his team to find out what was happening. Tegan insisted on accompanying them, while Nyssa and Kyle stayed behind to wait for word from the Doctor. From the bridge, the Doctor watched in horror as the remaining cameras picked up dozens of Cybermen marching through the hold. Ringway's forces engaged them in combat, but their weapons had little effect and the Cybermen began to slaughter them. Scott and his team heard the firing from a distance and, setting their weapons on "kill", made their way forward.

Ringway returned to the bridge and aimed a gun at Captain Briggs, revealing himself to be a Cyberman spy. The Doctor made a joking reference to the Cybermen's aversion to gold, and Adric tried to hide his own gold star badge, but Ringway saw him doing so and confiscated it. Berger hid behind a console, and when Ringway realised he'd lost track of her, the Doctor and Briggs were able to take advantage and overpower him, sealing the doors just before the Cybermen made it onto the bridge.

The Doctor pocketed Adric's badge, while Briggs insisted they only needed to hold out until the freighter reached Earth, at which point local security could handle the Cybermen. Adric asked how many of the mysterious silos the Cybermen had emerged from the freighter was carrying, and Briggs realised her ship was carrying fifteen thousand of them – an invasion force that would overwhelm Earth's defences.

The Cyberleader arrived at the bridge to oversee their efforts to cut through the bulkhead doors, insisting that the Doctor himself was to be taken alive. The Cybermen used a thermal lance to melt through the door. The Doctor tapped into the systems the freighter used to stabilise the containers holding the antimatter that powered the engines. When the door was softened by the heat, the Cybermen began to physically tear through, but the Doctor used the stabilising system to solidify the door with a Cyberman still stuck partway through.

Scott's team found the massacred remains of the security forces, then retreated into hiding just before being spotted by Cyberman sentries left behind. They massed their fire on two of the guards, knocking them down, and Tegan burst forth and

seized one of their weapons, using it to finish off the Cyberman at close range. Unfortunately, the other one escaped despite being wounded, and made its way to the Cyberleader. Realising the freighter had more humans on it than Ringway had told them, the Cyberleader ordered the activation of more Cybermen to defeat them. Meanwhile, the Cybermen placed explosive charges on the bulkheads to destroy them completely.

When the doors blew open, the blast wave knocked the Doctor and Adric down, and soon the entire bridge was controlled by the Cybermen. The Cyberleader immediately had one of his soldiers kill Ringway for deceiving them. He gloated that the Doctor would live just long enough to watch the Earth destroyed. The Cybermen installed a new control mechanism to the freighter's warp drive, locking out the navigational system and turning the freighter into a flying bomb that Earth's defence forces would not detect until too late.





EARTH SHOCK

More Cyberman smashed their way out of the storage silos in the holds, and Scott's team took cover to hide from them, but Tegan slipped past them and made her way towards the bridge on her own. Unfortunately, she did not make it far before being taken captive herself. Scott and his troops retreated back to the TARDIS. As they approached, Nyssa opened the doors, but two Cybermen emerged from the dark hold and attacked the troops at the door, forcing their way inside. A fire fight ensued, in which both Cybermen were killed, but Dr Kyle died as well. Scott claimed the two Cyberman weapons, and returned outside to try to retake the ship over Nyssa's protests.



The Cyberleader revealed to Adric that the conference on Earth was being attended by the leaders of many worlds, with the intention of signing treaties to unite their forces into an army large enough that the Cybermen themselves would not be able to defeat. Tegan was brought to the bridge, where the Cyberleader threatened her as an example to show the Doctor that his emotions, particularly of friendship, were a weakness. Once the ship's systems had been locked down, the Cyberleader ordered his troops to evacuate the ship so they could prepare to hunt down and kill any survivors after the freighter struck the planet. The Cyberleader used Tegan as a hostage to force the Doctor to bring him to safety on the TARDIS (since the main fleet was still too far away to pick him up), but ordered that Adric be left behind as he only needed one hostage. The Doctor protested, but Adric volunteered to stay, and the Doctor and Tegan returned to the TARDIS with the Cyberleader and his guard, who was ordered to search the ship.

Scott and his last couple of men made their way back to the bridge, where they surprised and overpowered the two Cybermen who'd been left behind as guards. Adric and Berger set to work

trying to disconnect the Cybermen's device from the drive so they could change their heading, while Scott and Briggs tried to fend off the last few from reaching the bridge.

The Cyberleader ordered the Doctor to lock onto the freighter and follow it to Earth. Adric's remarkable capabilities with mathematics allowed him to overcome the first of three computational locks on the device, and when Berger attempted to re-engage navigational systems the ship's drive malfunctioned, causing the freighter to begin to travel back in time. The TARDIS continued to follow it, and the Cyberleader tried to order the Doctor to reboard the freighter to deal with the humans but because of the warp jump the Doctor was physically unable to do so.

When Adric defeated the second of the locks, the freighter emerged from warp 65 million years into the past, but still locked onto Earth's spatial coordinates. The Cyberleader was satisfied; if the freighter destroyed the Earth in the past, that seemed just as good to him as destroying it in the present. However, the Doctor realised that the explosion of the freighter's antimatter engines in this period must have been the event that wiped out most of the dinosaurs, and indeed this explosion was meant to happen in Earth's history so the mammals could become the dominant species.

On the freighter, the humans scrambled to make it to escape pods before they entered the Earth's inescapable gravity well. Adric insisted he could still defeat the final lock, but Scott ordered him off the bridge, pulling him physically into the lift. As soon as Scott let go, though, Adric determined the way to defeat the lock and slipped away from them just before the lift closed for another attempt.

The escape pod called the TARDIS, and Scott told them that all but Adric had made it off the ship safely. The Cyberleader, realising he had failed, determined to kill the Doctor, but Tegan threw off his aim with his gun and the Doctor was able to jam Adric's gold badge into his respirator, crippling him. The Cyberleader fired wildly, damaging the TARDIS controls, and the Doctor wrested the gun away at last and shot the Cyberleader dead.

Back on the freighter, Adric was working on the final navigational lock when a wounded Cyberman left behind by the others made its way onto the bridge. It fired once at Adric but missed, destroying the lock interface, before expiring itself. Adric looked

helplessly at the damaged console, and then at the viewscreen showing Earth directly ahead. He clutched the belt he had gotten from his brother, knowing he was helpless.

The Doctor tried to repair the TARDIS controls in time to rescue Adric, not noticing that the remaining Cyberman had returned to the console room. Fortunately, Nyssa was able to grab the Cyberleader's gun in time to shoot it before it could kill the Doctor. However, the Doctor's efforts were for naught. As he and the other companions watched, the freighter exploded in Earth's atmosphere with Adric still on board.



register Nyssa as an alien, though it did the Doctor. Perhaps his two heartbeats specifically gave him away.

◉ RUNNING THE ADVENTURE

While *Earthshock* as an adventure has a solid and reliable "Cybermen attempt to destroy the Earth" plot line, it is most well-remembered as the adventure in which Adric died. Player character death is a touchy subject and should be handled with great care by Gamemasters; players can become very attached to their characters and having one die can be quite traumatic, as well as terribly disruptive to the plans of the Gamemaster herself. Player character death is rare in Doctor Who: Adventures in Time and Space, and it should be; there should always be plenty of ways for players to fail or struggle that don't involve player characters dying (NPCs, of course, are a completely different question!).

However, the occasional reminder of mortality is sometimes dramatically appropriate, and so Gamemasters should occasionally consider discussing the possibility of such deaths with their players. When a character has completed a dramatic arc, or simply no longer seems to fit with the group, an agreed-upon death, perhaps one of heroic sacrifice, might be just the thing.

CONTINUITY

- Why does the Cybermen's lock on the navigational system of the freighter cause the ship to become a time machine? Perhaps the time warp was generated by the ship's engines. The *SS Madame de Pompadour* (in *The Girl in the Fireplace*) was able to use its engines to tear holes in space-time. Perhaps with enough power and the right calculations, any ship with a hyperspace drive can be turned into a time machine, albeit an unreliable and dangerous one (in much the same way that any car can be a submarine if you roll the windows up tight and drive straight into the ocean).
- Adric is the first companion to die while travelling with the Doctor since Katarina and Sara Kingdom (*The Daleks' Master Plan* in *The First Doctor Sourcebook*).
- The 26th century army seems reasonably gender-integrated.
- Trakenites are sufficiently close to human physiologically that Lt. Scott's scanner didn't

Beyond Adric's cruel fate, the adventure itself is a nice example of escalating threats. The opening scenes are wonderfully atmospheric, as the hapless NPC scientists and soldiers are cut down mercilessly by the mysterious figures. A skilled Gamemaster could present this as a quick scene "for the audience" before the players actually get involved, ratcheting up the suspense at the table. An even better technique might be to allow the players to take on the roles of the NPCs temporarily, with everyone knowing in advance they're playing 'redshirts' who are unlikely to survive. This not only allows the Gamemaster to show off her villains at their best, but gets the player characters personally invested in defeating them after taking the initial clobbering the bad guys deal out.

Once the Doctor has dealt with the androids and the bomb, there's a natural break in the story while the locale shifts to Captain Briggs' ship. Again, we begin with the suspenseful search of the cargo hold, where the Doctor and Adric promptly get captured and blamed for the mysterious disappearances. Once they reach the bridge, the magnitude of the problem is finally revealed and it's a dead run to

the climax, where Adric makes the fateful decision to turn back and try to solve the lock puzzle one last time and the Doctor displays an impressive savagery in killing the Cyberleader.



EARTH SHOCK

THERMAL LANCE

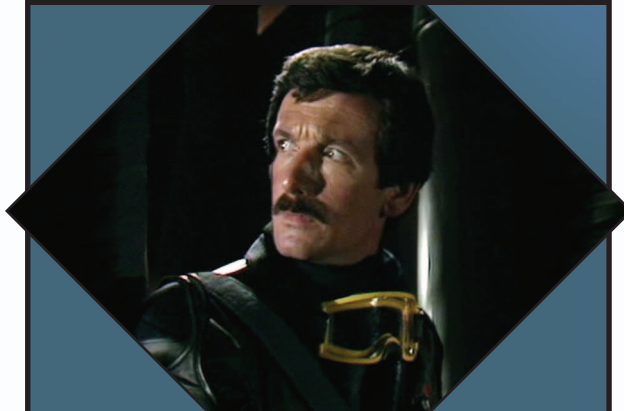
This tripod-mounted gun can melt the interior doors of a spaceship in less than a minute, allowing the fiendish Cybermen to tear their way in.

Traits: Bulky, Delete, Restriction (takes time to build to full effect).

FURTHER ADVENTURES

- Did the interstellar conference actually accomplish the alliance between multiple governments that the Cyberleader feared? If it represents an important milestone in interstellar relations, perhaps the Cybermen were not the only race interested in interfering. Either other local enemies, or time travellers wishing to reshape the course of history might also show up to cause troubles.
- There might be further possibilities here as well for the heroic Lieutenant Scott. Now that Scott knows his enemy, he can return to his own time and become a leader in the united front against the Cybermen. Presumably humanity and its allies win – by ***Revenge of the Cybermen*** (which occurs more than 300 years later) the Fourth Doctor notes they no longer have an empire, or even a single planet. Perhaps he might be encountered some years later as a veteran of a campaign against the metal menaces.
- That freighter had escape pods. Some of the Cybermen might have ejected moments before it smashed into Earth. If anything could survive in the nuclear winter caused by the impact, it would be the Cybermen. What could a few desperate Cybermen do in the wilderness of 65 million years ago? What if they entombed themselves to wait for civilisation to arise again, or started converting the native Silurians into Cybermen? For that matter, we've seen the Cybermen create non-humanoid cyborgs, like the Cybershades (see ***The Next Doctor*** in ***The Tenth Doctor Sourcebook***) – can Cyber-dinosaurs be far behind?

LIEUTENANT SCOTT



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

Scott was a Lieutenant in the army unit instructed to investigate the deaths of a team of geologists in a cave system. The investigation revealed a Cyberman plot to destroy the Earth, which Scott helped the Doctor thwart despite the tragic deaths of Adric, Dr Kyle and several soldiers under Scott's command.

SKILLS

Athletic 4, Fighting 3, Knowledge 2, Marksman 3, Subterfuge 2, Survival 2, Transport 2.

TRAITS

By the Book: Scott adheres to military doctrine.

Crack Shot: +2 bonus to Marksman when making especially tricky or impressive shots.

Obligation (Minor): To the military.

Military Rank (Major): He's a lieutenant.

Quick Reflexes: Always goes first in his Action Phase.

Tough: Reduce all damage suffered by 2.

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

CAPTAIN BRIGGS



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

Captain Briggs commanded a freighter that was secretly used by the Cybermen to smuggle thousands of their soldiers through Earth's orbital security systems. She was so concerned about making her shipment on time (and avoiding the cash penalties for missing deadlines) that she ignored the disappearance of several of her crew until matters were far too late. Fortunately, the Doctor was able to defeat the Cybermen, though her ship was destroyed in the process.

SKILLS

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

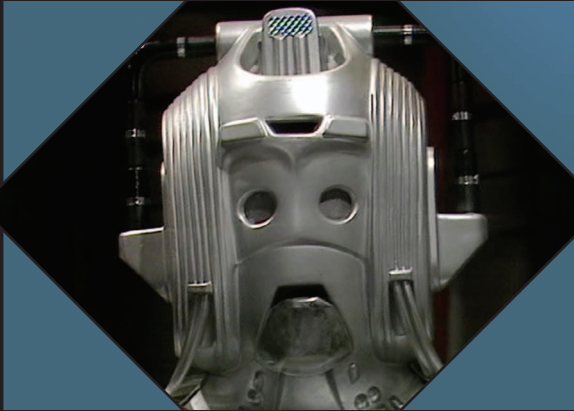
TRAITS

Argumentative: Captain Briggs doesn't listen to good advice.

Obsession (Major): The bottom line. Profit above all.

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

CYBERLEADER



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

This Cyberleader (there have been several) was tasked with disrupting the interstellar conference on Earth that would have united many worlds against them in the 26th century. Once he learned that the Doctor was responsible for his initial plan failing, he resolved not only to defeat him but to humiliate him personally. Despite his claims otherwise, he frequently seemed to betray emotions such as hatred and desire for revenge.

SKILLS

Convince 3, Fighting 3, Knowledge 3 (Tactics 5), Marksman 2, Medicine 1, Science 1, Subterfuge 2, Technology 4, Transport 2.

TRAITS

Armour (Major): Reduces damage sustained by 10.

Cyborg

Fear Factor 3: +6 to intimidating others.

Networked: Connected to the other Cybermen.

Slow: Speed during Chases is 1.

Technically Adept: +2 to rolls to use complex devices.

Weakness (Major): Gold jams his internal systems, inflicting four levels of damage per round.

TECH LEVEL: 7 **STORY POINTS:** 8

TIME-FLIGHT



TIME-FLIGHT



'It's times like this I wish I still had my scarf.'

SYNOPSIS

Heathrow Airport, London, 1982

Concorde flight 192-GVF (Golf Victor Foxtrot), under the command of Captain Urquhart, was making its final approach to Heathrow Airport when it began experiencing radio contact difficulties with air traffic control. As the controllers watched, the plane disappeared from the radar screen, and they feared the worst. However, there were no reports of crash or explosion; the plane simply disappeared!

The Doctor and his companions were still grieving the death of their friend, Adric, and Tegan could not understand why they couldn't go back in time again and rescue Adric before the freighter exploded. The Doctor explained that some rules could not be broken, and they needed to accept that Adric

was dead. In order to cheer himself and the others up, the Doctor proposed a visit to London's Great Exhibition of 1851. However, on the way there the TARDIS encountered turbulence in the Vortex, caused by another time-travelling ship. In order to avoid accidentally converging, the Doctor had the TARDIS materialise immediately, depositing them at Heathrow Airport.

The Doctor stepped out of the TARDIS to pick up a copy of *The Times*, but was accosted by the airport's security crew. Andrews, the chief of security, was already harried by the disappearance of Concorde and demanded to know what a police box was doing in a Heathrow terminal. The Doctor referred him to UNIT, citing Sir John Sudbury, Brigadier Lethbridge-Stewart and Department C19.

UNIT told Heathrow's managers that the Doctor had full security clearance and that the Doctor should be briefed about the disappearance of the plane. Despite Tegan's doubts and protests, the Doctor agreed to take a look at the situation, and he quickly theorised that the plane vanishing and the turbulence the TARDIS experienced were related, and the plane

may have travelled through time. He requested another plane fly along the exact same flight path with the TARDIS on board, a second Concorde, this one encoded Golf Alpha Charlie and crewed by Captain Stapley, First Officer Bilton and Flight Engineer Scobie.

Though Stapley and his crew felt the Doctor's theories about time warps were pretty unlikely, they took off and circled around again to follow the exact approach the previous flight had taken, and disappeared from the air traffic control screens at the same point. As the Doctor predicted, the TARDIS' equipment showed they were time travelling as they flew. However, the plane continued to receive radio signals apparently coming from Heathrow! Indeed, they landed seemingly without incident, but while walking across the tarmac, Nyssa had a brief vision of decaying corpses around her and screamed. The Doctor urged them all to concentrate and clear their minds, and the perceptual induction illusion they



had all been under was cleared away. In place of an airport, they found themselves staring at rocky, hilly terrain empty of life. They were still at Heathrow, but 140 million years earlier than they had planned!

Stapley and Bilton found the idea that they'd landed so easily on the rocks and hills unbelievable, and the Doctor pointed out the illusion they were under probably made them think the landing was much less bumpy than it actually was. Tegan saw the other Concorde in the distance and headed off towards it without waiting for the others, and the Doctor followed her. While the two were separated, they saw a building in the distance behind one of the hills, and then a pile of wreckage that seemed to be of an ancient alien spaceship.

Meanwhile, inside the mysterious stone citadel, a corpulent bearded figure calling himself Kalid gave orders to the assembled passengers of the first plane in a singsong voice. Through a glowing crystal orb he watched the activities of the Doctor and the others outside, eventually concentrating his focus on the TARDIS in Alpha Charlie's hold. He sent some of the passengers out to claim it.



Back at the first plane, Nyssa seemed to receive a premonition of danger and ran off, with the plane's crew in pursuit of her. As they climbed over hills, they suddenly found themselves facing the M4 motorway, but Nyssa and Stapley convinced the others it was only another illusion, and it faded before them. They then saw the TARDIS being carried away, and Scobie and Bilton recognised some of Victor Foxtrot's crew among them. They dashed down to intercept them, but the crew of the other plane were still ensorcelled by the illusion and believed they were in New York City. Trying to physically overpower them and drag them away, Bilton and Scobie were themselves suddenly grabbed by creatures made of some sort

of grey goo. They were transported away in a flash, while Stapley and Nyssa looked on with horror.

The Doctor and Tegan finally caught back up with Stapley and Nyssa, and as they described what happened to the others the same effect also attacked the Doctor, leaving him trapped in a bubbling energy field. Nyssa stopped Stapley from trying to free him, saying that she somehow knew he was in no danger. Inside the energy field, the Doctor received a weak telepathic communication from somewhere, requesting his help. When he was released, he explained to the others that the creatures they saw were Plasmats, protein-based matter created psycho-kinetically from particles in the atmosphere, and generally harmless.



Bilton and Scobie found themselves in the presence of Kalid inside the citadel, and they fell victim again to the mental control and joined the passengers in loading in the TARDIS. Bilton, on seeing the TARDIS, briefly regained his senses, but the fat creature chanted and was able to reclaim his mind. Kalid sent Bilton to join the others in their labours, while he attempted to open the TARDIS. Failing this, he summoned an image of the Doctor in his globe.

Professor Hayter from the University of Darlington, a passenger on Victor Foxtrot, made his way to the Doctor and his team, explaining that he taught psychological conditioning and was able to resist the mesmeric effect that controlled his fellow passengers. However, he believed they had in fact been captured by the Russians and were in Siberia somewhere, and found their claims to be in the distant past difficult to accept. Nevertheless, he agreed to show them the way back into the ancient building.

As they approached the citadel, Nyssa suddenly began to suffer a seizure, and began speaking strangely as though controlled. The Doctor prevented



TIME-FLIGHT

the others from helping her, realising that this was the same intelligence that had tried to reach him before. The voice speaking through Nyssa seemed confused and told them to resist the control. Kalid, still watching through his globe, sent a Plasmaton to trap Nyssa to keep her from speaking any further. The Doctor knew the only way to free her was at the source of the energy projection and led Stapley and Hayter forwards, leaving Tegan behind to watch after Nyssa.

The Doctor and the others snuck into the citadel, and found Bilton, Scobie and the Victor Foxtrot passengers entranced and at work attempting to open a small sealed chamber with primitive tools and brute force. Hayter and Stapley tried to free some of the slaves from the illusions they were under, but they resisted, and Stapley himself briefly fell back under the mental domination before Hayter was able to free him. Stapley in turn freed Bilton.

The Doctor continued on in search of the TARDIS, eventually finding a hidden door that led to Kalid's chamber where it stood. Kalid, who seemed to know the Doctor, warned him to treat him with respect since he had learned the art of magic in the deserts of Arabia. The Doctor expressed his disbelief, wondering what Kalid was doing at the end of a time contour and why he'd taken the TARDIS, which Kalid referred to as a "miraculous cabinet." Kalid said that he and the Doctor would do great work together, but the Doctor realised that despite his remarkable abilities, Kalid was only tapping into some other source of power.

Stapley and Bilton freed Scobie in turn, at which point Kalid noticed their escape and summoned more Plasmatons to take them to his chambers. He placed the humans inside a plasma barrier and threatened their safety if the Doctor did not hand over the key to the TARDIS.

Over Tegan's protests, Nyssa insisted on going into the citadel as well, feeling that she was receiving some sort of premonition that the Doctor needed their help. The two women snuck inside, but Kalid's globe soon detected them, and he created illusory apparitions in an attempt to frighten them off – first their dead friend Adric, who warned them that continuing would lead

to his own destruction, followed by the Melkur (from *The Keeper of Traken*, in *The Fourth Doctor Sourcebook*) and a Terileptil. Nyssa saw through the illusions and convinced Tegan to continue on. As Kalid and the Doctor watched, the two women entered the sanctum, the room that Kalid had been using his captive workers to break into manually. Kalid, increasingly panicked, threatened the crew with a Plasmaton manifestation of a deadly hydra if the Doctor would not submit.

Inside the sanctum, Nyssa again received a telepathic signal from the intelligence guiding her, and smashed the sarcophagus in the centre of the room with a metal carving. This disrupted Kalid's control of the power completely, stunning both him and the two women, and the hydra vanished. Hayter examined Kalid's globe and found electronic circuits in its base, which he believed proved his own theories about hypersonic mesmerism at work. As the Doctor struggled to understand what was happening, Kalid rose from the ground and cast off his disguise, revealing himself as the Master!



The Doctor realised that the electronics in the base came from the Master's own TARDIS, and deduced that after escaping from Castrovalva his enemy had found himself trapped in Earth's past. The time contour he created to 1982 had netted him a plane full of slaves, but in order to penetrate the sanctum itself and fully access the power within, he required the Doctor's TARDIS as well. The Master again threatened to kill the crew if the Doctor did not turn over the key, and this time the Doctor relented. The Master slipped inside the TARDIS and it vanished, to the astonishment of the onlookers.



Realising that the sanctum must be behind the wall the passengers were trying to break through, the Doctor and Hayter headed back to them while leaving the crew behind, since they were less able to resist the mind control. The Doctor revealed he'd left the coordinate override switch on inside his ship, which he hoped would delay the Master somewhat. The other passengers had stopped hallucinating and were milling around in confusion when the Doctor and Hayter arrived. Hayter explained the situation as best he could and put the other passengers back to work, while the Doctor found the Master's own TARDIS and deduced that must be where the other passengers were hidden. The Master had created an induction loop around the outside of the sanctum in order to draw power from it.

The Master returned the TARDIS to the main hall after his first attempt to penetrate the sanctum failed in order to cannibalise some of his own equipment from the globe, and Stapley and Bilton took advantage by slipping into the TARDIS themselves. They hid in the hallway while the Master worked on repairs. When his next effort failed as well, the Master left to get additional parts of his own, and Stapley took advantage of his absence to attempt to sabotage the TARDIS himself by swapping parts around inside the console. When the Master returned, however, he had abandoned the idea of using the Doctor's

TARDIS and instead simply removed circuits he needed to repair his own, leaving Stapley and Bilton inside as he activated the dematerialisation at random and left before it activated. The two officers found themselves hovering in the air outside, some distance above the citadel.

The passengers finally broke through the wall of the sanctum, and the Doctor and Hayter went inside to rescue Nyssa and Tegan, who had been knocked out by the energy discharge caused by damaging the sarcophagus. Inside the sarcophagus they found a living alien organism, looking like a mass of orange jelly. The Doctor noted that its psychic power was extraordinary, but that it seemed conflicted, sometimes assisting the Master but also summoning Nyssa and protecting the women from the psychokinetic blast. As they puzzled it out, the creature's power began to return, and the mesmerised passengers sealed the wall back up, trapping the Doctor and friends inside!

Hayter found a number of small statues scattered around the sanctum, and guessed they might be religious artefacts. The Doctor realised they were in fact victims of the Master's tissue compressor, and identified the bodies as members of the Xeraphin race, believed to have been wiped out in the crossfire of an ancient war. The creature in the sarcophagus was in fact a gestalt being, a melding of the psychic energy of the entire race into a single creature containing all of their wills. This was what the Master wanted to tap into to replace the damaged dynamorphic generator of his own TARDIS, in order to escape once more into time.

The Xeraphin reached out one more time to Nyssa, intending to fill her with their knowledge so they can communicate with the Doctor, but he realised the energy would kill her and forbade it. Hayter volunteered instead, feeling the risk was worth the vast amount of knowledge he could gain, and psychically merged with the Xeraphin, destroying his physical body. Using the knowledge of humanity they had gained, the Xeraphin manifested the hologramatic form of one of their individual forms by the name of Anithon.

Anithon explained that after their planet had been destroyed by barbarians, the Xeraphin had come to as-yet-uninhabited Earth in the spaceship they'd seen wrecked outside, in order to rebuild their society. However, they suffered from radiation poisoning and had to form into this "unity" to survive and regenerate. Just as they had begun to do so,



TIME-FLIGHT

they were found by the Master, who killed the first few Xeraphin to emerge and then offered them a deal, exchanging their energies for limitless power. The evil impulses within the Xeraphin unity wanted to help the Master, while the good opposed him.

As they spoke, another Xeraphin called Zarak manifested beside Anithon, representing the evil part of the group mind. Zarak spoke of the dreams the Master had given their people, of conquering space and destroying their enemies, being feared and adored. He attempted to take complete control of the gestalt mind, summoning other evil Xeraphin to help him, and Anithon pleaded with the Doctor to help the good Xeraphin instead. The Doctor, Nyssa and Tegan all opened their minds telepathically to Anithon, contributing their wills to the struggle.



Scobie found Angela from Victor Foxtrot wandering in the halls, trying to resist the mind control. She told him they had sealed the Doctor and Hayter back inside the sanctum, and he had her lead him to it. While he tried to find a way in, the Master emerged from his own TARDIS and put Angela back under his control while Scobie hid. The Master added the Doctor's TARDIS components to the induction coil he'd already built.

The Xeraphin continued to battle within itself, and the three heroes tried their best to help, but the outcome was inconclusive. The Master activated his improved induction loop, and teleported the entire sarcophagus out of the sanctum entirely and into his TARDIS as a new power source. The Doctor and his companions were stranded inside the sanctum with no means of escape!

With the Xeraphin now serving as a power source, the Master loaded the last of the passengers into his TARDIS and dematerialised, leaving Scobie behind. Outside, Stapley and Bilton continued to try to make sense of the Doctor's TARDIS, to little effect, when suddenly Professor Hayter appeared with them,

took control of the TARDIS and materialised it inside the sanctum. The Doctor was stunned that Stapley could fly the TARDIS at all, let alone with such precision, but Stapley demurred and said it was all due to Hayter, who was suddenly nowhere to be found! Tegan explained that they'd just seen Hayter die in front of them, and Nyssa theorised that he had actually been absorbed into the Xeraphin life force. Perhaps some portion of the creature was still trying to help them.

They materialised outside the sanctum, where they found Scobie. Realising that the Master wouldn't be able to escape this time until he'd fully integrated the Xeraphin as a power source, the Doctor instructed Nyssa to send the TARDIS back to the cargo hold of Alpha Charlie, and Stapley and his crew to ready the plane for take-off. Stapley pointed out the plane had been slightly damaged while landing, but thought they could cannibalise needed repair parts from Victor Foxtrot. The Doctor and Tegan checked the Master's globe, but all of the parts the Master had stolen were already gone.

Stapley and his team went to work on repairs. They needed compressed air for the start-up, which Stapley proposed to get from the tires on Victor Foxtrot. The Doctor stopped him, realising the plane they saw was undamaged. The others suspected another illusion, but the Doctor realised this wasn't the work of the Xeraphin; the Master had activated his chameleon circuit to look like Concorde and materialised his TARDIS *around* the other plane. The plane/TARDIS vanished before their eyes, leaving them to think they were stranded in this time; then, it returned again, as the Master himself could not leave this era either!

The Master exited his TARDIS and confronted the Doctor with his Tissue Compression Eliminator, demanding to know what he had done. The Doctor was puzzled, but Stapley explained that this was in fact the result of his own attempt at sabotage earlier. Realising they needed to work together, the Doctor offered the Master his temporal limiter in exchange for his releasing all the passengers and returning the other components from his own TARDIS. With no other choices, the Master agreed.

The Doctor delayed giving the Master the part he needed as long as he could, to give Stapley's team time to finish repairing the plane, but the Master's patience waned and he threatened to kill passengers if the Doctor did not deliver. As soon as he did, the Master released the passengers



and dematerialised, travelling back along the time contour to Heathrow in 1982. The Doctor then revealed to his friends that he had secretly installed a temporal inhibitor in the equipment he gave the Master, which meant that they themselves would be able to return to Heathrow at an earlier point in time, “beating” him there.

Tegan got the passengers aboard Alpha Charlie, and Stapley and his crew were able to successfully take off despite the absence of a runway. The Doctor and his companions returned to the TARDIS in the hold, and activated their own time circuits, putting the plane back on the time contour to 1982. The plane materialised safely on the approach to Heathrow, and safely landed while the TARDIS itself materialised on the roof of a nearby building. Moments later, the Master’s TARDIS tried to materialise there as well, but with the Doctor blocking it way, it was instead knocked back into the Vortex and from there back to Xeriphos itself, with the limiter burning itself out and therefore stranding the Master there. The Doctor presumed the Xeriphin would be able to regenerate on their homeworld, which should have been safe to inhabit after 140 million years.



Tegan took advantage of a brief respite to wander through the airport, trying to decide whether to continue to travel with the Doctor, and both the Doctor and Nyssa assumed she wanted to stay behind in her own time. Airport security arrived on the roof to find out what all the fuss was about, but Stapley and his crew arrived on the scene to vouch for the Doctor and distract the security so he and Nyssa could slip away and dematerialise. As Stapley and the others watched the TARDIS fade away, Tegan came running up, having decided only too late that she wanted to remain a companion.

CONTINUITY

- UNIT is reasonably quick on the draw in this story, realising the arrival of the Doctor and

the disappearance of the plane are probably related and clearing the bureaucratic hurdles from his path swiftly.

- Why is the Master in disguise when the Doctor’s not even around? Presumably he’s certain that the time corridor he’s left behind to 20th century England will draw him in eventually, and he stays in character to practice his role.

RUNNING THE ADVENTURE

Time-Flight serves two purposes as an adventure, resolving the ongoing “Will Tegan ever get home?” sub-plot and bringing back the Master. The Master comes up with a typically convoluted plan to solve his latest problem, which is that his own TARDIS is broken. If he can only get it up and running, the power he’s stolen from the mysterious Xeraphin will allow him to wreak havoc across the universe. But where to get parts for his repairs? Time to set a trap to lure in the Doctor!

The Xeraphin are an interesting race to speculate upon. The Master has planted the seeds of evil within them; to hear Zarak, it doesn’t sound like the Xeraphin had much experience with evil impulses or desires of conquest before the Master showed up. Keep in mind the Master killed the first few of them to emerge from the Unity, and yet some portion of their group mind was still willing to hear him out and support his plan to conquer the universe. The most frightening thing about the Xeraphin seems to be their colossal naiveté, which paired with their incredible power would leave them to be marks for any number of villains besides the Master.

If the Master’s TARDIS had not been damaged during the escape from Castrovalva, or at least had only needed repairs the Master himself could perform, then he might have eventually overpowered the will of Anithon and the other good Xeraphin, and begun his promised rampage across the cosmos. Presumably, of course, one of his first actions would have been to lure the Doctor into some sort of ludicrously over-planned trap, from which he’d have to escape and free the Xeraphin from his control.

What would have happened if the Master hadn’t found the Xeraphin? At some point, presumably they would have regenerated the radiation damage in their gestalt form and returned to their individual forms. Without the Master around to encourage their ‘evil’ sides, they might have formed a successful new society and spread across the continents

(which were just beginning to split up from Pangaea at the time), taming the dinosaurs and possibly inadvertently affecting – or even preventing – the rise of mammals. This could be a very interesting alternative history to visit...

