BBC

DOCTOR WHO

DOCTORS AND DALEKS

ALIEN ARCHIVE

5e

CREDITS & LEGAL

Writing and Design: Emmet Byrne, Walt Ciechanowski, Zak Dale-Clutterbuck, Dominic McDowall

Additional Writers: David F Chapman, Morgan Davie, Eleanor Hingley, Andrew Kenrick, Cassie Noble Beyer, Andrew Peregrine, John Sewell, Rob D. Webster

Editors: Andrew Kenrick, Christopher Walz

Producers: David F Chapman, Zak Dale-Clutterbuck

Cover: Will Brooks, Emmet Byrne

Graphic Design and Layout: Tom Hutchings, Diana Grigorescu

Additional Images: Will Brooks

Proofreading: Lore Evan-Gist

Cubicle 7 Business Support: Tracey Bourke, Elaine Connolly, Jennifer Crispin, Matthew Freeman, Paula Graham, Fiona Kelly, Neil McGouran, Kieran Murphy, and Cian Whelan

Cubicle 7 Creative Team: Dave Allen, Emmet Byrne, Alex Cahill, David F Chapman, Walt Ciechanowski, Christopher Colston, Josh Corcoran, Zak Dale-Clutterbuck, Diana Grigorescu, Elaine Lithgow, TS Luikart, Dominic McDowall, Sam Manley, Pádraig Murphy, Ceíre O'Donoghue, JG O'Donoghue, Laura Jane Phelan, and Sam Taylor

Creative Director: Emmet Byrne

Publisher: Dominic McDowall

Special Thanks to Ross McGlinchey and the BBC team for all of their help.

No part of this publication may be reproduced, stored in a retrieval system, or transmitted in any form by any means, electronic, mechanical, photocopying, recording, or otherwise without the prior permission of the publishers.

BBC, DOCTOR WHO, TARDIS, DALEK, CYBERMAN and K-9 (word marks, and devices) are trademarks of the British Broadcasting Corporation and are used under licence. BBC logo © BBC 1996. DOCTOR WHO logo © BBC 1973. Thirteenth Doctor Images © BBC Studios 2018. Dalek image © BBC/Terry Nation 1963. Cyberman image © BBC/Kit Pedler/Gerry Davis 1966. K-9 image © BBC/Bob Baker/Dave Martin 1977.
Licensed by BBC Studios.

Cubicle 7 Entertainment and the Cubicle 7 Entertainment logo are trademarks of Cubicle 7 Entertainment Limited. All rights reserved.

Last Updated, 21st March 2023

CONTENTS

CHAPTER 1: INTRODUCTION 5
Friend or Foe? 6
Visitors to Our World . 6
Visiting Their World. . . 8
Which Alien? 10
Alien Entries 11
Technology Level 11
New Skills 12
New Tools. 12
New Damage Types . . 13
Gadgets as Magic. . . . 13
Strangely Familiar: Converting Monsters 14
Species 14
Monsters 15

CHAPTER 2: THE ALIEN ARCHIVE . . . 17
Atraxi. 18
Background. 18
Motives and Agendas 18
Encountering the Atraxi 19
Using the Atraxi 19
Atraxi Adventures . . . 20
Axos 21
Motives and Agendas . 21
Encountering Axos . . 22
Using Axos 22
Axos Adventures 23
The Boneless 28
Background. 28
Motives and Agendas. 28
Encountering the Boneless. 29
Using the Boneless . . 29
Carrionites 31
Background. 31
Motives and Agendas. 32
Words of Power 32
Using Carrionites. . . . 35
Carrionite Adventures 36
(Trees of) Cheem 38
Background. 38
Motives and Agendas. 39
Encountering the Trees of Cheem . 39
Using the Trees of Cheem. 39
Trees of Cheem Adventures 40
Clockwork Robots . . . 41
Background. 41
Motives and Agendas . 42
Encountering Clockworks 42
Using Clockwork Robots. 42
Clockwork Robot Adventures 43
Clockwork Robots . . 44
Cybermen 48
Encountering Cybermen. 49
Using Cybermen 49
Cybermen Adventures . 50
Types of Cybermen . . 51
Servants of the Cybermen 58
Superior Cybermen . 64
Daleks 68
Background. 68
Motives and Agendas. 69
Encountering Daleks 70
Dalek Technology . . . 73
Using Daleks 75
Dalek Adventures . . . 75
Dalek Emperor 81
Davros 83
Dalek Puppets 84
Background. 84
Motives and Agendas. 84
Encountering Dalek Puppets 84
Servants of the Daleks . 87
Colony Sarff 87
Dalek Duplicates 88
Dalek Troopers 89
Ogrons 90
Robomen 90
Draconians 92
Background. 92
Motives and Agendas. 93
Encountering Draconians. 93
Using Draconians . . . 94
Draconian Adventures. 94
Draconians. 95
The Great Intelligence 96
Background. 96
Motives and Agendas. 97
Encountering the Great Intelligence. 97
Using the Great Intelligence 97
Great Intelligence Adventures 99
Artificial Servants. . . . 101
Hath. 103
Background. 103
Motives and Agendas. 104
Ice Warriors. 105
Ice Warrior Adventures. 106
Jagrafess 108
Background. 108
Motives and Agendas. 108
Encountering a Jagrafess 109
Using the Jagrafess 109
Jagrafess Adventures . 109
The Judoon 111
Kandoka and Kerblam! . 113
Background. 113
Kerblam! Man / TeamMate 114
Kerblam! Adventures 114
Krasko 115
Krasko and Stormcage Adventures 116
Krynoid. 117
Background. 117
Motives and Agendas . 118
Krynoid Life Cycle . . 118
Using Krynoids 119
Krynoids 120
Adolescent 122
Mature. 123
Krynoid Adventures . 123
Multiform. 125
Background. 125
Motives and Agendas . 125
Encountering Multiforms 126
Using Multiforms 127
Multiform Adventures . 127
Nestene Consciousness 129
Background. 129
Motives and Agendas. 130
Encountering Nestenes. 130
Using Nestenes 131
Nestene Stages 131
Autons. 134
Nestene Adventures 134
Ood 136
Background. 136
Motives and Agendas . 137
Encountering the Ood . 137
Using the Ood 137
Ood Adventures . . . 138
Pting 140
Pting Adventures . . . 141
Saturnynians. 142
Background. 142
Motives and Agendas . 143
Encountering Saturnynians 143
Using Saturnynians . . 143
Saturnynian Adventures. 144
Gadgets and Equipment. 144
Silence 146
Background. 146
Motives and Agendas . 147
Encountering the Silence. 147
Using the Silence. . . 148
Silurians 150
Background. 150
Motives and Agendas. 151
Encountering Silurians. 151
Using Silurians. 152
Silurian Adventures . . 153
Silurian Variations . . 154
Technology 155
Reptilian Monsters . 159
Sontarans. 160
Background. 160
Motives and Agendas . 161
Encountering Sontarans. 161
Using Sontarans. . . . 163
Sontaran Adventures. 163
The Stenza 164
Tharil 166
Background. 166
Encountering Tharils. 167
Using Tharils. 167
Tharil Adventures. . . 168
Thijarian 170
Thijarian Adventures . 171
The Toclafane. 172
Background. 172
Motives and Agendas. 172
Encountering the Toclafane 173
Using the Toclafane . 173
Toclafane Adventures. 174
Vashta Nerada 176
Background. 176
Encountering Vashta Nerada 176
Using Vashta Nerada . 178
Vashta Nerada Adventures 178
Weeping Angels 180
Background. 180
Motives and Agendas . 181
Encountering Weeping Angels 181
Using Weeping Angels. 183
Weeping Angel Adventures 185
Zygons 186
Background. 186
Motives and Agendas . 187
Encountering the Zygons. 187
Using the Zygons. . . 188
Zygon Adventures. . 189

CHAPTER 1:
INTRODUCTION

Ever since humans realised those little pinpricks of light in the night sky were stars similar to their sun, they've wondered whether they were alone in the Universe or if even just one of those stars supported alien life. Some dreamt about the day that humanity might build a rocket ship and meet some of those alien civilisations. Ironically, there was never a need to wait — the aliens were already here.

From the formation of the Earth itself to the spark of life that resulted in humanity to the various experiments and influences that led to the development of *homo sapiens*, aliens have always been a part of human history. 'Aliens' even established their own global civilisation before humanity claimed the Earth and many left artefacts waiting to be discovered, while many aliens secretly made their home on Earth, hiding amongst humanity while taking their shape.

Such speculation is moot by the mid-21st century as the existence of aliens is well established in the media, and by the time humanity reaches the stars they come into contact with many more, forming alliances with friendly civilisations against the evil designs of hostile ones.

Doctors and Daleks: Alien Archive offers a glimpse into the many alien civilisations that your player characters may encounter during their journeys through time and space, from creatures that ruled our own Earth long ago to galaxy-spanning civilisations to the nightmares that cause children — and adults — to hide under their beds. Some of these aliens may prove to be allies, others enemies, and some may depend upon when and where you encounter them!

> **"There's a horror movie called "Alien"? That's really offensive!"**

FRIEND OR FOE?

Depending on the characters and where they are in time and space, meeting an alien can range from shocking to mundane. Discovering a Sontaran participating in the English Civil War is jarring; meeting an Ood aboard a 50th century space station isn't worth raising an eyebrow. But regardless of how the characters perceive the presence of an alien, whether that alien is friend or foe is another matter entirely.

Characters generally encounter aliens in two settings: the historical or earthbound adventure and the space faring adventure. Even before meeting an alien, characters who recognise which setting they are in are going to regard the presence of an alien differently.

VISITORS TO OUR WORLD

Perhaps not all the characters are from Earth, but their players are, and finding an alien while exploring historical or 21st century Earth is a notable affair. One simply does not expect shop dummies that come to life via alien control or Silurians running about Victorian London. In such adventures, seeing an alien is a clear sign that something is 'wrong' and that the alien must be dealt with by the conclusion of the adventure.

Here are a few ways you can introduce aliens to historical or modern Earth-based adventures.

FIRST CONTACT

In first contact adventures, aliens make a very public appearance. They aren't hiding in the shadows; they appear as they are, touching down in their spaceship and presenting themselves as exactly what they are. While it is certainly possible they have a benevolent purpose, the Doctor has learned the hard way that this is rarely the case. Any gifts or olive branches are often mere distractions pending a full invasion!

Not all invasions are massive affairs. Sometimes, a single damaged vessel finds its way to Earth, where the alien inside makes alliances while trying to leave this backwater world. It often grants its allies the gift of technology, upgrading their weapons or capabilities as rewards for helping them. It is usually such gifts that tip off the Doctor and friends that something isn't right.

THE SECRET INVASION

Despite the plethora of alien species in the Universe, first contact is rarely the way hostile aliens plot against Earth. Instead, they hide in the shadows, where their small numbers can do a great deal of damage to soften up Earth's population and defence forces to either take over directly or to prepare it for a full invasion force.

How the aliens conduct secret operations depends on their nature. Aliens with shapeshifting abilities, such as Zygons, might take a direct hand in their plans, while obvious aliens, such as Daleks, often lurk in the background, employing a variety of carrot-and-stick methods to get their 'allies' to do what they want.

THE MISUNDERSTANDING

While not all aliens are hostile, there is a tendency for shocked and frightened humans to treat them as such, even when such aliens have entirely noble intentions. This can be complicated when the mere presence of the aliens presents a problem for either the aliens or the humans involved; viruses, damaging chemicals, faulty programming, or starship engines that are going to accidentally destroy the atmosphere can turn what could be a friendly encounter into a fight for one's life!

In these adventures, it's incumbent on the Doctor and companions to recognise the misunderstanding and find a solution before things spiral out of control. The Doctor and their allies could either be working against the aliens or the humans, depending on which side is escalating the situation, and perhaps take the fall when their good intentions only enable the other side to take advantage.

STRANGE OR MUNDANE?

Whether it's due to the Time War or history simply being rewritten, 21st century Earth is a bit inconsistent about humanity's knowledge of aliens. At times the humans seem world weary of the constant invasions and at other times they act as if they'd never seen an alien at all. It's up to you, the Gamemaster, to determine whether seeing an alien is unprecedented, special, or simply a fact of life.

This can be even more interesting in the past. Given that our own era is inconsistent, it is not inconceivable that aliens frequented a past point in human history where their presence was taken for granted but later forgotten in the history books. How interesting would it be for the Doctor to try to explain to a startled King Henry VIII that Madame Vastra is a friendly Silurian, only for him to relax, relieved that she isn't the Ice Warrior he thought she was!

THE RED HERRING

Sometimes, an alien's presence isn't part of the plot at all; it is simply an incidental character. Unfortunately, it's mere presence makes it suspect and, knowing this, the alien takes great pains to hide itself, which sometimes results in drawing more attention to it.

In such adventures, the alien could actually be part of the solution rather than an adversary, as it sometimes has access to technology or species traits that can turn the tide. This doesn't always go well for the alien — inserting itself often puts it in grave danger — but the alien may accept this as the price for at least a few years' peace in hiding.

> **"Aliens are faking aliens. Why would they do that?"**

VISITING THEIR WORLD

Meeting aliens is hardly a surprise in future Earth or on alien worlds; it's standard fare in science fiction (at least from a 21st century human perspective) settings. In fact, spotting an alien upon leaving the TARDIS is usually a sign that the characters are in the future or on another planet. The adventure doesn't revolve around the presence of an alien, but rather a plot that just happens to involve aliens.

Player characters in such settings often have more trouble with the environment than with the aliens themselves. Not all alien settings are conducive to humans; the characters may have to put on an environmental suit or negotiate terrain that they aren't used to, such as underwater or extremely cold environments. The aliens, of course, typically have such adaptations, putting the player characters at a disadvantage.

Here are a few ways that you can introduce aliens, and alien environments, in science fiction settings.

THE COSTUME DRAMA

In a costume drama, the adventure follows a standard trope but is spiced up with science fiction elements. A simple murder mystery, for example, might take place aboard a diplomatic space station during tense negotiations and solving the murder may avert interstellar war. Alternatively, a diplomatic alliance may hinge on a royal family member making it to a planet in time for a wedding, only to be kidnapped en route. Almost any plot can be reskinned into an alien costume drama by simply changing the environment and adding a few aliens.

There are two huge benefits to running costume dramas. First, you can pull inspiration from almost anywhere in history, literature, or popular culture. Want to run an adventure in the style of *The Three Musketeers*? Just set it in Earth's prehistory, with Silurian soldiers trying to retrieve a Triad member's correspondence with a Sea Devil ambassador. Want to run an adventure that evokes the American Revolution? Just have a group of mining colonies that have been used to running their own affairs before a new governor sent by the Earth Empire arrives to take a stronger hand in their dealings. Perhaps there are a few Ood amongst the miners, or the governor is an Ice Warrior.

The second major benefit is that you aren't beholden to historical outcomes. Set an adventure on the eve of World War I and preventing the assassination of Duke Ferdinand changes the entire course of human history. Recreate the same event on Mondas and either outcome ultimately has little impact on the Mondasian's eventual transformation into Cybermen.

THE SECRET MASTERS

While the characters may expect to meet aliens in space faring settings, you can still surprise them by having secret aliens pulling the strings. A remote Earth colony may be preyed upon by a parasitic alien using the colonists as a food supply or forced labour. A tense political situation may be stoked by a secret alien organisation that wants an alliance to crumble for its own benefit. Or the alien might not care about the others at all; it's following its own interests, which would have a catastrophic effect on everyone else if only they'd stop annoying each other long enough to realise it!

This adventure style is good for when you want to use aliens that can't support other events in the adventure, rather than being the focus. The Nestene Consciousness, for example, might not be an obvious adversary for the characters to meet when they first step out of the TARDIS. It is far more effective when, after a few scenes, the characters discover that several people aboard the space liner are realistic Autons and they have to discover where the Nestene is hiding aboard the vessel before it's too late!

THE GENESIS

One fun way the characters can encounter a familiar adversary is to find themselves at the beginning of that adversary's creation, offering them the tantalising opportunity to change their history. This works especially well as a cliffhanger moment, where the characters don't realise that they are at the genesis stage until something appears to clue them in.

The Cybermen are a great alien to use for this, as it has been well-established that many civilisations have developed into Cybermen independently of other groups. Thus, the player characters may find themselves on a world that is on the verge of ecological disaster only to find that there's a secret government project to keep the species alive by turning them all into cybers. Not only is this a frightening prospect for the characters caught in a nest of Proto-Cybermen, but they also have a real chance to change the world's destiny, as this civilisation is not fated to become Cybermen.

THE REMNANTS

Sometimes you might want to use an interesting alien but it is simply too powerful for the player characters to handle, whether it is an extremely powerful alien or it generally attacks in large numbers. A good way to handle this is to have the alien on the ropes before the characters arrive; it is no longer at its best and is desperate to survive.

A Dalek, for example, might find itself surviving on an abandoned colony without its shell. When new colonists arrive, the Dalek tries to exterminate them, but must rely on what it can scrounge to accomplish the task. The player characters find themselves facing an old enemy that is using very different tactics, but outside of its shell it is more vulnerable to other types of attack.

A corollary to this is the scouting adventure. An alien, usually one of its species' smaller, stealthier, and less armoured specimens, is travelling alone on a scouting mission when it encounters the characters. Scouts generally limit themselves to local damage, experimenting on townsfolk to gather intel or extracting a rare mineral or substance from the planet for nefarious purposes. This gives the characters an interesting mystery and a much more manageable adversary!

WHICH ALIEN?

Flipping through the **Alien Archive** can be daunting — with so many aliens to choose from, how do you pick one that's suitable for your adventure? Fortunately, most of the time an alien suggests itself, either by you reading through its entry and getting a flash of inspiration or you already have an idea for an adventure and one of the aliens is a natural fit. There are times, though, when you might need a little spark.

This section offers a few things to consider when selecting aliens for your adventure.

JUST LIKE US... EXCEPT FOR THE TAIL

Ironically, the first question to ask yourself is whether you need to use the **Alien Archive** at all. If your adventure involves an alien culture or spacecraft, but the adventure itself doesn't rely on the aliens being anything in particular, then you can simply use humans. Not every space freighter mystery needs an alien and getting involved in the politics of another world doesn't require the aliens involved to have special traits.

You can, however, easily reskin humans to be an alien species. Maybe these humans look just like Earthlings except for their purple skin, or they have feline ears and tails that look interesting, but don't grant them any traits. Alternatively, you could grab a trait from another alien or design one of your own and apply it to your 'not-human' alien. Perhaps the humans of Taiga IV are resistant to cold, or the miners of the Gold Asteroid all have darkvision.

> **"If you're an alien how come you sound like you're from the North?"**

A FAMILIAR FACE

The easiest path to picking an alien is to use one with which the players are familiar. Who doesn't want to play a game of ***Doctors and Daleks*** and cross paths with, well, the Daleks? The Cybermen and Sontarans are also classic enemies that the players will certainly want to meet.

The benefit to using classic adversaries is that you can skip ahead to the counterattack, as you don't need to spend time during the adventure introducing the Sontarans or explaining why the Daleks want to exterminate an entire colony. Unfortunately, this is also a weakness, as much of the mystery is revealed simply by granting the characters a glimpse at the adversary.

THE UNKNOWN ENEMY

Conversely, you can surprise the players by giving them an adversary that they've never met before. This keeps the alien mysterious and offers you a chance to play with expectations while the characters try and discover all they can about this new potential threat (or ally!). Using an unknown alien keeps the players guessing right up to the conclusion, after which the unknown becomes a familiar face the next time around.

While crafting your own alien may seem beyond the scope of this book, in truth you can simply reskin one of the aliens offered here, adjust or change a trait or two, and you instantly have a new alien species. Perhaps one day the Earth Empire will create battle harnesses that resemble huge Daleks, or an honourable alien civilisation might be made up of insect-like humanoids that otherwise have the same traits as Draconians.

THE BAIT AND SWITCH

Finally, a fun way to use the aliens in this book is the bait and switch, where you turn a classic enemy into an ally or vice versa. Perhaps the Ice Warriors were always a bit misunderstood and can be productive members of the Galactic Federation, or an isolated squad of Cybermen might be willing to put animosity aside when both they and the player characters have an immediate and superior threat that requires them to work together to survive.