FURTHER ADVENTURES

- Presumably at some point the Doctor did return to the Great Exhibition, perhaps with Nyssa before *Arc of Infinity* begins? It's certainly an interesting place to go, with Prince Albert organising, pretty much anybody who was anybody in Victorian London showing up, and displays and exhibits including the Koh-i-noor Diamond, Matthew Brady's Civil War daguerreotypes and Samuel Colt's pistol demonstrations.
- So, the Master clearly escapes Xeriphas in order to turn up again in 13th century England in *The*
- *King's Demons*. However, what becomes of the Xeraphin themselves? Do they successfully regenerate into an entire race and resettle a planet 140 million years later? Is Xeriphas a healthy home planet for them at that point, or might another race have arisen in the meantime who aren't delighted to share the planet? And what happened to Zarak? Did he learn his lesson from the Master, or is he still evil and power-hungry himself?
- The Doctor recognises the Plasmatoms for what they are fairly easily; if they're simply created out of particles in the air, perhaps other psychic races know the trick to creating them as well. They might make useful servants for any other psychic villain a Gamemaster might use. Or, perhaps a young psychic, still unaware of the extent of his powers, creates them accidentally and is terrorised by them?

PLASMATOMS

The Xeraphin used their psychic powers to create Plasmatoms, which are solid objects created by telekinetically condensing random particles of matter in the atmosphere. When the Master was controlling their powers, he was able to manifest large, ugly creatures of limited intelligence and motion that seemed to be formed of grey goo. These creatures served as guards or could be used to seize a target; once they had someone in their grasp they could "teleport" back to the Master's control room. He was also able to use the Plasmatom energy to create paralysing fields to entrap individual targets; these resembled sparkly, translucent soap bubbles. Lastly, the Plasmatom field could be used to manifest illusions. These were generally drawn from the minds of their targets and were quite detailed and believable, except that they were not physically solid.

When the Master was using this energy, he was only able to maintain one effect at a time; in other words, if he wanted to create a Plasmatom field to capture someone, then the guard creatures would vanish. It's likely that the Xeraphin did not suffer from this limitation when they were in control.

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

SKILLS

Fighting 2

TRAITS

Fear Factor (3)

Slow (Speed 1 in chases)

Teleport (only back to their creator)



ARC OF INFINITY



'What we are, we owe to you!'

SYNOPSIS

The Arc of Infinity, unknown time

The Doctor and Nyssa took advantage of some quiet moments to effect some repairs on the TARDIS, including the audio linkup for the scanner. The sensors picked up a massive burst of radiation about to converge with the ship, but the source could not be detected. The Doctor hurriedly tried to change course and avoid it, but discovered he was no longer in control of the TARDIS. The energy transmission penetrated the TARDIS, enveloping the Doctor and causing him to collapse.

Unbeknownst to the Doctor, someone on Gallifrey secretly made contact with Omega in the antimatter universe and transmitted his bio-data extract from the Matrix, an act of treason and something only

possible for members of the High Council. Omega required the bio-data in order to bond with the Doctor, a process which would allow him to remain in the matter universe.

Two Gallifreyans working in Time Control, Talor and Damon detected the transmission. Talor tried to report the breach to the Castellan, but was assassinated by a mysterious figure, who also destroyed the details of the transmission. All that could be determined was that it was the Doctor's bio-data that had been sent.

Meanwhile, two backpackers, Robin Stuart and Colin Frazier, arrived in Amsterdam in 1983. Colin was intending to meet his cousin, Tegan, when she had a few days off from her job. However, the two young men had made it to the city early and had no place to stay. The hostels were full, so Robin took Colin to a site for "sleeping rough" he'd heard about, a crypt beneath the Frankendael mansion. The crypt was next to a pumping station keeping Amsterdam above water, and though Colin was uncertain the location was warm and dry.

That night, Colin was awoken by strange noises and lights coming from the pumphouse next to the crypt. He went to investigate, and found a strange door which hadn't been there before. The door opened and a strange creature (a creation of Omega's called an Ergon) emerged, shooting Colin with a matter converter ray and causing him to disappear.

Robin awoke later that night and realised Colin was missing. He went in search of his friend and found the same mysterious door. When the Ergon emerged and fired its weapon, Robin ducked behind a statue and was able to escape the crypt. After getting over his panic, Robin snuck back inside to retrieve his belongings, and saw Colin installing some alien machinery in the pumping station as though he was sleepwalking. Unable to snap him out of his zombie-like state, Robin fled again in search of help.

The Doctor regained consciousness on the TARDIS, and realised that a creature from another dimension had attempted to bond with him. The TARDIS was in



ARC OF INFINITY

a region of space called the Arc of Infinity, a largely empty area that had formed when a Q-Star collapsed and created a weak point in the structure of this dimension. The quad magnetism of the region would shield an antimatter being from physical detection, at least temporarily, so finding the creature would be tricky.

On Gallifrey, the High Council met to discuss the incursion into this universe from the antimatter universe they had detected. They could not find its physical location because of the temporal distortion, but they recognised the extreme danger it presented. Commander Maxil of the Chancellery Guard was sent to Time Control with an order to recall the Doctor's TARDIS to Gallifrey.



The TARDIS materialised on Gallifrey, and the Doctor and Nyssa emerged into the Security Compound. The Doctor realised that finding the shielded antimatter creature in our universe was a difficult task, and knew the Time Lords would decide that killing the Doctor to break the bond to be a much simpler solution. The Doctor set off for the Time Lords' main computer system room, but was intercepted on the way by guards. Maxil shot the Doctor with his stunner, and the two were taken back into the TARDIS in custody while the Council prepared to meet with him. Maxil removed the time/space element from his TARDIS to keep him from fleeing.

The Council was split on the topic of dealing with the Doctor. Cardinal Zorac pointed out that violence seemed to follow the Doctor everywhere, while his old friend Hedin countered that in this case the Time Lords had taken him against his will and met him first with armed guards. When he was brought before the full Council, he pressed the Castellan for

information about his bio-data, but was interrupted by President Borusa's arrival. Borusa dismissed the Doctor's claims of a traitor on Gallifrey, and instead was most concerned about the fate of the positive matter universe if the mysterious invader remained. Therefore, he felt forced to order the termination of the Doctor, and had him returned to the security compound while a warrant was created. Nyssa's impassioned pleas on the Doctor's behalf also fell on deaf ears. On the way back to the TARDIS, Damon tried to speak to the Doctor but was blocked by Maxil; however, he was able to slip the Matrix transmission data to him secretly.



Back on Earth, Robin met Tegan and told her about what had happened to Colin, and to his surprise she was considerably less sceptical. Unwilling to abandon her cousin, she and Robin set about investigating on their own.

Hedin expressed his concern about the Doctor and Nyssa's claims of treason among the High Council, but the Castellan dismissed the possibility. Damon contacted Nyssa secretly, and the two convinced Hedin to try to help them get access to the Doctor in custody. The Castellan agreed, intending to eavesdrop on their conversation, but Damon convinced Maxil they had permission to meet in private. The Doctor asked Damon to find a new space-time circuit for his TARDIS (preferably without a recall circuit) and to search the Matrix for signs of power equipment being moved off-planet.

Damon assembled a time element by hand, but the chimes announcing the Doctor's pending execution sounded throughout the city and he helped Nyssa open a weapons cabinet to steal a gun. While Borusa read the warrant of termination, Nyssa snuck back into the Council chambers, shooting a



couple of guards on the way. She held Borusa at gunpoint to help her friend escape, but the Doctor refused to disobey the President's direct order and instead convinced her to lay down her weapon. The termination cubicle was activated, and as the Doctor was engulfed in fumes a universe away Omega ordered Colin to activate the mysterious device. Briefly the image of Omega appeared where the Doctor was standing; then both faded away, leaving no trace of either.



Borusa checked the Matrix and announced the antimatter creature's connection to our dimension had been cleared, saving the universe at the cost of the Doctor's life. Nyssa tearfully stormed out of the Council's chambers and returned to the TARDIS, where Damon had just finished installing the new time element.

However, Borusa was mistaken on several counts. Omega was still present and in control of the Matrix itself, and the Doctor's consciousness had been projected directly into the Matrix while his body remained hidden inside a force field within the termination chamber! The Doctor had guessed something like that would happen, since he knew his adversary could not afford to let his link to the material universe be disrupted.

Robin and Tegan made their way down into the crypt through the service tunnels, and found Colin's sleeping bag. However, the main door was locked from the other side. They gathered up Colin's belongings, but were interrupted by Colin coming in through the door and operating the strange machinery attached to the pumping unit. Robin restrained Tegan from reaching out to the zombie-like Colin, but she brushed him off and pursued her cousin. Unfortunately, when she rounded the

corner she encountered the Ergon, which shot and apparently disintegrated her. Moments later, Robin himself suffered the same fate.

Maxil and the Castellan discovered that the final circuit for the Doctor's termination was never completed, and the Doctor could not have died from the process. Furthermore, Maxil determined that Nyssa was correct, and the Doctor's bioscan was indeed transmitted by someone on Gallifrey. The Castellan questioned Nyssa and Damon directly, in the process revealing that he knew the Doctor was still alive, and ordered Maxil to do a full security sweep of the citadel. With Damon's aid, the Castellan analysed the rigged termination of the Doctor and found the President's own codes had been used, so he called a meeting of the rest of the Council without Borusa, leaving Damon and Nyssa locked in the control room.

Tegan and Colin found themselves transported to Omega's TARDIS, where the Ergon telepathically scanned Tegan and learned of her friendship with the Doctor. Omega then spoke with his Gallifreyan co-conspirator, learning of the Castellan's suspicions and intended search. He contacted the Doctor in the Matrix to negotiate his non-interference with his activities, using Tegan as a hostage. The Doctor reluctantly agreed, and Omega released him from the Matrix and removed the force field hiding and protecting his physical body.



The Doctor went straight to the Matrix control room (bypassing the security systems with his own Presidential code) and found Nyssa and Damon. Damon revealed that, as the Doctor suspected, a fusion booster (a device designed to draw vast amounts of energy from any large source of hydrogen) had recently been transported using the President's codes... to Earth!



ARC OF INFINITY



The Castellon presented the Council with his suspicions of Borusa, thinking that his motives must include some means of connecting the Arc of Infinity to the Matrix itself in order to tap its nearly-limitless power. They agreed to wait until the Doctor was found to confront the President, but Maxil discovered that Hedin had set up his own meeting.

Meanwhile, the Doctor set out to find Borusa himself, but ran afoul of the many guards searching for him. Only Nyssa's quick shooting stopped the Doctor from being captured. When they arrived at the President's quarters, they found Borusa held at gunpoint by Councillor Hedin, who was demanding the Matrix master controls be isolated from the general network. Hedin took them hostage as well, revealing himself to be the conspirator behind the deception. He claimed he only wanted to undo the ancient injustice that had left Omega trapped in the antimatter dimension, and refused to believe the Doctor's claims that Omega was insane. When the Castellon arrived at the President's chambers and saw Hedin holding everyone at gunpoint, he misunderstood the situation and fired at the Doctor, but Hedin jumped in front and took the bolt himself, dying instantly.



The Doctor, thinking quickly, told the President to shut down the Matrix entirely in order to delay Omega's transfer, but he was too late- on the President's own screen the visage of Omega appeared, gloating. When the President told Omega Hedin was dead, he became angry and shut down access. The Doctor realised that if Omega had Tegan hostage, he was likely on Earth, and asked the President's help in getting his own TARDIS ready for travel. The Doctor plugged into the Matrix again, and asked to contact Tegan again to prove she was still unharmed. When Omega produced her, she told him they were in Amsterdam before Omega abruptly cut her off. The Doctor claimed the information meant nothing, since they couldn't leave Gallifrey, and Omega agreed no harm would come to her if the Doctor did not interfere with his transfer.



The President used a pulse loop in the Matrix to distract Omega from noticing the departure of the Doctor's repaired TARDIS. Arriving in Amsterdam, the Doctor and Nyssa began to search the city for the hostel Tegan mentioned. Eventually they made it to the correct one, where they found Robin's note he left for Tegan in case he missed her at the airport, giving directions to the crypt.

Omega's transfer circuit reached full power, and he began to transform his body into positive matter while his old body simultaneously disintegrated. The Doctor and Nyssa entered the crypt, realising that the fusion booster must be connected to the water pumps. As the Doctor worked on short-circuiting the booster, the Ergon emerged from Omega's TARDIS and fired its ray, narrowly missing the Doctor. The two began to wrestle, and Nyssa grabbed the matter converter pistol and shot the Ergon, teleporting it back inside.

The Doctor and Nyssa entered Omega's TARDIS, where he was still holding Tegan hostage. Omega insisted he still had enough energy to transfer, but when the fusion booster exploded the Doctor begged Omega to return to the antimatter universe rather than suffer an incomplete transfer. Omega refused and pressed on, even as his TARDIS exploded around him. When the energy surge dissipated, Omega rose to his feet, revealing that his body was not only solid and visible, but an exact duplicate of the Doctor's own! Taunting the Doctor with his plans to build another TARDIS to return to Gallifrey, Omega fled into the streets of Amsterdam.



The Doctor knew that Omega's body was unstable, and searched the wreckage of the TARDIS for the matter converter pistol. Once they found it, they began to follow his trail across the city. As Omega rested by a canal, he noticed that the skin on his hands was disintegrating. Realising that the Doctor was right, he ran in stark terror through the streets as his flesh melted away. The Doctor and his companions pursued him, following the sounds of screams from horrified bystanders.

Finally, they trapped him on a short wharf, where Omega announced that if he could not live, then all would join him in destruction, and he began to will his breakdown into antimatter to accelerate. The Doctor was forced to shoot him with the matter converter, disrupting his body entirely before it could explode.

On Gallifrey, the assembled Time Lords detected the death of Omega as the antimatter dissipated. Borusa hoped that it meant that the 'wretched creature' who was once one of their greatest could at last know peace. On Earth, Tegan announced that since she had lost her job, she was free to rejoin her

friends on the TARDIS, to Nyssa's delight and the Doctor's rather more reserved reaction.



CONTINUITY

- According to the Time Lords, the TARDIS Recall Circuit has only been used twice before: presumably they refer to *The Deadly Assassin* and *The War Games*.
- The destruction of a Time Lord has only been ordered once before – when the renegade Morbius was executed.



◉ RUNNING THE ADVENTURE

Arc of Infinity belongs to the sub-genre of Doctor Who adventures that deal with 'Intrigue on Gallifrey.' The Doctor is a fairly rebellious and unusual sort of Time Lord, and therefore every so often it's a fun idea to push him into interacting with them again. The Time Lords in these types of stories are always hidebound and short-sighted, completely unaware of the villain scheming right under their noses,

and generally interfere with the Doctor solving the problem up until the climax of the story. Invariably, they wind up having to thank the Doctor and his friends for saving them from the menace. They then promptly forget about the whole affair and resume their customary arrogance until the next time the Doctor needs to save them.



Usually in these adventures the stakes are extremely high, and the villains particularly dangerous, powerful and threatening to all life in the galaxy. Omega certainly qualifies here, since his very presence in our universe will be tremendously destructive. Of course, in order to cross over, he needs the bio-data of a Time Lord, and who better than the Doctor himself, since three incarnations of him were responsible for his last defeat?

The Doctor usually has an ally or two among the Gallifreyans, who recognise that the Doctor's generally a good guy and probably has their best interests at heart. Here we have two: Hedin, who seems to be the voice of reason on the High Council, and Damon, who may be lower in status but holds a useful job within Time Control. Of course, the twist is that Hedin turns out to be Omega's co-conspirator, though he does die saving the Doctor's life.



When portraying Gallifrey during the era of the Fifth Doctor, they should be treated as a clueless bureaucracy that means well but is capable of terrible mistakes; keep in mind, they did have every intention of killing the Doctor here, though they were trying to save the universe. Of course, Borusa himself is also clearly unstable, as we'll see later on in ***The Five Doctors***. ***The Time Traveller's Companion*** is full of useful insight into the history of Gallifrey and the Time Lords, and is indispensable to Game Masters looking to set stories on the Doctor's home world.

ATTACK OF THE MYSTERIOUS HOODED STRANGER

Most adventures begin with the player characters arriving on some distant planet or time period and getting into trouble by mischance. They're tourists and tourists, wanderers in the fourth dimension who go looking for trouble. To mix things up a little, have the villains target the player characters and force them to react. In this adventure, it's Omega who kicks things off by trying to possess the Doctor.

The Doctor's immediately forced onto the defensive – instead of discovering trouble and deciding to get involved, he's fighting to protect himself from the start.



Also, note that while there's lots of foreshadowing about the identity of the villain, Omega stays 'off-stage' for most of the adventure. The longer your arch-villain stays a lurking presence, the more you build up his legend in the minds of the players. Drop clues, mention the villain's name, have minions talk about the villain in terrified and hushed tones – but avoid a direct confrontation with him for as long as you can.

THE STRANGE IN THE FAMILIAR

The climactic battle against Omega, with the fate of the universe at stake, takes place in Amsterdam.

In *Enlightenment*, the Doctor encounters timeless immortal entities from outside time – on a sailing ship. The Fourth Doctor saved all of time and space at Jodrell Bank, not at Gallifrey or some other cosmic arena. For that matter, look at the most iconic image of Doctor Who – the magical machine that transcends all of time and space looks like a phone box.

When you include cosmic forces and threats in your games, contrast or even merge them with familiar or utterly mundane things. Cosmic threats can become very abstract or incomprehensible (just what is a Black Guardian, anyway?), and hard to describe (the Doctor may be able to see all that is, was and ever will be, but as a mere mortal, you’ve got to use paltry words to convey the ineffable), so make them concrete by using a mundane setting. A universe-spanning overlord running around Amsterdam is much more interesting than the

same overlord in an inversed chrono-synclastic infundibulum.



FURTHER ADVENTURES

- This of course can’t be the final appearance of Omega. His disembodied intelligence, too powerful to simply fade from existence along

OMEGA (IN THE DOCTOR’S FORM)

Omega is one of the earliest and greatest Time Lords, a contemporary of Rassilon and the creator of the Stellar Manipulator, the device that created the source of Gallifreyan power. However, he was accidentally teleported to the Anti-matter Universe and believed dead for centuries. He has attempted twice to re-enter our universe and take his revenge, but was thwarted by the Doctor both times.

AWARENESS	3	PRESENCE	6
COORDINATION	3	RESOLVE	6
INGENUITY	12	STRENGTH	5

SKILLS

Convince 3, Knowledge 6, Science 6 (Engineering), Survival 4, Technology 6.

TRAITS

Boffin
Indomitable
Photographic Memory
Psychic
Reverse The Polarity of The Neutron Flow
Technically Adept
Voice of Authority
Block Transfer Specialist
Mind Lord
Time Lord
Time Lord Engineer
Time Lord - Experienced



Time Traveller (all)
Vortex Born
Eccentric
Obsession (Major, Escape the Anti-Matter Universe)
Selfish
Weakness (Major –Anti-Matter Ghost)

TECH LEVEL: 11 STORY POINTS: 27



ARC OF INFINITY

with his stolen body, searches for another appropriate host. What if he possessed one of the leftover Yetis in the London Underground?

- Where did the Doctor and Hedin become such good buddies? Hedin might make an interesting sidekick or partner to the Doctor in an earlier incarnation (for either of them). He's probably more respectable and conventional than the Doctor, since he eventually earned a post on the High Council, but as a friend of the Doctor and secret Omega-worshiper he makes an interesting NPC.

THE ERGON



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

The Ergon was built as a personal servant by Omega, and sent to Amsterdam to maintain and protect the fusion booster until Omega could get there. It was destroyed when Omega's TARDIS exploded.

SKILLS

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

TRAITS

Alien

Armour (Reduces damage by 5)

Psychic

Technically Adept

TECH LEVEL: 10 STORY POINTS: 2

MAXIL



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

Maxil is a member of the Chancellery Guard under the command of the Castellan on Gallifrey. He's a strictly order-following, by-the-book soldier who is also a little quick on the draw. He doesn't tolerate backtalk; when Damon questions the orders Maxil gives him, his first reaction is to order him arrested. Interestingly, he bears a remarkable physical resemblance to the Sixth Doctor.

SKILLS

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

TRAITS

Psychic: Plebeian Gallifreyan level, (see **Time Travellers Companion** p. 182).

Resistance (Radiation)

Voice of Authority

By The Book

Code of Honour (Major: Gallifreyan Law)

Impulsive

EQUIPMENT: Staser (S/S/S or 6/L/L); Guard Armor [3].

TECH LEVEL: 10 STORY POINTS: 3

SNAKEDANCE



"Mind you, it's surprising what does come into your head."

SYNOPSIS

Manussa, The Future

The TARDIS lands on Manussa, the former homeworld of two previous "destroyed" empires, the Manussan Empire and Sumaran Empire. The Doctor had recently taught both companions how to read and set the navigational charts, and Tegan apparently entered the coordinates of Manussa as their next destination in the process. Tegan herself was suffering from nightmares of caves and snakes, apparently related to her experiences with the Mara in *Kinda*, but she could not remember them upon waking. The Doctor deduced that the Mara still existed inside Tegan's mind, influencing her behaviour.

Manussa itself was a colonised world of the Federation, and was hosting Lon, the son of the

esteemed Federator, and his mother Tanha for their festival. Every ten years the Manussans celebrated the destruction of the Mara and the end of the Sumaran Empire at the hands of the Federation. Though this was Lon's first diplomatic mission on behalf of his father, he was extremely bored, and only agreed to go on an outing to the local caves with Research Director Ambril at the urgings of Tanha. Tanha much preferred Ambril's predecessor, who once took her and her husband to meet the Snakedancers, a group of mystics who lived in the wilds of the mountains and claimed to know the "truth" about the Mara, which was that it would someday return to Manussa.

The Doctor hypnotised Tegan and helped her remember the details of her nightmares. In a trance, Tegan returned first to her memories of Deva Loka, and then to being six years old in her garden. When the Doctor pressed her to go even deeper into her dream, her voice changed, becoming deeper as she shouted "Go away!" The Doctor recognised it as the voice of the Mara

inside her, and gave her a sonic device to wear, inhibiting her from dreaming and preventing the Mara from controlling her any further.

In the Manussan market square, preparations for the festival continued, and a carnival barker named Dugdale attempted to convince passers-by to enter his Mara-themed hall of mirrors. He tried his act on Lon before realising who he was, but Lon dismissed his "shoddy little booth" and moved on. Eventually Ambril led them to the entrance to the Caves of the Mara, which were shaped like the jaws of a snake, as Tegan had dreamed them. There he began an enthusiastic lecture on the pictograms and artefacts found within, which only bored Lon even further. Lon asked about the legends of the Mara's return, but Ambril dismissed them as unscientific superstitions and nonsense.

With the sonic device blocking her from hearing anything else, Tegan had to be taken in hand by Nyssa as the Doctor led them out of the TARDIS to find the caves Tegan dreamt of. They passed



SNAKEDANCE

through the market square, but when they came to the cave entrance Tegan recoiled in fear. Nyssa had to stay outside with her while the Doctor continued investigating. As they sat quietly, a fairgoer tried to convince them to buy some toy snakes, but Tegan became frightened by them and ran off into the market. There, she quickly became lost and disoriented, collapsing.

The Doctor arrived at the Cave of the Mara while Ambril was continuing his tour, describing the Great Crystal that once resided in the mouth of the giant snake carved on the wall and how it was removed hundreds of years ago for safekeeping. When Ambril repeated his belief that the legends of the Mara's return were simply that, the Doctor loudly claimed that, unfortunately, they were all too true. Ambril tried to have security throw the Doctor out, but Lon, at last finding something interesting, intervened to let him speak. The Doctor explained that the Mara existed as a latent mental force in the mind of his companion, but when they went outside to see her over Ambril's protests Nyssa explained that she had run off. Lon mocked the Doctor as he departed in search of his friend.



When Tegan recovered, she was in the tent of a fortune teller working the market place, who had rescued her from the street and removed the Doctor's sonic dream inhibitor. The fortune teller tried to relax Tegan, and revealed that she was actually only an entertainer, telling people what they wanted to hear. As the Mara regained control of Tegan's body, it laughed cruelly, and caused an image of a snake skull to appear in a crystal ball, which then exploded. As the fortune-teller screamed, Tegan slipped away back into the crowd.

The Doctor sent Nyssa out to search the market some more while he went to get more information

about the Mara and what it wanted on this world from Ambril. Tegan saw Nyssa first, and snuck up to surprise her outside the fortune-teller's tent. Tegan was acting very strangely, her emotions veering wildly as she enjoyed the commotion caused by the arrival of security people to help the distraught fortune teller, then in terror begged Nyssa for help. Nyssa tried to lead her back to the TARDIS, but Tegan broke away and fled into the crowd again.

The Doctor pushed his way inside to see Ambril again (despite the efforts of his assistant Chela), but the Director remained dismissive of what he considered to be the Doctor's mad rants, since his position exposed him to many irrational theories the Manussan public had about the Sumaran period in general and the Mara in particular. The Doctor continued to press him, finally getting Chela to tell him more details about the legends of the return of the Mara. Chela said that the Mara is said to return in a dream, to retake control of humanity "when minds meet in the Great Crystal." When the Doctor corrected Ambril's interpretation of the meaning of an ancient Sumaran headdress, Ambril lost his temper and ordered the Doctor out. When he left, Chela caught up to him in the marketplace and gave him a smaller blue crystal identified by the Snakedancers as the "Little Mind's Eye."



Tegan slipped into Dugdale's Hall of Mirrors booth in order to avoid Nyssa, and enjoyed looking at her distorted reflections until one mirror showed herself wearing the snake skull instead of her own head. The Mara began to speak to her, offering her peace and rest if she would only surrender her will. The skull in the mirror disappeared, but Tegan now again bore the snake tattoo on her arm. Dugdale overheard her conversation with "herself" and, mistaking it for a ventriloquist's trick, offered to



partner with her. Tegan turned on the unfortunate man, terrifying him and sending him off in search of the one man who mattered to her now – Lon!

The Doctor reunited with Nyssa, who was still searching for Tegan, and took her back to the Mara's Cave. There, he studied the pictograms on the wall for clues. One appeared to show the Great Crystal firing beams of some sort into the heads of people standing around it. Eventually he deduced that the lines must be flowing not from the crystal, but to it, which was what was meant by the "meeting of the minds." He and Nyssa returned to the TARDIS, where they experimented with the smaller crystal until they determined that it could focus thoughts and transform them into energy. The Great Crystal, the Doctor theorised, should be capable of much more, perhaps even turning thoughts directly into matter.



Dugdale called upon Lon and told him he had been "summoned." Lon was amused at the impudence of the man and decided to go with him. They returned to Dugdale's booth, where Lon went inside and met Tegan. She held out her hand to him, and, still curious, Lon took it. He screamed then, and the snake tattoo formed on his own arm. Tegan then led Lon and Dugdale back to the Mara's Cave. There, she discovered that the Great Crystal was missing; fortunately, Lon remembered that Ambril had taken it into safekeeping. Pressing her tattoo against part of the cave wall caused it to move aside, revealing a vast chamber full of dusty Sumaran artefacts.

The Doctor attempted to force his way into Ambril's dinner party in order to find the Great Crystal, but Ambril had had enough of the Doctor's ravings and ordered him thrown in prison. There, Chela came to visit him, and told him he'd be locked up until after the ceremony later that afternoon in order to avoid any further public outrages. When the Doctor tried to talk his way out, Chela mentioned that Dojjen, the previous director, had spoken the same way of

the Mara's return, but despite his reservations he decided to trust Ambril and left the Doctor behind bars.

Dugdale recognised that the artefacts in the cave were worth a fortune, but Lon further knew that the cave would also be a powerful inducement for Ambril to assist them. Tegan entranced Dugdale with glowing eyes, and then sent Lon to find Ambril (after stopping by the palace to pick up long gloves to cover his new tattoo.)

Ambril read Dojjen's journal, and showed Chela what he termed to be "mad scribbings" and "woolly minded nonsense" near the end of his term as Director, just before he retreated into the hills. When Lon arrived, he asked to speak with Ambril privately, and Chela slipped out with Dojjen's diary. Lon asked to see the Great Crystal, but Ambril protested that not even his father was allowed to do so. Lon then produced a small goblet from the cave, and used it to tempt Ambril into coming to see where he had found it.

Nyssa snuck into the prison to talk to the Doctor, hiding in the shadows when Chela returned to show him Dojjen's journal. Chela admitted that the key to the cell was in Ambril's office, and Nyssa snuck off to try and get it herself. Meanwhile, Chela told the Doctor about how the Federation had banned the Snakedance over a hundred years ago, and how they believed that the Mara could only be resisted by those with perfectly clear minds and so practised putting themselves in trances.

Nyssa found the key, but was caught by Tanha and her bodyguard while doing so, winding up in the cell with the Doctor. The two puzzled over Dojjen's diary again for a while, and Nyssa pointed out that in order to focus mental energy as it did, the Great Crystal had to be free of any structural imperfection, tuned to the wavelengths of human thought; even the effects of gravity during its construction would deform it. Therefore, the Crystal had to have been made by an advanced society, and the pre-Sumaran Manussans must not have been the technological primitives the Federation took them for. In fact, in creating the Great Crystal, they "summoned" the very being that doomed them.

Lon led a blindfolded Ambril back to the hidden cave, having promised that Ambril could take full credit for the discovery of the artefacts. Upon removing the blindfold, Ambril was at first amazed by the collection of unsuspected riches, but then came



SNAKEDANCE

upon the entranced Dugdale mindlessly reciting his marketplace spiel. Tegan angrily spoke in the voice of the Mara, demanding to know where the Great Crystal was. Lon threatened Ambril with never finding this cave again, unless he agreed to allow the Great Crystal to be used in the ceremony. Ambril agreed rather than lose this matchless collection.

Lon and Ambril returned to Ambril's office, where they met Tanha and Chela. Ambril, at Lon's urging, formally announced the ceremony would be changed to include the Great Crystal and Lon playing the part of his illustrious ancestor. Chela was horrified, but the Director overruled any protest, and went to fetch the Crystal. Chela palmed the key to the Doctor's cell, made his excuses and left. Unfortunately, Lon saw him do so, and sent guards to arrest all of them, claiming they were part of a conspiracy to assassinate him.

When Lon tried to order the guards to kill the prisoners, though, Tanha intervened, refusing to believe these "crazy" people actually intended her son harm. They returned to the Director's office, where both the Doctor and Chela protested the changes in the ceremony. When the Doctor noticed that Lon was wearing long gloves, he realised that he also had been possessed by the Mara. As Ambril was about to open the case containing the Crystal, the Doctor, Nyssa and Chela broke for the doors, evading the guards. Lon ordered the guards to pursue them, but they escaped into the marketplace crowds.



Realising they only had a few hours before the ceremony, the Doctor decided they needed to find Dojjen himself. The Doctor led them out of the city, and then sat down among some sculptures to concentrate on the small stone and use it as a sort of telepathic radio to send his thoughts to Dojjen. After a brief wait, Dojjen himself silently appeared, having walked down from the hills. He produced from his bag a small but poisonous snake, and

allowed the snake to bite him on the wrist. He then offered the snake to the Doctor to do the same, and he did so despite Nyssa's protests. Dojjen then began to speak to the Doctor telepathically, calming him. He explained to the Doctor that the snakedance is not just the ceremony, but life itself, the struggle for control and the battle against fear. The Mara could only be defeated by the Doctor finding the "still point" within himself. When he emerged from his trance, he realised that somehow Dojjen had been able to help him survive the snake's venom. They said goodbye to Dojjen and hurried back to the city.



Lon prepared himself for the ceremony, donning the brightly-colored raiment of his ancestor. The family joined the great processional and paraded through the city to the Mara's cave. The ceremony itself began, with Lon playing the part of his ancestor, rejecting in turn the metaphorical temptations of the Mara to give in to fear (represented as a handful of dust) and despair (presented as a withered branch). The third temptation, greed, was then offered to Lon as a fake Great Crystal in the mouth of a snake puppet. Lon, however, refused to follow the script, and took the crystal from the puppet while claiming loudly that both it and the ceremony itself were fakes. He then smashed the faux crystal at his feet to the horror of the assembled crowd.

Lon then announced that he was ending the farce and bringing real knowledge to a world that had grown soft. He demanded that Ambril produce the real Great Crystal, and removed his glove, revealing the tattoo of the Mara on his arm. Seizing the crystal, Lon took it to the wall carving where it once resided, announcing that the Mara had at last returned after five hundred years. Tegan emerged from the hidden cave with a live snake wrapped around her arm to join him as he placed it in the wall.

The Doctor, Nyssa and Chela overpowered a guard and snuck back into the cave, but were too late to



stop Lon from replacing the Great Crystal. As he did so, the wall carvings began to light up, and the assembled citizens clutched their heads and fell to their knees as the Mara began to take physical form from all of their fears. Tegan dropped the snake she was carrying to the ground, and it began to grow in size into the form of the Mara. Only the Doctor was able to resist the effect, and he shouted at the crowd not to look at the snake, not to give it their fear and belief that made it stronger, but to no avail. He pulled out the small crystal again and began to concentrate on it. The Mara recognised that he was somehow interfering with its manifestation, and tried at first to force him mentally to submit and look upon it. When that failed, it tried to trick the Doctor by crying out in Tegan's voice, but the Doctor continued to resist, drawing strength from Dojjen

as he gazed into his own crystal. The Mara then sent Dugdale and Lon to wrest the smaller crystal from the Doctor, but each was struck down when they touched it. The Doctor then rushed to the snake carving and ripped the Great Crystal again from its socket. The Mara, unable to complete its physical manifestation, collapsed to the ground and slowly dissolved.

The crowd slowly recovered its senses, and even Lon seemed to return to normal with his tattoo having vanished. In the wilderness, Dojjen rose to his feet and walked back up into the hills with a gentle smile. The Doctor sat with Tegan and comforted her as she recovered from the feelings of rage and hatred she had felt with the Mara inside her, reassuring her that this time the Mara was truly destroyed.

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.

AWARENESS	5	PRESENCE	8
COORDINATION	4	RESOLVE	6
INGENUITY	4	STRENGTH	-

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): 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



SNAKEDANCE

◉ RUNNING THE ADVENTURE

Nightmares that presage the coming adventure are an excellent tool for getting players committed to the story. Don't overuse them as a device or dwell on them for too long, but when a character learns that they've been dreaming of something awful, it adds immeasurably to the effect of them encountering it again in the waking world.

This is an excellent example of creating an alien culture that's different, but familiar enough to be recognisable and useful for storytelling. The lovely little details of the ceremony and the festival, like the incidental demons asking for spare change after they "strike" passers-by with their little staves, stand out. The Gamemaster's efforts here will be rewarded with a more vivid setting, and you should always look for opportunities to add them. Also, be sure and encourage your players to do so as well. When they add a lovely detail to the setting, reward them with Story Points just as if they had roleplayed their character well; think of it as roleplaying the setting, which is almost as important.

Great NPCs have memorable motivations. Lon does a fantastic job of turning Ambril to his side by showing him the cave filled with Sumaran artefacts, and then pointing out that he doesn't know how to get back here. If he didn't help the villains, he'd live forever with the knowledge that the trove existed but never be able to see them, hold them, study and catalogue them. It's a truly evil temptation, and it works perfectly.

FURTHER ADVENTURES

- The concept of the Mara comes from Buddhism, where it is a demon of illusion and temptation. Can the characters help an isolated monastery in the Himalayas deal with an alien onslaught?
- The TARDIS has travelled to all sorts of strange places, including the Land of Fiction. Could it end up in the "Dark Places of the Inside", the hellish dimension of shadows where the Mara was trapped?
- The Great Crystal had the power to give the Mara physical existence. What other psychic entities might seek to break through into the material universe with the crystal. For example, could it help Omega (see page 69) leave his antimatter universe?

LON



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

Lon is the son of the current Federator, leader of the Federation that controls the system of Manussa. In his father's absence, Lon and his mother represented the Federation at Manussa's decennial celebration of the defeat of the Mara.

At first, Lon could barely be bothered to stir from his bed to participate, but an encounter with Tegan led to him being possessed by the Mara and nearly responsible for unleashing the monster on the Manussans again. It is hoped that he learned a few lessons about responsibility from the experience.

SKILLS

Athletics 1, Convince 2, Knowledge 2, Subterfuge 1.

TRAITS

Charming (Minor Good)
Obligation (to his family and the Federation, Major Bad)
Voice of Authority (Minor Good)

TECH LEVEL: 7 STORY POINTS: 3

MAWDRYN UNDEAD



'Oh, I know how many beans make five, Doctor.'

SYNOPSIS

England, Earth, 1983

At the Brendon Public School for Boys in 1983, two students, Vislor Turlough and "Hippo" Ibbotson, took their maths teacher's vintage Humber out for an unauthorised spin around the grounds, to the amusement of their friends. Turlough pushed the prank a little too far and wrecked the car in a nearby field. As he lay unconscious, he had an out-of-body experience, in which a mysterious black-clad figure who called himself Turlough's "guardian" offered to allow him to leave Earth and return to his real home, if in exchange the young man performed one task for him: kill "one of the most evil creatures in the universe" – the Doctor!

The Headmaster and several of the faculty came to clean up the accident and tend to the injured students, as did the car's owner: Alistair Lethbridge-Stewart, formerly the Brigadier of the British offices of UNIT! Neither boy was seriously hurt, but Turlough was diagnosed with a mild concussion and shock and sent to the school's infirmary. By

his bed he discovered a strange crystal cube, which the hospital's matron said had been found in his jacket when he was brought in. When he was left alone again, he studied the crystal, and he heard the voice of the Black Guardian in his head, telling him that they would be together "until our business is concluded."

The TARDIS became caught in a warp ellipse: an orbital path of another ship travelling simultaneously through time and space. In order to avoid a collision with the other ship, the Doctor materialised the TARDIS directly inside it. The Doctor and his companions emerged from the TARDIS into the other ship, which was appointed like an art deco luxury liner but apparently abandoned. Everything on the ship was in fine working order, and apparently designed for the comfort of passengers. The Doctor was surprised once to find a wall lined with mysterious portraits of aliens. He then found a flight status console suggesting the ship had been in continuous orbit for three thousand years. Nyssa found a transmat device, left in transmit mode six years ago by the last person to use it, to teleport to Earth. The three of them returned to the TARDIS, but found that it could not dematerialise.



MAUDRYN UNDEAD

The Black Guardian ordered Turlough to go to the obelisk on the hill overlooking the school grounds, and explains how to deactivate the camouflage screen that protected a hidden transmat capsule. When it appeared, Turlough entered, and the device vanished again. Hippo, terrified, fled back to the school. He found the Brigadier and told him about Turlough's disappearance inside a "big silver ball," and the two of them headed back to the obelisk.

The capsule appeared on the mysterious orbiting ship, and Turlough emerged. He found the same control panel the Doctor had used, but when he tried to activate it the Black Guardian ordered him not to use them. Turlough protested that it was a spaceship and he could use it to get home, but the Guardian told him that he had been brought here to kill the Doctor. In frustration, Turlough tried to cast the glowing cube away, but found that he was physically unable to remove it. Resigned, Turlough agreed to follow his orders.



The Doctor and his companions headed back to the transmat room, where he determined that the transmat beam was somehow interfering with the TARDIS. Nyssa saw the capsule and realised it must have just returned to the ship in the last few minutes. However, while they were dashing back and forth, they left the door unlocked and Turlough was able to slip inside. When the Doctor returned again, he found Turlough standing at the control station studying its workings.

Turlough claimed that he had simply found the transmat capsule on Earth by accident, stepped inside and then found himself here. The Doctor seemed to accept this, though both of his companions found the story more suspicious. The Doctor determined that the beam needed to be turned off back on Earth, and decided to use the

transmat to get back there – once he'd disconnected the beam, Nyssa and Tegan could follow in the TARDIS. Turlough asked to go back in the transmat, and the Doctor agreed.

The two men emerged again on Earth in 1983, and the Doctor began to dismantle the control mechanisms hidden in a nearby sculpture. The Black Guardian commanded Turlough telepathically to kill the Doctor, and in response Turlough picked up a heavy rock while the Doctor's back was turned. However, the mechanism exploded suddenly and knocked both men down, so the Doctor never noticed he was in danger.

As the Doctor puzzled over the short-circuit, the TARDIS appeared briefly next to the obelisk, but before the materialisation completed it disappeared again. Turlough demonstrated a remarkable knowledge of the physics of warp ellipses, but again the distracted Doctor took no notice. As the Doctor continued to work, Brigadier Lethbridge-Stewart and Hippo returned to the obelisk. At first the Doctor was delighted to see his old friend, but the Brigadier didn't recognise him.



The Brigadier returned the two students back to the school, and the Doctor followed him inside, trying to explain that he'd regenerated again since their last meeting. However, the Brigadier continued to have no idea who the Doctor was, though when the Doctor mentioned UNIT the alarmed Brigadier took him back to his quarters so nobody would overhear their discussion of the still-secret agency. In his cottage, the Doctor asked about several of his old friends, including Sergeant Benton, Harry Sullivan, Jo Grant, Sarah Jane Smith, and Liz Shaw, establishing that the Brigadier remembered most of them. The Doctor then began to remind him of the adventures they had together, and a flood of



memories came surging back to the Brigadier, including the Yeti, the Cybermen, the Daleks and of course the Doctor in his previous incarnations.

Once his memories had returned, the Brigadier was happy to see his old friend, though when the Doctor suggested he might require some treatment for his apparent memory problems he reacted angrily. He then admitted that he'd had a nervous breakdown of some sort in recent years, and had been receiving treatment from the campus doctor. He'd been working at this school since 1977, teaching maths and coaching the rugby team. When the Doctor expressed his concerns about finding his TARDIS and companions again, the Brigadier also mentioned that he remembered once meeting a girl named Tegan, an attractive young lady with an Australian accent, but he couldn't quite place the details.

Meanwhile, the TARDIS rematerialised next to the obelisk again, but the Doctor was not around when Nyssa and Tegan emerged. Confused, they waited a short while, and then the transmat capsule finally appeared beside them. When they opened it up, a horribly injured figure was lying on the floor, burned beyond recognition. Thinking that this was the Doctor after a horrible accident with the transmat, they took the figure into the TARDIS. While Nyssa attempted to help the 'Doctor,' wrapping him in blankets, Tegan remembered that Turlough was supposed to be with him, and went out in search of him. However, there was no sign of him, and Nyssa theorised he might have been "atomised" by the transmat failure.



Tegan realised they needed some assistance with the injured 'Doctor', and headed down the hill to the school she could see below. She asked for directions to find a doctor, and ran into a several-years-younger Brigadier on the campus. When she mentioned the TARDIS offhandedly, he immediately

offered to help and explained who he was. He sent a student to fetch the campus medic and meet them at the obelisk. On their way back, Tegan showed him the TARDIS tracking device she carried, and he absent-mindedly put it in his own pocket. The Brigadier mentioned the campus was celebrating the Queen's Silver Jubilee, which Tegan knew was in 1977. Therefore, they must have travelled back into the past in the TARDIS. She realised that this in turn meant that the man in the transmat capsule might not be the Doctor after all! She and the Brigadier raced up the hill to find out.

Turlough, back in the infirmary, dreamed of telling the Headmaster of his situation with the Black Guardian and asked for his advice. He confided to the Headmaster that he planned to use the transmat device to escape, leaving the Doctor for the Guardian to deal with himself. The Headmaster then revealed himself in the dream to be the Guardian, and Turlough realised that he was never going to escape a being with such powers. He used the sheets from his bed to escape out the infirmary's window, and scaled the hill once more.

In 1983, the Brigadier remembered that he had met Tegan in June of 1977, though he was still sketchy on the details. He then received a call from the infirmary matron telling him that Turlough had disappeared again. His memories were slowly returning to him, and he described them to the Doctor as they investigated.

Back in the TARDIS, the burned man began to heal from his injuries, but continued to carry on his impersonation of the Doctor for Nyssa, claiming he'd suffered a botched regeneration to explain his different appearance. He insisted that they travel to the orbiting ship at once, but Nyssa refused to leave without Tegan. Fortunately, Tegan and the Brigadier arrived shortly thereafter. When they entered the TARDIS, the figure turned around, revealing its new form: that of a hideous alien with a partially-exposed brain!

In 1983, the Brigadier suddenly stopped telling the Doctor his memories, claiming he couldn't go any further; the events were too horrible, and apparently somehow related to his nervous breakdown. The Doctor then found Turlough's mysterious cube abandoned in the infirmary, and realised that they needed to get back to the transmat capsule before Turlough figured out how to operate it himself. When they got there, they found Turlough inside the capsule, which was still trapped here by the broken



MAUDRYN UNDEAD

transmitter. The Doctor, suspicious of Turlough at last, gave him back the cube, and set about resetting the transmitter.

Tegan didn't believe the alien's claims to be the Doctor, but Nyssa and the Brigadier were both unsure. The alien again demanded to be taken back to the other ship, claiming it needed equipment that would be in the laboratory there. After some debate, Nyssa decided to trust the 'Doctor' despite Tegan's warnings, and returned the TARDIS to the orbiting ship.

The Doctor attempted to use the transmitter to bounce a signal off the warp ellipse itself, allowing it to short out the time differential energy, and sending it back to Tegan and Nyssa in 1977, so that they could then follow it and join them in the present. The Doctor asked the Brigadier if he'd accompanied them back to 1977 in the TARDIS, but he couldn't remember and didn't understand why it mattered until the Doctor pointed out the grave dangers of meeting yourself at a different point in your personal timeline (see the Blinovitch Limitation Effect, below). Unfortunately, the transmitter couldn't handle the strain and exploded, apparently stranding the Doctor on Earth, until the Brigadier remembered that Tegan had given him her TARDIS tracking device back in 1977, and that he still had it at his house. The three set off to find it.

In the ship, the alien told the companions to stay behind in the TARDIS, but Tegan refused to let

him go out alone, arguing that either he was the Doctor and needed their help, or he wasn't and they shouldn't let him out of their sight. Eventually, the creature collapsed in front of the doors, at which point the Brigadier agreed to let him leave the ship. After a few minutes, the Brigadier decided to follow him covertly, ordering the "girls" to stay behind.

The Doctor repaired the now-broken tracking device, and detected the presence of the TARDIS on the orbiting ship within the warp ellipse. The Doctor realised that whoever the alien was, he had presumably been injured by the transmat process and couldn't use it to return to its ship itself, so needed the TARDIS to do so. They hurried back to the transmat capsule, where they used the tracking device to navigate a course to the ship.

The capsule arrived on the ship, and the Doctor, Turlough and the Brigadier (1983 vintage) emerged. The Doctor sent Turlough to find the TARDIS, while he explored the ship with the Brigadier. They discovered a laboratory full of strange devices, one of which the Doctor immediately recognised as a metamorphic symbiosis generator, used on Gallifrey by Time Lords to help them through regenerative crises. This one had been stolen and modified to include seven extra regeneration cubicles.

Turlough, once alone, attempted to contact the Black Guardian for advice. At first he received no response, but eventually the Guardian's image appeared in one of the portraits on the wall. He



instructed Turlough to open the hidden wall panel, which slid aside to reveal Mawdryn's seven fellow mutated aliens, who woke from their stasis and lurched clumsily forward. Turlough fled in terror, and the creatures slowly followed.

While the Doctor studied the generator, the Brigadier heard sounds from outside and went to investigate, narrowly avoiding running into his younger self, who was searching for the alien. When he returned to the lab, the Doctor was gone, but Mawdryn himself was lying on the floor, having crawled across the ship. Making the same mistake a second time, the Brigadier mistook Mawdryn for an injured Doctor, and helped him into one of the cubicles.

The real Doctor had returned to the TARDIS, where he brushed past his surprised companions in a rush to his own lab. He discovered that they had also brought the Brigadier with them, and realising the terrible danger if the two should meet, ran out again in search of both with Nyssa and Tegan behind him. They headed back to the lab, leaving Tegan behind in the hallway to stop the Brigadier if he should turn up. Turlough snuck back into the TARDIS again and tried to use it to escape, but the Black Guardian refused to allow him to leave until the Doctor's defeat was complete.

As Mawdryn began to stabilise again, the Brigadier recognised his mistake. He demanded to know where the Doctor was, and when Mawdryn didn't answer he threatened to cut off the generator's power. Mawdryn explained that this wouldn't kill him. Indeed, nothing could kill him any more. When the Doctor arrived, Mawdryn revealed what the Doctor had suspected: he and his associates had stolen the Gallifreyan device in an effort to make themselves immortal. However, the process had gone horribly wrong, and they were now trapped in a state of continuous, painful regeneration, unable to die. They had been banished from their homeworld on this ship, and now whenever its orbit passed them within transmat distance of a planet one of them would leave to search for a means by which they could finally die. Now, they finally had found a possibility: if the Doctor would sacrifice the energy of his own future regenerations, they could free themselves of their nightmarish existence.

The companions were horrified when they grasped what Mawdryn was asking for, with Tegan claiming it would be "murder eight times over." The Doctor refused to give up his future regenerations, and Mawdryn then agreed to let them all leave, but said

they would have to accept the consequences of their actions. When the Doctor and his friends left, the mutants seemed to despair, but Mawdryn promised them he would return, and of his own free will.

The Guardian realised there were two versions of the Brigadier loose on the ship, and recognised the danger inherent to such a situation. He ordered Turlough to leave the TARDIS and make sure the two did not come into contact with each other. Turlough searched the ship until he found the younger Brigadier in a hallway, and confronted him. He told the Brigadier he was taking him to the Doctor, but instead he locked him in the mutant's hidden stasis room. This didn't hold the Brigadier for long, though, as he rapidly picked the lock and escaped back out into the ship.

Turlough then met the Doctor at the TARDIS, and the Doctor told him to find the younger Brigadier and take him in the transmat capsule safely back to 1977 while he took the older one back to 1983. When the TARDIS left the ship, though, Nyssa and Tegan were immediately struck with the horrifying symptoms of mutation, their skin withering as they collapsed to the floor. The Doctor quickly realised that they had been contaminated with the same mutation Mawdryn and the mutants had, and that travelling in time was rapidly increasing the effects. He returned the TARDIS back to where it came from, hoping that would induce a remission in their symptoms. Unwilling to give up so quickly, the Doctor tried to reverse the polarity of the neutron flow and travel the reverse direction of the warp ellipse to escape back to Earth, but this only resulted in Nyssa and Tegan being de-aged back down their individual timelines, turning into children. The Doctor was forced again to return to Mawdryn's ship.

Meanwhile, the younger Brigadier made his way to Mawdryn and the mutants, and they quickly deduced the dangers of having the two on board the ship. Mawdryn directed the Brigadier back to the transmat capsule to get him back to Earth. However, when the TARDIS returned to the ship a second time, the transmat beam was blocked again and the capsule again returned to the ship.

Turlough discovered the young Brigadier was on the loose again when the Black Guardian upbraided him for his incompetence, and promised again to keep the two apart long enough for the Doctor to suffer his ultimate defeat. In the transmat capsule, the younger Brigadier realised he wasn't going anywhere, and removed the TARDIS tracking device



MAWDRYN UNDEAD

from the controls. Tucking it in his pocket, he set out again into the ship.

When the Doctor and companions emerged from the TARDIS at last, Tegan accused Mawdryn of infecting them with his own mutation. Mawdryn confirmed that they had been infected, but not intentionally; the constant experiments they had tried in efforts to cure themselves or simply kill themselves had made the mutations contagious. Their only hope now was to remain on the ship. The Brigadier asked if their symbiosis generator could cure the two women using the Doctor's life force as well, but while the mutants agreed it was possible, they refused to allow the Doctor to use it unless they also could share in his life-energy in order to kill themselves. The Doctor was forced to agree rather than allow his closest friends to die, and returned to the mutant's laboratory.

The Doctor connected himself, Nyssa, Tegan and the mutants to the symbiosis generator, and instructed the older Brigadier how to work the consoles. The younger Brigadier heard the sounds of the machine starting up and followed them to the laboratory himself. Turlough raced after him and attempted to physically stop him from entering, but the Brigadier shoved him aside and entered. As the two Brigadiers stared at each other across the console, the older one suddenly said, "I remember!" and raised his hand. The younger one reached out as well, and when the two touched there was a tremendous flash of temporal energy.

The energy fed directly into the generator, protecting the Doctor curing Tegan and Nyssa and finally killing the mutants. The two Brigadiers were knocked senseless but otherwise unharmed. The older one recovered first, and the Doctor sent him with Nyssa to the heart of the TARDIS to wait until they returned the still-unconscious younger Brigadier to 1977, where he could begin the treatment for the nasty shock and "breakdown" he had suffered.

After the flash, Turlough's hand immediately went to the cube in his pocket, but when he withdrew it it was cracked and lightless, and the Guardian seemed to be gone. He then slipped aboard the TARDIS again and hid in an inner hallway while the Brigadiers were returned. The Doctor returned the older Brigadier, once again hale and hearty, to 1983, at which point they realised Turlough was still missing, perhaps back aboard the ship. When they rushed back inside to go rescue him, he was already standing at the console. "Doctor, may I join you?" he

asked. The Doctor held out his hand and said "I think you already have." Nyssa and Tegan glanced at each other, none too sure of their new companion.



◉ RUNNING THE ADVENTURE

Mawdryn Undead takes full advantage of the pleasures of a time-travel game, placing the heroes in two different times with two versions of a beloved NPC and letting the story focus on the twin timelines. The climax throws the danger of having two Brigadiers into the mix the with the Doctor's horrifying choice; let his companions face eternal imprisonment on an orbiting spaceship or sacrifice his future regenerations.

The adventure itself shows the easiest way to do a story like this: divide the party, perhaps in time but not in space, and then provide a location in the adventure that both groups can come together in. Since Mawdryn's ship is travelling in the warp ellipse, it can be reached from both points in time for the climax.



A clever trick is added to the mix by the Brigadier's amnesia about the events of his own past. This way, the character playing him can participate in the events of one time and then gradually "remember" them in the next. This creates the dramatic effect of having the Brigadier relate the events of 1977 to the Doctor of 1983 immediately after we witness them happening in real time.

Amnesia itself, while an awful cliché in some fiction, is perhaps an under-used trick in roleplaying games. It allows the Gamemaster to mess around with the order of events while avoiding railroading the players into having to act in specific ways to match the "history." If nobody's quite sure how something happened in the past until the players have actually played a given scene out, the players have maximum freedom to do whatever seems appropriate for their characters.

THE BLINOVITCH LIMITATION EFFECT

The Blinovitch Limitation Effect describes how the universe reacts to repeated crossings of an individual timestream. When the very fabric of the universe is stretched by repeatedly time travelling to the same location or individual, the space-time continuum reacts by making that period more resistant to change. A secondary effect is that people carry with them an "energy level" related to the exact time and place they originally come from when they travel in time. Two versions of the same person, from different originating points in the timestream, have different levels of this energy, and if they should come into contact with each other the differentiation between their temporal energies can interact with chaotic but usually destructive effects.

When the two Brigadiers touched, the temporal differentiation "shorted out," and the energy surge simultaneously cured Nyssa and Tegan and killed the mutants. This is the same energy effect from *Father's Day* (See **The Ninth Doctor Sourcebook**) when younger and older Roses accidentally touched, except in that case the Reapers fed on the resultant energy surge. Were the two teams on the ship in danger of an imminent Reaper attack? Perhaps this is what the Black Guardian was concerned about when he told Turlough to keep the Brigadiers apart (otherwise, one would think this was an excellent opportunity to be rid of the Doctor).

For more on the Limitation Effect, Warp Ellipses and all sorts of other time travel fun, see **The Time Traveller's Companion**.

TRANSMATS

Transmats are a common form of transportation among many cultures of a certain technological level. Humanity first developed this technology somewhere around the 21st century. Basic transmat use requires a transmission/reception station at both ends of a journey, though later improvements allow matter to be transported without such equipment. A transmat station scans the object to be teleported, and then reduces the object to its component atoms and streams them through higher dimensions to the destination location, where the object is recreated exactly by the receiver. The distance transmats can reach varies depending on the level of technology; early versions can only reach interplanetary distances, but more advanced models can travel vast, even intergalactic distances.

The version that the Doctor encounters here is comparatively primitive, since it requires a "transmat module," a large silver ball with sufficient room inside for several people. The entire module is transmatted back and forth between two stations, in this case one on Earth near the Brendon School and the other on Mawdryn's ship.

METAMORPHIC SYMBIOSIS REGENERATOR

The metamorphic symbiosis regenerator is a device used by Time Lords to assist themselves medically with difficult regenerations.

Mawdryn stole one from Gallifrey and used it on himself his fellow scientists, unfortunately turning them all into immortal but horrifying and pain-wracked mutants in a constant state of regeneration.

A Symbiosis Regenerator allows a character to spend a Story Point to turn a result of 'Down' to a result of 'Same' when rolling for Attribute Changes due to Regeneration (or, if using the more detailed **Time Traveller's Companion** rules for regeneration, a regenerating character can spend the Story Points stored in the Regenerator to augment his Regeneration rolls while regenerating). Or, to put it another way, the regenerator regenerates generated results of regeneration. Easy as navigating a warp ellipse, really.

Contains 6 Story Points.



MAWDRYN UNWEALD

IT WAS THE DOCTOR ALL ALONG!

Twice, the companions mistake the horribly mutated form of Mawdryn for the Doctor. While this may be at least partially due to Mawdryn's deceptions, it does suggest an interesting trick that a Gamemaster could try – a Time Lord could look like anyone after a regeneration, so you could run a game session involving mistaken identities, with someone else masquerading as the next regeneration (*The Next Doctor*, in *The Tenth Doctor Sourcebook*, plays with this idea in another way).

FURTHER ADVENTURES

- Harry Sullivan is “seconded to NATO, last heard of doing something very hush-hush at Porton Down.” This sounds like a plot starter to me! In 1983 Porton Down was home to the Chemical Defence Establishment, among various other secret government science projects (like the Microbiological Research Establishment). The CDE studied chemical warfare and the effects of other nerve agents. If the characters find

themselves in Porton Down – say, investigating Torchwood’s reverse-engineering of alien technology – Harry might be a useful ally.

- Criminals of some sort stealing advanced technology (from Gallifrey or any other advanced race) and then misusing it, to the detriment of themselves and others, is an always-reliable motif. Imagine the chaos that ordinary thieves from the 21st century could create with only a handful of the Doctor’s minor gadgets, like Psychic Paper that could get them into any number of secure locations, or a Sonic Screwdriver that could open bank vaults!
- Brendon Public School seems to be a magnet for weirdness. At the very least, it’s got an exiled alien aristocrat, an amnesiac ex-UNIT officer, and a hidden transmat device on the grounds (and remember, none of them have anything to do with each other – Turlough only finds out about the transmat thanks to the intervention of the Black Guardian). What other strange things go on there? Shapeshifters on the staff? Alien ships landing on the rugby pitch? Ancient relics turning up in history class?

MAWDRYN

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

SKILLS

Convince 3 (Lying 5), Knowledge 3, Medicine 5, Science 4, Subterfuge 3, Technology 3, Transport 2.

TRAITS

Alien

Alien Appearance: You can see his brain.

Boffin: Mawdryn was a scientist, and a genius, but Time Lord biology was beyond him.

Outcast: He and his fellow researchers were exiled for their crimes.

Unattractive (Special): He might have a lovely personality, but he automatically fails any roll relying on physical appearance.

Immortal (Special): Mawdryn cannot die. He keeps regenerating no matter what happens. After each regeneration, he must make a Strength + Resolve



test (Difficulty 15); if he fails, his Strength and Coordination drop to 1 for some time due to the pain of the regeneration.

Obsession (Major): Finding a way to die.

Vortex: His ship’s stuck in a warp ellipse, giving it limited time travel capacity.

TECH LEVEL: 6

STORY POINTS: 6

TERMINUS



'It's a relief. I was hoping for something rather better on the other side.'

SYNOPSIS

The centre of the universe, the Future

Under the Black Guardian's instruction, Turlough sabotaged the TARDIS by removing part of the space-time element, causing the ship's internal dimensions to destabilise. Walls began to phase in and out of existence, as the whole vessel threatened to fade out. The TARDIS' safety cutouts activated, jamming the rotors. The Doctor used the viewer to pull up Nyssa's room, where the view was fogged by an expanding dimensional instability that threatened to disintegrate her entire room. Through the field Nyssa could barely make out a wall, and a door with a terrifying painting of a skull on it. The Doctor instructed her to go through it for her own

safety. She emerged into the corridor of another ship, trying to stay ahead of the field and dropping her notebook as she ran.

After she left her room, the instability field slowly faded, but the TARDIS began to make ominous and unfamiliar noises. On the screen, Tegan noticed the mysterious doorway in Nyssa's room was closing, and the Doctor raced in to jam it open with a chair. He explained that the TARDIS must have "merged" with another spacecraft, a safety feature built in to protect the passengers in case of impending structural breakdown (and one that he'd never seen occur before!) He crawled through the doorway himself, ordering Tegan and Turlough to stay behind.

Moments after he left, however, Tegan heard a mournful howl coming from the ship, and fearing for her friends crawled in after them. Turlough planned to stay behind, but the Black Guardian appeared to him and ordered him to follow, and kill, the Doctor. When he entered the other ship, the door behind them slammed shut, trapping them all inside.

The Doctor caught up with Nyssa deeper into the ship, which seemed to be an old passenger liner, abandoned except for the mysterious howling sound. Nyssa wondered about the skulls painted on many of the doors, but the Doctor was concerned with getting back to the TARDIS and off this ship.

Meanwhile, the ship they were exploring was boarded by space pirates Kari and Olvir. They headed for the bridge, but were surprised to discover that it was automated. The ship had no apparent crew, but still maintained an atmosphere on board. Kari suspected that their briefing had been wrong and tried to contact the raiding ship, but then they heard the Doctor and Nyssa wandering lost in the hallways, and ambushed them at gunpoint when they emerged onto the bridge.

Kari tried to question the Doctor, mistaking him and Nyssa for rival pirates. While they talked,



TERMINUS

Olvir watched on the screens as the raider ship detached from the liner and fled, leaving Kari and Olvir behind. Kari pulled a gun on Nyssa, telling the Doctor she was commandeering his ship, but he knew that she was bluffing, since he recognised from the change in engine sounds that the liner was preparing to dock with another ship itself. She softened her stance, asking him to take them off the liner with him, and he promised to do so if they kept their guns holstered.



Turlough and Tegan continued to search for Nyssa. Tegan heard a plaintive cry for help from behind one of the skull-marked doors, and mistaking it for Nyssa tried to open it. Tegan got the door to open a small amount, and when she did multiple bandaged arms emerged, clawing and grabbing at her. Turlough arrived just in time to rescue her, and the two returned to where the door to the TARDIS had been.

The ship's computer began to announce their arrival at their destination, saying that passengers should prepare to disembark before sterilisation procedures began. In the hallway, Tegan and Turlough watched in horror as the doors opened, and humans bearing the unmistakable signs of disease and decay began to stagger out. The computer announced, "There is no return. This is Terminus." Olvir recognised the name and fled in horror, shouting that "This is Terminus, where all the Lazars come to die! We're on a leper ship!"

The Doctor, Nyssa and Kari returned to the bridge, trying to understand what was going on. A wave of dizziness passed over Nyssa as she searched for data blocks, but she recovered quickly. She found Olvir hiding beneath the stairs. Olvir knew of Terminus because his sister had died of Lazar's disease, and spent her final days being treated at

the medical station called Terminus. He added that as far as he knew nobody had ever been cured at Terminus, which was run by a private company that played on the fears the public had about the disease. The Doctor noticed that Terminus was located at the exact centre of the known universe.

Tegan and Turlough continued to try to find a way out of the maintenance tunnels, with no luck. As they watched, a man wearing an unusual suit of armour walked down the halls, and when he seemed satisfied that the passengers were gone, ordered the security robot to sterilise the area. Tegan and Turlough redoubled their efforts to escape. The tunnels began to flood with gas...

The Doctor, Nyssa and the pirates were still on the bridge when the computer announced the preparations for "Stage One sterilisation," and decided they needed to get out immediately. The Doctor pulled up a schematic of the ship, but they were uncertain where the TARDIS was, so they split up to find it.

On Terminus, the Lazars were managed by a staff of "handlers" called the Vanir, who wore armoured suits to protect themselves both from the disease and the dangerous levels of radiation given off by the poorly maintained engines of the station. One of the Vanir, Bor, discovered that the radiation levels were rising quickly and decided to enter the "Forbidden Zone" to investigate.



Olvir and Nyssa looked for the TARDIS, but again Nyssa was overwhelmed by sickness and had to stop to rest. When a security robot came into their corridor, Olvir tried to help her back to her feet, but as he touched her skin he realised that she had been contaminated and was herself now a victim of Lazar's disease. The robot identified her as a Lazar and seized her arm, and as it led her away Olvir turned his back on her cries for help.



The robot dropped Nyssa off at the central station, where Valgard and the other Vanir processed Lazars like “baggage.” One of the Vanir told Valgard not to anger Eirak, their leader; Valgard answered derisively that Eirak’s only power was control of the supplies of Hydromel, the drug that kept them all alive. Nyssa asked Valgard about Terminus’ function, and was horrified to learn that there were in fact no doctors at all on Terminus; the Vanir were here only to process the Lazars in, and deliver them to something called the Garm, a creature living in the Forbidden Zone. Beyond that, Valgard knew nothing of the Lazars’ fate.



Another of the Vanir, Sigurd, collected the Hydromel shipment from the liner, making sure to replace his armour’s own supply before turning the packages over to Eirak. When he returned to the central station, Sigurd stopped Nyssa from overpowering a distracted Valgard and slipping away. The two escorted her down the elevator to the Forbidden Zone. Behind them, Olvir followed stealthily.

The Doctor and Kari continued to search the liner for the TARDIS, but instead came across Nyssa’s bloodstained skirt. Kari tried to call Olvir, but the radiation levels scrambled her communicator. The sterilisation gas began to flood the corridor they were in, and the two fled.

At the heart of Terminus, Nyssa was given a robe and sent to wait with the other Lazars in a holding cell. Eirak ordered Valgard to summon the Garm, so that at least Bor’s body and his valuable armour could be found. Valgard did so, using the control box mounted at the edge of the Forbidden Zone, and the giant dog-like creature silently obeyed his commands.

The Doctor and Kari entered Terminus to escape the sterilisation gas, and eventually made their way to the edge of the Forbidden Zone, with the Doctor musing on the coincidence of Terminus being exactly at the centre of the universe. Valgard snuck up on the two from behind, striking down Kari and grappling with the Doctor. As they wrestled, Kari recovered her wits and her weapon, firing a shot at the radiation shielding behind Valgard, stunning him momentarily. Kari noted that her gun’s power pack was now dead as she and the Doctor fled, unaware they were entering the Forbidden Zone.