ALIEN ENTRIES

The aliens contained within are designed to be compatible with any fifth edition game. Most of the terms and definitions applicable to alien stat blocks can be found within the SRD. For the most part, you can simply flip to an alien stat block and use it as you would any monster found in the SRD or other fifth edition materials.

There are, however, a few differences that are designed to make the **Alien Archive**, and ***Doctors and Daleks*** in general, more suited to the genre. Such differences are explained in this section as well as advice on how to use them (or ignore them!) if you are using these aliens in other OGL campaigns.

FRIGHTFUL PRESENCE

Many of the creatures encountered are scary, and some of the aliens in this book have the Frightful Presence trait to represent their terrifying nature.

Each creature of the alien's choice that is within 'x' feet of it and aware of it must succeed on a DC 16 Wisdom saving throw or become Frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a success. If a creature's saving throw is successful, or the effect ends for it, the creature is immune to this alien's Frightful Presence for the next 24 hours.

The saving throw and Range can vary. See page 317 of the ***Doctors and Daleks: Player's Guide.***

> **"I think everybody, at some point in their lives, has the exact same nightmare."**

TECHNOLOGY LEVEL

Given that ***Doctors and Daleks*** takes place throughout time and space, all entries have a technology level, or tech level, that conveys the type of technology that they are familiar with and have access to. At your discretion, you may assign disadvantage to any ability check, attack roll, or saving throw when being unfamiliar with the technology level would have a reasonable impact on the roll.

It is important to note that the tech level descriptions reflect the equivalents relative to Earth's history, and alien civilisations develop at different times and rates than that of Earth.

TECHNOLOGY LEVELS

Tech Level	Description
12	Beyond comprehension — Abilities available only to the Eternals
11	Ancient Time Lord — The Dark Times, Rassilon and Omega
10	Time Lord
9	Advanced Time Faring — Daleks
8	Time Faring — 51st century Earth
7	Advanced Interstellar Empire — 31st–49th century Earth, no time travel
6	Star Faring — 22nd–30th century Earth, Faster-than-light travel, transmat technology
5	Space Faring — 21st century Earth, Colonisation of the Solar System, systemwide travel
4	Industrial — 18th–20th century Earth, Industrial Revolution, steam, manufacturing
3	Renaissance — 15th–17th century Earth, gunpowder, sailing ships, and art
2	Metalworking — Bronze Age to Middle Ages, swords and steel
1	Primitive — Stone Age

NEW SKILLS

Skills in ***Doctors and Daleks*** work as described in the SRD with the following exceptions:

- The Arcana, Nature and Religion Skills have been removed.
- The Science and Engineering Skills have been added.
- The History Skill has been changed to reflect the possibility of travelling through time (i.e. a creature from 1450 cannot use their history skill, or make an ability check all, for information about 1789). For more on the History Skill, see the ***Doctors and Daleks: Player's Guide***, page 170.

In addition, there are three new skills: civilisation, engineering, and science.

CIVILISATION

Your character comes from a civilisation, which determines the kind of historical knowledge they would have access to. The history you know will be limited by the information the historians of your civilisation had access to and their own viewpoints.

Civilisation basically functions as a substitute for other skills when appended to a civilisation, enabling you to avoid disadvantage to ability checks or grant access to an ability check that you might not otherwise be able to make.

Example: *Barbara Wright is a history teacher, but as she is an Earth human she wouldn't ordinarily be able to use her History skill to gain proficiency on an ability check involving Daleks. However, if the Gamemaster determines that Barbara's experiences with the Daleks have given her enough exposure to grant her the Civilisation (Dalek) skill, then Barbara could add her proficiency bonus to the ability check.*

ENGINEERING

Your Engineering Skill is a measure of your understanding of mechanisms, machines, computers, and technology in general. You can use an Intelligence (Engineering) check to:

- Hack into the old Torchwood computers.
- Cobble together old radios to make a 'timey-wimey detector'.
- Fix a microwave.
- Build a catapult.

SCIENCE

Your Science Skill is a measure of your understanding of biology, chemistry, and physics. You can use an Intelligence (Science) check to:

- Calculate the velocity of an object moving through space.
- Analyse and replicate a chemical formula.
- Identify the biological links between two species.
- Understand a theory of quantum physics.
- Solve a quadratic equation.

NEW TOOLS

Tool proficiencies work as in the OGL, but tools themselves have been broadened to much larger categories. If you have proficiency with a type of tool, you can attempt to make a check with that tool, even if that tool is at a different Tech Level, but you make the check with disadvantage.

Tool proficiencies are largely self-explanatory. If it seems like an alien's tool proficiency would cover the ability check it wants to make, then simply grant it proficiency! For a full explanation of the new tools, see the ***Doctors and Daleks: Player's Guide*** (page 172).

ENCOUNTER LEVELS

To give your player characters a chance to face off against iconic aliens and villians without being instantly exterminated, ***Doctors and Daleks*** uses Encounter Levels to build Encounters.

As detailed on page 308 of the ***Doctors and Daleks: Player's Guide***, GMs can track Plot Points for the whole encounter, representing all of the opponents in one single pool, that is based upon the level and number of characters in your game.

ENCOUNTER LEVEL MODIFIERS

Many of the aliens list improved statistics, such as 'Improved Damage per Attack' or 'Improved Dexterity saving throws'. If a creature has an improved statistic, use the next higher statistic on the table.

For more information on Encounter Levels and Encounter Level Modifiers, see the ***Doctors and Daleks: Player's Guide*** (page 308-314).

NEW DAMAGE TYPES

Doctors and Daleks offers two new damage types: emotional and logical.

Emotional. The power of a passionate, sincere argument, a well placed insult, or a heartfelt plea that tugs the heartstrings represents emotional damage.

Logical. The power of a pointed, intelligent argument, backed up with salient observations and reasonable conclusions, represents logical damage.

If you are using the **Alien Archive** in a different fifth edition campaign, you either consider these two damage types to be flavours of psychic damage or you may ignore attacks and abilities that use these damage types if they do not support the verisimilitude of your campaign.

GADGETS AS MAGIC

While generally technological in nature (although 'technological' can be a fluid term!) gadgets in ***Doctors and Daleks*** are treated as magic items. This was a design decision, as not only does it reflect how most characters perceive gadgets of advanced or enigmatic technology, but it also makes sense from the perspective of creatures with resistance or immunity to non magical items.

This latter point feeds directly into the ***Doctors and Daleks*** experience. A Dalek, for example, may be immune to piercing damage, but a sufficiently advanced plasma rifle that is treated as a magic weapon could penetrate it. In fact, this is the reason why high-TL weapons are considered 'magical' even if they confer no benefit beyond their normal damage.

STRANGELY FAMILIAR: CONVERTING MONSTERS

If you're playing ***Doctors and Daleks***, then you probably have a wealth of monster stat blocks available from your other fifth edition campaigns and it would be a shame not to use them! And while it may seem obvious to repurpose aliens and creatures from other 'science fiction' fifth edition sources, it may seem strange to use fantasy monsters in your adventures through time and space. A few moments' thought, however, should put any apprehension to rest.

First, the Doctor has encountered several prehistoric creatures in their adventures as well as alien monsters that vaguely resemble dinosaurs and some of these did have extra abilities. Second, many of the alien species that the Doctor has encountered over their long life greatly resemble those found in fantasy roleplaying games. Third, the Doctor's Universe is actually a multiverse and the natural laws of one do not necessarily apply to the others. Fourth, many alien species experiment with creatures or create 'biological machines' as guards and servants. And finally, psychic powers are a natural part of the Universe and the difference between 'psychic' and 'magic' is often a very thin line.

As the standard fifth edition rules treat monsters and player characters differently, it seems only fitting to do the same here. As **Doctor Who** usually involves interacting with intelligent alien species, we'll deal with those first, followed by advice on how to handle more standard 'monsters' in ***Doctors and Daleks***.

SPECIES

Alien species are very easy to adapt for ***Doctors and Daleks***; most don't require any conversions at all or simply need one or two traits tweaked to better fit adventures through time and space. Many of these are self-evident, but there are two traits that come up very frequently so we'll deal with them universally here.

Alignment. Doctors and Daleks doesn't use alignments. Instead, you can use alignment as a guide when determining motivations and personalities, understanding that not every member of a given species is going to have the same values.

Magic. In ***Doctors and Daleks,*** gadgets are considered 'magic items' and thus the normal rules for magic items apply to them. In addition, characters have access to psychic powers and class features that use emotional and logical damage in a way reminiscent of spells. Thus, many traits that might seem incongruent on their surface are actually still very applicable to ***Doctors and Daleks*** adventures.

In other cases, offering emotional or logical resistance in place of a magically-tinged trait is another way to handle it. The Elf entry in this section offers exactly this to help modify a trait.

Languages. Languages are largely replaced with 'civilisations' in ***Doctors and Daleks.*** A species is presumed to be proficient in the primary language(s) of their civilisation and most creatures also speak Common (which is substituted by whatever standard or trade language exists). Other civilisations may be added at your discretion.

"Brilliant. Take me to your leader! I've always wanted to say that."

MONSTERS

Monsters from other fifth edition sources are easy to import into ***Doctors and Daleks*** because most of them don't require any conversion at all! You can reskin them if you like — perhaps a pegasus is a reptilian animal with long batlike wings or an iron golem is simply a robot — but you do not need to change their statistics at all.

There are a few instances, however, where you may want to adjust a monster to go up against the Doctor and companions. Here are a few notes to help you do so.

IMMUNITY, RESISTANCE, AND VULNERABILITY

In ***Doctors and Daleks***, all gadgets are magic items and any 'psychic powers' or similar quips are considered 'magic.' Thus, any immunities, resistances, and vulnerabilities to magic apply in those situations as well. You can also substitute exotic materials, such as adamantine or silver, for other materials specific to your campaign.

A flesh golem, for example, is immune to piercing from non-magical attacks that aren't adamantine. When bringing it into ***Doctors and Daleks***, you may decide that alekanium is a substitute for adamantine, so a alekanium spear would bypass the flesh golem's immunity.

You'll also want to give some thought to the emotional and logical damage types when it comes to immunity, especially given their prominence in ***Doctors and Daleks***. A flesh golem, for example, might be immune to emotional damage, or resistant if you want to keep some aspect of a previous life alive in its repurposed brain! Some monsters may even be vulnerable to such damage. Simply ask the question, is this monster affected by emotional or logical arguments differently than a human? If so, then make the adjustment!

SPELLS

For monsters, spells in ***Doctors and Daleks*** operate exactly as they do in the SRD. The only caveat is that 'magical' spells in ***Doctors and Daleks*** usually have a scientific (or pseudoscientific) rationale, so if you can't easily explain a spell as a psychic ability or quirk of time or dimensional variance, then you may wish to swap it out for a more suitable spell.

FEAR AND DESPAIR

Fear and despair, or emotional and logical damage, is a crucial part of ***Doctors and Daleks***. Thus, if player characters can make emotional appeals or logical arguments that cause damage, then monsters should be able to do the same.

An easy way to do this is to treat such effects as breath weapons or spells. A night hag, for example, is a scary creature that might cause emotional damage when it appears. You can easily simulate this by changing its *magic missile* to do emotional rather than force damage.

CHAPTER 2:

THE ALIEN ARCHIVE

ATRAXI

'Prisoner Zero will vacate the human residence, or the human residence will be incinerated.'

— Atraxi

The Atraxi are an advanced species who have pledged many of their spaceships to the pursuit of interstellar justice. An Atraxi police force is dogged and highly organised, but holds less-advanced species in no esteem whatsoever: an Atraxi fleet will comfortably commit acts of genocide in the name of Atraxi justice.

BACKGROUND

The Atraxi are a highly advanced society that emphasise justice, law and order. A crack through time and space linked a cell in an Atraxi prison to a little girl's bedroom in Leadworth, and the dangerous convict Prisoner Zero escaped.

When the newly regenerated Doctor forced the crack open in order to snap it shut again, the Atraxi locked onto the TARDIS, and, when the Doctor returned 12 years later, they threatened to boil the Earth to apprehend their fugitive. The Doctor caught Prisoner Zero on the Atraxi's behalf, but as the aliens left with their quarry, the Doctor called them back to Earth to deliver an important message: Earth is defended.

MOTIVES AND AGENDAS

The Atraxi aren't interested in invading other planets, but neither will they go out of their way to not invade them. Although they are resolute in enforcing their own law to the letter, their police force plays fast and loose with the rules of the Shadow Proclamation: they can and will boil your planet and write it off as collateral damage just as long as it's convenient and they don't think anyone's looking. They're also noted cowards; when they sought to capture Prisoner Zero, the Atraxi kept well out of harm's way, attacking the Earth from orbit rather than engaging in a fair fight, and when they recognised the Doctor as a plausible threat they fled. Nonetheless, the Atraxi do value justice; they're not spiteful, they're generally peaceful, and they probably don't hate you as a species... they just don't have any reason to like you, either.

ENCOUNTERING THE ATRAXI

Of all the strange, strange creatures the Doctor has encountered, the Atraxi are among the most unusual; consider the downright peculiarity of the species when creating Atraxi encounters. Contrast the Judoon: both creatures are known for their interstellar police forces, but while the Judoon are very pedantic and orthodox, the Atraxi are more moody and unpredictable. The strange and arcane Atraxi legal system should twist logic a little, and defy the characters' sensibilities. Trying to fit into Atraxi society should be like navigating a labyrinth blindfolded — your characters should be treading on eggshells if they're trying to earn the Atraxi's trust.

We should also be absolutely clear — those big eyeball things are not the Atraxi, but Atraxi spaceships. It's a great design, very iconic, but we've never actually met the creatures that created them. The Atraxi creatures might live inside the eyeballs as the Dalek mutants live inside their robot shells, or the eyeballs could be unmanned drones that are controlled from the home planet. Maybe they're not even directly controlled by the Atraxi themselves; they might be justice robots that are just following their programming, or the spaceships might have destroyed their Atraxi creators a long time ago and inherited the name. Equally, consider that the Atraxi are likely to have built more than one type of spaceship. The typical blue snowflake is a great design, but what might an Atraxi dreadnought look like?

So, what of those creators? They could be humanoid, avian, cybernetic, sentient cups of goo — again, we'd emphasise the word 'unusual,' but be sure to build in some sort of consistent logic. Consider what we already know about them, pose yourself difficult questions and invent clever answers: if your Atraxi don't have opposable thumbs, how could they build a fleet of spaceships?

Maybe Atraxi isn't the name of a species but an empire that comprises several different races, or maybe your Atraxi coerce other species into doing their bidding. If your Atraxi spaceships are AIs, maybe the Atraxi themselves are frail machinists who built the ships as muscle?

Although we recognise the Atraxi by their police force, the Atraxi themselves don't need to be a police race; indeed, they might be nothing like the eyebots. A naïve Atraxi race may have trained their police drones to carry out acts of Atraxi law and then retreat when their safety is compromised. The Atraxi creatures might be as horrified by their ships' behaviour as the Doctor was. Make them good, make them bad — just make them weird!

USING THE ATRAXI

The Atraxi do not do subtle. When they arrive in one of your adventures, everybody knows about it. Their spaceships appear in orbit, they hijack the airwaves and broadcast their demands all around the world. When they want something from a planet, the planet knows about it.

The Atraxi are single-minded in their pursuit of justice. In their encounter with the Doctor, they uttered the same phrase over and over again. Conversation with the Atraxi is unlikely to be terribly fruitful — although they certainly listen — but play up this part of their nature and use it to underline their implacable nature.

Similarly, this was their sole goal, and they were not prepared to leave until they had achieved it. The Doctor might have sent them packing with a threat that the Earth was defended, but they also sent them packing with Prisoner Zero. An adventure featuring the Atraxi is likely to follow a similar path — the characters will have to work out what the Atraxi want and then race against time to get it to them before the Atraxi raze the whole planet to the ground.

"'You are not of this world.'

'No, but I've put a lot of work into it.'"

ATRAXI ADVENTURES

- In the year 2855, the storms of Saturn subside and its toxic clouds rain away to reveal its crust: a milky, dead eyeball. The characters materialise aboard the *RV Clean Living* as it plunges headlong into Saturn's corrosive seas then dives into its cavernous capillaries. As the crew of the research vessel salvage an untold bounty of advanced alien technology that would mean a new technological renaissance, an ancient Atraxi intelligence reawakens. By the laws of the Atraxi, Earth is committing a grievous crime.

- It is said that if any two Jocasta races have managed to forge a truce, they must be teaming up to conquer the third — but there is a fourth species in the Jocasta system that nobody speaks of. As the only non-military race, control of the Atraxi homeworld has shifted to the victor of every passing war, but as their neighbours squabble the Atraxi have quietly built a fleet of spaceships that could boil their rulers' planets in 60 minutes until, on the eve of Atraxi uprising, Chief Engineer Wessil is confronted by the characters. Will they let the Atraxi commit multiple acts of genocide, or will they dismiss 100,000 years of extraterrestrial bullying? As the new Atraxi navy sets out on its maiden voyage, the characters have just 30 hours to visit three species of warriors and find a way to save their souls — or if they fail, find a reason to save their own.

- A fleet of Atraxi security drones returns to its home planet to find complete devastation. Their creators are dead, their armies in tatters, and all that culture and poetry has been reduced to powder. The drones scrutinise the wreckage, and the evidence leads the ships to the characters' front door, for they have recent experience with the culprits: *'By the law of the Atraxi, the Daleks must be incarcerated. Repeat. By the law of the Atraxi, the Daleks must be incarcerated.'* The drones, obsessed as they are with Atraxi justice, will hound them across all of time and space until they arrest the Daleks on their behalf, but this is a fool's errand: no Atraxi cell could hold them, the Daleks would obliterate the drones in minutes. The descendants of the Atraxi, surely, are already doomed...

ATRAXI JUSTICAR SHIP

Wondrous Item, Legendary

Time and Space Travel. A creature may use the Atraxi ship to travel through time and space, and, occasionally, other dimensions (although there are failsafes, as trans-dimensional travel is discouraged due the differing natural and temporal laws). Travelling through time and space requires proficiency in Vehicles (Temporal).

Force Field Generator. The Atraxi Justicar Ship projects a force field that makes it immune to all damage types and that prevents hostile environments from affecting it or those inside. Certain weapons, specifically ones that are treated as magical weapons, may damage it, as well as catastrophic natural conditions.

The Atraxi Justicar Ship can also project an inverted force field around a planet, ensuring there is no collateral damage when it uses its planet incinerator.

Mass Broadcast. The Atraxi Justicar Ship can simultaneously broadcast to all forms of electronic media of Tech Level 8 or lower on a planet it is orbiting. The Atraxi Justicar Ship can also project a hologram to any point on a planet it is orbiting.

Planet Incinerator. An Atraxi Justicar Ship has an energy weapon that can incinerate a planet. For a planet the size of Earth, the incinerator takes 20 minutes to charge — it may take more or less time as determined by the GM. Incinerating a planet automatically increases Despair by +10.

Sensors. The Atraxi Justicar Ship has a variety of equipment aboard that enables the occupant to make Intelligence and

Wisdom checks to locate its position in time and space and observe the area around it. Almost anyone or anything can be analysed or scanned, both inside and outside the superior time ship and on any planet it is orbiting. These sensors can track a single target through a time corridor.

Tool Facilities. The Arraxi Justicar Ship is well equipped for whatever its occupant needs. As such, the Atraxi Justicar Ship enables an occupant to use any tool proficiency, as the necessary tools are either a part of the ship's design or may be found in any of its numerous rooms.

Universal Translator. The Atraxi Justicar Ship has a universal translator that can be used in tandem with its Mass Broadcast feature to ensure that any of its broadcasts are understood.

AXOS

'Axons! That ship, Axonite, it's all the same thing! Don't you see we're dealing with one single living creature?'

— The Third Doctor

Axos is an interstellar scavenger, roaming through space devouring the energy of entire worlds to feed itself. Grown from a single cell, Axos can divide itself into many independent components: humanoid servants ('Axons') and a powerful mineral ('Axonite') in particular. Each part of Axos has a role to play in luring entire civilisations to their destruction.

MOTIVES AND AGENDAS

Axos seeks to drain the energy from entire worlds. It can sustain itself on undeveloped worlds for a time, but the planets of post-industrial species provide rich and nutritious pickings. It uses a mineral form of itself, Axonite, to absorb a world's energy. Axos often tricks the inhabitants of a target world into helping it position the Axonite for the most efficient energy absorption.