Turlough and Tegan finally found a part of the maintenance tunnels where the bars were sufficiently weak to be broken by hand, and they emerged back into the liner’s corridors. They avoided the security robots and continued back to the TARDIS, while Turlough asked Tegan whether she’d be able to kill someone if she had to. She said she could, if it was important, but then dismissed Turlough as “weird” for bringing something like that up.

Eirak processed the latest shipment of Hydromel, which was smaller than expected and contained some capsules that were filled with nothing but coloured water. Sigurd feared the company was angry at their performance, and wondered why no one ever came to see the awful conditions they were working in. When Valgard burst in to tell Eirak of the strangers he had seen, the Vanir jumped to the conclusion that they must be spies sent by the company. Valgard challenged Eirak’s leadership of the Vanir, but Eirak responded that if Valgard returned with the spies, Eirak would step down in his favour.

Olvir continued to spy upon the Vanir, looking for a way to rescue Nyssa. He stole a helmet and cape from their supply room, but was seen by Sigurd,



TERMINUS

who reported to Eirak. The two set off to capture this third spy themselves, but Olvir duped them. He then slipped off to the Forbidden Zone himself, where Valgard thought he was another Vanir come to check on his progress. "I'm going!" Valgard shouted angrily, and marched into the Zone.

The Doctor and Kari came upon an injured Bor deep in the Forbidden Zone, trying to build a radiation shield around the damaged engine out of scrap metal. He explained that he'd tried to pull out some of the control circuits, but accidentally pulled some of the wrong ones and now feared he'd "made it worse." He was afraid of what would happen if the engine exploded, as "nothing in the universe would be safe," and that one had previously exploded quite a long time ago. Valgard arrived on the scene at that point, intending to take the "spies" back after he'd beaten some respect into them, physically attacking them. The Doctor knocked him back into Bor's scrap-metal "wall", scattering some pieces. The Garm then arrived, still trying to find Bor.

The Vanir selected Nyssa to be the next of the Lazars to be given to the Garm, and chained her up at the entrance to the Forbidden Zone. They activated the signal to call the Garm, who picked up the unconscious body of Bor and returned to the entrance in response. The Doctor and Kari took advantage of the confusion and fled the engine room.

The Garm returned Bor to Eirak for treatment of his radiation poisoning. In the confusion, Olvir tried to free Nyssa, but he could not break the chains. As the Garm advanced, Olvir fired several shots at it to no effect. The creature collected Nyssa and took her into the Zone, with Olvir still in pursuit.



Sigurd tried to help Bor, who was deliriously talking about the "dead pilot" and how the engines couldn't take another restart, which he said would lead to a "big bang all over again." Eirak saw that his armour was damaged and useless, and forbade Sigurd to waste any more Hydromel in trying to cure him.

The Doctor followed the control circuit lines Bor had mentioned, eventually finding the main control room for Terminus itself, and the corpse of the ship's original pilot. The Doctor analysed the consoles and determined that Terminus was actually a time machine, using enormous amounts of energy. He hypothesised that the pilot found that one of his engines had become unstable and jettisoned it into the void just before it went critical. The resulting explosion was so large that it caused a massive chain reaction, which became Event One of the current universe: the Big Bang! As a result, the ship was itself propelled billions of years into the future while remaining in the same place in space, explaining why Terminus sat at the exact centre of the universe. Kari wondered if the same thing would happen if the second engine exploded, but the Doctor feared that the explosion would likely destroy the current universe.



Turlough and Tegan made it to the liner's bridge, but could not determine how to make the door to the TARDIS reappear. Turlough slipped away and contacted the Black Guardian with his crystal, but his master was angry that the Doctor was still alive and struck him with a burst of mental agony. Turlough promised that he would kill the Doctor, but first he needed to get back to the TARDIS. The Guardian told him to find the emergency bypass switch "beneath your feet." When Tegan showed up looking for him, Turlough lied and said he'd just realised what one of the devices they passed in the maintenance tunnels must be for.



The Garm chained Nyssa up in the engine room, and Olvir chose that moment to burst out from hiding and try to free her again. Unfortunately, Valgard was still lurking around and struck him down with his staff. The two men fought, and Olvir eventually overcame his opponent, but the Garm took Nyssa away again in the confusion. Olvir's gun was too close to the engine, and Valgard warned him not to try for it. He had finally realised that Olvir wasn't a company spy, since he'd recognised the combat training Olvir demonstrated as the same he'd received many years before as a raider. He explained that he'd been captured and sentenced to slave labour on Terminus; all of the Vanir were slaves, kept working by the company's control of the Hydromel supplies they needed to survive the conditions on the ship. Olvir set off in pursuit of Nyssa again, leaving Valgard behind.

Back in the maintenance tunnel, Turlough found the emergency bypass. When he pulled the wires out, there was a small explosion, causing the entire ship to rock and shake. In the Terminus control room, several of the consoles short-circuited and burst into flames, and the Doctor realised that the ship's computer had begun the process to jettison the second engine. The mechanisms were controlled by a large red lever, which slowly was moving to its final position, and the two tried to stop it but were not strong enough.

Not knowing what they'd started, Turlough and Tegan saw that the door to the TARDIS had partially materialised, and returned to the circuit to try to complete the process but were unable to do so. The liner's automated systems announced that it was planning to leave Terminus, having offloaded its cargo, and Tegan raced back to the bridge to try to stop its departure while the Doctor and Nyssa were still missing. As the liner prepared to leave, the door to the TARDIS finally materialised, and Turlough stepped through. Tegan threw switches and pressed buttons at random to try to stop the launch, and finally slammed her hand on the console in frustration, aborting the launch.

Nyssa awakened in Terminus' decontamination chamber, and discovered she had been cured of the Lazar's disease. Outside, Olvir confronted the Garm and asked it to take him to see her. When Olvir entered, Nyssa took him by surprise and jumped on top of him before realising who he was. She now understood that the "cure" process was haphazard at best, with no scientific diagnosis or controls; the Garm simply gave sufferers a massive dose of

radiation and hoped for the best. She was outraged, but Olvir wasn't interested in debating the matter and only wanted to escape quickly.

Still unable to stop the slow progress of the control lever, the Doctor and Kari decided to see if the Garm was strong enough to do so. They returned to the Forbidden Zone entrance and activated the summoning box. When the Garm arrived, they tried to use the box again to lure it further to the control room, but the Garm told them no deception was necessary, as it was compelled to obey the holder of the control box. They explained to the Garm what must be done, and it turned its considerable strength to the task of moving the lever.

Inside the TARDIS, Turlough summoned the Guardian again, but found he was still dissatisfied. Turlough insisted the Doctor was trapped in Terminus and probably dead already, but the Guardian angrily struck Turlough down with a beam from the crystal cube.

Terminus rumbled and shook as it prepared to jettison the second engine, and the Garm struggled with all of its might. Finally the lever began to slowly move back, and the Doctor took advantage by tearing out the control wires of the console, ending the immediate threat. In exchange for its help, the Garm asked the Doctor to destroy the control box and end its servitude to the Vanir, and the Doctor did so, smashing it to the floor.

The Doctor and Kari returned to the engine room, intending to disconnect the cables Bor had found to keep the problem from reoccurring, but they were intercepted by Valgard, who held them at gunpoint. Nyssa and Olvir ambushed Valgard, disarming him again. Nyssa told Valgard that with the help of the Garm, Terminus could become a real, functioning hospital, and asked if he and the Vanir would help.





TERMINUS

He angrily replied that the company controlled the Hydromel, and therefore it didn't matter what the Vanir thought about anything. Nyssa then asked him, what if they had a regular, steady supply of their own Hydromel? Valgard showed her the supplies they receive, and Nyssa said she could not only synthesise it, she might even improve on it.

Kari and Olvir destroyed the control cables, and Terminus' engine powered down completely. Eirak returned to the Vanir's headquarters, where Valgard and Sigurd confronted him. Valgard had returned with the "intruders," and according to their wager that made him the new leader of the Vanir. He informed Eirak they'd be doing things differently now on. The Doctor suggested that Valgard make friends with the Garm, now that he was no longer their servant.

The Doctor and Nyssa found Tegan wandering the corridors of the liner. Nyssa informed her friends that she intended to stay behind on Terminus and help them build a new facility here to cure the Lazars. Though they both tried to talk her out of what seemed to be a massive and dangerous job, in the end they understood her reasoning and bid her farewell. As the Doctor and Tegan returned to the TARDIS, Turlough regained consciousness on the console room floor. The Black Guardian told him there would be no more excuses: he must kill the Doctor!

RUNNING THE ADVENTURE

The first part of Terminus is a fairly typical "TARDIS encounters an abandoned ship" scenario, where the answer to the mysteriously empty corridors and bridge is that it's an automated cargo ship carrying diseased passengers locked up in its hidden holds. What a marvellous cliffhanger revelation! Immediately, the characters are revealed to be in jeopardy: have they already been infected with this mysterious disease? Concerned players will immediately look to their own welfare: is there a cure for this disease? Well, Terminus claims that it has one, but Olvir knows it has a terrible reputation and his own sister never returned from her trip there. This should serve as sufficient inspiration for the players to explore the place when they arrive, to determine if they themselves can be saved from this awful fate!

Once they get inside, of course, Terminus is revealed to be a pretty awful place. Enslaved and then abandoned by their corporate masters, the

Vanir shuffle about performing their horrid jobs of processing the unfortunate victims of disease, while their space station slowly disintegrates around them. It's a surprisingly dark setting, which makes Nyssa's decision to stay in the end all the more heroic.

ECHOES OF THE PAST

Although *Terminus* is set in the far future, it makes great use of terms and themes from mythology. The Vanir are one of the two sets of gods in the Norse myths, and several of the individual Vanir are named after deities or warriors. The Garm is the name of the dog that guards the entrance to the land of the dead. Even Hydromel is named for a mixture of honey and water that, when fermented, becomes mead.

The idea of Terminus serving as the science-fiction equivalent of a leper colony is an interesting one as well, especially with the distant promise of an actual cure. Historical leper colonies, particularly in the Middle Ages, had no such intention; leprosy was believed to be both incurable and contagious, so sufferers were simply quarantined well away from society (and frequently cared for, if they were lucky, by monastic orders.)

Giving historical periods a sci-fi remix is a great tool to use when creating your own adventures. Pick a culture or mythology from Earth's past, and then come up with a technological take on it. For example, take a garden party from the 1900s (like the party in *Black Orchid* on page 49, only with fewer murders and mysterious South American tribesmen) and transplant it to the moons of Saturn in 2550. Who are the guests? Who are the servants? What sort of entertainments do they have? Keep the social relations and structure the same, but change all the trappings.

LAZAR'S DISEASE

This disease afflicts humans, and causes degeneration of the body's tissues. Victims become weak and disorientated, then feverish, and later develop ghastly lesions. Eventually, the disease proves fatal. It can be transmitted through touch, or even by breathing the same air as a Lazar victim. A character exposed to Lazar's disease must make a Strength + Resolve test (Difficulty 15) to avoid contracting the plague. After that, the character either loses one Attribute point every few hours, or gains a Minor Bad Trait such as Unattractive, Slow Reflexes or Forgetful.



Regular doses of Hydromel counteract the effects of the disease, while exposure to large amounts of radiation can cure it. This requires an Ingenuity + Medicine roll against Difficulty 24. If the roll fails, the patient dies of radiation poisoning. (In the case of the Terminus Station and the Garm, no-one was making that roll when Nyssa was placed in the chamber, so she spent Story Points to boost the result).

THE ORIGINS OF TERMINUS

The corporation did not build Terminus, nor did the Vanir. The station was found floating in deep space, at the exact centre of the universe. The Doctor discovered the station could once travel in time, and the controls and computer systems were similar to human technology. That suggests humans built Terminus – but *when*?

In many ways, Terminus station is reminiscent of another ghastly period of human history – the lonely years of the far far future, at the end of time (see **Utopia** in **The Tenth Doctor Sourcebook**). Terminus means the end point, after all, and Professor Yana did recall there had once been time travel. Maybe as the stars died and the universe grew cold, some of the last humans built a giant time machine and tried to travel back to the youth of creation. They overshot their mark, and ended up triggering Event One.

That said, the Doctor did note that the manual override required tremendous, even inhuman strength. Maybe there were other species on the crew, or the builders were incredibly strong.

This adventure introduces never-seen-before TARDIS safety protocols: if the TARDIS is about to break up, it's programmed to lock on to the nearest safe physical space outside the Vortex so the passengers can disembark. As the Doctor himself notes when Tegan points out he's never mentioned it before, "it never *worked* before!"

STERILISATION ROBOT

Sterilisation robots are programmed to clean up the ships that deliver Lazars to Terminus, decontaminating the quarters and corridors and making sure everybody disembarks before the ship is sent out again. Each robot has a "grabbing claw"

with a Coordination of 4 and a Strength of 5, and is programmed to scan any lifeforms it comes in contact with; if they're infected with Lazar's disease, the robot grabs them and delivers them to the Vanir.

THE GARM



AWARENESS	2	PRESENCE	4
COORDINATION	2	RESOLVE	4
INGENUITY	3	STRENGTH	8

The Garm was the monstrous creature who guarded the Forbidden Zone and took Lazar patients for their "treatment" by exposure to radiation. He had enormous strength and was controlled by the Vanir with a sonic device that the Doctor eventually destroyed, freeing him. He may have been created or recruited by Terminus' original crew, since the Vanir seemed to know so little about him themselves.

SKILLS

Fighting 4, Knowledge 2, Medicine 3.

TRAITS

Alien Appearance (Special)

Code Of Conduct (Minor Bad): Tries to help the Lazars

Keen Senses (Minor Good): Hearing

Weakness (Minor): Vulnerable to Sonic Control

Immunity (Major Good): Energy Weapons

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

FURTHER ADVENTURES

- So, Terminus' engine exploding is the cause of Event One (see **Castrovalva**)? This implies there was another entire universe before the current one, which was obliterated and replaced by the Big Bang. Or perhaps it wasn't obliterated at all, but merely separated by barriers of time and dimension, precisely the sort of obstacle the TARDIS is designed to skip right over. In a circumstance like that in **Castrovalva**, maybe the TARDIS is just tough enough to survive the actual explosion and find itself in a completely different preceding universe. This might be a good opportunity for an ambitious Gamemaster

to completely clear the boards, introducing entire new races and cultures, or perhaps a setting that's completely alien and follows different physical laws. Or, maybe even more strangely, there's nothing different in that previous universe *at all*. Just another identical set of player characters, having their own adventures until they run into themselves on a giant starship with badly failing engines...

- It seems unlikely that Terminus, Inc. will simply give up on what seems to be a pretty profitable operation of "treating" Lazars. Perhaps they try to come back and retake the base, leading to a "base under siege" story and some secrets about them revealed? Once Nyssa gets the synthetic Hydromel production working, the Vanir will

TERMINUS

KARI



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

Kari and Olvir are space pirates. They specialise in boarding small commercial craft and stealing their cargo, preferably with as little violence as possible.

SKILLS

Athletics 2, Convince 1, Knowledge 2, Marksman 3 (Blaster Pistol 5), Subterfuge 3 (Space Piracy 5), Survival 2, Technology 2, Transport 2.

TRAITS

Argumentative (Minor Bad)
Quick Reflexes (Minor Good)

TECH LEVEL: 7 STORY POINTS: 3

OLVIR



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

SKILLS

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

TRAITS

Attractive (Minor Good)
Cowardly (Minor Bad)
Impulsive (Minor Bad)

TECH LEVEL: 7 STORY POINTS: 3

be pretty loyal to her and have no interest in returning to the old ways of doing things.

- An interesting side feature within *Terminus* is the presence of the “space pirates” Kari and Olvir. Apparently this part of the universe at this time is plagued with pirates and raiders. Valgard claims to have been a raider himself before being captured and forced to join the Vanir; he says that he recognises the fighting style Olvir demonstrates because they were trained by the same commander, presumably the guy who abandoned Kari and Olvir once they figured out the cargo ship wasn’t a prize worth taking.

Space pirates may become involved as a complication in any sort of story set out in the frontiers of the galaxy. If Kari can be taken as an example of the breed, they specialise in hit-and-run tactics, striking at cargo ships with small boarding parties and counting on speed and surprise to escape with whatever isn’t nailed down. Because they don’t seem to seek out much in the way of intelligence on potential targets, they might accidentally try to rob dangerous aliens, open cargo holds hiding various plot devices or otherwise blunder into the paths of player characters in all sorts of dangerous circumstances.

VALGARD



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

Valgard was a soldier who became one of the Vanir, processing Lazar sufferers on Terminus. He challenged Eirak for leadership of the Vanir and won, throwing his lot in with Nyssa and her efforts to reform Terminus’ procedures.

SKILLS

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

TRAITS

Clumsy (Minor Bad),
Dependency (Hydromel – Major Bad)
Tough (Minor Good)

TECH LEVEL: 7 STORY POINTS: 3

EIRAK



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

Eirak was the leader of the Vanir, working directly for Terminus Inc. and overseeing the distribution of Hydromel to the station. He challenged Valgard to enter the Forbidden Zone, and when he returned lost his command.

SKILLS

Athletics 1, Convince 2, Fighting 2, Knowledge 2, Medicine 2, Survival 2, Technology 1, Transport 1.

TRAITS

Charming (Minor Good)
Dependency (Hydromel – Major Bad)
Selfish (Minor Bad)

TECH LEVEL: 7 STORY POINTS: 3

ENLIGHTENMENT



ENLIGHTENMENT



"You are a Time Lord. A lord of time. Are there lords in such a small domain?"

SYNOPSIS

Somewhere in the Solar System, Unknown Time

The Doctor was working to discover the source of a mysterious power drain on the TARDIS while Turlough and Tegan idly played chess in the Console Room. A strange voice repeatedly echoed in the Doctor's head, and he eventually deduced that whatever was tapping the power was trying to communicate with him. He increased the TARDIS' power levels, feeding the drain, much to his companions' consternation as smoke began to billow from the console.

He then moved into the corridor, and gradually a holographic image manifested: the White Guardian! It faded in and out, trying to warn the Doctor of some sort of danger, but the signal remained too weak. The Doctor was able to make out a set of galactic coordinates, but the message was suddenly interrupted by the arrival of the Black Guardian as well. He had no difficulty getting his own gloating message across; the Black Guardian controlled the Doctor's destiny, and he would soon be dead! With that cryptic message, both Guardians disappeared from the TARDIS. The Doctor realised Turlough had turned down the power feed, and angrily told him never to disobey his instructions again.

The Doctor entered the coordinates he'd been given, and the TARDIS materialised... somewhere, almost instantaneously. The Doctor decided to go out and investigate, telling Tegan to stay behind in case the White Guardian tried again to contact them. When she protested, he told her he needed someone behind he could trust, eliciting an outraged squawk from Turlough.

Outside, the Doctor and Turlough seemed to be in a dark warehouse, but the swaying of the floor and sound of rats and straining ropes suggested instead the hold of a sailing ship – the *SS Shadow*. They quickly hid to avoid a sailor carrying a lantern as he "checked the stores," but they noticed the strange, almost hypnotised look on his face. They left the cargo hold and headed for the crew's quarters, where they found a number of sailors playing cards.

The Doctor decided to blend in with the sailors as if he'd just joined the crew. They welcomed him when he announced he was "the doctor," not realising it was an old sailor slang term for the ship's cook. They told him they'd been below decks for two days, waiting for word from the officers, though none of them seemed to quite remember how or when they joined the ship themselves. Despite this oddity, the crew was in good spirits; they'd been paid a month in advance, and were very excited for the upcoming race.

The crew assumed Turlough was a green sailor, so they began to warn him – in jest – about how dangerous the jobs on a ship were. The hilarity came to a sudden halt when an officer came in, signalling that he wanted the Doctor to accompany him. The Doctor left with him, noting to Turlough that he should make for the TARDIS if things got difficult.



Inside the TARDIS the lights flickered again, and Tegan turned up the power to help while failing to notice an officer of the ship peering into the viewscreen. The White Guardian materialised briefly again, saying, "...must not win. Tell the Doctor, winner takes all!" Then the power drain overloaded the TARDIS' systems again, causing another console explosion. This time, in the darkness Tegan noticed the officer in the viewscreen, and briefly mistook him for the White Guardian before seeing him pitch and fall off the side of the TARDIS. She headed outside to see if he was hurt, but was caught by the ship's first mate, Marriner. He called her a stowaway and said he should "clap her in irons," but she turned off her light and hid behind some crates. She fled through the dark hold, avoiding one officer and striking another with her torch, but when she got to the top of the stairs Marriner was already there waiting for her. He told her not to be frightened, and offered to take her to see her friends. She asked what he'd done with them, to which he replied, "Nothing. I haven't met them yet." He then escorted her to the officer's mess.

The Doctor was also led to the officer's mess, where he was rather annoyed to find Tegan. She told him what the White Guardian had managed to say before contact was lost, but the Doctor was just as puzzled. Captain Striker then entered the mess, introducing himself and revealing he already knew who the Doctor and Tegan were. Like Marriner, Striker displayed a strange lack of emotion, but politely invited them to join him for dinner.

Turlough began to make friends with the crew, joining them at cards and making small chatter. He tried to find out more details about this race, including where the finish line might be, but the crew still displayed a maddening lack of information. The ship began to pitch wildly, which the crew took to mean that the wind was "freshening up," and that the race would soon begin.

Upstairs, Marriner arrived at the mess, announcing that rum rations were ready. Striker apologised for ending dinner so abruptly and left with his officers, while Marriner offered to show Tegan the wheelhouse. The Doctor lingered a moment, finishing what seemed to be an excellent meal, and then followed them out the door, pointedly heading in the opposite direction.

A series of whistles told the crew it was time to head aloft for their grog rations, and they happily piled upstairs. Jackson, taking Turlough's confusion to mean he was also a teetotaler, took him in hand and promised to look out for him on deck. Turlough, however, slipped away and instead found the Doctor in the hallways. As they went off to find Tegan, they heard someone scream upstairs.

Tegan also heard the terrified scream, and asked Marriner what was happening. He dismissed it, saying that it often happened to new crew when they first go aloft. She was surprised again by his callousness, and that the ship would use inexperienced crew in a race, but was distracted again when she noticed strange "wetsuits" hanging on the wall, out of place on an Edwardian sailing ship.



Marriner took her into the wheelhouse, where Striker and his officers were manning the wheel, and the Doctor and Turlough soon joined her. Ignored by the officers, the Doctor picked up a map, which



ENLIGHTENMENT

Tegan took to show the course of the race, including marker buoys, but the Doctor thought differently. He was proved correct when Marriner opened a cabinet, revealing advanced electronic controls. A viewscreen showed that they were in fact on one of several spaceships, lined up for a race around the solar system! Each ship was designed to resemble ancient sailing ship designs from throughout human history.

Tegan's feelings of sea-sickness intensified, and Striker ordered Marriner to take her to "her quarters." The Doctor whispered to Turlough to follow her while he looked around on the bridge a bit more, but both were surprised when Striker revealed he could hear them perfectly well from across the room, and insisted there was no need for deception since they were guests, not prisoners.



Marriner escorted Tegan to a fine stateroom, where he pressed a "rum mixture" on her, insisting it would make her feel better despite her demurrals and even taking a sip himself to show it was safe. She finally took a sip, watching him carefully, and found it "marvellous." She quickly drifted off to sleep, and Marriner arranged her on the bed before leaving.

Turlough found another stairway guarded by an officer, who would not let him go up to the deck as he'd "only be in the way" of the crew working there. Turlough asked what work the crew was doing, and the officer replied that they were hauling lanyards. When Turlough expressed his disbelief, the officer told him that they "observed the spirit as well as the rules of the race."

The Doctor asked Striker about the race as they approached Venus, and he said that his closest competitor was Critias the Greek, showing his brig on the screen. The Doctor marvelled at each ship's period accuracy, and Striker replied that there'd

be no point to the race without it. The Doctor then pointed out that the Greek captain was wearing an out-of-period ring with a red stone, and asked why that single detail was wrong. Striker said that the Doctor would have to ask him that when they met.

Turlough found Tegan asleep in her room and woke her. She felt "marvellous" after her nap, no longer space sick, and Turlough guessed she'd drank some of what they feed the crew, which seemed to do them no harm. Tegan took notice of her quarters for the first time, and saw that it included a mix of some features of her room on the TARDIS and some of her bedroom back in Brisbane, including a framed portrait of her Aunt Vanessa, as though they had been reading her memories.

Striker told the Doctor that they participated in the race as a diversion. When the Doctor asked whether the crew were also a "diversion," Striker said they were "Ephemerals," mortal beings like the Doctor himself. When the Doctor became angered at the cavalier manner Striker took, the Captain suddenly seemed to realise that the Doctor was no ordinary Ephemeral, but a time traveller, and at the same time the Doctor realised Striker was reading his mind.

In the hallway Turlough and Tegan were nearly run over by crewmen in spacesuits heading up to the rigging. Tegan expressed her disbelief that the crewman from primitive eras would accept travelling through space without question, or that a spaceship actually required sails and rigging. Turlough was pulled aside by Jackson, who told him the rest of the crew had gone mad, probably with drink. He himself, still sober, had thought he was sailing a ship around the planets, and assumed the officers had drugged his drinking water. He slipped Turlough the key to the rum locker, saying they had to work together to throw the grog overboard, since the rest of the crew wouldn't go aloft without it.



Striker decided to cut their turn around Venus as closely as possible, ordering his crew into the rigging to trim the topsails despite the Doctor warning of the danger. Among the crewmen ordered aloft was Jackson, who refused his drink and was forced physically out onto the deck by the officers, shouting and struggling. Turlough and Tegan raced back to the bridge, where Striker had taken control of the wheel for some precarious manoeuvres, saying that this excitement was all that made eternity bearable.

The ship narrowly escaped the gravitational pull of Venus as it swung around, and the Doctor said it was merely luck they hadn't crashed into the planet. Striker insisted otherwise, and gloated that they now held a solid lead over Critias and the *Buccaneer*, with the other ships well behind. As they watched, Critias attempted the same manoeuvre to catch up, but cut it too close and exploded spectacularly. Striker and Marriner merely took off their hats for a moment of silent respect to their opponent, and then returned to the race. Tegan was horrified by their lack of concern for the crew of the other ship, but the Doctor was unsurprised. He noted that these ships were built to handle enormous stress, and doubted the gravity well of Venus could have destroyed one; instead, he suspected sabotage or enemy fire.

Tegan and Turlough returned to her room, while the Doctor confronted Striker about the death of Critias. Striker insisted that he had nothing to do with any sabotage, and if it did happen, it wasn't technically against the rules. As they spoke, the Doctor realised that the humans on the ship weren't actually needed to serve as crew, but the Eternals still needed them for something they themselves lacked: creativity. As he became outraged at how the Eternals lived as parasites off the Ephemerals, he learned something else; for a moment, while he was angry, Striker was unable to read his mind.

Marriner intercepted the two companions, offering to escort them to the stateroom, and Turlough took advantage of the opportunity to slip behind for a moment and use his cube to contact the Black Guardian for advice. The Guardian materialised physically in the hallway and grabbed Turlough by the throat, pointing out that Turlough had had many opportunities to kill the Doctor. Turlough said that he was not a killer, and the Black Guardian struck him down, condemning him to eternal life trapped aboard this ship. He faded away again with an evil cackle.



Meanwhile, Marriner was confused as to why Tegan was so unhappy with him. She told him it was because he didn't seem to care about what happened to the other ship. He tried to reassure her, explaining that the Eternals on board were "transferred" back home. Only the humans had died, and "Ephemerals have such short lives in any case." This of course only disgusted Tegan further, and she slammed the door in Marriner's face while he tried to assure her that she was different from any Ephemeral he'd ever met before.

The Doctor joined Tegan in her room, and she tried to convince him to leave the ship, but he felt he couldn't without finding out what the prize for the race was. She asked to go back to the TARDIS, but the Doctor was resistant for fear of the Eternals discovering it. Unfortunately, the Eternals were capable of reading minds anywhere on the ship, and learned of the TARDIS. They went in search of Turlough, and found him lying in the hallway. He lied and insisted that he had fallen, despite the marks on his throat that Tegan could see. All three headed back to the hold, but the TARDIS was now missing and they were again seized by the crew!

Striker invited the Doctor and Turlough to see the outer deck, but Turlough wanted none of it and tried to betray Jackson by giving Striker the key to the rum locker, but Striker already knew about it. The Doctor, disappointed again in his new companion, asked if Jackson would be punished for his mutiny. Striker replied that it was merely part of the entertainment, and superior beings had no need to punish inferiors. The Doctor pressed Striker on what the prize for the race was, and Striker replied that the prize was "Enlightenment," which in turn would help him acquire what he wanted most.

Marriner insisted that Tegan suit up and join him on the outer deck. She continued to resist his efforts



ENLIGHTENMENT

to become friendly with her, but she had to concede that the view was beautiful. The ship had an energy barrier that enclosed a breathable atmosphere, so they were able to remove their helmets. The Doctor and Turlough emerged in their own suits, and while the Doctor indulged his curiosity Turlough could only hear the voice of the Black Guardian resounding in his head, telling him he'd live forever trapped on this ship. He strode to the rail of the ship and leapt off into open space, shouting, "I'll never serve you again!!"

The crew attempted to throw a life preserver to Turlough, but he was already too far away. Tegan insisted the ship turn around to rescue him, but Marriner told her it was ridiculous to risk losing the race to save a single Ephemeral, and that his suffering would be short as his suit did not have much of an oxygen supply. However, to everyone's surprise, the trailing ship *Buccaneer*, commanded by Captain Wrack, slowed its pursuit and cast out a net, collecting Turlough and pulling him on board their own ship.

The buccaneers took Turlough to their wheelhouse, where he was surprised to see the captain was in fact a woman. Before addressing him, she gave her first mate Mansell a bejewelled sword, a gift intended for Captain Davey of one of the other ships. Mansell expressed surprise at such an ornate and expensive gift, and Wrack jested that she hoped it served Davey as well as the present she had given Critias. She also gave Mansell invitations to a party on her ship to distribute to the other ships, and dismissed him.



Marriner told Tegan they had heard from Wrack that Turlough was safely on board. He continued to poke around in her mind telepathically, fascinated by her thoughts, until she was finally able to block him out temporarily with her anger. This only fascinated him even more.

Mansell arrived in a lifeboat to deliver the invitation to Striker, who declined it. The Doctor saw an opportunity to rescue Turlough and asked if they could go in his place. Marriner said he would accompany them as well, and created an envelope containing an acceptance out of nothingness for Mansell to take back with him.

Wrack had Turlough manacled and began to taunt him with a long knife, asking if he'd ever seen a man flogged to death or keelhauled. She asked why he came to her ship, and he challenged her to read his mind. She replied that his mind was fascinatingly devious. She asked again, and he told her that he came to her because he'd heard that she was ruthless and likely to win the race, and he wanted to learn from her the secrets of power. She was amused, and set him free.

The ship began to rock as they entered a dangerous asteroid storm, and Marriner took them back to the wheelhouse. On the *Buccaneer*, Mansell reported that Davey was closing fast, so Wrack gave him the wheel and told him to be ready to move away when she "activated." She told Turlough to follow her below if he wanted to see how she was going to win the race. In the hold she threw a lever marked "vacuum shield," and then stepped into a hidden chamber, closing the door in Turlough's face and laughing.

From Striker's ship they watched as Davey's ship slowly caught and passed the *Buccaneer*. Suddenly, his ship exploded in a massive fireball! Marriner concluded they must have been hit by an asteroid, but the Doctor wasn't so sure; after all, Critias' ship had also been destroyed while challenging Wrack.



Wrack emerged from her secret room with a satisfied smile. Turlough asked what she had done, but she only said that she'd improved their odds of



winning. She led him back upstairs, where guests were arriving for her party, including the launch with Marriner, the Doctor and Tegan. Wrack greeted them politely, and then led Tegan away to meet some of her other guests. The Doctor asked Marriner to mentally track Turlough, but he could not read his mind clearly at first.

Turlough slipped away into a back passage before the Doctor could find him, and went back to the mysterious door in the hold. He struggled with the latch, and finally opened it with brute force. Inside he found the ship's ion drive, and mounted in the floor a strange grid over a window out into space. Outside, a passing pirate found the door open, and sealed it shut, turning off the vacuum shield. This left a small hole in the chamber open to space, and the atmosphere began to escape. Turlough summoned the Black Guardian again to save himself, but the evil being refused to help, and turned his back on Turlough.

Marriner sensed Turlough's mind, and realised what danger he was in. The Doctor headed down to the chamber to find him, and arrived just in time to activate the vacuum shield. He asked Turlough what he was doing down here, and Turlough explained how Wrack had said this was the secret of her power. The Doctor analyzed both the grid and an eye-shaped device in the ceiling, and concluded that she could use this to fire an enormous beam of power, but she would still require a target to focus the energy on. A small target, no bigger than a few centimeters – and the Doctor suddenly realised why Critias was wearing an out-of-period ring. Wrack must have given it to him, making him a target for her weapon. Turlough pointed out that she gave a sword with crystals on the hilt to Davey, confirming the Doctor's suspicions.

The Doctor realised that giving whatever prize "Enlightenment" was to such powerful and amoral beings was likely a bad idea, and they needed to find a way to stop any of them from winning. As they emerged from the ion chamber, however, they were set upon by Mansell and several more pirates, who took them away at sword point.

Wrack graciously introduced Tegan around to some of her guests, and after a while offered to show her another chamber. Marriner tried to follow her, but was intercepted by Mansell. In her room, Wrack used her powers to freeze Tegan in time, and then placed a single red crystal in Tegan's tiara and laughed. After releasing her, the two returned to

the party, with Wrack telling Tegan the image of the Doctor in her mind was "intriguing" and that she'd very much like to meet him.



When Tegan returned to the party, Marriner was again there, expressing his concerns for her safety and declaring that he was "empty" without her. As he ignored her efforts to push him away, she finally asked him if he was in love with her. The question puzzled him; he knew nothing of love, it was "existence" that he wanted from her. Without her thoughts and feelings, he would only have the numbing aeons of immortality.

Mansell brought Turlough and the Doctor to Wrack, and immediately Turlough lied and declared the Doctor was a spy, who he'd followed into the grid room to apprehend. Wrack, amused, asked him what should be done with the Doctor, Tegan and Marriner, and he recommended returning them to Striker. The three were placed in a launch and sent back. When Tegan protested at leaving Turlough behind, the Doctor told her that he was staying by choice, to prevent Wrack from winning the race and prove himself to the Doctor once and for all; at least, he hoped that was what he was up to.

Turlough asked Wrack what she would do with the prize of Enlightenment, and she responded that it would free her from the need to probe the minds of Ephemerals for amusement; when she was enlightened, all of the universe's secrets would be open to her, and she would be able to create and destroy at her will. She then showed him the latest idea she had taken from the minds of her Ephemeral pirate crew: a wooden plank, which she then forced the rest of her guests to walk.

She then turned on Turlough and threatened him with the same fate. When he protested, she pointed out that she could read his mind, and though it was



ENLIGHTENMENT

divided and confused, one thing always stood out: his greed. He didn't want a share of the prize; he wanted all of it. As he was about to be led outside, he shouted to her that he had heard the voice that controlled the power she wielded in the ion chamber; it was that of the Black Guardian, and he served it as he might yet serve her.

The Doctor and Marriner returned to the wheelhouse while Tegan changed out of her dress. As she did she idly noticed the strange new stone in the centre of her tiara, but didn't think anything more of it. At the wheel, Striker pointed out the finish line of their race, a massive castle of crystal floating in space, and ordered Marriner to "give her everything she's got." The *Buccaneer* was still gaining on them, deploying special sails called moonrakers to close the gap. As it pulled level, the Doctor wondered why they weren't passing, and then realised she must be moving in for a final blow as she had with previous rivals.



In the hold of the *Buccaneer*, Wrack allowed Turlough to join her as she prepared the grid room for one more attack. She stood in the centre of the grid and was enveloped in a curtain of black light, calling upon the powers of darkness. To Turlough's horror, she began to speak in the voice of the Black Guardian himself as she channelled his energies.

The Doctor realised the focusing target must have been brought on board by one of them, and asked Marriner and Tegan if Wrack had given them anything. Tegan remembered the strange stone in her tiara, and they rushed back to her stateroom. The Doctor saw the crystal glowing, and used a safety axe to smash it into pieces. However, the individual pieces continued to glow, and the Doctor, realising his mistake, gathered the crushed pieces in his handkerchief and carried them out onto the deck, throwing them over the side just before they exploded. Marriner pointed out that if the Doctor had only imagined getting rid of the crystal, he could have teleported it over the side without so much exertion, but the Doctor replied that Marriner himself couldn't come up with such a plan; only Ephemerals have imagination.

Wrack realised that the *SS Shadow* had not been destroyed, but she still had the advantage of her sails. As they approached the finish line, the solar winds suddenly becalmed, slowing both ships to a crawl. The Doctor told Striker that in order to defeat Wrack he needed his TARDIS back, and Marriner instructed him to imagine it so he could summon it to them. When it materialised on the bridge, Marriner insisted that Tegan had to stay behind with him, and the Doctor reluctantly left her to stop Wrack but promised to return.

The TARDIS appeared in the *Buccaneer's* hold, and the Doctor stepped out to confront Wrack in the ion chamber. Turlough and Mansell appeared behind the Doctor, and Wrack ordered them to hurl him into the void. From Striker's wheelhouse, Tegan watched as two tiny figures were hurled out of the *Buccaneer* just before it crossed the finish line, winning the race. Marriner read Tegan's mind and discovered the new emotion of grief, as she mourned the death of her friends.

Striker, Marriner and Tegan crossed over to the *Buccaneer* to pay homage to the victor of the race. On board that ship, the crew faded away as the Black and White Guardians appeared. As they awaited the arrival of the victors, the Black Guardian crowed that giving the gift of Enlightenment to creatures like the Eternals would only create chaos and more darkness, since they had no knowledge of good or evil and were only interested in power. However, when they called for the captain to receive her prize, the Doctor and Turlough instead emerged, having thrown Wrack and Mansell overboard.

The White Guardian offered the prize of Enlightenment to the Doctor as the winner of the race, but he declined it, claiming that he was not ready and doubting that the Eternals were either. The White Guardian agreed, and ordered Striker and Marriner to leave this plane. Marriner insisted on staying and reached out to Tegan, but she refused and both Eternals returned to the void.

The White Guardian then pointed out that Turlough had won the right to the prize of Enlightenment, since he helped bring the *Buccaneer* to harbour, and offered him an enormous glowing gem. As Turlough marvelled at it, the Black Guardian interjected that under the terms of their agreement, the prize was in fact his, but that he was willing to allow Turlough to take it in exchange for something else: the Doctor himself, who owed Turlough his life. All he needed to do was betray the Doctor and all he wanted would be his: Enlightenment, wealth, the TARDIS. Turlough stared at the gem for a moment, and then shouted, "Take it!", striking it off the table towards the Black Guardian. The group then watched in horror as the Black Guardian burst into flames, screaming, and vanishing.

The White Guardian noted wryly that Turlough would find his contract terminated. Turlough pulled the cube from his pocket, now grey and lightless, and tossed it on the floor. The White Guardian left the Doctor with a warning: he had now twice thwarted the Black Guardian, and would doubtless have to do so again in the future. Turlough asked the Doctor to take him back to his own planet, to which the Doctor replied, "Why not?"

CONTINUITY

- The Doctor replaces his celery stalk with a piece served at the party on Wrack's ship. Since it was created from the mind of Ephemerals by an Eternal, it is presumably as unreal as the

original one (which came from Adric's Block Transfer Computation creation of Castrovalva.)

RUNNING THE ADVENTURE

Enlightenment is a classic example of the science fiction trope of the "space god," the encounter between humans and beings so far advanced that we can no longer understand their basic motivations and so powerful that we have no hope of directly confronting them. While stories like this can do an excellent job of creating that "sense of wonder" about the marvels of the universe and the vastness of life, they can also be tremendously frustrating for players. Who wants to spend an entire evening playing characters who are utterly overwhelmed by their opposition and subject to the whims of mad NPCs?

Gamemasters should be particularly careful in crafting adventures that include such powerful beings not to leave their players with nothing to do. Even if the space gods can't be defeated by direct confrontation, they can still create situations for the players that can be overcome with clever roleplaying and well-timed Story Point use. Perhaps the gods are testing the characters, to learn about them and see how they'll react in a certain situation. They might be the organisers of a conflict or competition (like the Guardians are here), to some inscrutable purpose or simply to measure one group against another. A common trope in this sort of story is that the humans (or whatever group the players represent) are on the path to eventually become as powerful as the space gods themselves, and therefore they need to know if we're responsible or otherwise worthy of joining them someday.

In **Enlightenment**, the problem of player frustration is neatly handled in two different ways. First, there are two different sets of space gods: the Eternals and the Guardians. Though the Eternals are unimaginably powerful, there are still things beyond them, and they are competing so that an even more powerful set of 'gods' will grant them a boon (one they don't even seem to clearly understand themselves, in this case). Solving the puzzle of the nature of the gift of Enlightenment is one way the players can get the better of their opposition and come away feeling like they have accomplished something.

The second solution, and one good Gamemasters should keep in mind, is the nature of the competition itself. The race has rules, and the Eternals



ENLIGHTENMENT

intentionally limit their powers in order to make the race interesting. By doing so, they not only reveal one of their own weaknesses (their inability to imagine and invent new things for themselves to keep from being cosmically bored), but allow the lesser beings the opportunity to get involved and affect the outcome of the race itself.

Because the Eternals have all agreed to behave as though the race were being staged under the conditions of a yacht race, they must rely on outside factors like the “weather” (in this case the solar winds) and their own skill and dexterity as pilots. Even when Wrack cheats, she cheats according to the larger “meta-rules” by not using her own powers as an Eternal to influence the outcome. Instead, she uses the energy granted by the Black Guardian as a weapon, with the attached limitation that she must contrive by her own wits to get the gems she targets on to her opponents’ ships. Because she has to behave like a villain on the sort of scale the Doctor and his companions are more used to dealing with, they’re eventually able to defeat her. Always make sure that even the most powerful opponents have weaknesses or limitations that players can find and make use of.

THE ETERNALS

The mysterious Eternals exist outside space and time, in the larger domain of eternity. They have intervened in our reality on occasion – they exiled the Carrionites aeons ago, and knew of the Void between universes, which they call the Howling. They possess immense powers, and are able to create objects and even people out of nothingness, or abduct them from any point in space or time to do their bidding. For all their power, though, the Eternals are clearly not at the top of the cosmic heap – the Guardians possess Enlightenment, which the Eternals covet.

More importantly, the Eternals lack imagination. They lack drive, passion and emotion. Maybe they had them once, but lost them in the endless tedium of eternity. After all, when one has infinite time to do absolutely anything, it all gets a bit... samey. By necessity, the Eternals are parasites, using the inspiration and desires of mortals to fill the hollow aeons.

Of the Eternals encountered in the race for Enlightenment, most have names that reflect the role they’ve taken on – the pirate Wrack, the naval officers Marriner and Striker and so on. Interestingly, the Greek ship was captained by an Eternal who took the name Critias, a famous Greek writer and philosopher.

All Eternals have the following traits:

Immortal (Special): Eternals are outside time. They can be destroyed, but only by certain weapons or other powerful beings – mere injury is certainly not enough to kill one. Even a destroyed Eternal can return from its ‘displacement’.

Psychic: Eternals are sensitive to the thoughts of others.

Resourceful Pockets: Technically, they pluck what they desire out of the churning vortex of space and time, which means the items don’t need to fit into their pockets. However, they’ve no creativity. For example, Marriner made Tegan’s room on board the ship by ransacking her memories of home.

Time Freeze: By spending a Story Point, an Eternal can freeze all Ephemerals (everyone else, basically). This freeze cannot be resisted, although a kind Gamemaster might allow someone with Vortex to throw Story Points at the problem.

ETERNITY

We will initiate the final sanction. The end of time will come at my hand. The rupture will continue until it rips the Time Vortex apart. We will ascend to become creatures of consciousness alone. Free of these bodies, free of time, and cause and effect, while creation itself ceases to be.

So spoke Rassilon, Lord President of Gallifrey, on the last day of the Time War. His insane plan was to destroy the universe from beginning to end, while preserving the Time Lords as immortal entities that would exist... Eternally. Could the Eternals be the product of some other universe that got destroyed in this fashion? Or are they the ultimate future of the Time Lords, or whatever civilisation comes to replace Gallifrey in the heavens?



Vortex (Special): Eternals can move through time and space at will.

Uncreative (Major Bad): Eternals cannot dream or imagine new things. Notably, this means that they have a -4 penalty to any roll involving new inventions, improvisation or creativity.

Unfeeling (Special Bad): Eternals are emotionless. They've got a -4 penalty to any Social Conflict that hinges on their understanding of this thing you humans call love (or fear, or doubt, or jealousy, or happiness, or good, or evil, or anything else that only makes sense to Ephemerals).

FURTHER ADVENTURES

- Why the Guardians are offering a prize like Enlightenment to such powerful beings remains a bit of a mystery even at the end of the story. Nevertheless, it seems clear that this is not the only such competition the Eternals might engage in in their endless quest for entertainment. Pretty much any form of Ephemeral sport might make the basis for an Eternal competition, and players might find them behind any number of improbable events. Perhaps the Eternals might have learned something about cricket from the mind of the Doctor, and invite him to participate in a grand match staged on an alien world between teams made up of various races.
- Since the Black Guardian failed in his efforts to get Turlough to betray and murder the Doctor, he will have to find some other means of getting his revenge. Since he "cannot be seen to act," he'll need to use proxies again to carry out his will. Since he's been willing to participate in Eternal competitions before, what would happen if he sponsored one where the actual competition was to be the first to kill the Doctor? Of course, to make it interesting for the Eternals they can't just wish him dead and be done with it. Instead, they'll have to take on the roles of various sorts of assassins and warriors taken from the minds and histories of Ephemerals and behave exactly as they did. Can the Doctor figure out who is behind the sudden wave of attacks by ninjas, assassins and John Wilkes Booth he's experienced?
- What happened to those ships after the race? The Eternals returned to whatever higher dimension they call home, and presumably they returned their abducted crews to the

appropriate time periods. However, those spaceships weren't just sailing ships borrowed from the past – they were the product of Eternal-level technology that just *looked* like sailing ships. They had solar sails and vacuum shields and all sorts of other high-tech gizmos. Are those ships still floating around, waiting for someone to salvage them?

CAPTAIN WRACK



AWARENESS	4	PRESENCE	4
COORDINATION	3	RESOLVE	8
INGENUITY	2	STRENGTH	4

Wrack was one of the Eternals competing for Enlightenment, and was the captain of the pirate ship *Buccanneer*. She allied herself with the Black Guardian to sabotage the other competitors.

SKILLS

Convince 3, Fighting 4, Knowledge 6, Subterfuge 4, Transport 4.

TRAITS

Eternal (see opposite)

Distinctive: She's a pirate.

Dark Secret (Major): Allied with the Black Guardian.

Gadget (Special): Hidden in the hold of the *Buccanneer* was a weapon designed to focus the power of the Black Guardian as a destructive blast. The weapon needed a jewel as a target to lock onto.

TECH LEVEL: 12 STORY POINTS: 12

THE KING'S DEMONS



THE KING'S DEMONS



'He is said to be the best swordsman in France!'
'Fortunately, we are in England.'

SYNOPSIS

Fitzwilliam Castle, England, 1215

King John visited Lord Ranulf Fitzwilliam's castle about three months before the signing of the Magna Carta. The King was attempting to get more money for the Crusades while the exasperated Lord Ranulf claimed that he had already given all he could. This prompted the King's champion, Sir Gilles Estram, to challenge Lord Ranulf to a duel. Realising that his father was not in good enough shape to survive, Sir Ranulf's son Hugh accepted the challenge in spite of his father's protestations. King John set the time of the duel for the morning.

Everyone arrived on the tournament field the next morning, where Sir Gilles and Hugh joust. The joust was interrupted by the arrival of the TARDIS. Inside, the Doctor noted that they arrived on 4 March 1215 and Tegan wondered if this was a Black Guardian trap. While the Doctor didn't think so, he felt that there was something wrong.

The time travellers emerged to the King's delight. Sir Gilles protested their arrival, claiming them 'demons' summoned to aid him in a joust he felt confident in winning. King John offered the time travellers a seat next to him to watch the rest of the tournament. Sir Gilles easily bested Hugh and only the Doctor's protest prompted the King to stay his champion's hand. Hugh felt dishonoured, but his parents were grateful.

The Doctor and Tegan went to a guest room while Turlough looked around. The Doctor realised that King John should be in London today taking the Crusader's Oath. Meanwhile, Hugh, who still felt the sting from being saved by 'demons,' surprised Turlough and captured him.

Lord Ranulf voiced his concerns to his wife Isabella about King John; the King seemed to be acting strangely and now consorted with demons. Sir Gilles arrived to take Lady Isabella into custody. He also demanded that Lord Ranulf not serve old cider for the banquet. Lady Isabella wisely realised that Sir Gilles was provoking her husband and tempered him not to take the bait as she acquiesced to go with him.



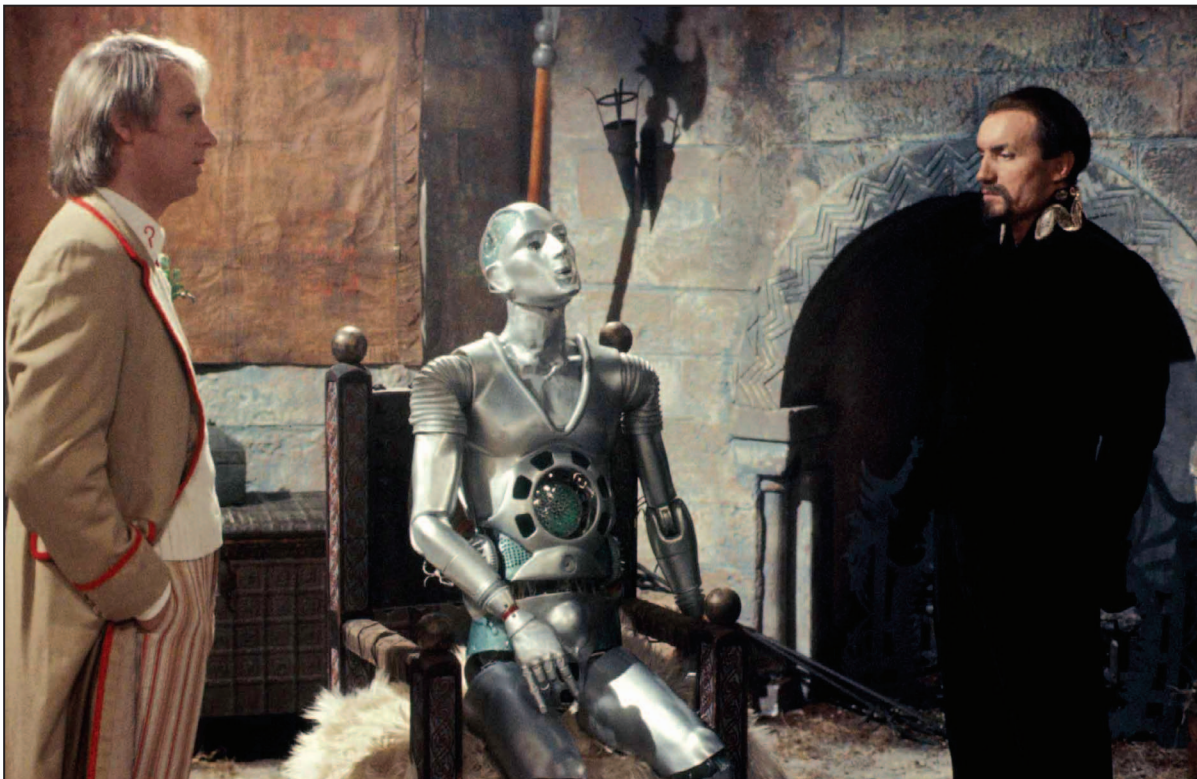
Sir Gilles took Isabella to the dungeon, where Hugh was busy interrogating Turlough. Hugh wanted Turlough to admit to working with the King, but Turlough continually protested his innocence. Hugh ordered Turlough to be put into one of the iron maidens, but before the guards could do so they were interrupted by Isabella and Sir Gilles' arrival. Sir Gilles ordered Hugh to be seized as well, easily disarming him as he tried to defend himself and his mother. He then had Hugh, Isabella and Turlough put in chains.

Back in the guest room, the Doctor explained to Tegan that King John could have crushed the rebellion but wanted to avoid further bloodshed. Lord Ranulf interrupted his lecture with his sword drawn and demanded to know what was going on, as he had always been loyal to the King. The Doctor claimed that he and his companions were from an "outer province" and that he would help if he could. Lord Ranulf was relieved at the offer and told him that King John arrived yesterday with his champion, a French knight. Ranulf noted that his cousin Sir Geoffrey de Lacy was in London to take the Crusader's Oath with the King. The Doctor offered that the King in the castle might be an imposter, but Lord Ranulf claimed to know the King's countenance well and the one in the castle looked exactly the same.

Meanwhile, Sir Geoffrey arrived at Fitzwilliam Castle and was greeted by Sir Gilles, who was bringing the TARDIS into the castle. Sir Geoffrey challenged Sir Gilles' assertion that the King was here, as Sir Geoffrey had just left the King in London. This incensed Sir Gilles, who arrested Sir Geoffrey and brought him to the banquet. Sir Gilles offered Sir Geoffrey as entertainment by having him put inside the iron maiden.

A confused Sir Geoffrey asked the King how he could be here, as the knight left him in London. Sir Gilles saw this as an insult and accused Sir Geoffrey of calling the King a liar. The Doctor turned the tables on Sir Gilles by pointing out that, as Sir Gilles offered entertainment after the King had just performed a song on his lute, he was dismissing the King's ability. Angered, Sir Gilles challenged the Doctor to a duel and the latter accepted. The Doctor won the duel, at which point Sir Gilles revealed himself to be the Master.

The Doctor was as surprised as everyone else as the Master produced his Tissue Compression Eliminator. Tegan threw a knife at the Master but he caught it and offered both weapons to the Doctor, demanding that he choose one to kill him with. The Doctor chose the TCE but refused to kill him. The King instead sentenced 'Sir Gilles' to a torturous





THE KING'S DEMONS

death in an iron maiden. The Master protested, but this was only a ruse. The iron maiden was actually his TARDIS and the Master escaped. An amused King John accepted the Doctor as his new champion.

Sir Geoffrey attempted to leave and warn the real king, but the imposter stopped him, as it was actually a robot, Kamelion, that the Master still controlled. The Doctor realised the Master's game; he wanted to disrupt history and stop King John from signing the Magna Carta. The Doctor, as King's Champion, asked to arrest Sir Geoffrey, which was granted. This enabled the Doctor to bring Sir Geoffrey to the dungeon where he could release Sir Geoffrey to ride to London and warn the real king. Meanwhile, the Master released Hugh and Isabella from the dungeon, claiming that the Doctor wanted to foment a rebellion. The two went with the Master in spite of Turlough's warnings.

Discovering the Master's TARDIS in the dungeon, the Doctor placed the Master's Tissue Compression Eliminator inside it while still active (sabotaging it so that the Master would have little control over where he went) as well as freeing Turlough from confinement. Sir Geoffrey attempted to go to London, but the Master killed him with a crossbow bolt. The Master reunited Lord Ranulf with his family and claimed that the King's 'demons' needed to be destroyed. Lord Ranulf was swayed by the Master's argument and put his men at the Master's disposal.

The Doctor and his companions evaded Lord Ranulf long enough to confront Kamelion. The Master spoke through Kamelion and informed the Doctor that it was a weapon left over from a conqueror of Xeriphas. The Master had used it to escape and now hoped to use it to disrupt the histories of key civilisations of the universe, making it easier for him to conquer. Disrupting the signing of the Magna Carta was merely a test-run that the Doctor managed to stumble into. The Doctor unravelled his plan by showing Lord Fitzwilliam that Kamelion was not King John after wresting control from the Master. The time travellers then left in the TARDIS with Kamelion. The Doctor welcomed it aboard and set the coordinates for the Eye of Orion.

CONTINUITY

- According to the Doctor, King John eagerly signed the Magna Carta, rather than being forced to as history records. Also, the Master places more importance in the Magna Carta

than the Doctor or even history deemed it (to be fair, this is a dry run for more ambitious plans).

- The Doctor's swordsmanship skill has been retained in this incarnation.
- The TARDIS' gift is in force here, as 13th century nobles spoke French. Sir Gilles still has a French accent, indicating that he doesn't have the local accent.
- Turlough has been to the Eye of Orion. He also seemed to think that the Doctor was taking him home.
- Kamelion was used as a tool by the invaders of Xeriphas. He joins the TARDIS crew at the conclusion of this adventure.

 RUNNING THE ADVENTURE

This adventure harkens back to those of the First Doctor; the characters get involved with (what they believe) is a historical personage at a critical point in history. The signing of the Magna Carta is an early step towards democracy and casting doubt on the barons' plan to force King John to sign it could instead plunge England into open rebellion. What makes this adventure unique is that the 'historical personage' is a mechanical imposter and the real King John remains off-screen. Here, it is enough for the characters to unmask the imposter and take away the Master's toys in order to simply let history run its course.



A QUESTIONABLE INFLUENCE ON HISTORY?

While the Doctor's revelation that King John was happy to sign the Magna Carta to avoid senseless bloodshed (a shocking revelation, since both history and popular culture tend to treat King John as a



moustache-twirling villain), perhaps the greater shock is the importance that the Doctor, Tegan and the Master place on the Magna Carta. While modern history books tend to portray the Magna Carta as a foundation for democracy, there is little evidence that it had much of an influence.

Rebellions against the English king were nothing new and the barons were upset over the loss of French territories in the war with France as well as high taxes. Nor was a charter between the king and the barons anything new. What made the Magna Carta stand out was that it was the first time the barons initiated the charter (previously the king had been the instigator) and that, should the barons have rebelled, there was no clear claimant to the throne.

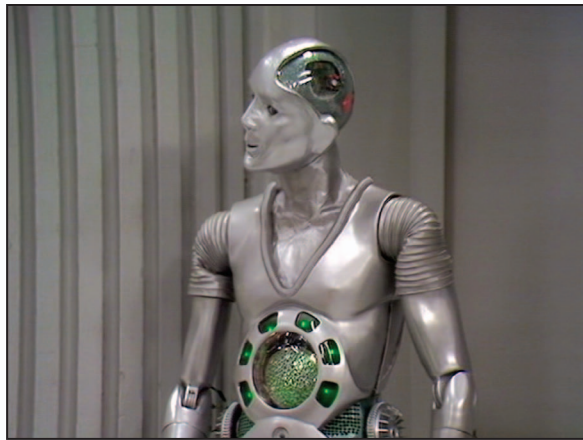
John's acceptance of the Charter was merely to buy time to get support from the Pope and purchase mercenaries. He not only ignored the eventual document, but had the Pope disavow it, leading to war with the barons the following year. The rebels had the military support of France and Scotland and John only managed a stalemate by the time he caught an illness and died. A treaty was ratified the following year (1217) with the regent of the young Henry III, which kept England in English hands. A revised version (of several subsequent versions) of the Magna Carta was reissued.

That said, the Master's plan still bears out. Without the Magna Carta and King John's seeming use of 'black magic,' the King would not only be unprepared for the rebellion but he'd likely lose much of the loyal English support he had, especially once the Papacy learned of it. Thus, England could easily have collapsed into a patchwork of warring baronies with much of England under French and Scottish control.



WHY KAMELION?

The Master's use of Kamelion makes little sense; wouldn't be easier to simply hypnotise the real King John? There are two good reasons for the Master preferring a shape-shifting robot instead. First, the use of Kamelion minimises any complications; a hypnotised victim could still make decisions on his own that could inadvertently complicate the Master's plans and there's always the potential for the victim shaking off the hypnosis. Second, and perhaps more importantly, the Master is using this manipulation of history as a 'shake-down' for his new robot. He likely plans to use Kamelion on worlds where his hypnotic powers would be ineffective.



While not the outcome he'd hoped for, the Master is surely satisfied that his test proved that Kamelion would be a liability if anyone with a strong mind can take control of Kamelion and use him against the Master. Furthermore, the Master was able to use Kamelion again as he was conveniently in the Doctor's TARDIS when the Master needed to get to a specific location in his own damaged TARDIS.

FURTHER ADVENTURES

- The Time Lord known as the Monk has decided to use a Kamelion robot to mimic Roman Emperor Hadrian in 121, a year prior to when the real one came to Britannia. Rather than order the building of a wall, the fake Hadrian is training his troops how to use 20th century rifles and grenades. If the Monk isn't stopped, all of Britannia will fall to Rome as the start of a renewed conquest of the world.
- American President John F Kennedy was assassinated in 1963; or was he? Much of the cover-up is due to the fact that the person killed



THE KING'S DEMONS

was a robot. What happened to the real John F Kennedy? And did the assassin just prevent World War III by inadvertently uncovering an alien plot or is this part of a larger, more sinister plan?

- One of the reasons that the barons were so eager to get an agreement from King John was that there was no clear claimant to the English throne for them to rally behind. This is

only true because King John's nephew Arthur disappeared under mysterious circumstances while imprisoned in Rouen Castle at some point after 1203. The characters arrive in England just before the signing of the Magna Carta when Arthur of Brittany appears, claiming to have been liberated by the King of France and assert his right to the throne. Is Arthur an imposter and, if not, should the characters preserve history by removing him from it in some way?

SIR GEOFFREY DE LACY



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

SKILLS

Athletics 3, Fighting 4, Knowledge 2, Marksman 3, Survival 3.

TRAITS

Code of Conduct (Major): Sir Geoffrey follows the code of chivalry.

EQUIPMENT: Sword (2/4/6)

STORY POINTS: 4

LORD RANULF FITZWILLIAM



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

SKILLS

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

TRAITS

By the Book (Minor Bad): Lord Ranulf sticks to protocol even when the King is acting strangely.

Code of Conduct (Major Bad): Ranulf follows the code of chivalry.

EQUIPMENT: Sword (2/5/7)

STORY POINTS: 6

THE FIVE DOCTORS



'I'm definitely not the man I was, thank goodness.'

SYNOPSIS

The Death Zone, Gallifrey, Present Day

The time travellers visited the Eye of Orion. The Doctor spent the time upgrading the TARDIS console and proudly showed it off to Tegan, who lamented that it was still unreliable. They went outside to meet Turlough, who was sketching the tranquil scene. Meanwhile on Gallifrey, a black-clad Time Lord used a time-space visualiser to locate the First Doctor, whom he then picked up with a Time Scoop. The black-clad Time Lord then put a miniature of the First Doctor on a game board that had a model of the Dark Tower at its centre. As this happened the Fifth Doctor doubled over in pain, telling Tegan and Turlough that he felt like a piece of him had been ripped away.

Back on Earth in the late 20th century, Brigadier Lethbridge-Stewart was retiring from UNIT and leaving it in the hands of Colonel Crichton. The Second Doctor arrived to congratulate him, which surprised the Brigadier as he normally met the

Doctor in sequence. The Second Doctor sheepishly admitted that he bent the laws of time as the two went for a stroll. The black-clad figure sent a Time Scoop that picked up both of them.

A few years before the Second Doctor's abduction, the Third Doctor was picked up by the Time Scoop while driving Bessie (which was scooped up along with him). With this third disruption, the injured Fifth Doctor asked Tegan and Turlough to get him back into the TARDIS so that he could find his other selves. He managed to set the co-ordinates just before the Fourth Doctor and Romana were scooped up while punting on the River Cam in the late 1970s. Meanwhile, Sarah Jane Smith was scooped up from near her home in the mid-1980s. The black-clad figure was able to place models of everyone he scooped up except the Fourth Doctor and Romana, who were caught in a time eddy.

With the use of the Time Scoop and the deposit of its victims on Gallifrey the Gallifreyan High Council was alerted to the fact that someone had reactivated the Death Zone. After a failed investigation the High Council summoned the Master and offered him a new set of regenerations if he would help them.



THE FIVE DOCTORS

The Master agreed and took a recall device so that he can instantly transport back to the High Council.

The First Doctor found himself in a metallic maze and discovered that Susan Foreman had been brought to Gallifrey with him. They also discovered a Dalek, leading them to assume that they were on Skaro. After tricking the Dalek into firing its exterminator in a reflective corridor and destroying itself, the First Doctor and Susan found a blasted hole that revealed the Dark Tower. Realising they were actually on Gallifrey, the two soon encounter the TARDIS and meet the Fifth Doctor and his companions.

The Second Doctor and the Brigadier found themselves in the Death Zone along with a group of Cybermen. The two managed to escape as the Second Doctor recalled a nursery rhyme about the Dark Tower. Deciding to use the underground entrance, the Second Doctor and the Brigadier entered a cave and almost get killed by a Yeti. The Second Doctor scared it off with a large firecracker and the two continue towards the Dark Tower.

The Third Doctor found himself travelling along a road in the Death Zone when Sarah Jane, also newly arrived, slipped and fell down a slope. The Third Doctor helped her back onto the road, where Sarah was amazed to discover that the Third Doctor

did not look like the Fourth Doctor. They then met the Master, who showed the Third Doctor the Seal of Rassilon in order to convince the Doctor that he was here to help. The Third Doctor refused his assistance as thunderbolts fell from the sky. The Third Doctor and Sarah drove away, leaving the Master to fend for himself.

The First and Fifth Doctors also recalled the nursery rhyme and the Fifth Doctor decided to go through the main entrance while the First Doctor remained behind to steer the TARDIS inside once the force field was lifted. The Fifth Doctor took Susan and Tegan with him and discovered the Master in the wilderness of the Death Zone itself. The Doctor refused to believe the Master, especially when a Cyberman patrol arrived. The Doctor warned Susan and Tegan away as he and the Master fled in a different direction. The Cybermen managed to stun the Master but the Doctor used the Master's homing beacon to escape. Regaining his senses, the Master offered his services to the Cybermen.

The Doctor arrived in the Capitol, where the Castellan was arrested. The Castellan proclaimed his innocence and the Doctor, having seen the surprise in the Castellan's eyes, believed him. Unfortunately, the Castellan was shot in the hallway whilst "trying to escape", which prevented





the Mind Probe from ascertaining his innocence. What the Doctor didn't know was that all of this was engineered by President Borusa, who was manipulating the Doctors into unlocking the Tomb of Rassilon so that he could acquire the secret of immortality.