When Axos came to Earth, it had captured the Master and learned of the Time Lords and the possibility of time travel. It wanted these powers for itself, and the Doctor used this greed to trick Axos into a time loop. It will remain in the loop forever, unless some other force helps it to escape.

ENCOUNTERING AXOS

Axos takes the form of a large organic space vessel. An elongated main body tapers to a flared 'mouth' at the front. It can fly between stars without running out of energy. When it enters a planet's atmosphere, it avoids detection and lands near a power source (like a nuclear power station). It immediately burrows beneath the surface, leaving only its mouth aboveground as an entranceway. Then it begins signalling to local communications channels that it needs help. If any locals approach it alone, it will capture them and take them inside for evaluation. If they are useful, they are held for later use. If not, they are drained utterly of energy and their spent husk ejected from the ship.

THE GRAND DECEPTION

Axos is a practised liar. It creates impressive, smooth-talking humanoids who tell the residents of the target planet just what they need to hear. They claim to be refugees flying an exhausted ship. All they want to do is to wait until the ship is replenished. In return, they offer Axonite. Given the incredible powers of Axonite, most locals are eager to claim some, in return for distributing samples all around the planet. When Axos begins its nutrition cycle, the Axonite pieces will begin consuming every particle of energy and every last cell of living matter. If the pieces have been spread around the world, then this process is swift and brutal.

> **"Our worlds are uncountable light years away on the far rim of the galaxy."**

There is a time limit, however: the nutrition cycle must begin within 72 hours of landing or the process will risk failure, and Axos could be forced to leave the planet with even less energy than when it arrived!

REPLICATION

When Axos has found a useful subject, it duplicates them in its replication chamber. The replica will appear identical to the captured subject. It is stronger and its strange internal structure allows it to soak up fierce punishment. If destroyed, the duplicate erupts into a foaming mass of bubbles.

USING AXOS

The first attempt by Axos to drain the Earth highlighted two important themes: false friendship and greed. They are intertwined, because greed is an encouragement to accept what you are told, and not look too hard at the risks or costs. These are excellent and potent themes, but they are not ideal as the main focus for an adventure. Players at the table tend to be just like the Doctor was upon encountering the Axons: highly suspicious of any apparently generous offer and unmoved by worldly greed. Relocate these themes to Gamemaster characters instead, who are allowed to be gullible and greedy.

A better adventure focus is the sheer cunning of Axos. It is smart and savvy and rarely stays on the back foot for long. Play this aspect to the hilt in your adventures.

KEEP TALKING, KEEP SPINNING

Whenever Axos has been caught out somehow, it will smoothly talk its way around the problem like a skilled politician. Outright lies, minor omissions and every other style of tricky talking make it very hard to pin down.

FIND AND EXPLOIT VULNERABLE SPOTS

Axos always seeks the most effective way to hurt a target. Wherever it can find a vulnerability, it aims right at it. After trapping UNIT troops in the light accelerator chamber at Nuton Energy, the Axons didn't just launch a frontal assault; first they energised the light accelerator, priming it to explode.

ANTICIPATE RESPONSES

Axos is clever. When it knows people are working against it, it will try to get ahead of them and stop them before they even start. Whatever they are trying to do, Axos will figure it out and attempt to head them off at the pass.

HIDE WEAKNESSES

Despite all of the above, Axos has weaknesses. Most importantly, it can fall victim to the same personal failings that it tries to use against the civilisations it devours. It exploits greed when it lands on a new planet, but it was Axos' own greed that allowed the Doctor to trick it into a time loop. Any personal failing that Axos uses against the locals on a new planet is reflected in its own psychological make-up.

AXOS ADVENTURES

Ultimately, all Axos wants is to distribute Axonite around the planet and then activate it. Everything else is tactics and details. The false friendship strategy is just one of many that could be used when arriving on a new planet. Here are some other possibilities:

- Axos splits into two ships. The first ship crash-lands and golden people emerge, claiming to seek refuge from wicked creatures pursuing them. Then the second ship arrives and Warforms emerge, wrecking and destroying cities. The golden people then show that Axonite can drive off the Warforms, and they distribute it all around the world to help fight off the attacking species. Of course, once the defences are in place, they activate the Axonite and drain the planet dry.

- Who needs deception? Axos circuits the planet in orbit, hurling Axonite down from the skies. Pieces land like meteorites all around the world. Only then does Axos land, and it simply conquers a power station and initiates a nutrition cycle.

- Axos attacks a spaceship while it travels between planets, then crawls inside the hull like a gigantic parasite. It replicates the crew and takes control of the ship. When they return home, the replica crew members quietly decamp to the far corners of the world bearing Axonite, while Axos murders anyone who gets too close to the truth hidden in the spaceship's hull...

- Axos reconfigures itself into a fine dust that can be ingested by humans, providing strange and disturbing hallucinations. While its ship hides away in the jungles, the dust is smuggled all around the world. Victims start having strange, intimidating, shared hallucinations under the influence of the dust, as their brains start to be cannibalised and replaced by Axon replicas. Soon, people the world over have brains made of pure Axonite, and Axos begins its nutrition cycle...

AXOS

Axos is a huge, organic space vessel, although it can redesign its body into almost anything imaginable. It is a location as well as a creature. It encourages this, inviting locals inside when it reaches a new planet (or simply catching and dragging them in if it finds any who are isolated).

The inside of Axos is a phantasmagoric collection of membranes and skin-walls, where eyes watch and display screens slowly blink, where the floor feels like it is breathing, where a thumping distant heartbeat reverberates through the walls. It meets invited guests with golden people, but if visitors manage to progress deeper, they will find the intimidating central chambers where a huge internal eye hangs from a muscular strand of tissue. Here is where it prefers to interact with intruders and captives. These deeper corridors are covered in claws and tendrils that can seize intruders, restrain prisoners and protect Axos from harm.

AXOS (MOTHERSHIP)

Wondrous Item, Legendary

Aerospace Travel. The Axos Mothership is capable of travelling through the air and space as if it were a conventional vehicle. As it is a living creature, no test is required to do this — it simply moves.

Axos Network. As the Axos is a single sentient being split up into multiple bodies (the Axons), they are constantly networked, and always aware of the senses and thoughts of each individual part, allowing them to effectively communicate through telepathy.

Immunity. The Axos Mothership is so large, complex, and resilient that it is effectively immune to most forms of conventional weaponry. It is also immune to the vacuum of space. The Axos Mothership should be treated as a location with sentience rather than a creature.

LAIR ACTIONS

The lair of the Axos Mothership is its innermost chamber, where its thought processors are most dense and its main eye is located.

On initiative count 20 (losing initiative ties), the Axos Mothership takes a lair action to cause one of the following effects; the Axos Mothership can't use the same effect two rounds in a row:

Axos Eye. The Axos Mothership makes a Wisdom (Perception) check. If it detects any threats to itself, it summons a 1d4 Axon Warforms to aid it.

Grasping Claws. Bony claws rip from the inner walls of Axos, attempting to capture a creature nearby. This Lair Action can only be used on a creature within 10 feet of an inner wall of the Axos. The creature must make either a DC 18 Strength saving throw to resist the grapple or a DC 18 Dexterity saving throw to dodge out of the way, simultaneously moving 5 feet away from the wall. If the target fails, they are grappled, and suffer 26 (4d12) piercing damage. The creature may attempt to escape the grapple using their action to make a DC 18 Strength (Athletics) check. The claws have AC 15 and 40 hit points. If the claws take any damage, the next DC 18 Strength (Athletics) check the grappled creature makes to attempt to escape is made with advantage.

Tendrils. A writhing tendril of the Axos spews from its walls and attempts to grapple a creature. The creature must make either a DC 16 Strength saving throw to resist the grapple or a DC 16 Dexterity saving throw to dodge the tendril. If the target creature fails, they are grappled, and immediately pulled 10 feet in a direction of Axos' choosing. At initiative count 20 the tendril may pull a grappled creature another 30 feet, and this is not considered a Lair Action. The creature may attempt to escape the grapple using their action to make a DC 16 Strength (Athletics) check. The tendril is treated as having an AC of 10 and 20 hit points.

REGIONAL EFFECTS

All other chambers of the interior of the Axos Mothership are considered its 'Region'. The consciousness of the Axos can use the following effects:

Inner Eyes. The rooms and corridors of the Axos Mothership are lined with sensory organs, allowing it to make a Wisdom (Perception) check with advantage to keep track of any interlopers.

Heavy Heartbeat. The muffled thumping of a monstrously loud heartbeat can be heard throughout the Axos Mothership. The sheer unnerving volume of this heartbeat gives disadvantage to Wisdom (Perception) checks relying on hearing made by characters that aren't part of Axos.

Tendrils. A writhing tendril of the Axos spews from its walls and attempts to grapple a creature. The creature must make either a DC 16 Strength saving throw to resist the grapple or a DC 16 Dexterity saving throw to dodge the tendril. If the target creature fails, they are grappled, and immediately pulled 10 feet in a direction of Axos' choosing. At initiative count 20 the tendril may pull a grappled creature another 30 feet, and this is not considered a Lair Action. The creature may attempt to escape the grapple using their action to make a DC 16 Strength (Athletics) check. The tendril has AC 10 and 20 hit points.

AXONS

The usual form of the creatures created by Axos is bulky, tentacle-laden masses of flesh in a vaguely humanoid arrangement. These forms are strong and surprisingly swift and manoeuvrable. They are effective tools for all duties within Axos, but Axos does not let them outside while it is trying to convince locals it is friendly. However, should the need arise, this form is deadly and effective in destroying any threats and pacifying resistance, and Axos can create many dozens to swarm against an opposing force.

When trying to impress locals, the creatures adopt a much more pleasing form; golden, straight-backed, and closely resembling the body plan of the target population. The golden people are more limited but much more pleasant to deal with.

AXON GOLDENFORM

Medium Humanoid (Shapeshifter)

Armour Class: 11
Hit Points: 68 (8d8 + 32)
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	18 (+4)	15 (+2)	13 (+1)	18 (+4)

Saving Throws: Intelligence +4
Skills: Deception +6, Intimidation +4, Persuasion +4, Technology +2
Condition Immunities: blinded, charmed, deafened, frightened
Senses: passive Perception 11
Challenge: 1/2 (100 XP)
Civilisation: Axos
Tech Level: 7

Axos Network: As part of the same creature, all Axons are connected through a hive mind, and are also connected to Axos.

Re-Absorption and Death: When an Axon is within Axos, it can step into the walls and be entirely re-absorbed, ceasing to exist as an individual unit. If an Axon dies outside of Axos, it dissolves.

Shapeshift: If threatened with violence, the Axon will shapeshift into the Axon Warform in a grotesque transformation as a free action. The hit points of the Axon remain the same. The Frightening Presence of the Axon Warform activates immediately.

ACTIONS

Unarmed Strike: Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 3 bludgeoning damage.

ENCOUNTER LEVEL MODIFIERS

Persuasive Negotiators: In Goldenform, Axons are resilient and determined, manipulating the population to further the spread.

- Axon Goldenforms have improved Intelligence, Wisdom, and Charisma saving throws.
- Axon Goldenforms have improved Deception and Persuasion modifiers.

AXON WARFORM

Large Monstrosity (Shapeshifter)

Armour Class: 15 (Natural Armour)
Hit Points: 68 (8d8 + 32)
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	18 (+4)	15 (+2)	13 (+1)	18 (+5)

Saving Throws: Constitution +7
Skills: Deception +6, Intimidation +4, Persuasion +4, Technology +2
Condition Immunities: blinded, charmed, deafened, frightened
Senses: passive Perception 11
Challenge: 4 (1,000 XP)
Civilisation: Axos
Tech Level: 7

Axos Network: As part of the same creature, all Axons are connected through a hive mind, and are also connected to Axos.

Frightful Presence (**page** 11): DC 14 Wisdom saving throw, Range 60 feet.

Re-Absorption and Death: When an Axon is within Axos, it can step into the walls and be entirely re-absorbed, ceasing to exist as an individual unit. If an Axon dies outside of Axos, it dissolves.

ACTIONS

Multiattack: The Axon makes two tentacle attacks

Tentacle: Melee Weapon Attack: +6 to hit, reach 30 ft., one target. Hit: 7 (1d6 + 4) bludgeoning damage.

Energy Lance: Ranged Weapon Attack: +3 to hit, range 30/60 ft., one target. Hit: 27 (5d10) lightning damage. The Axon Warform dies and dissolves immediately after using its Energy Lance.

Shapeshift: An Axon Warform shapeshifts into an Axon Goldform. The hit points of the Axon remain the same.

ENCOUNTER LEVEL MODIFIERS

Formed for War: The Axon Warform is biologically engineered to fight and defend its hive mind.

- Axon Warforms never have an Armour Class below 15.
- Axon Warforms have Improved Strength and Constitution saving throws.
- Axon Warforms have Improved Damage per Attack.

AXONITE

The Axons described Axonite as a 'thinking molecule', and while they did not mention the dangers it posed, their willingness to allow human scientists to examine it suggests they were speaking truthfully. By their account, Axonite can absorb, convert, transmit and programme all forms of energy. This is an astonishing set of capabilities, which makes Axonite very appealing bait as a useful substance a civilization might want to take advantage of. However, all Axonite is, of course, part of Axos. It is an orange crystalline substance. Once activated, it starts to absorb energy and grow. If Axonite is activated before a nutrition cycle, Axos will immediately sense this and will take steps to reclaim the Axonite and deactivate it. Wherever a chunk of Axonite might be, it can transmit absorbed power back to the core. To devour a world's energy most efficiently, Axos need only distribute Axonite around the globe so each piece can signal efficiently with others.

It is very difficult to analyse. It resists any simple analysis completely. The Doctor successfully learned some of its secrets by sending its particles through an accelerator and tricking it into analysing itself. While successful, this immediately activated the Axonite. Active Axonite can defend itself with energy surges that transform targets into rolling blobs of Axonite.

AXONITE DUPLICATE

Axonite can duplicate any lifeform it contacts, creating a visually identical clone with the same abilities and statistics, but made entirely out of Axonite. This process takes about 12 hours to duplicate a Medium creature.

Axonite duplicates have the following additional feature:

Axos Network: As part of the same creature, all Axons are connected through a hive mind, and are also connected to Axos.

AXONITE RE-SIZING

Axonite that is applied to a creature can resize and reshape it. Axonite can be used by any Axon or Axos to cast the SRD spell *enlarge/reduce*.

AXONITE AGE MANIPULATION

When applied to a creature, Axonite can make that creature increase in age, and return them to their original age again. When Axonite, used by any Axon or Axos, is applied to another creature, it can force the target to make a DC 12 Constitution saving throw or age 1d4 × 10 years. This aging effect can be reversed by applying the Axonite again.

AXONITE ENERGY SURGE

Activated Axonite can release a surge of energy. All creatures within 10 feet must make a DC 12 Dexterity saving throw or take 9 (2d8) necrotic damage, taking half as much damage on a success. If this damage reduces a creature to zero hit points it is transformed into an Axonite Blob, another part of Axos.

AXONITE BLOB

Tiny Monstrosity (Axonite)

Armour Class: 11
Hit Points: 20 (8d4)
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	10 (+0)	15 (+2)	13 (+1)	18 (+5)

Saving Throws: Dexterity +3
Condition Immunities: blinded, charmed, deafened, frightened
Senses: passive Perception 11
Challenge: 1/4 (1,000 XP)
Civilisation: None
Tech Level: 7

Axos Network: As part of the same creature, all Axons and Axonite are connected through a hive mind, and are also connected to Axos.

Re-Absorption and Death: When Axonite is within Axos, it can move into the walls and be entirely re-absorbed, ceasing to exist as an individual unit. If Axonite is destroyed outside of Axos, it dissolves.

ACTIONS

Ram: *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage.

THE BONELESS

These strange intruders from a two-dimensional reality brought full-bodied death and chaos to a housing estate in Bristol. They remain a deadly and unsettling threat that may one day return.

BACKGROUND

The Boneless are not from this reality. They are native to a universe of only two dimensions. During their incursion into three-dimensional space, specifically a Bristol housing estate in the early 21st century, they encountered Clara Oswald and the Doctor. The Doctor pushed them out of three-dimensional space and back to their home dimension, giving them a warning not to return.

MOTIVES AND AGENDAS

The purpose of the Boneless's intrusion into three-dimensional reality remains unclear. Their behaviour showed them to be investigating the world, trying to communicate with humans, and then examining and dissecting the people they flattened. The harm they caused could conceivably be unintentional. However, on the basis of some rudimentary communication, the Doctor was convinced that the Boneless understood humanity perfectly well and had malign intentions. The evidence strongly supports the Doctor's view. The Boneless pursued and hunted humans, cutting off their escape routes by flattening door handles and expending substantial energy to get through a barrier cutting off pursuit.

"You are monsters. That is the role you seem determined to play."

ENCOUNTERING THE BONELESS

The Boneless usually appear in our reality as a distortion on a flat surface, like running water but moving with direction and purpose. They are very comfortable negotiating corners on these surfaces, moving easily from a floor to a wall. This shows some cleverness in applying their 2-D shapes to our 3-D environments. However, although they have shown they can perceive across empty space, they cannot jump from one surface to another. Although they usually appear as a formless distortion, they can also adopt and manipulate the forms of people they have flattened, appearing like a 2-D image of a person against a wall. Presumably they are able to adopt other 2-D shapes as they desire.

As their initial incursion progressed, they developed the ability to adopt a three-dimensional shape. They used the shapes of people they had flattened as templates, and bulged into being as flickering, warped versions of these people, shambling awkwardly through the unfamiliar 3-D world.

They also showed, in one dramatic display, that they could generate short-term 3-D forms; they created a giant hand and used it to drag a victim off. This move was not repeated, suggesting that it takes some focus and perhaps luck to pull off.

COMMUNICATION AND SENSES

The Doctor was only able to communicate with the Boneless in a rudimentary way, using sound to transmit numbers. The Doctor opened a conversation by using numbers from two-dimensional geometry, and the Boneless replied with numbers from the clothes of nearby humans. This indicates that the Boneless are not only able to communicate, but they're able to see and comprehend written text.

The Boneless made no other attempt to communicate apart from this response to the Doctor. From their behaviour, the Doctor concluded that the Boneless were able to understand humanity and three-dimensional beings perfectly, but that they were uninterested in communicating further in this way.

USING THE BONELESS

The Boneless are alien in the most profound sense. Their most basic perceptions are likely to be deeply unfamiliar, and their notions of life, culture, and other such fundamentals cannot help but be radically different to anything in the Doctor's normal reality. What they really want and their true capabilities are impossible to know. Nevertheless, their behaviour suggests that they are aggressive towards humanity and they may seek nothing more elaborate than the destruction of beings in the three-dimensional world.

Adventures using the Boneless thrive on embracing unknowability and confusion, with few answers, if any, to the fundamental questions. Choose some objectives for the Boneless and have them pursue them with vigour, but pay no attention to any greater strategy. Complicate any simple explanation with further mysteries or even contradictions.

Boneless adventures might be somewhat frustrating to create for exactly these reasons! The usual process of adventure preparation is to identify what your major characters actually want. This is matched by the way many players engage in adventures, seeking to uncover the answers to every mystery. Both of these methods are completely unhelpful when dealing with the Boneless: you needn't give any thought to what the Boneless wants, and players seeking answers are heading for frustration. Although the adventure might be thematically frustrating, it should also be full of exciting action. The deadly powers of the Boneless, and their aggressive hunting behaviour, makes these monsters a good fit for an adventure involving lots of cat-and-mouse, lots of running away and lots of quick, tactical thinking.

"'Something nearby is leeching all the external dimensions.'

'Aliens?'

'Possibly. Oh, who am I kidding? Probably.'"

DIMENSIONAL ENERGY

The Boneless have harnessed dimensional energy and can use it to create some unusual and dramatic effects. These are accompanied by a boiling, sizzling noise.

The Boneless can drain dimensional energy from three-dimensional targets, flattening them. They must be touching the target to use this power. When this power is used on an object, it is reduced into a confusing mess of information (like an abstract painting) or a tidy two-dimensional image (like a photograph of the object). When used on a living target, the victim usually dies immediately.