The Third Doctor and Sarah Jane encountered a Raston Warrior Robot as well as another Cyberman patrol. The Third Doctor used the Cybermen as a distraction so that he and Sarah could slip away while taking some of the Raston Warrior Robot's extra ammunition. The Third Doctor would use these to create a zip line for him and Sarah to reach the top entrance of the Dark Tower.

The remaining Doctors, including the First Doctor, made their way through various entrances into the tomb and overcame several obstacles to meet inside Rassilon's tomb. The Master used the opportunity to destroy the Cybermen in an obvious death trap that required an application of pi to cross the checkered board. He then gave the First Doctor the hint he needed to safely cross with Tegan. The Second Doctor and the Brigadier as well as the Third Doctor and Sarah met apparitions of other companions warning them away, but the Doctors saw through the deception and pressed on. The Master arrived as well after destroying the Cybermen; he was knocked out by the Brigadier.

The Fifth Doctor discovered Borusa's plan but was hypnotised by Borusa through the Coronet of Rassilon. The first three Doctors deduced that the tomb offered immortality just as the Fifth Doctor and Borusa arrived. They used their combined minds to free the Fifth Doctor just as an image of Rassilon appeared and offered immortality. To the other Doctors' surprise the First Doctor sided with Borusa and Rassilon granted the President's wish. Borusa was turned to stone; the First Doctor had deduced that the prize was a curse.

Everyone except for the time travellers returned to their own time streams while Chancellor Flavia arrived. The Doctor explained the situation and Flavia informed him that the Council had appointed him as President. The Doctor stated that regardless of this he intended to continue to travel in his TARDIS. In spite of Flavia's protest, the Doctor spirited his companions aboard the TARDIS and fled, telling Tegan and Turlough that this was how everything started.

CONTINUITY

- The Black Scrolls of Rassilon contain forbidden knowledge from 'the Dark Time.' Borusa used them to implicate the Castellan and then destroyed them. The Doctor quips that he thought the Black Scrolls were "out of print".



THE FIVE DOCTORS



- The Death Games used to be held on Gallifrey, using now-illegal Time Scoops. Aliens were pitted against each other in 'the Game.' Cybermen and Daleks weren't permitted to play as it was feared that 'they play too well.'
- The First Doctor was found alone when the Time Scoop picked him up. He's incredulous at Susan's appearance, perhaps suggesting that they're meeting out of sequence (it's possible that the First Doctor was taken from Earth during his and Susan's time there prior to *An Unearthly Child* so he's surprised to see her at such an advanced age). It is however just as likely that it's after the Doctor left her on post-invasion Earth and simply ecstatic that he met her again given his inability to control the TARDIS.
- The Second Doctor seems to have been plucked from a time after his trial but before his exile. He also seems a bit confused, as future Jamie and Zoe would remember their first adventure with him.
- The Second Doctor refers to "the Terrible Zodin." According to the Doctor, he faced the terrible Zodin in the future and possibly equates her with a Monoid. "Covered in hair... hop like kangaroos" isn't an exact description of a Monoid, nor is the appellation of a name rather than a number, but as the Doctor's memory is shaky, possibly also from the effect of the First Doctor's abduction, it's likely that he's misremembering details.
- The Third Doctor recognises Sarah Jane although she believes him to have regenerated. This likely places the Doctor's kidnapping between *The Time Warrior* and *Planet of the Spiders* and also accounts for the lack of Bessie's appearance during that span (it was being repaired). Sarah was taken from a time after she acquired K-9 Mk III from the Third Doctor.
- The Fourth Doctor was taken during his time with Romana during her second incarnation but before their journey into E-Space.
- The Master returns and is offered a complete new regenerative cycle. Presuming this is just after *The King's Demons*, the Master's travels with a broken TARDIS are relatively short-lived. It is, however, possible that the Master was plucked from a different point in time, such as a fortuitous rescue from Sarn (see *Planet of Fire*).
- Other participants in the Death Zone that the Doctor has met previously include several Cybermen, a Dalek, and a Yeti Mk II.
- Now-President Borusa returns after another regeneration. The Castellan from *Arc of Infinity* also makes an appearance but he is 'killed while trying to escape' in this adventure.
- Rassilon is alive but in suspended animation.

RUNNING THE ADVENTURE

This adventure bears similarities to *The Celestial Toymaker* and, to a lesser extent, *The Evil of the Daleks*. The characters are forced to play games for the ulterior purpose of the Gamesmaster, in this case President Borusa. Sitting back is not an option, as the TARDIS is held in place by an energy field and so long as one incarnation of the Doctor is in danger, all future incarnations are in danger. For Gamemasters, this is a relatively simple adventure to create, as the characters simply have to 'run the gauntlet' to get to the tower. The Master's recall device enables at least one of them to return to Gallifrey and discover the truth, but in the end all the characters need to do is let the villain win; his reward is also his punishment.

BEHIND THE SCENES: A REUNION ADVENTURE

Above everything else, this adventure was created as an excuse to reunite Doctors past and present along with old allies and adversaries. It also provides a template for Gamemasters to use as an excuse to get different incarnations of a Time Lord together, especially if different players around the table have had a chance to play them.

If not, then an adventure like this could be used to showcase possible past and present versions of a player character Time Lord, along with potential companions. It isn't necessary to designate the incarnation order, although it may be interesting for players to play future versions of their non-Time Lord characters (as ex-companions) or for the GM to seed hints about future adventures.

ISN'T USING SEVERAL INCARNATIONS OF THE SAME TIME LORD RISKY?

One obvious question is why Borusa would use several incarnations of the Doctor to play the game. This not only violates the Laws of Time but it also doesn't make logical sense; if an early incarnation dies then the later incarnations can't have been called, leading to a temporal paradox (and perhaps an appearance from the Reapers).



Borusa seems sensitive to this fact; with the exception of the latest incarnation of the Doctor, Borusa uses the Time Scoop to take companions after they've left the Doctor, presumably to minimise the chance of a paradox. But why isn't he worried about the Doctor?

Both here and in *The Two Doctors*, it's implied that the Doctor could survive if something happened to a previous incarnation, or at the very least it takes time for the paradox to catch up. This could be something to do with the build-up of Artron energy or the nature of being a Time Lord. What Borusa is hoping for is that at least one of the Doctor's incarnations is cunning enough to win the game before any paradoxes resolve themselves. It's also possible that while inside the energy field the Doctor is protected from paradox and any 'killed' previous incarnations are simply removed from the game.

There is some evidence that the Doctor undergoes 'temporal editing' when pulled into the game. The Second Doctor tells Jamie and Zoe that they shouldn't remember him because of his trial, which ended with his regeneration. The Third Doctor also is unfazed at seeing an older Sarah Jane, even though she was with him when he regenerated. This 'temporal editing' could also be the result of paradox protection.

THE MASTER'S REWARD, OR WHY DOES BORUSA NEED TO PLAY THE GAME?

President Borusa is playing Rassilon's Game in order to become immortal and, presumably, remain Lord President for eternity. Given that the Master was offered a complete new regenerative cycle for aiding the High Council, it begs the question as to why Borusa is worried about immortality if he could simply restart his regenerative cycle. It also begs the question as to why the Master is stunned by this revelation; with his previous access to the Matrix, surely he'd researched this possibility and would have availed himself of it after his old body had deteriorated? The first possibility is that the High Council is simply lying to him. While this may seem out of character for Time Lords (who prefer to refrain from giving information rather than lying about it), Borusa is already engaging in lies. It's possible that he recently 'discovered' this process and convinced the High Council that it was legitimate.



The second, and more likely, possibility is that granting a regenerative cycle only works on beings that have yet to become Time Lords. The Master is using Councillor Tremas' old body, which would make him a candidate. The problem with this, however, is that it doesn't explain why President Borusa could not have simply taken over another humanoid's body or cloned himself a new one. Perhaps there is a law against this, or there are complications with taking over non-Time Lord bodies that the Master had yet to discover.

FURTHER ADVENTURES

- The Death Zone used to be a place where Time Lords would pit various species against one another, similar to a gladiatorial arena. While Gallifrey tends to be locked in its present (one can't normally visit Gallifrey's past) it's possible that the characters may encounter a Time Lord from the past whose job it is to evaluate



new 'players' by setting up qualifiers outside of Gallifrey with the winners getting Time Scooped to Gallifrey. Unfortunately, some of these qualifiers can cause great damage. The time travellers must stop the Judge before a new human colony gets wiped out in a battle between two potential candidates for the Death Games.

- The Cybermen and Daleks were banned from the games for playing too well. This fact was likely gleaned from experience. Was it simply a case that the two species wiped the Death Zone clean every time they played, or did they actually threaten Gallifrey? Perhaps the Laws

of Time are bent so that the characters can arrive in the Death Zone from Gallifrey's past to prevent the Daleks from becoming Masters of Time or to save the Time Lords from becoming Cybermen.

- Once a team wins it's presumed that it's returned to its own time. A renegade like the Master, the Monk or the War Chief may see value in a team that overcame great odds and steal it, promising the team freedom in return for participating in a grand scheme or two. Alternatively, it's possible that the CIA may make a team out of the best players, sending them on missions to preserve the time stream.

RASTON WARRIOR ROBOT

The Doctor knows the Raston Warrior Robot as "the most perfect killing machine ever devised." The robot looks like a silver-skinned humanoid with a blank face. It moves like lightning and relies on motion detection rather than sight. Its armaments are surprisingly low-tech, but this may be due to the old higher-tech armaments running out of power and the robot's inability to re-arm them. The Raston Warrior Robot looks exactly like a Cyberman android. It's possible that the Raston Warrior Robot was developed from the remains of Cyberman androids after the Cyber-Wars. This would explain how the Raston Warrior Robot so easily defeated them; it was familiar with Cyber-technology.

AWARENESS	8	PRESENCE	2
COORDINATION	10	RESOLVE	6
INGENUITY	2	STRENGTH	9

SKILLS

Athletics 6, Craft 3, Fighting 5, , Marksman 5, Subterfuge 4, Survival 3, Technology 3.

TRAITS

Robot

Alien Senses (Minor Good): +4 to Awareness when using motion detection sensors.

Armour (Major Good): Reduce damage by 10.

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

Fast Healing (Major Good): Attribute Points lost due to injury are regained at 1 point per hour.

Five Rounds Rapid (Major Good): The robot doesn't need to wait for the Fighters Action Phase to attack.

Impaired Senses (Minor/Major Bad): The Robot doesn't see or hear. It relies on its motion detection sensors.

Natural Weapons (Minor Good): The Robot's forearms and hands are reinforced, inflicting (4/L/L) damage.



Natural Weapons (Major Good): The Robot has an assortment of ranged weapons (short spears and throwing discs amongst them) that effectively inflict (4/L/L) damage.

Teleport (Special Good): The Robot is lightning fast and appears to teleport from point to point, even though it is simply moving faster than the eye can see.

EQUIPMENT: The Raston Warrior robot keeps a ready supply of its missile weapons nearby.

TECH LEVEL: 10

STORY POINTS: 6

BESSIE



ARMOUR 4 HIT CAPACITY 10 SPEED 8

This yellow Edwardian roadster was purchased for the Doctor by UNIT as a condition of his employment. It is a four seater and has a collapsible roof, although in light rain a passenger may simply open an umbrella rather than having the driver go through the hassle of pulling the roof up. Thanks to the Doctor’s tinkering, Bessie is surprisingly durable; when using the Fast trait the driver can brake to a complete stop without throwing the occupants from the vehicle.

TRAITS

Anti-Theft Force Field*

Fast

Restriction (Fast only works when the percolator is poured into the gas tank, Transmit is for remote control only)

Transmit

*The Anti-Theft Force Field activates whenever an unauthorised user tries to use Bessie. The initial Strength of the force field is 4; the victim may resist with a Strength roll. If the victim fails, he is held until the force field is shut off; this could be a matter of minutes or hours depending on how long the Doctor set it for. The victim may make multiple attempts to escape, but each failed attempt after the first costs a point of Resolve or Strength from fatigue (this is stun damage, so at 0 the victim merely falls unconscious).

STORY POINTS: 3

YETI, MARK II



AWARENESS 2 PRESENCE 2
COORDINATION 4 RESOLVE 4
INGENUITY 1 STRENGTH 6

The Yeti in this adventure is likely not controlled by the Great Intelligence (although if it is it raises intriguing possibilities), but rather given an alternative, independent source of power.

SKILLS

Athletics 4, Fighting 4, Marksman 3.

TRAITS

Alien Appearance: Yeti are designed to look like large shaggy humanoids with glowing eyes.

Alien Senses: Yeti can see in the dark.

Armour (Major): The Yeti is a robot with an armoured body beneath its fur that can stop bullets. It offers 8 points of protection and reduces the Yeti’s Coordination by one. The reduction is already reflected in the Attribute number.

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

Natural Weapon (Claws): A Yeti has sharp claws that do 4/8/12 damage when attacking foes.

Robot

STORY POINTS: 4

WARRIORS OF THE DEEP



WARRIORS OF THE DEEP



'There should have been another way.'

SYNOPSIS

Sea Base 4, 2084

Earth is locked in a cold war between two power blocs aiming devastating proton missiles at each other. Three revived Silurians approached Sea Base 4 in a small vessel in order to revive a contingent of Sea Devil warriors and attack the base. Officer Bulic urged an investigation of the possible enemy craft and Vorshak acquiesced, agreeing to launch an unmanned probe and keep the station on high alert. The Silurians noted this and sent the Myrka, a large sea creature, to destroy the probe.

Meanwhile, the Commander's order for high alert meant that Maddox, a student who had been pressed into service when the sync operator inexplicably and fatally electrocuted himself, was now in charge of launching the proton missiles in case of an emergency (in fact, Nilson and Solow, agents for 'the Other Side,' killed the previous operator precisely to put the inexperienced Maddox in his

place). Maddox was on the verge of panic because he didn't know if he could push the button to fire the missiles if it became necessary. Karina, another officer, calmed him.

In the TARDIS, the Doctor noted that Turlough no longer seemed eager to go home. He wondered how long it would be before Turlough changed his mind again as he mentioned that he was taking them to Earth in order to show Tegan a bit of her future. Unfortunately, the Doctor went a little too far and arrived in orbit in 2084. The TARDIS attracted the attention of an advanced robot system, Sentinel Six, which ordered the TARDIS to identify itself or be destroyed. When the Doctor was unable to comply, Sentinel Six fired at the TARDIS and forced it to land in the water aboard Sea Base 4.

Aboard the base, Karina noted that the reconnaissance probe had been destroyed. Vorshak ordered the destruction of whatever was out there (he dismissed the idea of it being a marine creature) while Karina noted that Sentinel Six also shot something down from the sky. Bulic mentioned the possibility of a computerised drill, but Vorshak



dismissed it. He also ordered Maddox to sync up in spite of his reluctance to launch missiles. It was Bulic's turn to calm Maddox, telling him that it still might not be necessary to fire the missiles.

The time travellers exited the TARDIS to explore the Sea Base as the computer informed the Commander that the threat was a simulation, much to Maddox, and the other staffers', relief. Vorshak wasn't convinced that the danger was over and kept the base on full alert. The Base Doctor, Nilson, declared Maddox unfit for duty but Vorshak overruled him, claiming that they needed him. Nilson and Solow convinced Vorshak to release a 'duplicate programme disc' so that Nilson could hypnotise Maddox into being a better soldier. Vorshak didn't realise that he had handed damaging information to the other side.

Meanwhile, the Sea Base was alerted to the presence of the time travellers and worked to capture them. Vorshak and Bulic both believed that they must be behind the destruction of the probe and possible enemy agents. The Doctor set the reactor to explode in order to buy time to escape, which 'confirmed' that they were saboteurs. The Doctor distracted the guards to help them escape, but they were separated when the Doctor fell into a

water tank. The Doctor met up with Tegan later as Turlough was captured and brought before Vorshak.

The Doctor entered the bridge and pointed a gun at Bulic before offering it to Vorshak as a symbol of trust. The base staffers also discovered the TARDIS. Meanwhile, the three Silurians were able to awaken the Sea Devil warriors and load them onto the Silurian ship. As the ship headed to the base it was spotted by the base staffers. The Doctor recognised it as a Silurian battle cruiser and noted that the humans had no defence against it. Vorshak ordered the base to fire anyway and the Silurian vessel deflected it before knocking their weapon offline.

The Doctor tried to convince Vorshak that the Silurians didn't care about the Cold War and that the base staffers needed to reason with them. The Silurians, meanwhile, released the Myrka to open the base hatch. The Doctor ran down to intervene and hopefully establish diplomatic talks. Meanwhile, Vorshak prepared to call Sea Base Command as he began to believe the Doctor about the Silurians. Nilson and Solow decided to activate Maddox's hypnosis and get him to sabotage the communications and missiles so that Sea Base 4 couldn't use them.





WARRIORS OF THE DEEP

The Silurians invaded the base, aided by the Myrka. Vorshak sealed the bulkheads to slow the invaders down, trapping the Doctor and Tegan with the Myrka. Turlough tried to get a bulkhead open to free his friends but to no avail. The Doctor threw his weapon's ammunition at the Myrka, which exploded when the electricity surrounding the beast touched it, blinding it. The Doctor and Tegan were able to slip away. Meanwhile, Karina noticed Maddox's sabotage. Nilson used a hypnosis control box to force Maddox to strangle Karina to death.

The Doctor believed he could use a weakness of the Myrka against it as the rampaging creature electrocuted anyone that got in its way. The Sea Devils attacked the Sea Base personnel as the Silurians used a cutting device to get through the bulkhead doors. The Doctor surmised that the Myrka was heading for the bridge and rigged an ultraviolet converter to stop it.

Nilson sent Solow to the escape pod while he had Maddox finish the sabotage. Solow dodged the guards but walked straight into the Myrka, which electrocuted her to death. This revealed that Solow was a spy, as she had the disc on her. Vorshak discovered Maddox's sabotage and Nilson, hiding, shut Maddox down. The Doctor used his device on the Myrka, which destroyed it. Maddox, now free, attempted to kill Nilson but Nilson killed him instead and took Tegan hostage. After telling Tegan to "make a wish," thereby closing her eyes, the Doctor switched on the ultraviolet converter and blinded Nilson. Nilson fled but was killed by the Sea Devils.

The Silurians and Sea Devils soon captured Sea Base 4, along with Vorshak and the Doctor. The Doctor revealed himself to the Silurians as having aided them in the past, particularly their leader, Icthar. Icthar remembered an earlier regeneration of him. The Doctor tried to convince the Silurians to stand down and make peace, but they were determined, noting that they'd offered friendship before and the humans always betrayed them. Now, they'd let humanity die in a war of their making, with a little push in the right direction from the Silurians.

In desperation the Doctor slipped out of the control bridge. He instructed Bulic how to introduce enough hexachromite gas into the air vents to drive the Silurians off the base. Instead, Bulic flooded the system, choking the Silurians to death. With full-scale war averted, the time travellers left with the Doctor grimly wishing there'd been another solution.



CONTINUITY

- There is a cold war in 2084 between two unnamed power blocs. Proton missiles are the standard weapons of mass destruction. Computers run emergency battle simulations, often without its operators' knowledge. Hunter-Killer vessels are also used, indicating that a large part of the potential battle lines are beneath the sea. This also hints that some of human civilisation may also be living under the sea, perhaps due to a raise in global temperatures and a resulting rise in water level (even if all the ice caps melted there would still be a lot of dry land and the Silurians are looking to destroy the surface, so there's obviously some human civilisation, perhaps most of it, topside).
- Proton missiles are a refined neutron bomb designed to kill life but keep everything else intact. Presumably this would wipe out plant and animal life out as well, but the Silurians likely have samples of plants and animals that they'd reintroduce to a barren, but radiation free, world.
- Silurian technology is partially organic in nature, as their undersea ship gave off organic readings.
- Silurian groups tend to be run by a Triad of three Silurians (this is implied in *Doctor Who and the Silurians* but the three leading Silurians aren't named as such). Icthar is the last remaining member.
- The Silurian Icthar remembers the Doctor from a previous incarnation (since the Third Doctor didn't know of the Silurians before meeting them, this event must have taken place during

the Doctor's third or fourth incarnations). He was interested in peace with humanity at that time. He mentions that the Silurians twice offered the hand of friendship to humanity; the implication is that he's not counting the Sea Devil attempt.

◉ RUNNING THE ADVENTURE

This adventure is a prime example of the 'base under siege.' The base personnel and the characters have no place to go, as the base is submerged, and the enemy wants something inside so they can't simply destroy it. Worse, the enemy is so powerful that every defensive measure is a temporary one – the Silurians keep advancing until they finally take over the base. Only through the use of an 'ultimate weapon,' in this case hexachromite gas, can the Silurians be stopped and, with the missiles armed, a character needs to interface with the computer to stop it.

One aspect that makes this adventure somewhat unique is the characters' ineffectiveness at negotiation. While in the past reasoning with the Silurians/Sea Devils offered at least the possibility of a peaceful solution, here the Silurians are no longer interested. To the Seabase personnel, the Doctor's insistence on the peaceful nature of the Silurians seems that of a raving lunatic. In the end, the Silurians are no different from the humans they are trying to destroy.



WHO'S FIGHTING THE COLD WAR?

One of the interesting things about this adventure is that, accents aside, the two sides are unrevealed. This enables a Gamemaster wishing to run another adventure in the same time frame to determine what those two blocs are. Does the old East-West paradigm remain, or are the two new power blocs dominated by 'rising stars' of the 21st century such as China or India? Or do entirely new and unexpected countries take dominance, so that Brazil leads one bloc and Indonesia the other?

If new blocs did form, then it's interesting to speculate what happened to the old influential nations. What happened to the Middle East after the oil wells dried up or the Travel-Mat or similar alternative transit power render them obsolete? Would a much-diminished America still pretend to wield the influence it once had, refusing to believe that it lost its position? Do Russia and Eastern Europe build closer ties to the European Union, or has that Union fallen apart? What is UNIT's role in the changed political landscape?

NEW GADGET – SILURIAN MANIPULATOR

This Silurian gadget enables one to bypass security systems.

Traits: Open/Close

Cost: 1 Story Point

NEW GADGET – 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.

Traits: Special (Cuts through material).

Cost: 2 Story Points



A LITTLE BIT OF CYBERPUNK

This adventure is definitely influenced by the cyberpunk genre. The world is still in the midst of a cold war with weapons ensuring that a wide-scale war is not possible without destroying the planet. Political lines are redrawn. Humans are reliant on technology that can plug themselves into computers and join with them. And while the humans (at least

those on the Sea Base) haven't replaced body parts with cyberware, the Silurians certainly have.

A Gamemaster wishing to strengthen these tropes can certainly bring a bit more into it. The Seabase could become a corporate installation run by a Regional Director who uses the threat of job termination as a motivator. Seabase personnel may be 'enhanced' with cybernetics that enable them to survive deep underwater – bringing in a bit of the wireless tech of the modern era could mean that all of the employees are networked together. Perhaps simple network hacking is a way that the Silurians can influence the base personnel without ever stepping on board.

FURTHER ADVENTURES

- Ichtar and the Doctor know each other from a previous encounter. Given that the Silurians in this adventure have a different appearance from those encountered in *Doctor Who and the*
- The world is on the brink of war. This is a perfect time for scientists or technicians on either side to develop a super-weapon that they hope will give them an overwhelming advantage, which also increases the chances that something will go horribly wrong. With this adventure set in the future, the stakes are raised; the characters may fail to save a city while saving the world.
- The Myrka is a deep sea creature trained and modified by the Sea Devils. What if one were disturbed and accidentally awakened without

SILURIAN

While similar, the Silurians here appear to be of a different subspecies than those encountered at Wenley Moor. They have pronounced spinal ridges and opposable thumbs on their hands. In addition, they seem cybernetically altered, as their third eye now only flashes when they speak (lacking the other powers of the Wenley Moor Silurians) and they have an electronic tone to their voices.

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

SKILLS

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

TRAITS

Alien

Alien Appearance

Armour (Alien Major Trait): The Silurians wear armour that reduces injury by five levels.

Code of Conduct (Minor Bad): Silurians only make war when no other option is available; they find it relatively easy to comply with this code while attacking humanity due to their inability to see humans as intellectual equals.

Environmental: A Silurian suffers no ill effects from extreme heat.



Weakness: -2 to rolls when operating in cold conditions.

Weakness (Major Bad): Breathing hexachromite gas inflicts four levels of damage to the Silurian per minute breathed.

TECH LEVEL: 6

STORY POINTS: 3-5

its masters? Would it follow its programming and protect the Sea Devil hibernation colony at all costs? What if that colony were accidentally raised onto an island due to a tectonic shift? A pirate band is searching for a great treasure that is guarded by a sea monster – can the characters aid them in time?

MYRKA



AWARENESS	3	PRESENCE	3
COORDINATION	4	RESOLVE	4
INGENUITY	1	STRENGTH	12

The Myrka is a deep sea creature modified by the Sea Devils as a weapon of war. The Myrka obeys their commands as would an obedient pet.

SKILLS

Athletics 3, Fighting 4, Survival 4.

TRAITS

Armour: Due to the Myrka's thick hide, reduce damage by 5.

Fear Factor (2): Grants a +4 bonus to inspire fear.

Special – Electrical Field: The Myrka generates an electrical field that is lethal (4/L/L) to the touch.

Weakness (Major Bad): Strong bursts of ultraviolet light are lethal to the Myrka, causing (4/L/L) damage.

STORY POINTS: 5-7

SEA DEVIL



AWARENESS	3	PRESENCE	4
COORDINATION	2 on land 5 in water	RESOLVE	4
INGENUITY	4	STRENGTH	4

The Sea Devils are similar to those that the Doctor faced in *The Sea Devils* although this group is of a warrior caste. These Sea Devils lack the pronounced head fins that they had in *The Sea Devils*.

SKILLS

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

TRAITS

Alien

Alien Appearance

Armour (Alien Major Trait): Scales reduce injury by five levels. In addition, these Sea Devils wear armour that further reduces injury by five levels, for a total of 10 levels.

Environmental (Alien Major Trait): They can live underwater.

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

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

Weakness (Major Bad): Breathing hexachromite gas inflicts four levels of damage to the Sea Devil per turn breathed.

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

THE AWAKENING



THE AWAKENING



'Malus's got to war, ain't he? He makes fighting worse. He makes them hate more.'

SYNOPSIS

England, Earth, 1984

An English village was in the midst of an English Civil War re-enactment whose organiser, squire Sir George Hutchinson, seemed to be taking it a bit too seriously. The actions of the reenactors was causing property damage and disturbing the villagers, including schoolteacher Jane Hampden, who urged an end to the games. Sir George implored her to stick around and enjoy the games, as there was only one battle left to fight and then the games would be over. Jane was sceptical, especially after Sir George informed her that he had isolated the village from the outside world until the games were over.

The time travellers were coming to Earth so Tegan could visit her grandfather Andrew Verney, who was a resident of Hodcombe. Turlough was helping the Doctor fix the TARDIS, which seemed to be caught in a time distortion. The TARDIS hit an energy field but managed to land in a church crypt. Tegan spotted a villager in peril. The Doctor went out to assist, but the man ran away. Given the way he was dressed, Tegan thought they were in the wrong century, but Turlough confirmed that the time monitor indicated it was 1984.

The time travellers entered the church, finding it in an abandoned and damaged state. The Doctor noted that the pulpit had a carving of a man being

chased by the Devil (in reality, the Malus). They didn't notice smoke pouring from the wall as they exited the church and noted that, rather than being in the village centre, the church was outside the village. Sgt Willow, Sir George's right hand man in the games, arrived with several foot soldiers. He informed the time travellers that they were on Sir George's land and escorted them to see Sir George.

Willow took them to Ben Wolsey's manor house. Wolsey was a farmer but played a colonel in the war games. Jane was his guest and the fact that Willow arrested strangers simply for being in the village only confirmed her belief that Sir George was going too far. Tegan asked about her grandfather only to discover that he'd disappeared a few days earlier. Upset that nothing has been done about it, Tegan ran off. The Doctor sent Turlough after her, but Willow pointed a flintlock at the Doctor to keep him from leaving.

Sir George appeared and informed the Doctor that he wasn't under arrest. He explained that on 13th July, 1643 a battle was fought in Little Hodcombe during the English Civil War. The village was utterly destroyed during the battle and the villagers were re-enacting it. Jane expressed her displeasure as Sir George invited the Doctor to participate. He also warned the Doctor to keep away from the church, as it was falling apart.



The Doctor escaped, but Sir George learned that Tegan was Verney's granddaughter and ordered her captured as well to ensure that none of the time travellers left the village. The Doctor found Tegan and Turlough and told them that something was linking the 1643 war with the current games. They discovered Will Chandler in the church; he



was hiding in a priest hole when he was transported forward in time from 1643. He remembered the Malus, a being he equated with the Devil, arriving and making the fighting worse. The Doctor realised that 1984 and 1643 were linked by psychical power and that psychic projections were bringing people forward in time.



Sir George was upset at Wolsey's progress finding Tegan as Jane begged Wolsey not to listen to him. Sir George wanted Tegan to be the May Queen for the final battle, but Jane knew that the original May Queen was burned alive at the stake. Wolsey dismissed any thoughts of harming Tegan, but Hutchinson insinuated that the tradition needed to be upheld for something wondrous that was coming. Jane determined to go to the police, but Willow stopped her, telling her that if Tegan can't be found then Jane would become the new May Queen.

The Doctor sent his companions back to the TARDIS while he and Will investigated the church, finding a hidden tunnel that led to Wolsey's house. Jane, while locked in a room at Wolsey's manor, discovered a secret passageway. Sir George discovered her escape route and ordered his men to pursue. The Doctor and Will spotted Jane and hid her from the troops. She told the Doctor that Verney was researching this tunnel when he disappeared.

The Doctor found alien metal and determined that the Malus was an alien creature that was trapped in the church. He went back to the church in order to search for the spaceship that he realised must be there. Through Jane, he discovered that Verney must have been investigating the origin of the Malus myth, which is well-known amongst the villagers as a local superstition. Jane noticed a crack in the wall that hadn't been there before. The Doctor began pulling away at the plaster, much to Will's distress.

Jane began worrying about it too as the Doctor pulled enough of the wall away to reveal the giant face of the Malus!



Meanwhile, Tegan was captured and forced to put on the May Queen's costume. Turlough was also captured and locked in a barn where he discovered that his 'cell mate' was Verney. The Doctor realised that the Malus was feeding on the psychic energy created by the games through Sir George. If the games weren't stopped, the Malus would destroy the village again. He tried to reason with Sir George but failed. Tegan was led out to be burned at the stake, but the Doctor managed to convince another villager to free Tegan and put a straw dummy in her place.



The Malus returned to its dormant state and an angry Sir George tried to find the time travellers. The Doctor returned to the TARDIS and managed to cut the Malus' link to the village; the Malus sent Sir George to stop him. The time travellers and their allies faced off against Sir George and his allies in the church, but during the confusion Will Chandler managed to shove Sir George into the mouth of the Malus. Frustrated, the Malus self-destructed after everyone else escaped into the TARDIS. The Doctor dematerialised the TARDIS just as the remains of



THE AWAKENING

the church collapsed. The Doctor mentioned that the Malus was a spearhead for an invasion that never came and promised to look into it. The Doctor planned on dropping the villagers off and then take Will back to his own time, but Tegan wanted to remain and visit with her grandfather as that was their original intention. They decided to remain for tea, explaining to Will just what tea was.

CONTINUITY

- The Terileptils (see *The Visitation*) were responsible for mining the tinclavic that Sir George has.
- The Malus came to Earth in 1643 as the spearhead of a Hakol invasion that never came.

- Turlough is able to help repair the TARDIS.
- Tegan's grandfather Andrew Verney appears. Given that no mention was made about Tegan's aunt's death, it's probable that Aunt Vanessa was from the Jovanka side of the family.

 RUNNING THE ADVENTURE

This particular adventure begins as a 're-enactment misunderstanding,' where the characters initially believe that they are in an earlier time zone based on initial observations. The truth is soon uncovered, although the characters are then caught within the web of a master plan to re-enact the battle so faithfully as to give the Malus the energy it needs. In short, then, this is simply a 'god' working through an agent to recreate a powerful ceremony. In

THE MALUS

The Malus, a name given to it by the residents of Little Hodcombe village during the English Civil War, is a Hakol war machine that operates via psychic power. It worked by psychically attaching itself to a medium and using his or her aggressiveness to ensnare others. The resulting violence from hate and rage fuelled it. It is unclear whether the Malus used the psychic energy in 1984 simply to create strife as per its programming or whether it intended to use the energy to refuel and leave Earth. In any event, once its medium was destroyed the Malus chose to self-destruct rather than seek a new one.

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

SKILLS

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

TRAITS

Alien

Alien Appearance

Armour (Major): Reduce damage by 10.

Clairvoyance: The Malus can see other locations, range limited to its Resolve.

Environmental: The Malus suffers no ill effects from local physical conditions.

Hypnosis: The Malus gets a +2 bonus to make its victims more aggressive.

Psychic Ghosts (Special): The Malus can create psychic projections of people it's observed during a violent era. These projections are corporeal and can interact with (and kill!) people in the present; in effect, the Malus brings them forward in time. It can



also project a psychic version of itself. Some projections are able to break free of the Malus' control and may remain in the present when the Malus is destroyed.

Selfish: The Malus puts its own needs first.

Slow (Major): Trapped in the church, the Malus' Speed is effectively 0.

EQUIPMENT: The Harkol ship

TECH LEVEL: 6

STORY POINTS: 10

this case the 'ceremony' is the re-enactment of previous events. The characters can delay the plan by thwarting minor spikes in the ceremony (such as the burning of the May Queen), but in order to completely destroy it the Malus has to be cut off from its agent. As Sir George is a willing agent, he has to be neutralised.

WHAT HAPPENED TO THE HAKOL INVASION?

The Doctor admits that he doesn't know why the Hakol never invaded Earth. While this could be the case of a mistaken motive (the Malus wasn't a spearhead after all), there could be poetic justice in that the Malus caused the Hakol to fight amongst and eventually destroy themselves prior to their arrival on Earth.

Of course, it's equally possible that a future incarnation of the Doctor or another Time Lord or even Time Agents intercepted the Hakol and thwarted their plans (hint, hint). As this would be a historical adventure ("you can't change history, not even one line!") the Gamemaster will have to create a reason why Time Lords or Time Agents would interfere with what would be the natural course of history.

VISITATION CONNECTION?

In *The Visitation*, a group of Terileptils escaped from prison and landed in the 17th century; the Doctor encountered them in 1666. It's possible that, rather than spearheading an invasion, the Malus was sent to track down the criminals, using its powers to agitate the natives into killing them. The Malus could have partially succeeded, as the head Terileptil mentioned that they were four when they arrived but were now down to three.

FURTHER ADVENTURES

- The Hakolians used psychic weaponry, which to the untrained observer might not look technological. Weapons from legend and myth could really be Hakol weaponry. As psychic energy tends to leave impressions of previous users or victims in the weapon, an unwitting user could be influenced by ghosts of the past. Perhaps the Axe of Perun is found in the North Sea and the user begins slaughtering 'enemies' with psychic thunderbolts. Unfortunately, each death absorbs more energy and if the wielder isn't stopped the axe could explode with the power of a nuclear bomb. The characters

arrive in World War II and the Polish partisan that found it isn't interested in giving it up until the Germans and Russians are driven from her country.

- History remembers Cardinal Richelieu as a capable minister who helped shape France. Unfortunately, when the player characters arrive in 1625 France they discover that Richelieu is acting the part of moustache-twirling villain that Dumas and subsequent

ANDREW VERNEY



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

Andrew Verney is Tegan Jovanka's grandfather and a historian. He resides in Little Hodcombe. He discovered the tunnels beneath the church but was captured by Sir George before he could disrupt the pageant and the Malus' plan.

SKILLS

Athletics 2, Fighting 2, Knowledge 4, Science 1.

TRAITS

Brave: +2 bonus to any Resolve roll when Verney needs to show courage.

Insatiable Curiosity: Verney will investigate anything that sparks his curiosity unless he passes a Resolve or Ingenuity roll at -2.

TECH LEVEL: 5 STORY POINTS: 5



THE AWAKENING



adaptations made him out to be. Did history get Richelieu wrong or is there another Malus at play?

- One of the first English colonies in America was established on Roanoke Island. Unfortunately, it settled atop a crashed Hakol looking for a way home. The ship reaches out to nearby Native American tribes to recreate a battle that was

WILL CHANDLER



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

Will Chandler is from 1643. He hid in a church when the fighting broke out and saw the Malus. He was preserved by the Malus' psychic energy and transported into the present. He is still obviously frightened but thankfully Little Hodcombe's pageant keeps things familiar enough for him to adjust.

SKILLS

Athletics 3, Craft 2, Fighting 2, Subterfuge 2, Survival 2.

TRAITS

Cowardly: -2 penalty to any fear roll.

Distinctive: Will is obviously from a different time. He gets a -2 penalty to rolls to blend in. Others have a +2 bonus to remember or recognise him.

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

once fought on the island in order to gain the psychic energy it needs, leaving the hapless colonists stuck in the middle. As history remembers Roanoke as 'the Lost Colony', do the time travellers risk meddling with the time stream by saving the colonists?

SIR GEORGE HUTCHINSON



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

Sir George Hutchinson is one of the pre-eminent residents of Little Hodcombe; he is the magistrate and the squire. He discovered the Malus and his mind was taken over. As a result he has a slavish devotion to the pageant and wishes to re-enact it to the closest detail, including killing villagers to mimic the original slaughter. He is killed by a frightened Will Chandler, a survivor of the original battle, thereby putting an end to the re-enactment.

SKILLS

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

TRAITS

Charming: +2 bonus to attempts to use charm.

Enslaved (by the Malus)

Voice of Authority: +2 bonus to Presence and Convince rolls.

EQUIPMENT: Sword (2/5/7), Antique Pistol (2/5/7).

STORY POINTS: 6

FRONTIOS



'I asked him why we couldn't go underground any more. And he said. It was a child's answer, it seemed quite sensible at the time.'

'What did he say?'

'He said the earth was hungry.'

SYNOPSIS

Frontios, the Veruna System, the Edge of Gallifreyan Knowledge, the far future.

In the far future, Captain Revere, head of the Frontios colony, was digging ore in a mine along with Chief Orderly Brazen. Revere didn't notice that the ground near him was sinking. Suddenly, the roof collapsed and Revere was buried beneath it. Before Brazen could help, Revere was pulled through the floor. Brazen and his men escaped and swore themselves to secrecy.

Aboard the TARDIS, the Doctor was tidying up, starting with the hat stand. Turlough noticed that the controls were giving a boundary error as the time parameters had been exceeded. The Doctor mentioned that they were at the furthest reaches

into the future for time travel, which was forbidden for TARDISes to travel. Tegan noted that they were in the Veruna system where the Doctor believed one of the last surviving groups of humankind resided after a great catastrophe had destroyed the Earth. Tegan wanted to meet them but the Doctor said the Laws of Time prevented it.

At Frontios colony, Brazen argued with Chief Science Officer Range over an enquiry, or lack thereof, into Captain Revere's death. Range argued that the colony had lost a lot of their knowledge when their starship crashed 40 years ago and were only starting to relearn what they'd lost. Brazen noted that Plantagenet, the son of Captain Revere, was now in command. Range was concerned about continuing research on the meteorite bombardment, which was occurring daily. Brazen, however, seemed more worried about maintaining order and stemming the rate of desertion.

The meteor bombardment that threatened the colony also affected the TARDIS, which surprised the Doctor as the TARDIS should have been immune. He noted that what was in fact happening was that



FRONTIOS

the TARDIS was caught in a gravitational pull and being dragged to the surface. The Doctor exited and immediately helped a woman injured by the meteor bombardment. This brought him in contact with Range and the Doctor was stunned by the lack of technology. He offered to get more supplies from the TARDIS, but when Tegan and Turlough went to retrieve them they found the TARDIS door jammed shut, preventing them from entering.

The Doctor needed more power to make the lights brighter, so Norna, Range's daughter, offered to take Tegan and Turlough to the medical supplies room in the crashed ship to get an acid battery. The Doctor learned from Range that the colony ship was pulled to Frontios 40 years ago. They'd lost most of their technology and were forced to adopt a pastoral existence. Meteors began bombarding the colony 30 years ago and the leaders, now Brazen and Plantagenet, believed that this was a prelude

to invasion. Unfortunately, no one had any idea who was behind it. During the next meteor shower the TARDIS disappeared, seemingly destroyed.

Meanwhile, Brazen received reports of three strangers and thought they might be the vanguard of the expected invasion force. He and Plantagenet met Norna, who convinced the new leader to let her retrieve medical supplies. She, Tegan and Turlough managed to steal the acid battery, but evading some Orderlies caused them to accidentally knock out the warnsman. Brazen and Plantagenet confronted the Doctor, but without the warnsman the meteors come when no one is prepared. The time travellers took the opportunity to flee Frontios, only to discover that the TARDIS had seemingly been destroyed, leaving only the hat stand.

Brazen and Plantagenet again confronted the time travellers, accusing them of being invaders.

Plantagenet ordered the Doctor's death, but Turlough grabbed the hat stand. Residual energy from the TARDIS caused a small explosion, making the locals believe that the hat stand was a powerful weapon. Turlough used the hat stand to 'encourage' Plantagenet to open the scientific centre to find answers. While the Doctor and Norna examined meteor rocks, Plantagenet tried to attack Turlough but fell from a previous injury; he'd been hurt by an earlier bombardment. The Doctor dispensed with the hat stand and took Plantagenet to the medical centre, where Tegan discovered that Frontios had many unaccountable deaths. Turlough asked why the colonists didn't have an underground shelter. All questions pointed to a single answer: Captain Revere kept making laws forbidding it. He had once told Norna that "the earth was hungry."

Meanwhile, anarchy gripped the colony, as desperate 'retrogrades,' or deserters, began looting the starship for supplies. Brazen had trouble keeping the Orderlies in line when Plantagenet, like his father, was pulled into the ground. Turlough and Norna opened a covered hole in the science centre and explored it, leading to Norna's capture by the mollusc-like creatures. The Doctor and Tegan went into the tunnels to find her. Tegan dropped a phosphor lamp, which distracted the Tractators long enough to free Norna,



but the Doctor and Tegan were captured by the creatures. The Doctor used his own lamp to free them and he and Tegan fled deeper into the tunnels.



The Doctor and Tegan were soon confronted by a digging machine that had Revere's corpse wired to it. They were soon captured by the Tractators and interrogated by their leader, the Gravis. The Doctor revealed that he was a Time Lord and pretended that Tegan was an android to keep both of them from being fed to the machine. The Gravis revealed that he intended for Plantagenet to take his father's place in the machine.

The Doctor soon learned that the Tractators used gravity beams to bring the colony ship to the planet as well as the meteors; they were harnessing the psychic energy of humans that they pulled beneath the ground to mine the planet and turn it into a spaceship that they could steer to inhabited worlds. Brazen and the Orderlies, accompanied by Turlough, managed to free the Doctor, Plantagenet and Tegan, although Brazen sacrificed himself to the machine in order for them to escape. Turlough recalled that the Tractators once attacked his world, but his people learned their secret; the Tractator leader, the Gravis, controlled the actions of the others. Without the Gravis, the rest of the Tractators became harmless.

The Doctor tricked the Gravis into fixing the TARDIS, which had been pulled apart by the gravitational forces, with the possibility of travelling through space and time. Once the Gravis had rebuilt it, however, the TARDIS sealed and the Gravis was trapped inside, cut off from the rest of his race. This reduced both the Tractators and the Gravis to a harmless state. The Doctor quickly deposited the Gravis on an uninhabited world. The time travellers

left Frontios, but not before asking the colonists to forget they were ever there. As they departed, the TARDIS was caught in a time corridor...

CONTINUITY

- The Frontios colony is the extent of Gallifreyan knowledge. In spite of usually thumbing his nose at the Time Lords' policy of non-intervention, the Doctor takes non-intervention beyond this extent seriously. He even asks the colonists to forget he was there.
- The colonists' ancestors were fleeing the destruction of Earth by the growing sun. Their ship may have launched at the same time as the Ark (see *The Ark in Space* in *The Fourth Doctor Sourcebook*)
- Like the Daleks in *The Dalek Invasion of Earth* (see *The First Doctor Sourcebook*) the Tractators want to turn the planet into a spaceship.
- The Gravis is dumped off on the planet Kolkokron.



🌀 RUNNING THE ADVENTURE

In spite of the futuristic trappings, this adventure resembles an Earth historical, with the natives seeing things through the eyes of superstition rather than the rational truth. The Earth colonists believe that they are under attack from alien invaders, while the true enemy is underground. Without the means to fight the Tractators, Captain Revere minimised the risks as best he could while keeping the true nature of the threat hidden to maintain order. Unfortunately, his actions only left the colonists further in the dark without their technology to aid them.

WHAT HAPPENED TO THE TIME LORDS?

Frontios lies on the outer edge of Gallifreyan knowledge, which insinuates one of two things. First, it could mean that the Gallifreyan present is the furthest extent a Time Lord is allowed to travel and that Frontios exists in this timeframe. Secondly, and more ominously, it could mean that the Time Lord civilisation has an end point and Time Lords won't travel into the future beyond it.



Either theory holds a wealth of adventure potential. In both cases the Time Lords lack knowledge of what's happening now and in the future; a character can't rely on research to tell her what should take place. In the latter case, if Time Lord civilisation is gone then what destroyed it? Is this residue from the

Time War (which occurs after this Doctor's timeline) or is there another reason for its destruction? And, if the Time Lords are gone, has another race stepped up to take their place?

FRONTIOS, UNIT-STYLE

During this adventure the Doctor finds himself in an intriguing position. Here he is in what may be the last human colony struggling to survive and his TARDIS has been destroyed. While the Doctor manages to trick the Gravis into rebuilding it, what if he had not? The Doctor might then have resorted to trying to get the Time Lords' attention (hopefully to rescue him) while doing what he can to aid the colonists.

A Gamemaster can use this premise to create a campaign centred on the trials and tribulations of humankind's last colony in an uncertain future, not unlike the UNIT era. Plantagenet and others could become recurring NPCs (similar to the UNIT family) and the characters become colony advisors, helping the colony thrive while protecting them from the occasional alien invader. The campaign ends when the characters' activities finally warrant notice from the Time Lords or another temporal agency, who rescue them.

THE TRACTATORS

Tractators are a space-faring species of mollusc that have the ability to manipulate gravity. They are a colony creature, only the colony leader, or Gravis, is truly intelligent and he gives orders to the others. The Gravis is distinguished by a more humanoid-looking face and is capable of speech.

Tractators aren't really advanced engineers; they rely on the spaceships of various races to get around (similar to a hermit crab moving into a new shell). They do know how to build machinery and the colony on Frontios learned to use human beings to power their machines. Unfortunately, this involves putting the human in a zombie-like state and having him literally drive until death. Such victims tend to burn out quickly. The Tractators have also learned to use machines and properly sculpted tunnels to amplify their gravitational powers, to the point where they can drag spaceships and meteors out of the sky. They also believe that they can wrench Frontios free from orbit and fly it around the universe.



If the Gravis is removed from its colony then the psychic backlash puts the Gravis in a coma-like state and the rest of the Tractators return to being harmless burrowers.

FURTHER ADVENTURES

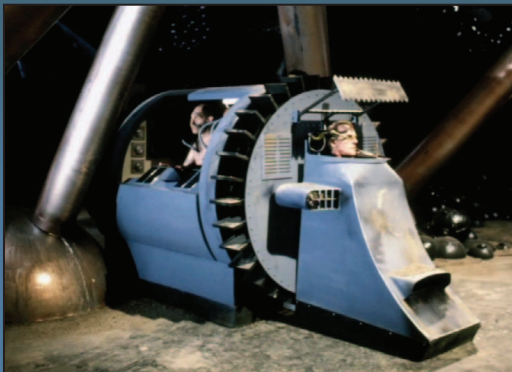
- An Earth mining expedition has come to the rocky world of New Manchester to mine a lucrative ore. Unfortunately, it is also home to a group of Tractators. The Tractators stage mining accidents to collect corpses to be used in their robots until they have enough to storm the mining vessel and use it to travel to uninhabited worlds. Can the characters stop them before they wipe out the crew of an entire ship?
- Originally, the Tractators were docile burrowing molluscs. An enterprising business executive saw the potential in genetically engineering them to quickly create new colonies or dig quickly for new minerals. Unfortunately, the modified molluscs turn on a colony that they've been building. Did the corporation inadvertently create the Gravis?
- A small meteor lands in the village of Dorham in 1348 and seems to herald the coming Plague. The local lord has ordered all corpses to be burned, but anyone that attempts to do so is scared away by a big metal dragon (really a Tractator machine). The bodies are left where they fell and often disappear, as the meteor was carrying Tractators and they need the bodies to power their machines in order to escape.

NEW GADGET – EXCAVATING MACHINE

This horrific device is an excavator that has a zombified human attached to it. Once attached, the human follows the Tractator's commands.

Traits: Delete

Cost: 2 Story Points



THE GRAVIS



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

SKILLS

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

TRAITS

Alien

Alien Appearance

Armour (Major): Reduce damage by 10 (-1 Coordination).

Burrowing: The Gravis can travel at half speed underground.

Fear Factor 2: Grants a +4 bonus to inspire fear.

Networked (Major): The Gravis has complete telepathic contact with nearby members of its kind. It also controls them.

Slow: The Gravis moves at half its Speed rate.

Slow Reflexes: The Gravis always acts last no matter what it is doing.

Telekinesis: By manipulating gravity, The Gravis may move objects using Resolve instead of Strength. This trait is rather crude and many people pulled through the earth end up gravely injured. The Gravis is, however, able to pull the TARDIS back together, likely with aid from the TARDIS herself.

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



FRONTIOS

TRACTATOR

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

SKILLS

Craft 2, Fighting 2, Subterfuge 2, Survival 4, Technology 2, Transport 2.

TRAITS

Alien

Alien Appearance

Armour (Major): Reduce damage by 10 (-1 Coordination).

Burrowing: A Tractator can travel at half speed underground.

Fear Factor 2: Grants a +4 bonus to inspire fear.

Networked (Major): A Tractator has complete telepathic contact with nearby members of its kind, but only when the Gravis is in contact with it.

Slow: A Tractator moves at half its Speed rate. **Slow Reflexes:** A Tractator always acts last no matter what it is doing.

Telekinesis: By manipulating gravity, a Tractator may move objects using Resolve instead of Strength. This trait is rather crude and many people pulled through the earth end up gravely injured.

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



CHIEF ORDERLY BRAZEN



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

Brazen is the chief orderly of the Frontios colony. He is completely devoted to the system and the chain of command, believing that only it can bring some order to the chaos. He doesn't despise the 'retrogrades' (former colonists that have chosen to leave the colony) so much as pity them, for he knows that they won't survive for long without the dwindling resources of the crashed spaceship.

SKILLS

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

TRAITS

By the Book: Brazen must be convinced to act against procedure or his captain's (past and present) orders.

Unadventurous (Minor): Character avoids adventure and excitement.

Voice of Authority: +2 bonus to Presence and Convince rolls.

EQUIPMENT: Baton (1/3/4).

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

RESURRECTION OF THE DALEKS



'Once before I held back from destroying the Daleks. It was a mistake I do not intend to repeat. Davros must die.'

SYNOPSIS

London, 1984, and unnamed space prison, the Future

In the London Docklands, Commander Lytton ordered two of his police officers to stop some strangely dressed people from escaping. Two of these people, Galloway and Stein, managed to escape while the rest were gunned down. Lytton was upset by the waste of life that could have been prevented with stun lasers; one of the officers mentioned that orders were to use era-appropriate weaponry.

In the meantime, the Doctor realised that the TARDIS had been caught in a time corridor. On Earth, Galloway and Stein were heading to the end of the time corridor so they could warn their people. They entered a warehouse and were surprised by a fully armoured trooper, who killed Galloway. Hiding, Stein noticed unit of soldiers enter the warehouse.

In the future, Medical Officer Styles briefed new Security Officer Mercer on the operation of a space prison. Mercer wasn't very impressed, finding the station falling apart and staff morale very low. Styles told him that the only way she handled it was to stay focused on her responsibilities caring for the crew and its single prisoner so that she could get a good review to get off this prison. Mercer then met Communications Officer Osborn, who informed him that a ship had appeared in the vicinity. Rather than inform the Captain, Osborn decided to send fighters.

The Doctor managed to stabilise the TARDIS and ride the time corridor to its end on Butler's Wharf, London. The Doctor wanted to find out who was operating the time corridor. They reached the warehouse only to find an exhausted Stein, who warned them about soldiers before collapsing. The Doctor noticed that his clothes weren't from 1984. Stein recovered enough to warn the time travellers about the military personnel as he led them to the time corridor.

Back in the future, the fighters determined that the incoming ship was a battle cruiser. Mercer ordered the prison to red alert but it was too late. The battle



RESURRECTION OF THE DALEKS

cruiser fired on the station and killed the captain and half the crew. Mercer ordered everyone down to the airlock to fight against the invading forces. The enemy was soon revealed to be Daleks and human 'Dalek Troopers,' led by Commander Lytton. In spite of their superior weaponry the Daleks were halted by the prison staffers; two Daleks were destroyed by mines. The Daleks used a chemical weapon that caused humans to melt.

In 1984, the time travellers investigated the warehouse and Turlough accidentally stepped through the time corridor. As the Doctor and Tegan looked for him they encountered the military bomb disposal unit. They were investigating the presence of strange cylinders that had been stored in the warehouse. Lytton learned of the Doctor's presence and the Dalek Supreme dispatched a Dalek to capture the Doctor, but the Doctor and the army unit managed to destroy it. Unfortunately, Tegan was injured and needed medical attention.

In the future, Osborn and another officer attempted to kill the prisoner before the Daleks could get to him. The other officer succumbed to the poison gas and in a panic Osborn killed him. She was killed by a Dalek Trooper before she could hit the destruct button. Commander Lytton arrived and freed the prisoner, who was revealed to be Davros. Lytton explained to Davros that the Daleks lost the Dalek-Movellan War because the Movellans created a virus that attacked the Kaled mutant directly. The remnants of the Dalek forces were now hoping that Davros could help them conquer the virus and become an invincible fighting force again.

Meanwhile, Turlough evaded the Daleks and the Dalek Troopers long enough to meet a few station survivors, including Mercer and Styles. At first believing him to be a Dalek agent, Mercer interrogated him, but Styles bought Turlough's story that he'd travelled to the station via time corridor. She recruited him to help them blow up the station while Davros was still aboard, even though it would mean all of their deaths.

Back on Earth, the army unit brought the pieces of the Dalek shell back inside the warehouse only for the Kaled mutant to attack them. They killed the mutant and the Doctor took Stein with him to the

TARDIS to follow the time corridor to the other side. Unfortunately, Laird, the medic taking care of Tegan, soon discovered that the rest of the army unit had been replaced by Dalek Duplicates that refused to send Tegan to the hospital.

At the station, Davros demanded he remain at the station under the pretext of needing to be refrozen, but actually he was plotting against the Dalek Supreme by making new Daleks loyal to him. The Doctor, Turlough, and Stein arrived on the station where Stein revealed he was a Dalek agent; the Doctor was captured while Turlough fled. The Doctor learned that the Daleks had been cloning agents and wanted to clone the time travellers so that their clones could assassinate the Time Lord High Council.

Styles led her group to the self-destruct room, but Turlough managed to convince her that they might be able to give them time to flee to Earth. Mercer went with Turlough to see if it was possible, but while they were away Lytton discovered Styles' group and killed them before they could destroy the station. With no other hope, Mercer and Turlough headed for the time corridor.





Laird helped Tegan escape, but Tegan discovered that the TARDIS was gone and that she was still being followed. Lytton's 'police officers' captured her and returned her to the warehouse. Laird tried to flee but was killed by the Duplicate army commander. The police officers forced Tegan into the time corridor, where she was reunited with Turlough and Mercer.

The Doctor managed to escape by convincing Stein to remember his original's past, while Davros sent his reprogrammed Daleks to Earth. He met up with Tegan, Turlough and Mercer, but the Doctor decided he needed to destroy Davros. He confronted Davros with the intent to kill him, but Davros stalled long enough for Lytton's forces to save him. The time travellers escaped as Mercer and Stein held off the troopers, but this resulted in Mercer's death and grievous injury to Stein. The time travellers returned to Earth as Davros used the virus to wipe out the old Daleks, not realising that he wasn't immune. Stein hit the self-destruct button and destroyed the station.

Back in the London warehouse, the Doctor discovered a battle between the two factions of

Daleks. He used the Movellan virus to wipe them out as Lytton escaped. The Doctor then received a message from the Dalek Supreme that Dalek Duplicates were all over Earth and would eventually collapse society, but the Doctor believed that the Duplicates were too unstable. The Doctor was confronted by Tegan. She decided to remain behind, appalled by the violence. The Doctor left with Turlough.

CONTINUITY

- This adventure occurs 90 years after the events of *Destiny of the Daleks* (see **The Fourth Doctor Sourcebook**)
- The Movellans currently have the upper hand in the Dalek-Movellan War, but the Doctor hints that the Daleks will discover an antidote to the virus, thereby negating the Movellans' advantage.
- This is the first use of human Duplicates since *The Chase* (see **The First Doctor Sourcebook**). Unlike the robot Duplicate in the previous adventure, these Duplicates are biological.



- This marks the beginning of the Dalek factional war that runs through *Revelation of the Daleks* (see *The Sixth Doctor Sourcebook*) and *Remembrance of the Daleks* (see *The Seventh Doctor Sourcebook*).
- In spite of the Doctor's protestations, the Dalek Duplicates may be responsible for enabling the Daleks to conquer Earth in *The Dalek Invasion of Earth* (see *The First Doctor Sourcebook*).

Daleks are storing the Movellan virus on 1984 Earth and plan to use a Duplicated military unit to protect them; the Daleks have seeded Earth's governments with Duplicates; and the Daleks want to take control of Gallifrey.

What makes this adventure hold together is the interrelatedness of the various plots. The Daleks have already seeded Earth with Duplicates, making it an easy matter to ensure that the proper orders are given to protect the Movellan virus, which is needed for Davros' experiments. The Doctor's Duplicate processing isn't so much a master plan in action than the Supreme Dalek taking advantage of an opportunity. In the end, all of these various plots dovetail together nicely for an explosive climax.

RUNNING THE ADVENTURE

Resurrection of the Daleks is a complicated adventure with no less than four major plot threads. The Daleks want to free Davros so he can give them the upper hand in the Dalek-Movellan War; the

COMMANDER LYTTON

Commander Lytton is a cold-hearted mercenary from the satellite RIFTEN 5 orbiting the planet Vita 15. RIFTEN 5 is noted for its warriors, indicating that the satellite may be a training planet for use as soldiers and mercenaries. At some point, Lytton and his mercenary team were contacted by the Daleks and recruited in their scheme to spring Davros from his cryogenic prison.

While it's unclear whether Dalek Trooper Commander Lytton is the original or a Duplicate, he has shaken off his Dalek conditioning. He takes the Supreme Dalek to task when things don't go as planned and uses the opportunity afforded in the final battle between the two Dalek factions to make his escape.

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

SKILLS

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

TRAITS

Armour (Minor): Reduce damage by 5.

Friends: Lytton has the support of the Daleks as well as his Dalek Troopers.

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

Selfish: Lytton is a mercenary and puts his own needs first.

Tough: Reduce total damage by 2.

Voice of Authority: +2 bonus to Presence and Convince rolls.



EQUIPMENT: Helmet with Sensor Array, Hand Blaster (4/L/L)

TECH LEVEL: 6

STORY POINTS: 7

IS COMMANDER LYTTON A DALEK DUPLICATE?

While *Attack of the Cybermen* suggests otherwise, the Duplicate Stein confirms to the Doctor that all of the human mercenaries, presumably including Lytton, are Dalek Duplicates. The Supreme Dalek also implies this when he mentions that Lytton is resisting his control (similarly, Lytton would resist Cyber-conversion later). And, while the Doctor is slated for execution after his Duplicate is created, the Dalek's prediction that the Doctor will die in agony begging for mercy could be read as a separate event, rather than the result of duplication; the Daleks could simply kill originals because it's tidy.

Lytton, however, is an officer and one that the Daleks may want to keep alive to coordinate plans with his men. A death could prove inconvenient. Thus, the original Lytton, or even a second Duplicate, could still be alive and well. Certainly Lytton's strong will could manage a successful escape. The new Lytton may not even have memories of this adventure.

WHAT HAPPENED TO THE OGRONS?

One obvious question during this adventure is what happened to the Ogrons, the previous humanoid shock troopers of the Daleks? There are three possibilities. The first, of course, is that this

DALEK

The Daleks presented here are advanced models but still lack the ability to fly or hover. They rely on Dalek Troopers to go where they can't.

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

SKILLS

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

TRAITS

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

Cyborg

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

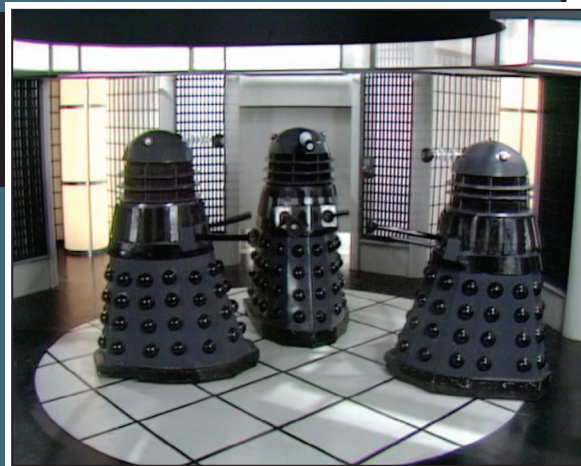
Fear Factor (3): Daleks initially look silly, but once you realise how deadly they are, they are terrifying, getting a +6 to rolls when actively scaring someone.

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

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

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

*The Dalek mutant inside has different attributes when removed from the Dalekanium casing. Of course, movement outside of the armour is incredibly limited (Speed 1) and they do not usually



survive very long. If the mutant is exposed at any time, damage inflicted to the Dalek may bypass the armour.

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

SUPREME DALEK

Statistics as Dalek, except for:

Ingenuity: 5

Skills: Convince 5

Story Points: 10



adventure takes place prior to the Daleks using Ogron mercenaries, but given that this adventure almost certainly takes place after the 22nd century this is highly unlikely.

The second possibility is that this adventure takes place after the Daleks stopped using the Ogrons. This could provide the foundation for another adventure, where the Movellans use a virus to wipe them out and then use what they learned against the Daleks as well. Of course, it's just as likely that the Movellans simply killed all of the Ogrons in the opening stages of the war.

Finally, it's possible that the Ogrons and the Dalek Troopers are being used concurrently. Scarcity of resources means that the Ogrons are used elsewhere as human agents are more familiar with the technology of the space prison and the thinking habits of the staffers.

FURTHER ADVENTURES

- Dalek Duplicates remain on Earth after this adventure. Do they re-assimilate into Earth society as the Doctor anticipates, or do they continue to follow some sort of Dalek Master Plan? The characters arrive on Earth as politicians in power seem to be pushing the world to war for no apparent reason.
- By the time of *Revelation of the Daleks*, Davros has survived the effects of the Movellan virus. It is, however, a mystery as to how he accomplished this, especially since he did not have Dalek support. Perhaps a sick, dying Davros enslaves the salvage crew that picked up his escape pod and plans to use them to infiltrate an orbital medical facility. With his condition cured, he begins to build his new race of Daleks here first unless the characters stop him.
- While the Doctor implied that the Daleks needed to find an antidote to regain their lost ground in the war, it's not strictly necessary. Recalling the events of *Death to the Daleks* (see *The Third Doctor Sourcebook*) the Daleks create an EMP device that fries and shuts down all electrical components, including Movellan brains. Having achieved victory, the Daleks use their new device against other beings. Can the characters discover a weakness in the new device, or will the Daleks conquer the universe more quickly?

DALEK TROOPER



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

Dalek Troopers are Lytton's soldiers. They wear helmets and armour with a Dalek aesthetic, as well as blasters with a grip that fits over the hand and forearm. Some, possibly all, Dalek Troopers are Duplicates. Notable Duplicates include Lytton's police officers, which dress like 1984 Metropolitan Police Officers, and Stein, a Duplicate who pretends to be an escapee.

SKILLS

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

TRAITS

Armour (Minor): Reduce damage by 5.

Enslaved: Must obey Dalek conditioning and suffer -2 to attempts to voice opinion.

EQUIPMENT: Helmet with Sensor Array (Scan), Hand Blaster (4/L/L).

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

DAVROS

The greatest of the Kaled scientists, Davros was gravely injured during the Kaled-Thal War and survived only by creating his own mobile support unit, the design of which inspired the Daleks. In many ways he mirrored the Dalek shell after himself; he has only one cybernetic eye set in his forehead, one movable arm (the hand of which has atrophied), and he needs to glide along in a travel chair. In addition his voice gains a metallic grating when he speaks, indicating that some of his internal organs may be cybernetic as well.

Davros' 'corpse' was left on Skaro when the Daleks left to subjugate the universe. This could possibly be after the destruction of Skaro by the Seventh Doctor, as the Skaro visited by the Fourth Doctor in *Destiny of the Daleks* seemed devoid of native life, or simply the result of a world that succumbed to the fallout from the Kaled-Thal War. In any case Davros was not dead but in suspended animation. The Daleks attempted to retrieve him to help them break the stalemate in the Dalek-Movellan War, but thanks to the actions of the Doctor, Davros was captured by humans, tried, and sentenced to prison in suspended animation (see **The Fourth Doctor Sourcebook**). Davros' life support mechanisms ensured that he was awake and aware for the 90 years he spent in cold storage.

Now, Davros plans to create a new race of Daleks that is completely subservient to him, undoing his mistake in *Genesis of the Daleks* (again, see **The Fourth Doctor Sourcebook**). Like the Daleks, Davros undergoes enhancements in the future. Here, he is in the infancy of his reign as guider of the Daleks; he lacks some of the knowledge and extra traits that he will have in the future.

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

SKILLS

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

TRAITS

Boffin: First and foremost, Davros is a scientist.

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

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

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

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

Gadget (Hypnosis): Davros has a hypnosis gadget hidden in his chair that, upon contact with a victim, provides a +2 bonus to control his actions and feelings.

Indomitable: Davros' will is extremely strong.



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

Obsession (Major): Davros is obsessed with the survival of the Kaled race – as Daleks.

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

TECH LEVEL: 6

STORY POINTS: 12

PLANET OF FIRE



PLANET OF FIRE



'Help me! I'll give you anything in creation. Please! Won't you show mercy to your own...'