Every time they flatten a 3-D object or person they convert the extra dimensions into energy, which they either consume or use. A flattened object or person can also be manipulated by the Boneless in a large number of ways. During the Bristol incursion, the Boneless extracted and mapped out the nervous system of one target, magnified the skin of another, and placed the flattened bodies of many others on walls for later use.

After the Boneless work out how the third dimension works, they can also expend dimensional energy on the 3-D world. This power manifests as red lightning: They can give themselves extra dimension, taking on three-dimensional form. They can restore a flattened object to its functional three-dimensional shape.

Size	Dimensional Energy	Drain Dimensional Energy
Tiny	1	1 action
Small	2	
Medium	4	2 actions
Large	8	
Huge	12	3 actions
Gargantuan	16	

THE BONELESS

Medium Monstrosity (Boneless)

Armour Class: 12
Hit Points: 170 (20d8 + 80)
Speed: 15 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	18 (+4)	6 (-2)	10 (+0)	6 (-2)

Skills: Engineering +2, Perception +2, Sleight of Hand +5, Stealth +5, Survival +2
Condition Immunities: grappled, prone, restrained
Damage Immunities: acid, cold, fire, poison; bludgeoning, piercing, and slashing
Senses: passive Perception 12
Civilisation: Boneless
Challenge: 5 (2,000 XP)

2-D Movement: The Boneless is a two-dimensional lifeform. The Boneless can only move along a two-dimensional surface.

2-D Immunity: The Boneless are immune to most forms of harm, and are only truly vulnerable to damage rendered in the same two-dimensional form as their physical being.

ACTIONS

Drain Dimensional Energy: *Melee Spell Attack:* reach 5 ft., one target. The target must make a DC 15 Dexterity saving throw or have its dimensional energy drained. Hit: 45 (10d8) necrotic damage. If this damage reduces a creature to zero hit points, they are reduced to a two-dimensional mess of information, and The Boneless gains dimensional energy depending on the size of the creature as shown on the **Dimensional Energy Table**. If this Action is used on an object, it requires as many consecutive actions as shown in the **Drain Dimensional Energy** column.

Add Dimensional Energy: The Boneless can spend dimensional energy to make anything two dimensional into a three dimensional version of itself. The amount of energy required to add a dimension is determined by the size of the creature or object, as shown in the **Dimensional Energy** column of the **Dimensional Energy Table**. If used on an object, this change is permanent. If used on a creature, such as itself, the change lasts for 10 rounds (1 minute).

ENCOUNTER LEVEL MODIFIERS

Touch of Death: Anyone touched by the boneless is almost certainly doomed to a dimension-draining demise.
- The Boneless have an Improved Save DC.
- The Boneless have Improved Damage per Attack.

CARRIONITES

'The Carrionites disappeared way back at the dawn of the Universe. Nobody was sure if they were real or legend.'

— The Tenth Doctor

The Carrionites are a very old species whose science embraced the power of words and naming, and achieved great influence. However, they were greedy and malicious, and so the Eternals imprisoned them. They circle fretfully, awaiting the crack in their prison that will return them to the world.

BACKGROUND

The Carrionites are among the oldest beings in the Universe. Their home was the planet Rexel 4 in the Fourteen Stars of the Rexel Planetary Configuration. While the Universe was still at its dawn they somehow earned the anger of the Eternals, who scooped up the entire species and imprisoned them in 'deep darkness'. There the Carrionites stayed until the barriers one day weakened. William Shakespeare's words had opened the way. His skill with words was astonishing, but it was his grief over the death of his son that charged the words with power and allowed three Carrionites to escape. The trio, Lilith and her two mothers, Mother Doomfinger and Mother Bloodtide, arrived in London and immediately began using Shakespeare to free the rest of the Carrionites. They manipulated the architect of the Globe Theatre into giving the building fourteen sides; 14-sided structures enhance the power of words. This done, they prepared Shakespeare to write a new play which would fully pierce the barriers. Lilith used her powers on Shakespeare directly, pushing him to announce a new play when it suited the Carrionites, then manipulating him to write it with ungodly speed. When the company performed this special play in the Globe Theatre, the gateway began to open.

Unfortunately for the Carrionites, they had attracted the attention of the Doctor and Martha. Shakespeare improvised some word magic of his own to close off the gateway before the Carrionites could escape. Lilith, Mother Doomfinger and Mother Bloodtide were trapped in their own crystal ball, which the Doctor filed away in the TARDIS archives, under 'C'. The other Carrionites remain trapped in the Eternals' prison.

MOTIVES AND AGENDAS

The Carrionites seek freedom. They have been trapped for countless centuries, and they long to once again utter words of power into the endless night skies. Once they have freedom, for surely that is only a matter of time, then shall come the glorious celebration of their power, a gleeful rampant ride across planet and vale, and the endless indulgence of every sickening desire while the blood of innocents runs in the gutters. They'll make a new empire of bones and blood and witchcraft, and then they'll want to take the Eternals down a peg or two.

WORDS OF POWER

'Well, it's just a different sort of science. You lot, you chose mathematics. Given the right string of numbers, the right equation, you can split the atom. Carrionites use words instead.'

— The Tenth Doctor

Carrionites use words as tools to adjust the weave of reality. The right words spoken in the right way can rewrite the fundamental code of the universe. This highly advanced science closely echoes Earth mythology about witchcraft. These 'words of power' are represented in ***Doctors and Daleks*** through the Carrionites' spellcasting and other abilities.

Words of power are not inexhaustible; when spent, they become simply words, limp and ineffective. Words of power can manifest and be modified in countless ways, but here are some examples of seemingly magical Carrionite technology:

CARRIONITE CAULDRONS

As well as being a focus for words of power and a tool for brewing potions, the Carrionites use cauldrons as a focus for scrying on targets of interest.

A cauldron allows a Carrionite to use the SRD spell *scrying* without material components.

CARRIONITE DOLL

Carrionites use dolls as a focus for their powers. To associate the doll with a person they must adorn the doll with something carrying the person's DNA, typically a lock of their hair. Once this sympathetic connection is made, the following words of power can affect the target even at a distance.

MALIGN WHISPERS

The Carrionite whispers a single sentence (no more than 25 words) into the doll. The target makes a DC 16 Wisdom saving throw, and must speak that sentence if they fail.

PUPPETEERING

The Carrionite puppeteers the doll, emulating a simple action such as picking something up, opening a door, drinking a potion, or falling flat on its face (causing the Prone condition). The target makes a DC 16 Wisdom saving throw, and must complete the action if they fail.

ENVIRONMENTAL EFFECTS

The Carriointe throws the doll into a burning fire, dunks it underwater, or some other unfortunate environment. The target makes a DC 16 Wisdom saving throw or suffers the effects of that environment for 1 round if they fail.

CARRIONITE POTIONS

A circle of Carrionites can brew potions charged with particular effects. In addition to chanting words of power, they must add special ingredients such as potent herbs or eyes of newt. A potion might be imbibed directly, or its fumes might be enough to affect a target.

The spell effects created by these potions do not require concentration.

The following potions are listed in order of power. Some are much more than most groups could deal with in ***Doctors and Daleks***, so consider the following table as a guideline for which potions the Carrionites you run will use to provide an adequate challenge without utterly defeating your friends.

Potion	Group Level
Potion of the Bard's Wit	Any group of characters.
Potion of the Baroness' Word	2nd level or higher
Potion of the Mockingbird	2nd level or higher
Potion of Sensation	2nd level or higher
Potion of the Duchess' Word	6th level or higher
Potion of Dreams	8th level or higher
Potion of the Queen's Word	8th level or higher
Potion of the Bard's Song	12th level or higher
Potion of Surrender	16th level or higher

POTION OF THE BARD'S WIT

- **Smell:** This potion smells funny — literally. The strange, slightly sweet scent makes people giggle, but has no other effects.
- **Taste:** This potion tastes like a fizzy popping candy. Any creature that tastes this potion must make a DC 14 Wisdom saving throw or suffer the effects of the SRD spell *hideous laughter*.
- **Full Drink:** Any creature that drinks the entire potion must make a DC 16 Wisdom saving throw or suffer the effects of the SRD spell *hideous laughter*, but the duration of the spell is extended to 24 hours.

POTION OF THE BARONESS' WORD

- **Smell:** This potion smells faintly of rich and extravagant spices. Any creature that smells this potion must make a DC 12 Wisdom saving throw or suffer the effects of the SRD spell *suggestion*, with a modified duration of 1 hour. The suggestion of the Carrionite must be decided when the potion is brewed.
- **Taste:** This potion tastes faintly of spiced wine. Any creature that tastes this potion must make a DC 14 Wisdom saving throw or suffer the effects of the SRD spell *suggestion*. The Carrionite's suggestion must be decided when the potion is brewed.
- **Full Drink:** Any creature that drinks the entire potion must make a DC 16 Wisdom saving throw or suffer the effects of the SRD spell *suggestion*, with a modified duration of 1 hour. The Carrionite's suggestion must be decided when the potion is brewed.

POTION OF THE MOCKINGBIRD

- **Smell:** This potion is odourless and colourless, but bubbles and fizzes completely silently.
- **Taste:** Any creature that tastes this potion must make a DC 14 Constitution saving throw or suffer the effects of the SRD spell *silence*, with a modified effective area of only the target's mouth — they are unable to speak for the duration. The Carrionite that created this potion can mimic the target's voice perfectly for the duration, giving the Carrionite advantage on any Charisma (Deception) check to imitate the target.
- **Full Drink:** Any creature that drinks the entire potion must make a DC 16 Constitution saving throw or suffer the effects of the SRD spell *silence*, with a modified duration of 24 hours and a modified effective area of only the target's SRD — they are unable to speak for the duration. The Carrionite that created this potion can mimic the target's voice perfectly for the duration, giving the Carrionite advantage on any Charisma (Deception) check to imitate the target.

POTION OF SENSATION

- **Smell:** This potion reeks of multiple strong scents that compete for attention.
- **Taste:** Any creature that tastes this potion must make a DC 14 Constitution saving throw or suffer the effects of the SRD spell *blindness/deafness*. The Carrionite that created this potion can use sense that has been taken away from the target, i.e. they can see through a blinded target's eyes or hear through a deafened target's ears.
- **Full Drink:** Any creature that drinks the entire potion must make a DC 16 Constitution saving throw or suffer the effects of the SRD spell *blindness/deafness*, with a modified duration of 8 hours. The Carrionite that created this potion can use sense that has been taken away from the target, i.e. they can see through a blinded target's eyes or hear through a deafened target's ears.

POTION OF THE DUCHESS' WORD

- **Smell:** This potion smells of rich and extravagant spices. Any creature that smells this potion must make a DC 12 Wisdom saving throw or suffer the effects of the SRD spell *compulsion*. The Carrionite that brewed this potion can command the compulsion from any distance.
- **Taste:** This potion tastes of spiced wine. Any creature that tastes this potion must make a DC 14 Wisdom saving throw or suffer the effects of the SRD spell *compulsion*, with a modified duration of 1 hour. The Carrionite that brewed this potion can command the compulsion from any distance.
- **Full Drink:** Any creature that drinks the entire potion must make a DC 16 Wisdom saving throw or suffer the effects of the SRD spell *compulsion*, with a modified duration of 8 hours. The Carrionite that brewed this potion can command the compulsion from any distance.

POTION OF DREAMS

- **Smell:** This potion smells of soothing camomile.
- **Taste:** This potion tastes like warm cacao, regardless of its actual temperature. Any creature that tastes this potion must make a DC 14 Wisdom saving throw or suffer the effects of the SRD spell *dream*. The Carrionite that brewed this potion is the 'messenger' for the purposes of this spell.

POTION OF THE QUEEN'S WORD

- **Smell:** This potion smells strongly of rich and extravagant spices. Any creature that smells this potion must make a DC 12 Wisdom saving throw or suffer the effects of the SRD spell *geas*, with a modified duration of 1 hour. The Carrionite that brewed this potion decides the geas when the potion is brewed.
- **Taste:** This potion tastes strongly of spiced port. Any creature that tastes this potion must make a DC 14 Wisdom saving throw or suffer the effects of the SRD spell *geas*, with a modified duration of 24 hours. The Carrionite that brewed this potion decides the geas when the potion is brewed.
- **Full Drink:** Any creature that drinks the entire potion must make a DC 16 Wisdom saving throw or suffer the effects of the SRD spell *geas*. The Carrionite that brewed this potion decides the geas when the potion is brewed.

POTION OF THE BARD'S SONG

- **Smell:** This potion smells excitingly spicy, masking a slight musk of sweat.
- **Taste:** This potion explodes with flavour on the tongue. Any creature that tastes this potion must make a DC 14 Wisdom saving throw or suffer the effects of the SRD spell *irresistible dance*.
- **Full Drink:** Any creature that drinks the entire potion must make a DC 16 Wisdom saving throw or suffer the effects of the SRD spell *irresistible dance*, with a

modified duration of 8 hours. Whenever the spell ends, the target must make a DC 14 Constitution saving throw or suffer a point of exhaustion.

POTION OF SURRENDER

- **Smell:** This potion smells horrendously sour and bitter. Any creature that smells this potion must make a DC 12 Intelligence saving throw or suffer the effects of the SRD spell *feeblemind*, with a modified duration of 1 hour.

- **Taste:** This potion tastes as sharp and horrible as it smells. Any creature that tastes this potion must make a DC 14 Intelligence saving throw or suffer the effects of the SRD spell *feeblemind*, with a modified duration of 8 hours.

- **Full Drink:** Any creature that drinks the entire potion must make a DC 16 Intelligence saving throw or suffer the effects of the SRD spell *feeblemind*, with a modified duration of 24 hours.

FOURTEEN AND TETRADECAGONS

Carrionite word magic is enhanced by the power of the stars, specifically the fourteen stars in the Rexel Configuration. The tetradecagon shape is ideal for Carrionite magic, effectively working as an energy converter. Effects are increased by the presence of fourteen totems, or fourteen supplicants, or structures with fourteen aspects.

Whilst a Carrionite is in tetradecagon or an environment that represents the power of fourteen, they have advantage on all ability checks, attack rolls, and saving throws.

THE POWER OF NAMES

Names have power. They are like the passwords to your computer files, and if yours is known you become vulnerable to fear and stun. If a Carrionite knows the name of its target, it can name them to stun them. Conversely, naming a disguised Carrionite might cause it to flee. However, the power of a name only works once. The Carrionite trait ***Power of Names*** represents this ability.

USING CARRIONITES

At first it might seem difficult to make much use of the Carrionites seeing as they've been locked away by the Eternals since the dawn of time. However, there's good reason to assume that imprisonment isn't absolute. The resemblance of Carrionite words of power to Earth ideas of magic, and specifically to the mythology around witchcraft, suggests there has been some communication between the Carrionites and Earth. Perhaps an occasional Carrionite has slipped through temporarily before being drawn back into imprisonment, or on dark nights at a crossroads a young woman might hear the whispers of a Carrionite watching from just beyond the veil of night.

Escape is a potent focus for Carrionite adventures but it is possible of course to move away from this. In the far future it can be assumed some or all of the Carrionites have managed to escape imprisonment, and they can be used for any other kind of adventure with room for horrific flesh-eating witches. Even in contemporary settings where the Carrionites are technically imprisoned, a subset could be roaming free who have abandoned all efforts to free their sisters and who seek only their own pleasures and entertainments.

WORDS AS POWER

Carrionites make enormous use of words, and their adventures will benefit from some kind of emphasis on the power of words. Great orators like Abraham Lincoln and Winston Churchill, great singers like Billie Holliday and Kate Bush, and great poets like Lord Byron and Maya Angelou, all could inspire adventures featuring Carrionites. By contrast, what kind of strange word power might be found lurking in the morass of online comment sections or the endless chatter of text speak? Who decides which words have power, anyway?

SORCERY VS. SCEPTICISM

Simply foregrounding Carrionite 'magic' could be an interesting provocation for any characters in your game who espouse the virtues of science, rationality and scepticism. Alternatively, you could build these issues right into the adventure by featuring related settings, situations and characters, such as at a sceptic or atheist conference; Harry Houdini in his role as a debunker of fake mediums; a ghost-hunting reality TV show.

THE FEMALE FORM

All Carrionites are female, and they embody grotesque stereotypes of dangerous or threatening femininity. A Carrionite adventure could be a fascinating opportunity to offer a feminist deconstruction or even reclamation of these stereotypes. Again, this could be a provocation for any characters in your game who have pronounced views on feminist principles. You could also embrace these ideas as a Gamemaster and build them right into the structure of the adventure, setting the Carrionites loose within a traditionalist, authoritarian power structure intent on enforcing rigid gender roles.

VICTIM OR VICTOR?

In fact, little is known about the full extent of diversity among the Carrionites, and whether their reputation as vicious and dangerous killers is truly justified across an entire species. Perhaps the horrors that have been seen are the result of being locked away by the Eternals, rather than the cause? Perhaps the Carrionites were trapped for countless centuries in the telepathic resonance of a patriarchal human society, and their vengeance a result of this psychic torture?

CARRIONITE ADVENTURES

- The Carrionites came from a planet named Rexel 4, part of a system of closely aligned worlds. What was left behind when they were locked away by the Eternals? Were there other creatures on Rexel 4 to fill the gap they left, or is the whole planet nothing but the largest, spookiest haunted house of all? An expedition of archaeologists pilots their ship to land, looking for the answers to some timeless mysteries. The old Carrionite dangers are not entirely gone, however. Will the archaeologists survive until dawn?

- The Doctor and their friends check into a lovely coastal hotel for a restful break. But when members of the Royal Society for Time Management in Education begin to show up for their annual conference, things rapidly get complicated. For every one of those delegates is a Carrionite, and before long the Doctor will be transformed into a white mouse and desperately fighting for their life...

- The Doctor joins the Eternals as they sail their ships into port on a beautiful planet where a handsome woman bids them welcome. This is a trap: before long every Eternal will have been transformed into a wailing pig-beast, and the woman's Carrionite family will gather for a great feast...

> **"The human race shall be purged as pestilence. And from this world we will lead the Universe back into the old ways of blood and magick."**

CARRIONITE

Medium humanoid (Carrionite)

Armour Class: 11
Hit Points: 195 (30d8 + 60)
Speed: 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	14 (+2)	16 (+3)	18 (+4)	16 (+3)

Saving Throws: Constitution +6, Charisma +7
Skills: Deception +7, Engineering +7, History +7, Insight +8, Performance +7, Persuasion +7, Science +7, Sleight of Hand +5, Stealth +5
Senses: passive Perception 18
Challenge: 10 (6,000 XP)
Tech Level: 3

Frightful Presence (**page** 11): DC 12 Wisdom saving throw, Range 60 feet.

Power of Names: If the Carrionite knows the name of an individual, it may speak that name aloud to cast the SRD spell *power word stun* as an action. Once an individual's name has been used against them in this way, it cannot be done so again. If a creature learns the true name of a Carrionite, they can use this power against them in the same way, with the same limitations.

Shapechanger: The Carrionite can use its action to polymorph into a Small or Medium humanoid it has seen, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Spellcasting:. The Carrionite knows the following SRD spells, and can cast them at will. Their spellcasting modifier is +8. And the saving throw for their spells is DC 16.
Spells known: *detect thoughts, dimension door, locate creature, misty step*.

Witches Three: When a coven of three Carrionites are within 30 feet of one another their spellcasting ability modifier is increased +3, and any saving throws they force (including through potions, a Carrionite doll, or their Frightening Presence) are increased by +3. Carrionites in a coven can communicate telepathically.

ACTIONS

Claws: Melee Weapon Attack: +4 to hit, reach 5ft., one target. Hit: 4 (2d4) slashing damage.

Touch of the Heart: *Melee Spell Attack:* +8 to hit, reach 5ft., one target. Hit: 24 (6d8) necrotic damage.

Blight: One target within 30 feet must make a DC 16 Constitution saving throw or suffer 8d8 necrotic damage and have their speed halved until the end of their next turn. A creature that succeeds on the save takes half as much damage and does not have their movement reduced.

ENCOUNTER LEVEL MODIFIERS

Words Have Power: Carrionites know that word-forms are powerful and are a form of dangerous magic

- A Carrionite has Improved Intelligence, Wisdom, and Charisma saving throws.
- A Carrionite has an Improved Standard Modifier.
- A Carrionite has an Improved Save DC.

(TREES OF) CHEEM

'I know you lot. You've got massive forests everywhere, roots everywhere, and there's always money in land.'

— The Ninth Doctor

The Trees of the Forest of Cheem are humanoid plants of great intelligence and culture. There is a special link between the Trees and the planet Earth that gives them particular relevance to humankind.

BACKGROUND

The Trees have (literal) roots on countless planets. Conventional trees (of the not-walking-about variety) exist throughout the Universe, and many varieties have been transplanted into the Forest of Cheem, trees from Earth among them. There is incredible genetic diversity among the Trees, perhaps more so than any other species.

The Trees have evolved from these ancestors. They have a humanoid body, complete with legs to walk where they please, and they are full members of interstellar society. They developed a culture that reproduced some of the best and worst aspects of the societies they saw around themselves. They copied the power relations of wealthy nobles with lesser employed servants, and the personal relations that saw individuals pair off into reproductive partnerships.

The Doctor met three Trees on the space station Platform One in the year 5.5/Apple/26, 5 billion years after Earth's 21st century). Jabe, a feminine-presenting Tree, was the main guest. She was accompanied by two masculine-presenting escorts in armour. Jabe befriended the Doctor and determined they were a Time Lord survivor of the Time War. She helped the Doctor fight against a sabotage attempt and bravely sacrificed herself to save the other guests.

MOTIVES AND AGENDAS

The Forest of Cheem has quietly acquired astonishing wealth. They control forests on innumerable worlds, and manage them with cool efficiency to earn substantial dividends. They are even publicly listed on numerous intergalactic stock markets, leveraging investors from all over the Universe. The Trees will continue to be welcomed almost everywhere so long as their stock prices remain solid.

The first responsibility of all senior delegates of the Forest of Cheem is, therefore, to maintain that wealth. Elegant diplomacy paired with fierce negotiation has brought them to this point, and they mean to continue in the same vein. Perhaps remarkably, they have few real enemies — although they certainly have countless financial rivals who would eagerly wish financial disaster upon them.

The Trees experience typical emotions such as pity, desire, grief and avarice. As such, individual Trees might be motivated to pursue any goal imaginable. For example, there must be Trees who chafe within the structure of Cheem society, and who would seek to reform it through argument or perhaps through force. Other Trees will nurture their own fears that might drive them to dramatic action.

ENCOUNTERING THE TREES OF CHEEM

Any interaction with a Tree will always be coloured by the nature of the greater Forest of Cheem. It is a huge, diverse collective with a strong interest in maintaining a positive public image. Every Tree will instinctively present as a member of an enormous happy forest family. Even the most anarchic Tree will hesitate before showing these tendencies to an outsider.

This makes it hard to really get to know a Tree. In fact, with so many Trees perfectly happy with their place in society, trying to dig beneath the surface is usually a waste of effort. However, anyone who shows an interest in a Tree and wins their trust might be shown their true inclinations.

BIOLOGICAL TECHNOLOGY

The Forest of Cheem uses highly advanced technology, but of a very distinctive kind. Their computers are carefully cultivated hybrid plants performing chemical calculations at astonishing speeds and signalling information with spores and growth pulses. Their machines and vehicles are custom-grown wood, harder than steel or softer than cloth, and often still pulsing with life.

These incredible advances are a source of great pride for the Trees, but they do not easily travel outside of the Forest. They need to be linked into a greater web of life in order to function smoothly. As a result, Trees who are encountered away from their forests will invariably be using the kinds of technology favoured by most other species: metal machines powered by electricity. They accept this technology but have no affinity for it. They are particularly suspicious of the capabilities of 'metal minds', computers, which process information in a strange linear manner.

USING THE TREES OF CHEEM

When using the Trees of Cheem, there is one adventure idea to avoid: ecological fables where nasty developers threaten the forest. Yes, they are intelligent trees, but it is more likely they are the developers, cutting down their own forests for profit, knowing that everything will eventually regrow.

Add the Trees to any other adventure to emphasise the enormous diversity of life, and the power of simple respect and empathy in crossing species lines. As the Doctor has demonstrated so many times, you can get along with almost anything if you smile and offer a jelly baby.

> **"We respect the Earth as family. So many species evolved from that planet. Mankind is only one. I'm another."**

TREES OF CHEEM ADVENTURES

- At a party to celebrate the successful launch of a new interstellar trading house, a Tree offers a gift: a cutting from his grandfather. Usually these cuttings grow into beautiful healthy trees of the unintelligent, unmoving variety, but this one is different. By the next morning it has manifested a little face, and is indignantly demanding help: its main body has been kidnapped, and is being held prisoner in a secret jungle hidden inside a comet. Its captors are a group of revolutionary Trees whose plans threaten the galaxy!
- The Forest of Cheem opens its borders to a delegation of friends and allies. It is a rare honour for the animal-evolved, and the characters are pleased to be invited. The licentious Rites of Spring are certainly a surprise, but more surprising still is the spate of murders of the guests. Something is rotten at the heart of Cheem, swarming in the darkness: the Vashta Nerada are here.

ALTERNATIVE TREES

The great diversity of Trees in the Forest of Cheem means that many have special abilities, which tend to be passed down along family lines.

ARMOUR

The bark-skin of the Tree is particularly resilient, meaning they have a natural AC of 12 when not wearing armour.

FRIGHTENING PRESENCE

The Tree is a huge, scratch-limbed, gnarled beast that gives nightmares to children and unnerves adults. The Tree has ***Frightening Presence*** with a range of 60 feet. The saving throw to resist the ***Frightening Presence*** is Wisdom, and the DC is equal to 10+ the Tree of Cheem's Charisma modifier.

FROND SENSORS

A collection of sensitive fronds on the Tree's head sense vibrations in the air, providing a highly-sensitive 360 degree motion sensor. The Tree of Cheem gains double its proficiency bonus in Perception and gains blindsight out to a range of 60 feet.

HYPNOTIC PHEROMONES

The Tree's flowers can all open at once in a dazzling display that combines with their enchanting scent to hypnotise the target. The Tree of Cheem can cast the SRD spell *charm person* once per day without components.

TELEPATHIC FRUIT

The Tree grows small, bright berries on itself. Once per day, the Tree of Cheem can cast the SRD spell *goodberry* without components. When a goodberry produced in this way is consumed by a creature with 6 or more Intelligence, they gain a telepathic bond with the Tree of Cheem, identical to the SRD spell *telepathic bond*.

THORNY LIANA

The Tree is covered in razor sharp thorns. Its Liana action deals 10 (3d6) instead of 7 (2d6) damage.

TREE OF CHEEM

Medium Plant (Tree of Cheem)

Armour Class: 11 (Natural Armour)
Hit Points: 39 (6d8 + 12)
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	14 (+2)	14 (+2)	16 (+3)	16 (+3)

Saving Throws: Intelligence +4, Wisdom +5
Skills: Engineering +4, History +4, Insight +5, Perception +5, Persuasion +5, Science +4,
Damage Vulnerabilities: fire
Damage Resistances: bludgeoning, piercing
Senses: passive Perception 15
Challenge: 1/4 (50 XP)
Civilisation: Cheem, Earth
Tech Level: 8

Photosynthesise: Trees can photosynthesise and create oxygen from carbon dioxide.

ACTIONS

Liana: Melee Weapon Attack: +2 to hit, reach 15 ft., one creature. Hit: 7 (2d6) bludgeoning damage.

ENCOUNTER LEVEL MODIFIERS

The Wind through the Leaves: The trees of Cheem are a veritable picture of calm and grace

- A tree of Cheem has Improved Intelligence, Wisdom, and Charisma saving throws.
- A tree of Cheem has Improved Insight and Persuasion modifiers.

CLOCKWORK ROBOTS

'Hello, hello, rubbish robots from the dawn of time!'

— The Twelfth Doctor

Humans have always found a need for robots, and in the 51st century they perfected a very stylish design using clockwork. While programmed for menial maintenance tasks, the Clockwork Robots are also appealing and distinctive works of art.

BACKGROUND

In the 51st century at least two spaceships were crewed by Clockwork Robots. These were sister ships named after famed women from French history: *SS Madame de Pompadour* and *SS Marie Antoinette*. These ships acquired their fame not just because of their unusual crews, but also because of their strange fates: both ships disappeared with all hands, and were never heard from again.

The two lost ships eventually crossed paths with the Doctor. The Doctor, Rose, and Mickey, landed the TARDIS on the *SS Madame de Pompadour*, and found it was badly damaged. The Clockwork Robots had repaired it using organic parts from the crew, and had managed to open time windows into the past to take the brain of Madame de Pompadour to repair the ship's computer. The Doctor disabled the time windows, and with this last attempt to repair the ship a failure, the robots shut down.

The Doctor and Clara, along with the Paternoster Gang, found what remained of the *SS Marie Antoinette* under a restaurant in 19th century London. This ship had travelled through time into Earth's distant past, and the Clockwork Robots had doggedly maintained it for millions of years in the hopes of one day reaching their destination. They too were using organic materials for their repairs and maintenance, and the restaurant was an elaborate front for their hidden operation.

As their friends fought off a large number of battle-ready Clockwork Robots, the Doctor confronted the control node known as the Half-Face Man. The Half-Face Man died, and the other robots stopped functioning.

MOTIVES AND AGENDAS

The primary motive of the Clockwork Robots is the same as any robot: they seek to do whatever they were programmed to do. However, this is not the limit of their capabilities. The Half-Face Man, the control node for the robots from the *SS Marie Antoinette*, acquired some personality and independence of thought after countless upgrades using organic materials. He was able to appreciate beauty, and had become fixated on the idea of a 'promised land'. Seeking out this paradise became his goal.

ENCOUNTERING CLOCKWORKS

While it might seem a step backwards in design, using clockwork has several advantages. The robots require only the occasional winding up, something other robots can be programmed to do regularly. On a spacecraft, this has the advantage of not draining the ship's power supplies, and in the event of a systems failure the robots can keep working.

Clockwork Robots have no conventional computer systems, so their brains are based more on the clockwork computer theories of Charles Babbage and Ada Lovelace. Technology from the 51st century has refined the system so their clockwork minds can process and store enough data to carry out complex tasks.

Nevertheless, the binary gears that make up their thought processes are extremely linear and pedantic, and they usually carry out their programming in a very literal way. They are still capable of great cleverness, however. For example, the robots attempting to repair the *SS Madame Pompadour* managed to use the ship's quantum drive to open multiple 'time windows' into Earth's past.

ORGANIC REPAIRS

The clockwork crews of the two lost ships both showed a propensity to think outside the box when it came to repair materials. In both cases, they did not limit themselves to mechanical parts, but also used organic material harvested from living beings. The attempts to repair the entire ship the *SS Madame Pompadour* came to nothing, but the clockwork crew of the *SS Marie Antoinette* were able to use organic components to prolong their own life for literally millions of years.

TIME TRAVEL

The two famous clockwork-crewed ships both displayed some capability for time travel. The *SS Madame de Pompadour* could supply materials to create and sustain multiple time windows, while the *SS Marie Antoinette* itself travelled through time.

It is likely the quantum drives in these ships used an unstable or underdeveloped time technology. This allowed the Pompadour robots to rewire the drives to create time windows, but conversely it caused the *Antoinette* to slip back in time. When people talk about the lost ships, the Clockwork Robots often get the blame, but it might be that the unstable quantum drives were the real reason both ships were lost.

USING CLOCKWORK ROBOTS

Both of the Doctor's encounters with Clockwork Robots have had strong suggestions of body horror, and have portrayed the robots as terrifying and ruthless. If you introduce Clockwork Robots into an adventure, your players will be watching out for the organ harvesting to begin, which gives you ample opportunity to introduce a threat from another direction entirely. You can also embrace the trend, and have the clockworks once again attempting to repair mechanisms with body parts; this creepy formula does come easily to the Clockwork Robots after all.

Either way, the Clockwork Robots are delightfully unusual creations, and will be of high interest to the most jaded traveller through time and space. Encounters with

the Clockwork Robots should embrace the motif of clockwork: ticking sounds, winding keys (which can be prominent or concealed), repetitive actions and jerky movements.

Encourage the players to think of ways to use the clockwork technology against these opponents, spending a Story Point or two along the way to do so. For example, in the Half-Face Man's restaurant, the Doctor and Clara avoided a battle with a room full of Clockwork Robots by simply returning to their seats, which caused the robots to reverse course and return to their own tables.

CLOCKWORK ROBOT ADVENTURES

- In the 51st century, the great and good of the Venus colony gather for the wedding of the Viceroy and his two husbands-to-be. Sparing no expense, the ceremony and reception are held in a castle serviced entirely by a retinue of expensive Clockwork Robots marked up in dramatic gold filigree. Soon, however, the deaths begin, and the guests realise they have no way out. The robots are the obvious suspects, but are they really the culprits, and if so, who reprogrammed them? Or is one of the Clockwork Robots something more than it appears? It is up to the characters to discover the truth before everyone is killed.

- A Clockwork Robot that survived the end of Mancini's restaurant was locked away in the Scotland Yard archives. It was moved to a museum and from there it was completely forgotten. Then, one day not long ago, quite unexpectedly, it woke up and stalked out of the dusty shed to freedom. Now the lost robot has decided its mission is to help Scotland Yard revisit unsolved murder mysteries. Unfortunately, the best way it can think of to help is by brutally recreating every single murder in the archive, one by one.

BECOMING HUMAN

Clockwork Robots are adept at incorporating biological components into machinery (in effect, they are the reverse of Cybermen). While using this method for minor repairs is simply colour, more extensive replacements begin to reshape the Clockwork Robot into an organic being. This results in three outcomes, all of which may prove fascinating or sickening to your players!

First, the machines start to emulate biological functions. Shooting a wall panel may cause it to bleed, a distress signal may sound like a human scream, or operating machinery may make heartbeat noises. Such affectations are simply roleplayed, but their presence will certainly creep out unsuspecting characters.

Second, the machines start adopting biological traits. A Clockwork Robot with extensive biological replacements (such as the Half-Face Man) may discover that it gets exhausted thanks to its lungs, or that it starts to feel emotions or recover memories from the brain tissue it's appropriated. In such cases, you can simply change a few traits on the statistics block to adjust.

Finally, it's possible that a Clockwork Robot replaces so much of itself that it effectively becomes human. The Half-Face Man walked right up to this line; it's possible that others may have stepped over. Depending on the surgery, such a creature may look like a patchwork Frankenstein's Monster or be completely undetectable as anything but human. It may retain its former programming but now struggles with questions as to the nature of its existence. This could make not only for an interesting adversary, but potentially a fun new companion!

CLOCKWORK ROBOTS

In their base form, Clockwork Robots are simple humanoid forms encased in transparent, toughened plastic. Their gold and brass gears can easily be seen ticking away as they go about their tasks. The constant ticking sound they make is audible, but no louder than a ticking clock.

Specific robots can vary from this baseline depending on their circumstances. The robots of the SS Marie Antoinette that were encountered in London had been extensively retooled using organic materials, and their external bodies were made of skin, not plastic. They were unable to teleport. Some were not equipped with scanners or internal weapons.

CLOCKWORK ROBOTS

Medium Construct (Clockwork Robot)

Armour Class: 15 (Natural Armour)
Hit Points: 45 (6d8 + 18)
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	10 (+0)	10 (+0)	10 (+0)

Saving Throws: Constitution +5
Skills: Survival +2, Technology +4
Damage Resistances: bludgeoning, piercing, and slashing
Damage Immunities: emotional, poison, psychic
Condition Immunities: charmed, exhaustion, frightened, paralysed, petrified, poisoned.
Senses: blindsight 60 ft., passive Perception 10
Challenge: 3 (700 XP)
Tech Level: 8

Boffin: The Clockwork Robot is an extraordinary technician. It has double proficiency with Technology and using mechanics tools. It also has double proficiency on any ability check when finding materials to replace broken bits of machinery that it must replace.

Networked: The Clockwork Robot can sense and communicate with others of its kind within a mile.

Pack Tactics: The Clockwork Robot has advantage on an attack roll against a creature if at least one of the Clockwork Robot's allies is within 5 feet of the creature and the ally isn't Incapacitated.

Scan: As an action, the Clockwork Robot can use its internal sensors to determine specifics about a creature or object, such as whether it is salvagable as necessary replacement parts.

Transmat: A Clockwork Robot is usually assigned to a spacecraft with transmat abilities. As an action, the Clockwork Robot may utilise this technology to leave or return to the spacecraft.

Weakness (Programmed): A Clockwork Robot is coded with certain functions and strictly follows its programming.

Weakness (Control Node): All Clockwork Robots are connected via their network to a control node that broadcasts their instructions. If this control node is inhibited, turned off, or destroyed, then all Clockwork Robots attached to it cease functioning until new instructions are sent. A control node may be part of a spacecraft or it may be embedded in a single Clockwork Robot (such as the Half-Face Man).

ACTIONS

Multiattack: The Clockwork Robot makes two attacks with its blade.

Blade: Melee Weapon Attack: +6 to hit, reach 5ft., one creature. Hit: 11 (2d6 + 4) slashing damage.

ENCOUNTER LEVEL MODIFIERS

Some Assembly Required: Clockwork Robots are strong and resilient, built to be hardy and easily maintained. They are strong, yet elegant, and able to keep operating when damaged.

- Clockwork Robots have improved Strength and Constitution saving throws.
- A Clockwork Robot's Armour Class is never below 15.
- Clockwork Robots have Improved Damage per Attack.
- When reduced to 0 Plot Points, the GM may have parts of the Clockwork Robot remain active.

HALF-FACE MAN

Medium Cyborg (Humanoid Clockwork Robot)

Armour Class: 15 (Natural Armour)
Hit Points: 105 (14d8 + 42)
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	14 (+2)	16 (+3)	18 (+4)	16 (+3)

Saving Throws: Constitution +6, Wisdom +6
Skills: Technology +8, Survival +6, Medicine +9
Damage Vulnerabilities: logical
Damage Resistances: emotional; bludgeoning, piercing, and slashing
Damage Immunities: poison, psychic
Condition Immunities: charmed, frightened, paralysed, petrified, poisoned.
Senses: blindsight 60 ft., passive Perception 13
Challenge: 5 (1,100 XP)
Tech Level: 8

Boffin: The Half-Face Man is an extraordinary technician. It has double proficiency with Technology, Medicine, and using mechanics tools. It also has double proficiency on any ability check when finding materials to replace broken bits of machinery that it must replace.

Control Node: The Half-Face Man is the control node for Clockwork Robots within a half mile. It senses and communicates with them. It may also send instructions or shut down Clockwork Robots and if it is Incapacitated, then all Clockwork Robots it controls shut down.

Expert Welder: The Half-Face Man can use its blowtorch at close range without penalty.

Pack Tactics: The Half-Face Man has advantage on an attack roll against a creature if at least one of the Half-Face Man's allies is within 5 feet of the creature and the ally isn't Incapacitated.

Scan: As an action, the Half-Face Man can use its internal sensors to determine specifics about a creature or object, such as whether it is salvagable as necessary replacement parts.

ACTIONS

Multiattack: The Half-Face Man may make two punch attacks, two blowtorch attacks, or one punch and one blowtorch attack.

Punch: Melee Weapon Attack. +6 to hit, reach 5 ft., one creature. Hit: 13 (3d6 + 3) bludgeoning damage.

Blowtorch: Ranged Weapon Attack. +5 to hit, range 10 feet, one creature. Hit: 15 (3d8 + 2) fire damage.

Incinerate (Recharge 5–6): The Half-Face Man may set its blowtorch to incinerate an area within a 30 foot cone projecting from it. All creatures within the cone must make a DC 15 Dexterity saving throw or take 35 (10d6) fire damage, or half that on a successful save.

ENCOUNTER LEVEL MODIFIERS

Some Assembly Required: Clockwork Robots are strong and resilient, built to be hardy and easily maintained. They are strong, yet elegant, and able to keep operating when damaged.

- The Half-Face Man has improved Strength and Constitution saving throws.
- The Half-Face Man's Armour Class is never below 15.
- The Half-Face Man has Improved Damage per Attack
- When reduced to 0 Plot Points, the GM may have parts of the Half-Face Man remain active.