SYNOPSIS

Lanzarote, Earth and Sarn, 1984

The local inhabitants of the desert world of Sarn were losing faith in their god Logar, as he promised to protect them but their world was dying. Even their final refuge, inside the mountain where Logar was reputed to sit atop, threatened to explode into a volcano. Even their leader, Malkon, expressed doubts and was plagued by strange dreams of a different life. Only the Chief Elder, Timanov, remained certain that Logar was going to protect them. He claimed that Malkon was a Chosen One, left on the slopes of the mountain and bearing the double triangle sign of Logar. Two unbelievers climbed the mountain, in defiance of the priests, and discovered that Logar was not there.

Inside the TARDIS, the Doctor mused to Turlough about the Daleks and Tegan, obviously still affected by their previous adventure. Their discussion was

cut short by Kamelion, who screamed out in pain when plugged into the TARDIS. The Doctor asked Turlough to program a soothing algorithm while he attended Kamelion. Kamelion mentioned that "contact has been made" but soon dismissed his ramblings to the Doctor as confusion. While at the console, Turlough noticed that the TARDIS was picking up a Trion homing beacon from Earth. The TARDIS was following those coordinates to Lanzarote; the Doctor and Turlough speculated that Kamelion had programmed them.

On Earth, Perpugilliam 'Peri' Brown was on an archaeological dig in Lanzarote with her stepfather Howard Foster. Howard's team was excavating artefacts from the sea bed, including a statue of Eros. The team also excavated a small alien object that bore a double triangle. This object was broadcasting a distress call. Peri mentioned to her stepfather that she was bored and planned to take a trip to Morocco with some boys she'd just met. Howard hoped to stop her by keeping her on the boat, but Peri decided to swim for it, taking the small object with her.



Unfortunately, the distance was too far and Peri started to drown. Turlough spotted her and rescued her, bringing her into the TARDIS and, presumably, Tegan's bed. He noticed the object she brought with her and recognised the double triangle as a Trion symbol; the same symbol that was branded on his arm. Turlough decided to destroy the object while Peri's anguished dreams about upsetting her stepfather were picked up by Kamelion, who used them to mimic Howard's form.

The Doctor arrived before Turlough could destroy the object and inquired about it as the TARDIS took off. The Master was in control of Kamelion, who pretended to be Howard Foster. Peri came out and asked if she could go back to her hotel, but Kamelion, as Howard, informed her that it was impossible. The TARDIS landed on Sarn and the Doctor and Turlough went out to investigate. Kamelion tried to warn Peri by telling her he was being controlled by the Master and changing forms but he only served to confuse her. He gave her the TARDIS comparator, which was necessary to pilot the TARDIS, and then the Master reasserted control and took her to his TARDIS. When a sudden quake buried the Master's TARDIS beneath some rubble and temporarily incapacitated Kamelion, Peri took the opportunity to flee into the wasteland. The Master had no choice but to send Kamelion after her, as he needed the comparator.

The Doctor soon discovered advanced technological equipment in the mountain tunnels and Turlough realised it was once a Trion colony when he identified the Misos Triangle symbol. Turlough revealed a similar tattoo on his arm to the Sarns and they believed him to be a Chosen One like Malkon. Turlough deduced that Malkon might be his brother. The Doctor realised that the volcano was ready to explode.

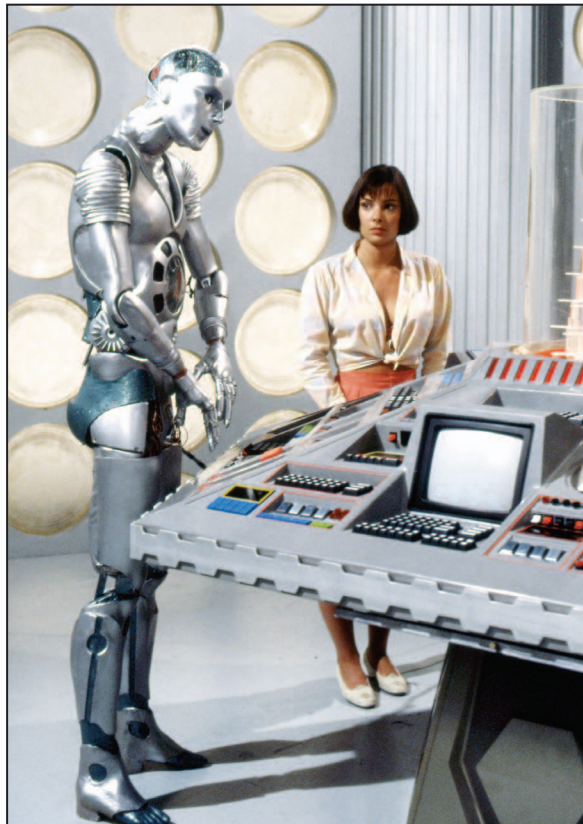
Turlough was being really cagey about his discomfort with Trion artefacts or the fact that there may be Trions on their way. The Doctor asked about this, but Turlough kept the truth to himself. The Doctor accepted his discretion, but warned him that if he was holding back anything that aided the Master, their friendship would be at an end.

Kamelion met with the Sarn elders and pretended to be the Outsider, an emissary of Logar that offered gifts. Kamelion had no gifts to give but pretended to have them buried nearby. When the Doctor arrived to challenge him, Kamelion ordered Timanov to burn him along with the Unbelievers. Malkon and Peri stopped Timanov's guards, but not before

Malkon was shot. The Doctor gained enough control over Kamelion to force him to drop the Master's appearance and turn into the silver-hued Howard, but this only reinforced Timinov's opinion, as it only proved that the Outsider was a 'shining one.'

Kamelion ordered the Doctor and the Unbelievers to be locked up when the fire returned; but Turlough rerouted the flow. Peri appeared and Kamelion captured her, taking her with the believing Sarn elders to his TARDIS, which was buried in rubble. Turlough freed the Doctor and the Unbelievers after visiting the wreckage of the Trion ship and confirming his belief that his father's ship had crashed here.

The Doctor and Turlough arrived at the Master's TARDIS just as Kamelion shoved Peri inside and the TARDIS dematerialised. Turlough took control by revealing that he was a new Chosen One and demanded aid from the elders. Timanov accepted him, even as he refused to accept the truth behind the myth of Logar. The Doctor and Turlough returned to the Doctor's TARDIS and discovered that, thanks to Kamelion, it was linked to the Master's TARDIS. He also discovered that the Master wasn't fleeing the planet, but going into another part of the mountain.





PLANET OF FIRE

The Doctor realised that the mountain contained Numismaton gas, which had great healing properties. He correctly deduced that the Master might use it to repair his damage and possibly gain new regenerations. Kamelion forced Peri to retrieve a box from the Master's TARDIS. It actually contained a tiny Master, the victim of his own tinkering with the Tissue Compression Eliminator. He needed the Numismaton gas to return him to his full height. The Master's manipulation of the seismic machines to give him the energy needed would destroy the planet. The Doctor confronted the Master in the gas control room, damaging Kamelion with jiggery-pokery. The Doctor attempted to dilute the gas but the Master was still able to use it to return to his normal size. The gas turned to flame trapping the Master as the Doctor watched him die. The Doctor then destroyed Kamelion, at the robot's request.

The Doctor and Peri returned to Turlough and the Sarns. The Trion ship arrived to evacuate the planet; only Timanov and a few devoutly faithful Sarns decided to remain in spite of the planet disintegrating. The Trion Captain informed Turlough that there had been changes on Trion and that political prisoners were no longer persecuted; Turlough was free to return. Turlough took this opportunity to return home with his brother. The Doctor and Peri left Sarn. The Doctor intended to take her home, but a disappointed Peri said that she wanted to travel and had three months of vacation left. The Doctor accepted her as a companion as the TARDIS shook, sarcastically welcoming her aboard.

CONTINUITY

- This is the only adventure Kamelion participated in after joining the time travellers. He'd apparently

been plugged into the TARDIS since *The King's Demons* soaking in knowledge.

- Turlough confirms his first name to be 'Vislor.' He and his brother Malkon were political refugees from Trion but after a regime change the two were free to return.
- Turlough continues to display a certain level of TARDIS mastery.
- The Master implies a close relationship with the Doctor, but the Doctor subsequently rejected a familial relationship in *The Sound of Drums* (see *The Tenth Doctor Sourcebook*).
- The Master needs the Doctor's TARDIS to guide him to Sarn. This may be because his own TARDIS is still sabotaged from the Doctor's actions in *The King's Demons*. That sabotage may also be the reason why the Master was creating a new version of his Tissue Compression Eliminator in the first place.
- The Master appears to die in this adventure, but he returns in *The Mark of the Rani* (see *The Sixth Doctor Sourcebook*) with no explanation. It's possible that the Time Lords rescued him from here to use him in *The Five Doctors*.
- The Doctor has three changes of companion: Kamelion is destroyed, Turlough leaves and Peri joins.
- Turlough's exit is remarkably like the Doctor's at the conclusion of *The War Games* (see *The Second Doctor Sourcebook*). Like the Doctor, Turlough is an exile from his own people and

ATLANTEAN ARTEFACTS?

Lanzarote is one of the Canary Islands off the coast of Morocco in the Atlantic. While there is evidence that ancient Mediterranean civilisations such as the Carthaginians, Greeks, Phoenicians, and Romans visited the islands, the indigenous population had a Stone Age culture until the Spanish arrival. The ancient sailors claimed to see the ruins of great buildings, suggesting an advanced culture occupied the Canary Islands at some point in the past. Given the Canary Islands' positions, they could be the remnants of Atlantis.

This offers the possibility that Howard Foster's group could find artefacts from the Atlantis destroyed in *The Underwater Menace* (the original civilisation being sunk by Azal the Daemon – see *The Second Doctor Sourcebook*). They may even come upon the remains of a Fish Person, or perhaps a group of Fish People want something that was taken from the sea bed and feel the need to use guile to get it back.

he fully expects to be imprisoned or worse if caught. The prospect of a large number of people needing help is enough to get him to contact his own people and suffer the consequences. Unlike the Doctor, though, Turlough is welcomed back with open arms.

◉ RUNNING THE ADVENTURE

This adventure is one of those rare occasions that a third party forces the TARDIS to go to a particular location. The characters must solve the mystery of why they were transported here and stop the person(s) responsible if their ultimate goal is harmful. Here, the Master takes over Kamelion and has him take the TARDIS to Sarn, where he can meet the Master and help him get to the Numismaton gas.

The objective is to convince the people of Sarn as to the reality of their situation while the Master uses their superstitions as cover and obstacles for the

characters. The characters not only have to stop the Master before he destroys the world but also find a safe haven for the remaining residents of Sarn.

MYTHOLOGY AS HISTORY

This adventure is similar to *The Daemons*, *The Time Monster*, *The Pyramids of Mars* and *Image of the Fendahl* where paranormal and supernatural beings and powers are simply misunderstood aliens and science. What differentiates this adventure from those is that Sarn is an alien world, and as such the mythology is unfamiliar to the players (for similar examples see *The Brain of Morbius* and *The Face of Evil* in *The Fourth Doctor Sourcebook*).

Using a fictional setting enables the Gamemaster to model the mythology around the historical or science fiction elements, rather than shoehorning Earth myths and folklore to fit the alien side.

TIMANOV

Timanov is a devout high priest of Logar, the fire god of his people. Unbeknownst to the people of Sarn, their world was secretly colonised by the Trions. This plan was only partially successful, as the Trions left clues, including marks on their exiles, that the people of Sarn reinterpreted to conform to their religious beliefs. Timanov believed that Malkon was the Chosen One and believed the only way to placate Logar was to burn unbelievers. He also believed that Kamelion was the Outsider, who would bring gifts from Logar. When the truth about Logar was revealed Timanov refused to believe it, preferring to die on Sarn than accept a Trion rescue ship's offer to move off-world.

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

SKILLS

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

TRAITS

Argumentative: Timanov will argue his point of view even if it puts his life in danger.

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

Charming: +2 bonus to attempts to use charm.

Obligation (Major): Timanov follows what he believes to be the will of Logar.

Voice of Authority: +2 bonus to Presence and Convince rolls.



EQUIPMENT: Staff (2/4/6), also has a laser embedded in the tip (4/L/L).

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

SARN AND KARN

The planets Sarn and Karn (from *The Brain of Morbius* in **The Fourth Doctor Sourcebook**) display some surprising similarities. Both are relatively hostile worlds that are home to a special gas that has the powers of rejuvenation. Their names are also similar (in fact, given that 's' and 'k' are both sounds that 'c' makes so this is an easy linguistic change – ask an American for the name of Boston's basketball team!).

If this is the case then it's possible that Timanov's people survived the apparent destruction of Sarn, possibly with the aid of the Numismaton gas, and over time developed into the culture that became the Sisterhood of Karn. What happened to the males of the Sisterhood could form the basis of an adventure.

FURTHER ADVENTURES

- Sometime before the destruction of Sarn, a group of Daleks arrive and brave the exploding volcanoes while searching for Numismaton gas. The Daleks believe that it will make them a stronger race, possibly granting them the regenerative abilities of Time Lords. The characters arrive just as the first Daleks expose themselves to the gas – but does it grant them what they want or change them into something else?
- The galaxy is on the verge of war; a grand and tricky negotiation process has started. The primary brain behind the plan is Prime Minister Quola, who is suffering from a fatal disease; her death could derail the negotiations. As a possible solution Quola takes a secret trip to Sarn in the hopes that the gas can cure her. When she returns, she looks completely different and attributes it to her 'regeneration.' She is also adopting a more hostile stance in the negotiations. Is the new Quola truly the same person, or is someone playing bait-and-switch?
- The accident with the TCE opens the possibility of someone else developing a shrinking gun that doesn't kill but leaves the victim otherwise healthy. The characters arrive in plague-ridden London to stop the Rani from making it worse, but she shrinks them. Can the characters stop her and retrieve the weapon to reverse the process, while dodging the (now giant) rats running rampant through the city?

MALKON TURLOUGH



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

Malkon is a Trion and Turlough's younger brother. He was sentenced into exile with his father as a baby and Malkon's prisoner mark, the Misos Triangles, was interpreted as the mark of the Chosen One by the Sarn priesthood. Malkon eventually rises up to help his people turn from blind faith in Logar. He is mortally wounded in the process, although the Doctor uses the Numismaton gas to heal him. Malkon later accepts the Trion offer of assistance and returns to his home planet with his brother Vislor.

SKILLS

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

TRAITS

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

Charming: +2 bonus to attempts to use charm.

Voice of Authority: +2 bonus to Presence and Convince rolls.

TECH LEVEL: 6 STORY POINTS: 6

THE CAVES OF ANDROZANI



'I owe it to my friend to try because I got her into this. So, you see, I'm not going to let you stop me now!'

SYNOPSIS

Androzani Minor and Major, The Far Future

The Doctor took Peri to Androzani Minor, a dry world that hasn't had a sea in over a billion years. Peri was excited by finding what appeared to be glass, but the Doctor noted it was simply fused sand formed from the rockets of a space ship. He wondered why anyone would want to come here and noted that a monoskid had been going back and forth between a ship and a cave and the depth of the marks indicated that the monoskid left the ship empty and came back loaded. The Doctor also noted that Androzani Minor was covered in blowholes that could eject super-heated mud; this was why the planet remained uncolonised while its neighbour, Androzani Major, had a thriving civilisation.

The Doctor and Peri climbed down a blowhole while, elsewhere, a group of miners were attacked by a Magma Beast. Peri slipped on the glass-like

surface and fell into a hole, where she stepped in what turned out to be unrefined spectrox. The Doctor helped her out and they continued moving deeper into the caves. They discovered a cache of weapons, including gas carbines and poison volatisers, which could equip a small army. Unfortunately, they were discovered and captured by nearby soldiers.

The soldiers were led by General Chellak, who was informed by a subordinate that they'd captured two gunrunners with a cache of weapons. What the General didn't know was that the real gunrunners had fled and they had captured the time travellers instead. When they protested their innocence, the General interpreted that as them being uncooperative. He sent a message to the Chairman of the Sirius Conglomerate, Morgus, with news of the capture. After being informed of this by his assistant Timmin, Morgus called the General.

Once contact was established, Morgus made it clear that he was dissatisfied with Chellak's progress thus far. Chellak introduced Morgus to the Doctor, but Morgus wasn't interested in learning anything from him. Instead, the Chairman simply ordered



THE CAVES OF ANDROZANI

the Doctor and Peri's executions. After the call, Chellak seemed certain that the time travellers were innocent, but noted that his hands were tied; Morgus controlled the government. Fortunately, the mysterious Sharaz Jek was listening into the conversation.

The Doctor and Peri tried to keep their spirits up but noticed that rashes on Peri's legs were developing into blisters; obviously the spectrox she stepped in was highly toxic. The Doctor noted that Morgus said spectrox was the most valuable substance in the universe.

Back on Androzani Major, the President visited Morgus and confirmed that spectrox has life-enhancing properties. It could only be found on Androzani Minor, secreted by bat-like creatures in the caves beneath the surface. The supply was threatened by the mysterious Sharaz Jek's android army, so the main 'miner' of the drug, Trau Morgus, funded a military operation to eliminate Jek. The President warned Morgus that the politicians were getting annoyed at the distribution disruption and were starting to come around to the idea of dealing with Jek rather than destroying him.

While Morgus certainly could have crushed Jek's forces, he'd been allowing the war to linger because he secretly supplied Jek as well, profiting from his enemy's resistance. He'd also manipulated unemployment on Androzani Major, closing plants on one side of the world and creating labour camps for plants on the other side. He suggested to the President that the unemployed be shipped there, giving the Sirius Corporation a slave labour force of former employees.

Fulfilling his orders, Chellak ordered the Doctor and Peri's execution. When they were gunned down, however, Chellak discovered that they were androids. Jek had substituted them for the originals, whom he had spirited away to his base. Unfortunately, the Doctor and Peri were no freer than they were under Chellak and, worse, Jek planned on making Peri his wife. The Doctor also learned the importance of spectrox and the fact that Jek wasn't fighting to win; he was merely holding off Chellak's forces long enough for the Praesidium to sue for peace. Such a peace would include the death of Morgus.

At Jek's hidden base, the time travellers discovered that they had received spectrox poisoning from touching a goopy substance when they first arrived.

One of Jek's prisoners informed them that the only cure was the milk from a bat. Unfortunately, the bats were in a lower level that lacked oxygen. The time travellers also learned that Jek relied on an android army because raw spectrox was too dangerous to be harvested by humans. Jek was also reliant on arms smugglers to keep his androids supplied. Jek mentioned that he was once Morgus' partner, but Morgus betrayed him by allowing a mud burst to kill him. Horribly burned, Jek survived, and now wanted his revenge.

The time travellers escaped as the androids didn't recognise the Doctor due to his alien physiology and he was able to shut the guard down so that Peri could escape. Peri was captured by Jek's prisoner, who also used the Doctor's opening to escape; the prisoner turned out to be one of Chellak's soldiers. He took her to Chellak and informed him that he'd been replaced with an android for months, which is how Jek was always one step ahead of him. Rather than destroy the android, Chellak decided to continue the ruse, feeding Jek false information.



The Doctor was captured by Stotz, a gunrunner for Morgus. Stotz took the Doctor to Androzani Major. When Morgus saw the Doctor via hologram he panicked and killed the Androzani President before heading to Androzani Minor himself. The Doctor overpowered Stotz and returned his ship to Androzani Minor.



Government forces made an all-out assault against Jek. Most were killed but Jek managed to spirit Peri away from danger. The Doctor arrived and Jek told him where to find the spectrox; the Doctor took the breathing apparatus he needed to retrieve it. Morgus arrived and led another assault against Jek. Everyone but Peri was killed. The Doctor took Peri back to the TARDIS and gave her all of the cure, but he didn't have enough for himself and collapsed, regenerating. This regeneration was a difficult one and the Doctor didn't know if it would succeed. Fortunately, he made it through, surprising Peri with a new face.

CONTINUITY

- Spectrox is the most valuable substance in the universe. Spectrox can double a lifespan but spectrox toxemia is lethal and can only be cured by drinking the milk of a spectrox-making bat. Jek seems to think he could make

its restorative properties last forever, at least for Peri.

- The Doctor explains why he wears a celery stick on his lapel. It's a powerful restorative to Gallifreyans. It also warns him of the presence of certain gases of the Praxis range, to which he is allergic, by turning purple.
- The Doctor has a difficult regeneration that leaves him unstable.

RUNNING THE ADVENTURE

What makes this adventure fascinating is that there are no good or bad characters; everyone has an agenda and the adventure is ultimately one of revenge. The characters aren't so much proactive as they are victims caught up in the plot; simply curing themselves and escaping are their primary concerns. When there are no obvious good or evil

MORGUS

Morgus was Sharaz Jek's former business partner. As Chairman of the Sirius Conglomerate, Morgus was involved in many shady and outright illegal activities, including supplying weapons to his old partner so that Morgus could profit from both sides of the conflict (Jek was unaware of the ultimate source for his weapons). Morgus relied heavily on his assistant, Timmin, and was betrayed by her when he assassinated the suspicious President and headed to Androzani Minor to secure the spectrox once and for all. As Timmin became the new Chairman, Morgus was killed by Sharaz Jek.

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

SKILLS

Athletics 2, Convince 4, Fighting 3, Knowledge 3, Marksman 3, Subterfuge 5.

TRAITS

Dark Secret: Morgus has many secrets, from maiming Jek to dirty deals, to running guns for Jek.

Friends: Thanks to his resources and shady deals, Morgus has many friends in high places.

Owed Favour: Morgus has been involved in so many deals that he can call on a lot of favours.

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

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



EQUIPMENT: Assault Rifle [3/7/10]

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



THE CAVES OF ANDROZANI

people, it's difficult to choose sides. The problem with this type of adventure is that so much of the plot happens away from the characters; it can be difficult for them to maintain interest, especially if the plot has to be advanced via info-dump. In larger groups, this is less of a problem, as you can split them up amongst the various factions and offer them pieces of the puzzle. In a plot like this, it's easy for the NPCs to play victim or portray themselves in the best possible light, perhaps encouraging different characters to side with different factions. Ultimately, the characters determine that no one is 'in the right' and it's in their best interest to leave.

WHY ARE WE HERE?

One of the things that make this adventure interesting from a narrative standpoint is that the Doctor isn't the hero to anyone beyond his companion. In a

sense, it echoes *The Tenth Planet* (see *The First Doctor Sourcebook*), where the invading Cybermen were always doomed from the start, the Doctor and his companions simply had to minimise bloodshed and keep panicking humans from destroying the world. Here, the Doctor and Peri get caught in a web of intrigue after being poisoned; they simply have to find the cure and escape. Who lives or dies is irrelevant to them.

FURTHER ADVENTURES

- Given the value of spectrox, it isn't long before someone tries to develop an artificial version. Unfortunately, the Resort Owners on New Eden, a beautiful planet frequented by the rich and powerful, has administered neo-spectrox to its staff in order to keep them young and healthy. The characters arrive just as the

SHARAZ JEK

Sharaz Jek is a brilliant engineer who became a spectrox miner with his partner, Morgus. Because of spectrox's toxicity Jek created androids to harvest it. Morgus ended the partnership and sabotaged Jek's equipment, leaving him to die in a mud burst. Jek managed to survive, albeit horribly scarred. Rather than take Morgus to court (as Morgus has the law in his pocket) Jek turned renegade and used his android army to secure the spectrox and sell it on the black market. Alone for several years, Jek is lonely for human companionship. He'll fawn over any attractive character in the vain hope that he could convince her to remain with him.

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

SKILLS

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

TRAITS

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

Distinctive (Minor Bad): -2 penalty to rolls to blend in. Others have a +2 bonus to remember or recognise Jek (either due to his distinctive mask or his disfigured face).

Obsession (Major Bad): Jek is obsessed with revenge.

Outcast (Minor Bad): Jek is a criminal and gets a -2 to social rolls when recognised.

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



Unattractive (Major Bad): -4 penalty to any rolls that involve the character's looks. May provide +4 to intimidate rolls at Gamemaster's discretion.

EQUIPMENT: Assault Rifle (3/7/10)

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

primal and aggressive side-effect of the drug manifest. Now the characters are stuck in a resort with a bunch of holidaymakers, and an army of spectrox-breathing creatures between them and the safety of the TARDIS.

- Given his use of androids, it's entirely possible that the Sharaz Jek that was shot and killed was an android double. Having survived, the real Sharaz Jek flees with the spectrox he saved and now sells it on the black market while he searches for a procedure to restore his face. He retains his unhealthy appreciation for beauty and kidnaps women and puts them in stasis until he wants their company in a futuristic sort of harem. With an army of androids, Jek would be a formidable foe for any characters that cross his path on his quest for restoration.
- When Androzani Major erupts into civil war, spectrox toxemia is used as a chemical weapon. Noted xeno-zoologist Penjac Fapo theorises

that the queen bat's milk creates a connection between her and her brood. Those inoculated against the disease start to act in unison and quickly round up un-inoculated people and take control of Androzani Minor. With the milk, the queen can create loyal agents throughout the galaxy. Who is the queen and can the characters stop her before she subjugates the galaxy?



MAGMA BEAST

AWARENESS	3	PRESENCE	4
COORDINATION	2	RESOLVE	3
INGENUITY	1	STRENGTH	8

The magma beast is a large creature resembling an armoured bipedal dinosaur. It hunts indiscriminately and has a taste for human flesh.

SKILLS

Athletics 5, Fighting 4, Survival 3.

TRAITS

Armour (Major Good): Reduce damage by 10 (-1 Coordination).

Environmental (Minor Good): A magma beast suffers no ill effects from extreme heat.

Fear Factor 2 (Special Good): Grants a +4 bonus to inspire fear.

Natural Weapons (Minor Good): Close combat weapons (claws, teeth) that do [4/8/12] damage.

ANDROZANI MINOR BAT

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

The large bats of Androzani Minor are the only source of spectrox. They have three-year life cycles before hibernating deep in the caves where the oxygen is almost non-existent. Milk from the queen bat can counteract the effects of spectrox toxemia.

SKILLS

Athletics 4, Fighting 3, Subterfuge 2, Survival 4.

TRAITS

Alien Senses (Minor Good): +4 to Awareness rolls that use echolocation.

Environmental (Minor Good): The bats of Androzani Minor suffers no ill effects from oxygen-less atmospheres.

Flight (Major Good): Bats can fly as high as they like at a speed of 3x Coordination.

Natural Weapons (Minor Good): Close combat weapons (claws, teeth) that do [2/5/7] damage.



THE CAVES OF ANDROZANI



ANDROID



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

Sharaz Jek is constantly improving his androids. This is the standard 'grunt' model, a faceless humanoid android. More advanced androids may have higher attributes and skills. They may have additional traits as well.

SKILLS

Athletics 3, Fighting 3.

TRAITS

Robot

Alien Appearance: Some of the androids look like robots, while others resemble human beings. All are humanoid.

Alien Senses (Heat Vision)

Armour (Minor Good): Reduce damage by 5.

Environmental (Minor)

Networked (Major Good): All of the androids are networked together and with Sharaz Jek.

Scan

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

EQUIPMENT: Assault Rifle (3/7/10)

STORY POINTS: 2-4

STOTZ



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

Stotz is a mercenary who Morgus hired to supply Jek with weapons in return for spectrox. Stotz is ruthlessly amoral and runs his team with an iron fist, routinely threatening them. When Stotz learned of the possibility of killing Jek and making off with the spectrox, he killed two mercenaries that refused to join him. Stotz managed to fatally shoot Jek, but was himself killed by one of Jek's androids.

SKILLS

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

TRAITS

Argumentative (Minor Bad): Stotz will argue his point of view even if it puts his life in danger.

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

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

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

EQUIPMENT: Assault Rifle (3/7/10)

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

INDEX

A		(George) Cranleigh	53	G	
Adric	9, 11	Cyber Leader	61	(New) Gadgets	
Android	156			Delta Wave Augmentor	40
Arc of Infinity	69	D		Directional Cobalt Flux Beam	31
Attack of the Mysterious Hooded Stranger	74	Dalek	143	Excavating Machine	137
Continuity	73	Dalek Trooper	144	Hadron Projection Web	23
Further Adventures	75	Davros	145	Mind Control Bracelets	47
Running the Adventure	73	Doctor Who and the 1980s	15	Sea Devil Gun	125
(The) Strange in the Familiar	74	Full TARDIS	15	Silurian Manipulator	125
Synopsis	69	(An) Innocent Abroad	15	Spacepack	31
Aris	38			(The) Garm	97
(The) Awakening	128	E		(The) Gravis	137
Continuity	130	Earthshock	54		
Further Adventures	131	Continuity	59	H	
Running the Adventure	130	Further Adventures	60	Hindle	38
Synopsis	128	Running the Adventure	59	How To Use This Book	4
Visitation Connection?	131	Synopsis	54	(Sir George) Hutchinson	132
What Happened to the Hakol Invasion?	131	Eirak	99		
		Enlightenment	100	I	
B		Continuity	107	Introduction	4
(Androzani Minor) Bat	155	(The) Eternals	108		
Bessie	121	Eternity	108	J	
(The) Black and White Guardians	16	Further Adventures	109	(Sharaz) Jek	154
Black Guardian Points	16	Running the Adventure	107	(Tegan) Jovanka	9, 12
Black Orchid	49	Synopsis	100		
Continuity	51	(The) Ergon	76	K	
Duplicates & Mistaken Identities	52			Kamelion	13
Further Adventures	53	F		Kari	98
Running the Adventure	52	(The) Fifth Doctor	7	Kinda	32
Synopsis	49	(Lord Ranulf) Fitzwilliam	115	(The) Box	37
(Using) Block Transfer Computations	24	(The) Five Doctors	115	Continuity	36
(Chief Orderly) Brazen	138	Behind the Scenes: A Reunion		Further Adventures	40
(Captain) Briggs	61	Adventure	118	(And) I Stay In the TARDIS!	37
(Perpugilliam 'Peri') Brown	13	Continuity	117	Illusions	37
		Further Adventures	119	Not Seen the Last of Them	40
C		Isn't Using Several Incarnations of the		Running the Adventure	36
Castrovalva	18	Same Time Lord Risky?	119	Synopsis	32
Adversaries, Not Villains	22	(The) Master's Reward, or why does		(The) King's Demons	110
Continuity	21	Borusa need to play the game?	119	Continuity	112
Doctor-Lite	22	Running the Adventure	118	Further Adventures	113
Further Adventures	24	Synopsis	115	(A) Questionable Influence on History?	112
Running the Adventure	21	Four To Doomsday	25	Running the Adventure	112
Synopsis	18	Further Adventures	31	Synopsis	110
(The) TARDIS Index Files	23	Player vs. Player	29	Why Kamelion?	113
Wilderness Travel	22	Running the Adventure	28		
Zero Rooms	23	Synopsis	25	L	
The Caves of Androzani	150	Uploaded Characters	31	(Sir Geoffrey de) Lacey	114
Continuity	153	Urbankan Shrinking Poison	30	Lon	82
Further Adventures	155	Frontios	133	(Commander) Lytton	142
Running the Adventure	153	Continuity	135		
Synopsis	150	Frontios, UNIT -style	136	M	
Why Are We Here?	154	Further Adventures	137	(Richard) Mace	47
(Will) Chandler	132	Running the Adventure	135	(The) Malus	130
Chapter One: Playing in the Fifth Doctor's Era	5	Synopsis	133	Magma Beast	155
Chapter Two: The Fifth Doctor's Adventures	17	What Happened to the Time Lords?	136	(The) Mara	81
(The Fifth Doctor's) Companions	8			Mawdryn	90

**Mawdryn Undead**

(The) Blinovitch Limitation Effect
Further Adventures
It Was The Doctor All Along!
Running the Adventure
Synopsis
Transmats

Maxil

Metamorphic Symbiosis Regenerator

Monarch

Morgus

Myrka

N

Nyssa of Traken

O

Olvir

Omega (In The Doctor's Form)

P

Persuasion and Enlightenment

Planet of Fire

Atlantean Artefacts?
Continuity
Further Adventures
Mythology as History
Running the Adventure
Sarn and Karn
Synopsis
Plasmatons

R

Raston Warrior Robot

83 Resurrection of the Daleks

Is Commander Lytton a Dalek Duplicate?
Continuity
Further Adventures
Running the Adventure
Synopsis
What Happened to the Ogrons?

S

Sanders

(Lieutenant) Scott

Sea Devil

Shardovan

Silurian

Snakedance

Further Adventures
Running the Adventure
Synopsis

Stotz

75

T

(The Fifth Doctor's) TARDIS

Terileptil Android

Terileptil Leader

Terminus

Echoes of the Past
Further Adventures
Lazar's Disease
(The) Origins of Terminus
Running the Adventure
Sterilisation Robot
Synopsis

Thermal Lance

Timanov

Time-flight**139**

Continuity
Further Adventures
Running the Adventure
Synopsis
Todd
Total Survival Suit

143

(The) Tractators

(Malkon) Turlough

39

(Vislor) Turlough

10, 12

V

Valgard

(Andrew) Verney

77 (The) Visitation

Continuity
Further Adventures
Goodbye, Old Friend
Running the Adventure
Synopsis

14

W**Warriors of the Deep**

Continuity
Further Adventures
(A) Little Bit of Cyberpunk
Running the Adventure
Synopsis
Who's Fighting the Cold War?
(Captain) Wrack

91

Y

Yeti, Mark II

62

67

68

67

62

39

40

136, 138

150

10, 12

99

131

41

46

47

46

46

41

46

122

124

126

125

125

122

125

109

62

121



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