CYBERMEN

CYBERMEN

'Our brains are just like yours, except that certain weaknesses have been removed.'

— Krail, Mondassian Cyberman

Once they were like us. Now they want us to become like them. They are the cold metal mirrors of the human species, and like any reflection, they will always be with us.

The Cybermen have multiple unusual parallel histories, each with roughly the same story. For a variety of reasons, a biological sentient species begins replacing limbs and organs with cybernetic ones until, ultimately, its society prefers the 'upgrades' to the original, evolving the species into Cybermen. Some of the worlds involved include Mondas (a sister planet of Earth), Telos, and Planet 14. It has also occurred at least once on Earth in a parallel universe.

In all cases, these new Cyberspecies are committed to survival and are constantly upgrading themselves to best any challenges to their continued existence. Occasionally, two Cyberspecies meet. When this happens, the Cyberspecies either join together to form a new, improved Cyberspecies, or they war against each other until only one remains.

Because of the Cyberspecies' different origins and upgrades, it is dangerous to assume that the weaknesses of one apply to another. It is even dangerous to assume that, when encountering the same force of Cybermen again, the Cybermen still have an exploitable weakness, as they've likely upgraded since the previous encounter.

CYBER PRONOUNS?

Regardless of the gender of the original humanoid, all Cybermen are referred to as Cybermen — pronouns are not a concern, and their cyber-processors see no need for gender roles.

NOT WRITTEN IN STONE

One of the great things about the Cybermen having multiple histories is that it gives you a chance to put the player characters at the dawning of a Cyberspecies and give them a real opportunity to prevent it, as they aren't necessarily interfering with the web of time. A perfect example of this is Pete's World, where the Cybus Cybermen were purged from the planet, even though they escaped to cause trouble elsewhere.

ENCOUNTERING CYBERMEN

PHYSIOLOGY AND CONVERSION

While the earliest models tend to have a bit more 'meat on them,' most Cyberman are simply a human brain and nervous system wired into a powerful robotic body. Emotions are suppressed and mental conditioning forces loyalty to the Cyberspecies. There are a variety of methods for conversion: extracting the brain and plugging it into a custom-grown nervous system threaded through a Cybersuit, or encasing a human's whole body in armour then stripping excess flesh away. Conversion might happen in special chambers, on automatic surgical tables, by swarming Cybermites, or in a number of other ways. All methods deliver the same ultimate result.

SURVIVAL, POWER, AND CONQUEST

Cybermen are driven first to ensure their continued survival, and second to convert all others to the Cyber-cause. The Cybermen have instigated huge interstellar wars, but they have spent longer skulking through the shadows of the Universe, weakened by their failure.

When encountered, Cybermen are usually actively pursuing one (or more) of these simple goals:

- Eliminate a threat to their survival.
- Secure a new source of power and strength.
- Conquer a human community and convert them all into Cybermen.

Cybermen have pursued other goals, but because of their obsessive focus on survival, the overwhelming majority of their activities fit these categories.

The focus on survival also affects their approach to conquest. Cybermen are mighty soldiers and can dominate a battlefield, but the survival anxiety of Mondas Cybermen and, to an extent, Cybus Cybermen, leads them to favour stealth over direct confrontation. Even with a battle fleet waiting off-planet, they will be cautious, sneaking through sewers and tunnels and working through intermediaries rather than showing their hand.

If their secret beachhead is discovered and stopped, the Cybermen can easily cut their losses and retreat to develop a different plan. It is only in the Cyberiad era that this general approach changes permanently, and the Cybermen become forthright soldiers storming battlefields in great numbers.

USING CYBERMEN

Cybermen are a fractured mirror image of humanity. They look horrific and different, but beneath the surface they are the same, and they never miss an opportunity to remind humans of this discomfiting fact. They show what humanity could be if it embraced a pure, mechanistic bureaucracy where all human feeling could be coldly entered in the 'costs' column of a spreadsheet. This fundamental offer — surrendering emotion for strength — haunts every encounter with the Cybermen. There is a lot of potential in zooming in on this offer. Are there characters in your adventure who might accept?

The people of Mondas changed because their world was unstable and they faced total destruction. Their transformation was slow and insidious, piece by piece until emotionlessness seemed like one more step along the path. On Pete's World, Lumic made the same choice abruptly because of a personal belief in the weakness of the mortal shell and the fundamental unimportance of emotion. Who else might make such a choice?

Characters who desire physical power might be tempted by the Cybermen, particularly if they believe they will not lose their identity: injured soldiers, paralysed accident victims, the very old. Yet all of these would surely recoil from sacrificing their emotions and mental freedom. These characters could feature in adventures as potential allies of the Cybermen, or as allies of the Doctor who betray them. When they learn the truth of the deal they will have second thoughts, perhaps leading to a heroic attempt to redeem themselves — unless it is already too late.

A character like this who negotiates to keep their identity could be a useful asset to the Cybermen, much like the Cyber-enhanced Tobias Vaughn, who enabled an early Cyberman invasion of Earth (see ***The Invasion*** in **The Second Doctor Sourcebook**).

Characters who desire freedom from their emotions will be most drawn to the sinister offer of the Cybermen. The emotionally abused, the grieving and bereft, the heartbroken. A damaged innocent could be manipulated by the Cybermen, unaware that their actions might bring about an apocalypse for all humanity. An angrier soul might actively aid a Cybermen invasion, cruelly intending to remove emotion from everyone else as well. Either way, this character should not be used lightly; such heavy character themes need space to be taken seriously, and might not suit all gaming groups.

An adventure where a human helps the Cybermen in full knowledge of what they mean to do, seeking the reward of freedom from emotional pain, could lead to incredibly potent dramatic scenes. What can the players do when faced with such a character? What is the 'right' response?

This depth of storytelling is there for the occasional deep dive, but the bread and butter of Cybermen adventures is having them stomp into a situation and cause some obvious trouble. They are great go-to villains in your adventures, and you can pull them out almost anywhere and anywhen. Their motivations are straightforward and the characters always have obvious reasons to fight back against them.

CYBERMEN ADVENTURES

- The family is desperate. It's been nearly a year since Kate joined the weird new-age group and went to live on their compound. No one has heard from her since. Rumours say the group and its charismatic leader are excited about an approaching comet, and they send messages to it — some even believe it replies. Kate's family are worried that things could go very bad indeed when the comet arrives. Despite their fears, no one is helping. The police, the government, the church, no one can give them a way to bring back Kate. They are very lucky that the characters hear their cry for help. In fact, everyone's very lucky, because arriving with that comet is a force of Cybermen, and the leader of this new-age group has no idea who he is really dealing with and what the offer of enlightenment will lead to in the end.

TRUTH BOMBS

It's important to remember that Cybermen are ultimately organic beings, even if there isn't much 'meat' left. While they've purged themselves of 'bad emotions', manipulation of the mind isn't so easy and old feelings and memories can trigger an emotional response. This can lead to the subject rejecting the conditioning, returning the old personality to the Cyberman or causing it to self-destruct in despair.

It is up to you how emotional and logical damage affects Cybermen. Cyberzombies, Proto-Cybermen, and newly-created Cybersoldiers are generally the most vulnerable, shaking their conditioning or self-destructing (typically with an exploding head) a when reduced to 0 hit points. You may even wish to apply some of the customisation options in the ***Doctors and Daleks: Player's Guide***. Perhaps apersuasive argument may stun a Cybersoldier for a round, or emotional prodding might impose disadvantage on the Proto-Cyberman's saving throw.

- One Cybermat. How much trouble could one Cybermat be? Answer: a heck of a lot. In the wreckage of a battle in the Cyberwars, the TARDIS picks up rogue Artron energy. It turns out one Cybermat, a small Cyberman drone unit, has fallen through time and landed in a high-security prison. There, troubled inmates spend time in anger management groups or in solitary confinement, while the prison bureaucracy resists any attempt to extend empathy and emotion to the prisoners. Now a Cybermat is roaming through the corridors and slipping into the cells. It befriends the inmates simply by giving them company when they need it. Then it shows what it can offer by protecting inmates from abusive guards. From there, it guides the inmates to build special equipment in the workshop. Their conversion will begin soon.

- Mediaeval times. A town is protected by an order of knights who came out of nowhere one night to overthrow the cruel baron. The knights keep to themselves, but they are loved by all for their honour and chivalry. When peasants and townsfolk see a knight riding by on horseback, they call out their thanks and throw flowers, while laughing children chase after them. For the ordinary folk, life has never been so good. Which is profoundly vexing for the characters, because these 'knights' are Cybermen, and who ever heard of Cybermen upholding honour and chivalry and making life easy for humankind? No, there must be something here they want... but what could it be? Meanwhile, the brutal baron plots to regain his seat, and he wants the characters' help. Helping despots is not their usual style, but these are Cybermen, and maybe desperate times call for desperate measures.

> **"This structure is the zenith of Cyberconversion."**

TYPES OF CYBERMEN

While any one group of Cybermen look exactly the same, in truth there are differences, especially amongst Cyberforces that lack the capability to upgrade all their members to the same level. In addition, the Cybermen have a hierarchy, with field forces being led by a Cyber Leader and the entire Cyberspecies being under the command of a Cyber Controller.

CYBERVARIANTS

The Doctor has seen many Cyberman variants in their many encounters with them. Most of these are minor — particle beams installed in the forehead, a different armour design, fewer fingers on each hand — but others are a bit more significant. Here are a few 'Cybervariants' that you can use to keep your players guessing.

Emotionally Adjusted. Some Cybermen aren't incapacitated when their emotional inhibitor is shut off; they merely regain a semblance of their old personality.

Emotional Explosion. Some Cybermen are so distraught at discovering what they've become that they self-destruct if their emotional inhibitor is turned off. This explosion could be entirely internal, or function identically to the SRD spell *fireball* centered on the Cyberman, with a DC 15 Dexterity saving throw.

Emotional Purge. Some Cybermen truly have purged their problematic emotions and lack the emotional inhibitor trait.

Flight. The Cyberman is capable of flight and has a fly speed of 60 ft.

Independent. The Cyberman is capable of independent thought and, in some cases, retains their original personality. Such Cybermen may only be partially converted (use Proto-Cybermen statistics) or largely full conversion, with perhaps only their original heads or faces remaining.

Melee Only. The first Cybus Cybermen lacked particle beams, relying only on their grip discharge.

Stealth Mode. The Cyberman is designed for stealth. It is proficient in Stealth and its armour acts as a *cloak of elvenkind* (***SRD***, page 214), which the Cyberman can use an action to turn on and off.

Telepathic. The Cyberman has hypnotic technology. It can cast *suggestion* (***SRD***, page 183) three times per day, without needing components.

Weakness. Depending on their design, some Cybermen have weaknesses that others lack, for example:

- Soft metals such as gold, possibly fired from a Glittergun (as in ***Revenge of the Cybermen***, ***Earthshock***, and ***Silver Nemesis***)
- Electromagnetic pulses (as in ***Nightmare in Silver***)
- Specific chemicals such as a 'Polly Cocktail' (as in ***The Moonbase***).

By default, whenever a Cyberman is exposed to its weakness, it must make a DC 15 Dexterity saving throw or suffer a level of exhaustion. It must repeat this saving throw at the start of each of its turns, suffering another level of exhaustion each time it fails, until its weakness is no longer acting on it.

You can customise your Cybermen with whatever weakness makes sense to you, and change the saving throw and its effects to fit. If you're crafty, you can have the Cybermen upgrade themselves after being defeated by this weakness to remove it, bamboozling your hapless players!

DEFEATING CYBERMEN

The massive firepower, armoured form, and unrelenting nature of the Cybermen means that even a lone Cybersoldier can pose an existential threat to the party. Thankfully, there are a few ways around fighting these villains in silver you can suggest, or canny characters can discover by making appropriate checks, all of which have a default DC of 17:

- A successful Intelligence (Engineering) or Intelligence (Science) check could reveal flaws in a particular Cyberman's design, such as a weakness (see left), their radiation vulnerability, or that the emotional inhibitor can be disabled. An Intelligence (Investigation) or Wisdom (Medicine) check to examine the designs or parts of a Cyberman could reveal the same information.
- A successful Wisdom (Insight) check could reveal that a Cyberman still has emotions, but that they are being inhibited, and if that were broken they might be able to reach the biological being inside. A successful Wisdom (Perception) check could reveal the same information if a Cyberman is observed at a particular revealing moment.

Shutting off the emotional inhibitors of a single Cyberman and attempting to 'bring them back' with Charisma (Persuasion) checks will serve a party well, but facing off against a Cyber-army is another matter entirely! Creating a device that abuses the specific weakness of a particular model of Cyberman is a good approach to stopping an army, and failing that, trying the same tactic of appealing to the emotions of a Cyber Controller or other high-ranking individual might cut off the head of the metaphorical metal beast.

PROTO-CYBERMEN

Sometimes known as 'Model 1 Cybermen', Proto-Cybermen, as the term implies, are usually the first type of Cybermen a civilisation creates. Proto-Cybermen are set apart from other Cybermen by their ghoulish appearance; with exposed fleshy hands and a wrapped biological head they really do resemble walking corpses. Somewhat jarringly given their horrific appearance, Proto-Cybermen speak in a strange sing-song tone.

Despite all this, Proto-Cybermen often maintain the pretence that they are still a part of the society that spawned them, considering themselves 'inheritors' rather than the dawn of a new species. While this enables them to retain some of their humanity, and indeed, many Proto-Cybermen continue using their human names, it is also a weakness, as Proto-Cybermen loathe being reminded of what they've lost and their inability to remain who they were.

A notable difference is the 'Cybus Cybermen' from an alternate Earth (dubbed 'Pete's World' by the Doctor). Rather than have a Proto-Cybermen phase, the Cybermen of Cybus Industries were built as Cybersoldiers from the beginning, although it is certainly possible that Cybus Industries' earliest experiments were Proto-Cybermen, but the process had been perfected by the time the Doctor intervened.

PROTO-PROTO CYBERMEN

With just slight modification, the Proto-Cyberman stat block makes an excellent foundation for other cyborgs that your player characters may encounter, including those that have not completed cyber-conversion. Simply change out the appropriate weaponry and decide how much 'human' (or 'humanoid') the cyborg remains. Some cyborgs, like those of the 'cyberpunk' genre, remain human with mechanical bits, others may have their human memories completely erased.

PROTO-CYBERMAN

Medium Cyborg (Human)

Armour Class: 16 (Natural Armour)
Hit Points: 51 (6d8 + 24)
Speed: 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	14 (+2)	12 (+1)	12 (+1)

Saving Throws: Constitution +6
Skills: Intimidation +3, Medicine +3, Survival +3, Technology +4
Damage Resistances: logical; bludgeoning, piercing, and slashing
Damage Immunities: poison
Condition Immunities: charmed, exhaustion, frightened, paralysed, petrified, poisoned
Senses: darkvision, 120 ft., passive Perception 11
Challenge: 2 (450 XP)
Tech Level: 6

Emotional Inhibitor: The biological emotions of Cybermen are inhibited through technology, rather than fully purged. A creature that makes a DC 15 ability check with an appropriate tool they are proficient with, such as a Sonic Screwdriver or a cyber-controller, can temporarily disable an Emotional Inhibitor. When the Cyberman's emotions return, it could mean a return to their former personality, but in most cases the shock results in them being Incapacitated for 1 minute whilst the Emotional Inhibitor is re-established.

Frightful Presence (**page 11**): DC 15 Wisdom saving throw, Range 120 feet.

Radiation Vulnerability: The Cyberman takes double damage from sources of radiation.

ACTIONS

Multiattack: The Proto-Cyberman makes two melee attacks or two ranged attacks.

Hand Chop: *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage.

Laser Blast: *Ranged Weapon Attack:* +3 to hit, range 60/120 ft., one target. *Hit:* 10 (2d8 + 1) lightning damage.

ENCOUNTER LEVEL MODIFIERS

- Proto-Cybermen never have an AC lower than 16.
- Proto-Cybermen have Improved Strength and Constitution saving throws.
- The Proto-Cyberman's Hand Chop and Laser Blast have Improved damage.
- If a Proto-Cyberman reduces a creature to 0 Plot Points, they will attempt to incapacitate or capture them to Cyber-convert later.

CYBERSOLDIER

The Cybersoldier is the main design in any Cyberspecies, an armoured silver warrior that carries out the missions its commanders demand. Given that it is general knowledge that Cybersoldiers were created from unique individuals, there is a disturbing uniformity about their design. Whereas even a heavily-armoured biological force would show differences in height, weight, and body structure, all Cybersoldiers look and sound exactly the same, with nothing to differentiate one from another.

Having said that, Cybersoldiers don't seem to have an issue differentiating from each other, largely because they simply adapt to the task at hand — Cybersoldiers have little need for companionship or friendship, especially when their own survival seems constantly threatened. Still, there are some Cyberspecies that have developed full civilisations (Mondas, for example, before its destruction), but how exactly such a civilisation works remains a mystery.

CYBER LEADER

Cyber Leaders are the field commanders of Cybersoldiers. Regardless of the force's size, there is always one Cyber Leader; if multiple Cyber Leaders find themselves in the same situation, all except one are 'downgraded' to allow the most logical Cyber Leader to take command. Typically, but not always, a Cyber Leader is distinguished with black markings on its helmet; this is usually for the benefit of other species, as Cybersoldiers always recognise their Cyber Leader.

CYBERSOLDIER

Medium Construct (Humanoid)

Armour Class: 18 (Natural Armour)
Hit Points: 143 (15d8 + 75)
Speed: 25 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	20 (+5)	10 (+0)	12 (+1)	10 (+0)

Saving Throws: Constitution +8, Wisdom +4
Skills: Intimidation +6, Medicine +4, Survival +4, Technology +6
Damage Resistances: bludgeoning, piercing, and slashing
Damage Immunities: poison
Condition Immunities: charmed, exhaustion, frightened, paralysed, petrified, poisoned
Senses: darkvision 120 ft., passive Perception 11
Civilisations: Cyberman, Human
Challenge: 5 (1,800 XP)
Tech Level: 6

Connected: The Cybersoldier is connected to a network of linked Cybermen minds. As long as they are connected by the same network, a Cyberman is aware of what every other Cyberman knows.

Construct: As a constructed creature a Cybersoldier does not require air, food, sleep, or water.

Emotional Inhibitor: The biological emotions of Cybermen are inhibited through technology, rather than fully purged. A creature that makes a DC 15 ability check with an appropriate tool they are proficient with, such as a Sonic Screwdriver or a cyber-controller, can temporarily disable an **Emotional Inhibitor**. When the Cyberman's emotions return, it could mean a return to their former personality, but in most cases the shock results in them being Incapacitated for 1 minute whilst the Emotional Inhibitor is re-established.

Radiation Vulnerability: The Cyberman takes double damage from sources of radiation.

Frightful Presence (**page 11**): DC 14 Wisdom saving throw, Range 120 feet. The Cybersoldier is so frightening it has expertise in Intimidation.

ACTIONS

Multiattack: The Cybersoldier makes two melee attacks or two ranged attacks.

Grip Discharge: *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (3d8) lightning damage.

Particle Beam: *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one target. *Hit:* 11 (2d8 + 2) radiant damage.

ENCOUNTER LEVEL MODIFIERS

Cyber Construction: Cybermen have cybernetic bodies that are protected by armoured panels.
- Cybermen never have an AC lower than 16.
- Cybermen have Improved Strength and Constitution saving throws.

Slow But Inevitable: Though they move slowly, Cybermen are single minded in their programmed goal of converting others.
- The Cyberman's Grip Discharge and Particle Beam have Improved damage.
- If a Cyberman reduces a creature to 0 Plot Points, they will attempt to incapacitate or capture them to Cyber-convert later.

CYBER LEADER

Medium Construct (Humanoid)

Armour Class: 18 (Natural Armour)
Hit Points: 123 (13d8 + 65)
Speed: 25 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	20 (+5)	14 (+2)	16 (+3)	16 (+3)

Saving Throws: Constitution +8, Wisdom +6, Charisma +6
Skills: Intimidation +9, Medicine +6, Survival +6, Technology +8
Damage Resistances: bludgeoning, piercing, slashing
Damage Immunities: poison
Condition Immunities: charmed, exhaustion, frightened, paralysed, petrified, poisoned
Senses: darkvision 120 ft., passive Perception 13
Civilisations: Cyberman, Human
Challenge: 8 (3,900 XP)
Tech Level: 6

Connected: The Cyber Leader is connected to a network of linked Cybermen minds. a network of linked Cybermen minds. As long as they are connected by the same network, a Cyberman is aware of what every other Cyberman knows.

Construct: As a constructed creature a Cyber Leader does not require air, food, sleep, or water.

Emotional Inhibitor: The biological emotions of Cybermen are inhibited through technology, rather than fully purged. A creature that makes a DC 15 ability check with an appropriate tool they are proficient with, such as a Sonic Screwdriver or a cyber-controller, can temporarily disable an Emotional Inhibitor. When the Cyberman's emotions return, it could mean a return to their former personality, but in most cases the shock results in them being Incapacitated for 1 minute whilst the Emotional Inhibitor is re-established.

Frightful Presence (**page 11**): DC 17 Wisdom saving throw, Range 120 feet. The Cyber Leader is so frightening it has expertise in Intimidation.

Radiation Vulnerability: The Cyberman takes double damage from sources of radiation.

ACTIONS

Multiattack: The Cyber Leader makes three melee attacks or three ranged attacks.

Grip Discharge: *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (3d8) lightning damage.

Particle Beam: *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one target. *Hit:* 11 (2d8 + 2) radiant damage.

REACTIONS

Aggressive: If the Cyber Leader is the target of a melee attack, it may immediately make a melee attack against that attacker.

ENCOUNTER LEVEL MODIFIERS

Cyber Construction: Cybermen have cybernetic bodies that are protected by armoured panels.
- Cybermen never have an AC lower than 16.
- Cybermen have Improved Strength and Constitution saving throws.

Slow But Inevitable: Though they move slowly, Cybermen are single minded in their programmed goal of converting others.
- The Cyberman's Grip Discharge and Particle Beam have Improved damage.
- If a Cyberman reduces a creature to 0 Plot Points, they will attempt to incapacitate or capture them to Cyber-convert later.

CYBER CONTROLLER

The Cyber Controller is the leader of an entire Cyberspecies. It is often the first Cyberman created, but in the event the Cyber Controller dies or is deemed 'defective', a Cyber Leader advances to its place.

All Cyber Controllers are concerned about only one thing: the survival of their species. Every decision they make advances that goal, including assimilating new species for better survival traits or merging with other Cyberspecies to upgrade themselves (see **Superior Cybermen** for examples).

LAIR ACTIONS

A Cyber Controller is usually found in the central command of a Cyberman force, watching over conversion/hibernation pods, developing strategies, and issuing orders. This is usually in a Cyberfactory or aboard a Dreadnought-class vessel (a 'Cyberking') that includes a Cyberfactory.

On initiative count 20 (losing all initiative ties), the Cyber Controller can use one of its lair action options. It can't do so while incapacitated or otherwise unable to take actions. If surprised, it can't use one until after its first turn in the combat.

- The Cyber Controller can call on a nearby Cybersoldier patrol for aid. 2d6 Cybersoldiers arrive in 1d6 rounds on their initiative. This lair action may only be used if it's possible for the Cybersoldiers to enter the room.
- The Cyber Controller can instantly activate any partially-converted Cybermen (treat as Proto-Cybermen) or Cybersoldiers resting in conversion or hibernation pods (the exact number depending on how many pods there are). These Cybermen act on the Cyber Controller's initiative, but take their turn after the Cyber Controller.
- The Cyber Controller can mentally activate conversion machinery and direct it to capture one Medium creature. The creature must make a DC 14 Dexterity saving throw or be grappled (escape DC 18).

REGIONAL EFFECTS

A Cyber Controller has complete command of a Cyberfactory and is usually 'plugged' into it, whether through tubes or a wireless connection. This connection does not prevent the Cyber Controller from moving freely, but it does make the Cyberfactory an extension of itself; a Dreadnought with a Cyber Controller is effectively one gargantuan Cyberman! The Cyber Controller's can be felt throughout, as noted in this section. Regional effects end abruptly or dissipate over time when the Cyber Controller dies or removes itself from the structure.

- Every camera and sensor within the structure acts as the Cyber Controller's eyes and ears. The Cyber Controller cannot be surprised within its structure and it may contact and converse with any creature within the structure, friendly or hostile.
- Operating Cyberfactories are often inundated with the screams of those being converted and those anticipating conversion. Hearing these screams and pleas can be quite disconcerting — every 10 minutes a character spends in an operating Cyberfactory, they must make a DC 12 Wisdom saving throw or be frightened for 1 minute as they gather their courage — which is usually enough time for the Cyber Controller to send a Cybersoldier patrol to investigate!

> **"You're a Cyber Controller; you don't control me or anything with blood in its heart!"**

CYBER CONTROLLER

Medium Construct (Humanoid)

Armour Class: 20 (Natural Armour)
Hit Points: 142 (20d8 + 75)
Speed: 25 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	14 (+2)	24 (+7)	20 (+5)	20 (+5)	20 (+5)

Saving Throws: Constitution +13, Wisdom +11, Intelligence +11, Charisma +11
Skills: History +11, Insight +11, Intimidation +11, Medicine +11, Perception +11, Survival +11, Technology +11
Damage Resistances: bludgeoning, piercing, and slashing
Damage Immunities: poison
Condition Immunities: charmed, exhaustion, frightened, paralysed, petrified, poisoned
Senses: Darkvision 120 ft., passive Perception 21
Civilisations: Cyberman, Human
Challenge: 19 (22,000 XP)
Tech Level: 6

Connected: The Cyber Controller is connected to a network of linked Cybermen minds.

Construct: As a constructed creature a Cyber Controller does not require air, food, sleep, or water.

Emotional Inhibitor: The biological emotions of Cybermen are inhibited through technology, rather than fully purged. A creature that makes a DC 15 ability check with an appropriate tool they are proficient with, such as a Sonic Screwdriver or a cyber-controller, can temporarily disable an Emotional Inhibitor. When the Cyberman's emotions return, it could mean a return to their former personality, but in most cases the shock results in them being Incapacitated for 1 minute whilst the Emotional Inhibitor is re-established.

Frightful Presence (**page 11**): DC 17 Wisdom saving throw, Range 120 feet.

Legendary Resistance (3/day): If the Cyber Controller fails a saving throw, it can choose to succeed instead.

Radiation Vulnerability: The Cyberman takes double damage from sources of radiation.

ACTIONS

Multiattack: The Cyber Leader makes three melee attacks or three ranged attacks.

Grip Discharge: *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 27 (6d8) lightning damage.

Particle Beam: *Ranged Weapon Attack:* +10 to hit, range 30/60 ft., one target. *Hit:* 27 (6d8) radiant damage.

REACTIONS

Aggressive: If the Cyber Controller is the target of a melee attack, it may immediately make a melee attack against that attacker.

LEGENDARY ACTIONS

The Cyber Controller can take 3 legendary actions, choosing from the options listed below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Cyber Controller regains spent legendary actions at the start of its turn.

Activate Grapple: The Cyber Controller can activate nearby machinery to try and grapple one creature, as per the Lair Action.

Detect: The Cyber Controller makes a Wisdom (Perception) check.

Taunt (Costs 3 Actions): The Cyber Controller can taunt its enemies. All hostile creatures within 60 feet of the Cyber Controller must make a DC 21 Wisdom saving throw or take 36 (8d8) logical damage, or half as much damage on a successful one.

ENCOUNTER LEVEL MODIFIERS

Cyber Construction: Cybermen have cybernetic bodies that are protected by armoured panels.
- Cybermen never have an AC lower than 16.
- Cybermen have Improved Strength and Constitution saving throws.

Slow But Inevitable: Though they move slowly, Cybermen are single minded in their programmed goal of converting others.
- The Cyberman's Grip Discharge and Particle Beam have Improved damage.
- If a Cyberman reduces a creature to 0 Plot Points, they will attempt to incapacitate or capture them to Cyber-convert later.

SERVANTS OF THE CYBERMEN

While the Cybermen are fearsome enough, they often have allies and servants aiding them. Sometimes, this is for infiltration and at other times this is because the main Cyberforce is too weak on its own and must rely on such allies and servants to carry out their plan.

CYBERDRONE

Tiny Construct

Armour Class: 18 (Natural Armour)
Hit Points: 30 (4d4 + 20)
Speed: Fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	20 (+5)	8 (-1)	12 (+1)	6 (-2)

Skills: Perception +5, Stealth +6
Damage Resistances: bludgeoning, piercing, slashing
Damage Immunities: emotional, logical, poison
Condition Immunities: charmed, exhaustion, frightened, paralysed, petrified, poisoned
Senses: darkvision 120 ft., passive Perception 15
Challenge: 1 (200 XP)
Tech Level: 6

Connected: The Cyberdrone is connected to a network of linked Cybermen minds.

Construct: As a constructed creature a Cybersoldier does not require air, food, sleep, or water.

Frightful Presence (**page 11**): DC 14 Wisdom saving throw, Range 120 feet.

Hunter: The Cyberdrone has expertise in Insight, Perception, and Stealth.

Radiation Vulnerability: The Cyberdrone takes double damage from sources of radiation.

ACTIONS

Particle Beam: *Ranged Weapon Attack:* +4 to hit, range 30/60 ft., one target. *Hit:* 11 (2d8 + 2) radiant damage.

ENCOUNTER LEVEL MODIFIERS

Cyber Construction: Cyberdrones are protected by armoured panels.
- Cyberdrones never have an AC lower than 16.
- Cyberdrones have Improved Strength and Constitution saving throws.
- Cyberdrone's Particle Beam does Improved damage.

CYBERDRONE

Cyberdrones are advance scouts and hunters for the Cybermen, resembling flying Cyberman helmets with particle beams coming out of their eyes. Despite their decapitated appearance, Cyberdrones, as their name implies, are not disembodied Cybermen heads. They are merely robots efficiently constructed from spare Cyberman parts.

CYBERMAT

The Cybermat is the all-purpose infiltration agent of the Cybermen. Resembling a silverfish or metallic worm, Cybermats work their way in through small spaces and neutralise the enemy before enabling Cybersoldiers to move in.

CYBERMITE

Cybermites are even tinier versions of Cybermats, about the size of large ants and they tend to attack in swarms. Cybermites are programmed to act and attack as one, taking over technological devices or, more horrifyingly, swarming over a humanoid and converting it into a Cybersoldier!

CYBER-POISON

In desperate situations where Cybersoldiers are in short supply, the Cybermen may fill their Cybermats with a poison that demoralises and neutralises an enemy. This poison is lethal and characterised by glowing veins that shine through the skin.

A creature bitten by such a Cybermat must make a DC 13 Constitution saving throw or take 14 (4d6) poison damage and become Poisoned on a unsuccessful save. The creature continues to take 3 (1d6) poison damage per minute unless the poison is purged from its body via lesser restoration or similar effect is applied.

CYBERMAT

Tiny Cyborg (Cybermat)

Armour Class: 18
Hit Points: 6 (1d4 + 4)
Speed: 20 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	18 (+4)	4 (-3)	14 (+2)	4 (-3)

Saving Throws: Dexterity +4
Skills: Athletics +0, Perception +4, Stealth +4
Damage Resistances: bludgeoning, piercing, slashing
Damage Immunities: emotional, logical, poison
Condition Immunities: charmed, exhaustion, frightened, paralysed, petrified, poisoned
Senses: darkvision 120 ft., passive Perception 14
Civilisations: Cyberman
Challenge: 1/4 (50 XP)

Connected: The Cybermat is connected to a network of linked Cybermen minds.

Construct: As a constructed creature a Cybermat does not require air, food, sleep, or water.

Jump: If the Cybermat uses the remainder of its movement to jump after moving 10 feet, it can jump up to 30 feet.

Radiation Vulnerability: The Cybermat takes double damage from sources of radiation.

ACTIONS

Bite: Melee Weapon Attack. +4 to hit, reach 5ft., one target. *Hit:* 1 piercing damage. Cybermats are typically loaded with poison or cyberconversion nanites that are transmitted through the bite.

Electric Discharge: Ranged Weapon Attack. +4 to hit, range 10/20. *Hit:* 6 (1d8 + 2) lightning damage.

"Cybermats are infiltrators. Very small, very deadly. They collect power like bees collect pollen."

CYBERMITE SWARM

Medium Swarm of Tiny Cyborgs (Cybermat)

Armour Class: 18
Hit Points: 61 (6d8 + 24)
Speed: 20 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	18 (+4)	8 (-1)	14 (+2)	1(-5)

Saving Throws: Dexterity +4
Skills: Athletics +0, Perception +4, Stealth +4
Damage Resistances: bludgeoning, piercing, slashing
Damage Immunities: emotional, logical, poison
Condition Immunities: charmed, exhaustion, frightened, paralysed, petrified, poisoned
Senses: darkvision 120 ft., passive Perception 14
Civilisations: Cyberman
Challenge: 3 (700 XP)

Connected: The Cybermite is connected to a network of linked Cybermen minds.

Construct: As a constructed creature a Cybermite does not require air, food, sleep, or water. It does, however, consume such things to reproduce.

Jump: The Cybermite's speed is doubled when jumping.

Operate: If Cybermites get inside machinery, then they can use their own bodies to power it up, animate it, operate it, or disable it.

Radiation Vulnerability: The Cybermites take double damage from sources of radiation.

Swarm: The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny Cybermite. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Cyberconversion: When a swarm enters another creature's space, it attempts to convert them into a Cybersoldier. The victim must make a DC 14 Wisdom saving throw or suffer 21 (6d6) logical damage. If the creature's hit points reach 0 in this manner, the target becomes a Cybersoldier rather than dying after three failed death saving throws.

CYBER PLANNER

Sometimes confused with a Cyber Controller, a Cyber Planner is not a Cyberman but a machine, a device used to analyse situations and provide strategic and tactical advice to a Cyberforce. Cyber Planners are also used as an interface between the Cybermen and their allies, as machines are easily hidden while providing direct communication.

More advanced Cyber Planners can interface with creatures to tap their creativity to better ensure the success of Cybermen missions. One such Cyber Planner infiltrated the Doctor's mind to become 'Mr Clever', absorbing some of the Doctor's personality and engaging in a mental battle of wits with the Doctor's original personality (Mr Clever predictably lost).

CYBERPOSESSION AND SENSITIVITY

By default, a Cyber Planner can't use its Cyberpossession Action on a player character, as effectively removing them from the game and turning their character into an NPC isn't much fun. If you plan on using this kind of power in your games, make sure to discuss it with your players — it could potentially be a lot of fun to play as a 'possessed' character and secretly work as a double agent against the party, but only if everyone is on board with that kind of thing!

CYBER PLANNER

Medium Construct

Armour Class: 14 (Natural Armour)
Hit Points: 26 (8d8 + 8)
Speed: 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	18(+4)	20 (+5)	20 (+5)	1 (-5)

Skills: Insight +7, Perception +7
Damage Immunities: emotional, poison
Condition Immunities: charmed, frightened, paralysed, petrified, poisoned
Senses: darkvision 120 ft., passive Perception 19
Civilisations: Cyberman
Challenge: 1 (200 XP)
Tech Level: 6

Immobile: When not inhabiting a creature, the Cyber Planner is Restrained.

Logical Argument: The Cyber Planner uses Intelligence rather than Charisma when making Persuasion checks.

Innate Spellcasting: The Cyber Planner's innate spellcasting ability is Intelligence (spell save DC 17). The Cyber Planner can innately cast the following spells, requiring no components:
At will: message
3/day, each: command, hold person, sleep
1/day, each: dominate person

Connected: The Cyber Planner is connected to a network of linked Cybermen minds.

ACTIONS

Multiattack: The Cyber Planner makes two ranged attacks.

Particle Beam: *Ranged Weapon Attack:* +2 to hit, range 30/60 ft., one target. *Hit:* 27 (6d8) radiant damage.

Cyberpossession (Recharge 6): Advanced Cyber Planners have access to cyberpossession, or the ability to effectively possess a creature and use it for mobility as well as taking advantage of its memories.

One humanoid that the Cyber Planner can see within 5 feet of it must succeed on a DC 17 Charisma saving throw or be possessed by the Cyber Planner; the Cyber Planner's housing unit shuts down and the target is Incapactitated antd loses control of its body. The Cyber Planner now controls the body but doesn't deprive the target of awareness. The Cyber Planner can't be targeted by any attack, quip, spell, or other effect, except logical damage, and it retains its Intelligence, Wisdom, Charisma, and immunities to being Charmed and Frightened. It otherwise uses the possessed target's statistics as well as access to any memories, feelings, or other thoughts useful to its mission. Accessing memories allows the target to make another Charisma saving throw with advantage to expel the Cyber Planner.

The cyberpossession lasts until the Cyber Planner ends it as a bonus action or the Cyber Planner takes logical damage that reduces the target's body to 0 hit points. When the cyberpossession ends, the Cyber Planner returns to its housing unit and the target is immune to further cyberpossession by the Cyber Planner for 24 hours after succeeding on the saving throw or until after the possession ends.

"I think I'm going to have to completely rework the neural interface. But this is going to be the most efficient Cyber Planner! Not a great name that, is it? I could call myself Mr. Clever!"

CYBERSHADE

A chimaera of beast, Cyberman, and Cyberzombie, the Cybershade is an animalistic creature augmented with technology and a recognisable faceplate. As they are drawn from local animals and manipulated or spliced with other animals and grafted onto a metallic frame, Cybershades don't have a common appearance, although most resemble semi-bipedal apelike creatures.

Like Cybermats, Cybershades are servants, but they are designed for retrieval operations and, if necessary, combat. They are fiercely loyal to their masters.

CYBERSHADE

Medium Cyborg (Beast)

Armour Class: 16 (Natural Armour)
Hit Points: 51 (6d8 + 24)
Speed: 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	6 (-2)	12 (+1)	7 (-2)

Skills: Acrobatics +5, Athletics +6, Perception +3, Survival +3
Damage Resistances: emotional; bludgeoning, piercing, and slashing
Damage Immunities: logical, poison
Condition Immunities: charmed, exhaustion, frightened, paralysed, petrified, poisoned
Senses: darkvision 120 ft., passive Perception 13
Challenge: 2 (450 XP)

Connected: The Cybershade is connected to a network of linked Cybermen minds.

Construct: As a constructed creature a Cybershade does not require air, food, sleep, or water.

Radiation Vulnerability: The Cybershade takes double damage from sources of radiation.

ACTIONS

Multiattack: The Cybershade makes two fist attacks.

Fist: Melee Weapon Attack. +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+4) bludgeoning damage.

ENCOUNTER LEVEL MODIFIERS

Cyber Construction: Cybershades are protected by armoured panels.
- Cybershades never have an AC lower than 16.
- Cybershades have Improved Strength and Constitution saving throws.

CYBERZOMBIE

As their name implies, Cyberzombies are effectively walking corpses programmed to serve the Cybermen. In most cases, the Cyberzombie is technically still 'alive,' although the augmentation of their bodies and minds erases their former personalities. Like Cybershades, Cyberzombies are used for situations that a Cybersoldier can't perform on its own, but Cyberzombies retain the skills they had prior to their conversion.

TEMPORARY CYBERZOMBIES

Creatures turned into Cyberzombies via hypnotic methods don't use the Cyberzombie stat block. Instead, when a Cyberman attempts to hypnotise the potential Cyberzombie, the creature affected must make a DC 14 Charisma saving throw or accept all orders given it by a Cyberman and no longer acts on its own. A creature that makes its saving throw is immune to this effect for 24 hours.

Fortunately, it is possible to return such a Cyberzombie to its original personality. Causing emotional or logical damage enables it to make another Charisma saving throw and, in cases where a helmet is used, removing the helmet causes 21 (6d6) lightning damage but enables the creature, if it survived, to return to normal and also grants it the 24 hour reprieve. This damage can be neutralised if another creature makes a DC 15 Intelligence (Security Tools) check, with a success removing the helmet safely and a failure inflicting the usual damage while still removing the helmet.

The process of creating Cyberzombies has changed over time. Initially, a Cyberzombie was simply a hypnotised human or one forced into servitude via a hypnotic helmet. Such Cyberzombies were difficult to control (see **Temporary Cyberzombies**) and more invasive procedures were developed. These newer methods used nanotechnology to alter a creature from the inside, destroying their former selves and turning them into, well, technological zombies!

It is difficult but not impossible to 'reach' the former personality inside a Cyberzombie, but unfortunately such efforts are only temporary, as the Cybermen tend to install kill switches inside their Cyberzombies that activate when a Cyberzombie defies orders, killing them.

CYBERZOMBIE

Medium Construct (Humanoid)

Armour Class: 10 (Natural Armour)
Hit Points: 26 (4d8 + 8)
Speed: 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	10 (+0)	10 (+0)	6 (-2)

Damage Resistances: emotional, logical
Condition Immunities: charmed, frightened, paralysed, petrified, poisoned
Senses: darkvision 120 ft., passive Perception 10
Challenge: 1 (200 XP)
Tech Level: 6

Skilled: The Cyberzombie retains all skill proficiencies it had in life.

Undead Fortitude: If damage reduces the Cyberzombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is from a critical hit. On a success, the Cyberzombie drops to 1 hit point instead.

Connected: The Cyberzombie is connected to a network of linked Cybermen minds.

ACTIONS

Grip Discharge: *Melee Weapon Attack:* **+5 to hit, reach 5 ft., one target.** *Hit:* 9 (2d8) lightning damage.

SUPERIOR CYBERMEN

Cybermen are always upgrading themselves and, at times, benefit from upgrades offered to them. Over time, this can result in the creation of a new, evolved Cyberspecies that are demonstratively superior to their previous forms. Three such 'superior Cybermen' are offered here, although there are undoubtedly many more.

3W CYBERMEN

In the early 21st century, Earth was threatened by a unique Cyberman variant. The Time Lady Missy developed them from a Mondas/Cybus blend, applying numerous upgrades using her sophisticated grasp of science and technology. The method of creation made these Cybermen quite unique despite the similar appearance to other models.

Missy captured the minds of an enormous number of people at the moment of their death, storing them in a Data Slice from the Gallifreyan Matrix known as the Nethersphere. She persuaded them they were in the afterlife, but would continue to suffer unless they deleted their own emotions. Once they had been tricked into modifying their psyche, they were re-downloaded into their dead bodies, which had been upgraded into Cybermen.

The Cybermen followed Missy's instructions without hesitation. She exercised control using a special bracelet, which she gave to the Doctor, who in turn gave it to Danny Pink, a Cyberman who had retained his sense of identity. Danny ordered the Cybermen to self-destruct in the sky to eliminate the threat.

3W Cybermen are mechanically identical to Cybus Cybermen, but have a fly speed of 60 feet.

3W UPGRADE

A Cyberman of the Cyberiad has the same statistics as a Cybersoldier or Cyber Leader with the following changes:

- **Fly.** 3W Cybermen have a fly speed of 60 feet.
- **Animate Dead.** Cyberpollen can transform an intact corpse into a 3W Cyberman.
- **Remote Controller.** Rather than a Cyber Controller, 3W Cybermen are programmed to take orders from anyone holding the Remote Controller, a technological bracelet.

CYBERPOLLEN

The first set of 3W Cybermen were loaded with Cyberpollen, which spread into the atmosphere when they self-destructed. The Cyberpollen came down in the rain. Wherever the pollen-rich water crept into contact with a dead body, it initiated a conversion sequence. Many (but not all!) dead bodies were fully converted into Cybermen, and their minds were downloaded from the Nethersphere.

Cyberpollen has no statistics, as it is essentially an unkillable Cybermite swarm, but the characters can neutralise Cyberpollen as they would any liquid-based chemical, likely with an appropriate collaborative check.

THE CYBERIAD

After long centuries where Cyberman technology was relatively static, they achieved a series of breakthroughs to become the Cyberiad, a unified network of cyber-minds. They renewed their wars and human society was forced into a paranoid retreat, knowing that any weakness discovered by even a single Cyberman would be immediately exploited by the whole Cyberiad, and any effective weapon would be quickly made redundant. A single Cyberman's presence became sufficient reason to sacrifice many innocent lives. Humanity won the Cyberwars only by completely destroying an entire galaxy. Now humanity lives in fear of the Cyberiad's return.

CYBERMASTERS

The Doctor's most recent encounters with the Cybermen came in the most unlikely of places — Gallifrey. The Master had returned, burning the restored Gallifrey capital. After taking the Cyberium from Ashad, the Master created a race of regenerating Cybermen in the image of the Time Lords, using Time Lord biology and Cyber-technology. These Cybermasters could regenerate if killed, making them an incredibly formidable foe. While Ko Sharmus detonated the 'Death Particle', destroying all organic life in Gallifrey, there is always the chance that one or more of these dangerous Cybermasters escaped the explosion in a time capsule.

CYBERIAD UPGRADE

A Cyberman of the Cyberiad has the same statistics as a Cybersoldier, Cyber Leader, or Cyber Controller, with the following changes:

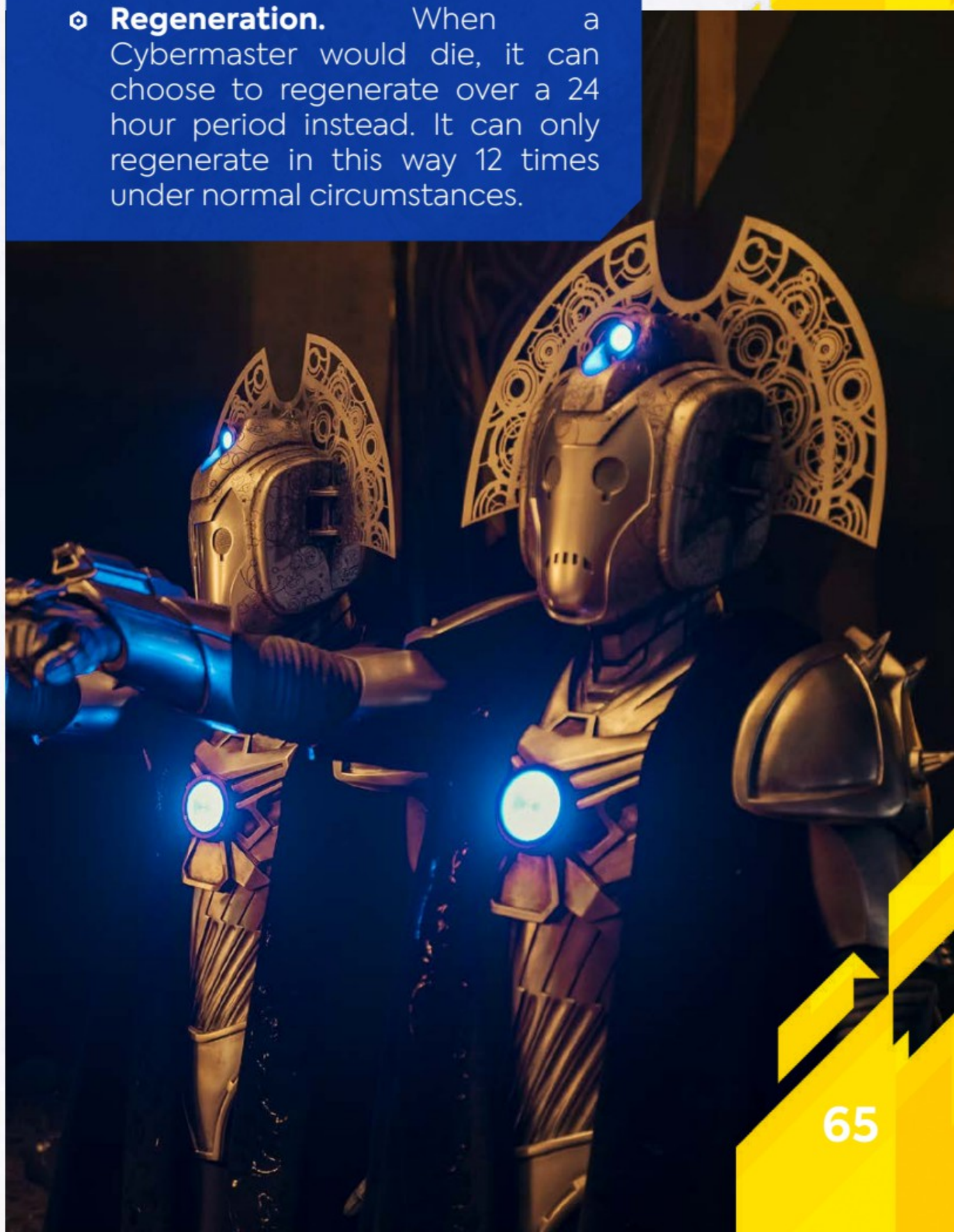
- **Detachment.** The Cyberman can detach a body part and allow it to operate independently for specific tasks at up to 100 yards. It operates as *mage hand*, but with an unlimited duration.
- **Quicksilver.** The Cyberman can move in a quick burst of speed once per minute. Treat this movement as *misty step*.
- **Upgrade.** Once a Cyberman takes damage, it upgrades itself 1d4 rounds later to become resistant to that damage type and immune after an additional 1d4 rounds.

The Upgrade trait is usually weapon-specific, so at the Gamemaster's discretion a Cyberman that becomes resistant to Davros' lightning may not also be resistant to an Exterminator until it is hit by that as well.

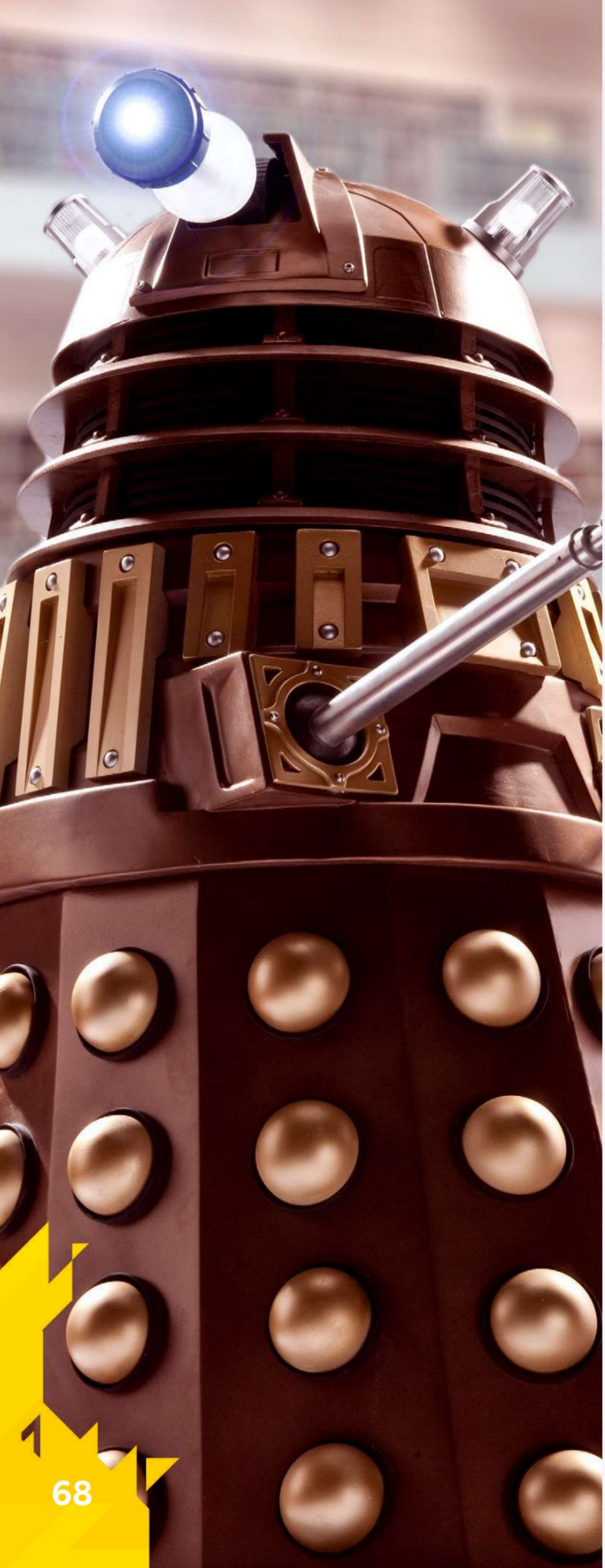
CYBERMASTER UPGRADE

A Cybermaster has the Cyberiad upgrades as well as the following:

- **Regeneration.** When a Cybermaster would die, it can choose to regenerate over a 24 hour period instead. It can only regenerate in this way 12 times under normal circumstances.



DALEKS



DALEKS

'Today the Kaled race is ended, consumed in a fire of war. But from its ashes will rise a new race: the supreme creature, the ultimate conqueror of the Universe, the Dalek.'

— Davros, creator of Daleks and the Dark Lord of Skaro

Devoid of all emotion other than hate, the Daleks mercilessly exterminate every other species in the Universe, judging them inferior. Capable of time travel, the Daleks eventually rivalled the Time Lords in power, leading to the Last Great Time War and the near-total destruction of the Universe.

BACKGROUND

On the planet Skaro, the humanoid Kaleds and Thals waged a planet-wide, thousand-year war that eventually went nuclear. The conflict continued even after the conclusion became obvious: near-total annihilation of all planetary life.

Recognising genetic degradation to be the ultimate fate of the Kaled race, Davros, their chief scientist, accelerated the mutation process while deliberately manipulating DNA to reject weaknesses such as fear and mercy. Then, he placed his creations in life-supporting war machines to finish the war and survive as a new species: the Daleks.

Davros' programming worked too well. The Daleks considered themselves the superior lifeform not just on Skaro but throughout the Universe, and even the Kaleds were not spared.

At first, the Daleks waged their genocidal war through conventional hyperdrive technology. Hungry for new military advantages and fed by the conquest of a thousand worlds, Dalek scientists began unravelling the secrets of time travel. While the Doctor could not stop them, they repeatedly delayed Dalek advancements.

THE DOCTOR AND THE DALEKS

Foreseeing a time when Daleks would threaten even them, the Time Lords sought out the Doctor to destroy them before their creation. While the Doctor originally accepted the task, the Doctor could not complete it, a choice they have deeply regretted since the Time War. Besides disrupting their experiments in time-travel, the Doctor has destroyed numerous other potential advances that could have handed the Daleks mastery over the Universe:

- On Spiridon, the Daleks attempted to master the natural ability of the indigenous species to render themselves invisible.

- After engineering a devastating galactic plague, the Daleks attempted to monopolise the one known cure, a compound called parrinium, found on Exxilon.

- In the year 4000, the Daleks formed an alliance with other species bent on destroying the Earth Empire and dividing the Universe among themselves. The ultimate method of destruction was to be a Time Destructor, a device that slowed down, sped up and reversed time.

- In 1988, the Daleks attempted to recover a stellar manipulator near Coal Hill School in London, where the Doctor had hid it 25 years earlier. Known as the Hand of Omega, the device was created by the Time Lords to transform stars into supernovas and singularities, which could then provide power for TARDISes. The Daleks sought an efficient power source for their own time machines. In the end, the device turned Skaro's sun supernova, destroying the Dalek homeworld.

- Around the year 200,000, during the Fourth Earth Empire, the Daleks took over Satellite Five. It was here the Doctor first learned that the Dalek Emperor had survived the Time War. Rose Tyler was only able to stop the Daleks by absorbing the energies that powered the TARDIS, allowing her to annihilate them.

The Doctor has handed the Daleks so many defeats and destroyed so many of their kind that the Doctor is known to them as the Oncoming Storm, and one of very few beings in the Universe that invokes something akin to fear in Daleks — an emotion they should not even possess. The most severely affected are imprisoned within the Dalek Asylum, a prison world dedicated to Daleks which have gone insane.

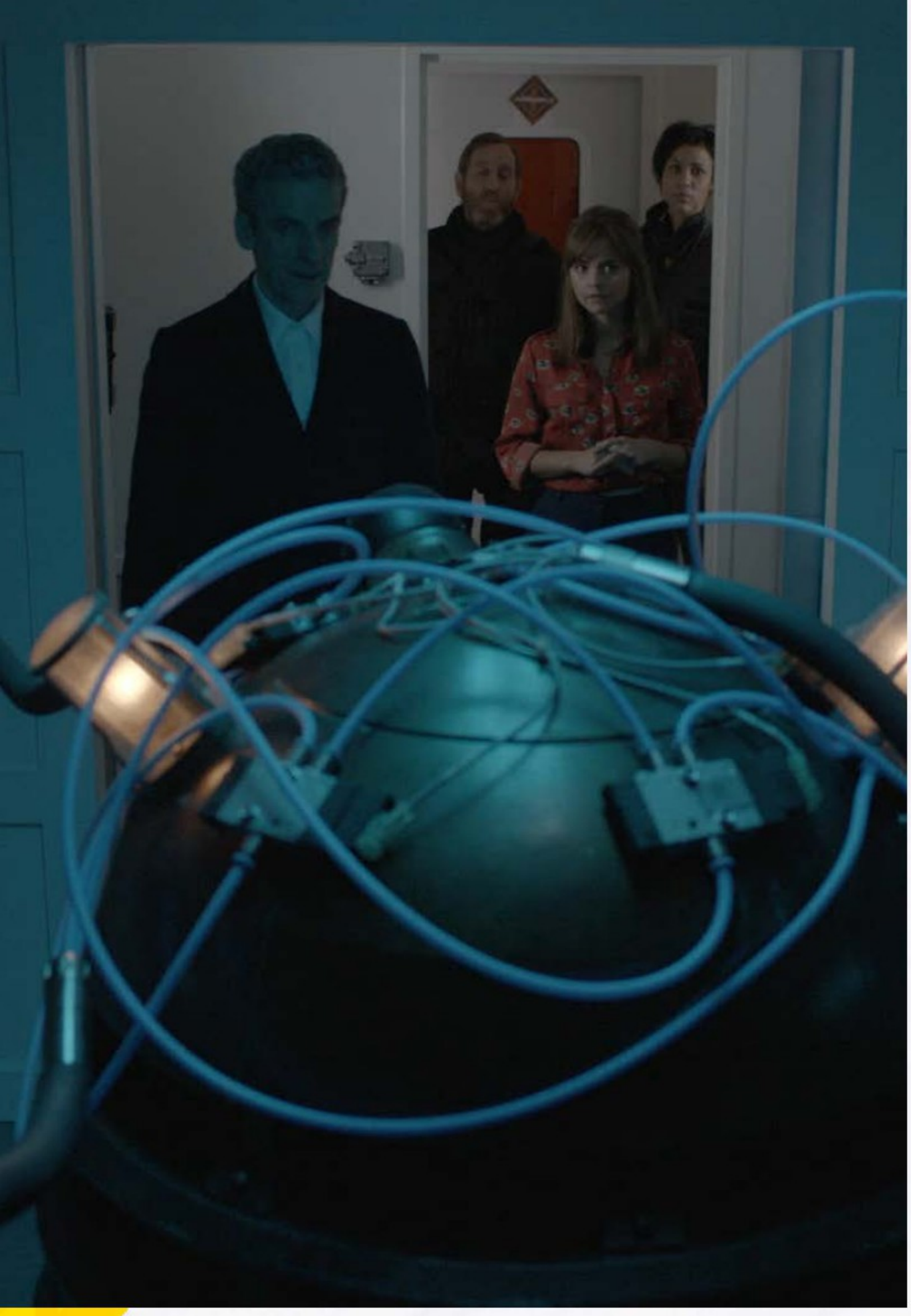
Since the Time War, the Doctor has also developed an unlikely emotion: utter hatred of the Daleks and an active desire to rid the Universe of them. Their position is extreme enough that the Daleks have repeatedly mocked the Doctor as being Dalek-like in their pursuit of their destruction of Dalek-kind. More recently, when confronted with overwhelming odds, the Doctor even tricked the Daleks into mopping up a very human error, eradicating the Dalek security drones with extreme prejudice.

MOTIVES AND AGENDAS

Simply ruling the Universe is not sufficient. The Daleks' ultimate motivation is purging inferior species until nothing survives except pure Daleks. They show no mercy and make no exceptions. They hold no value in culture and assimilate nothing beyond what contributes to military superiority.

Daleks' view of other species goes well beyond superiority and inferiority; they utterly hate 'lesser' life forms. They exterminate non-Daleks the way others exterminate vermin. Insanity only heightens this hatred, which is why insane Daleks are imprisoned rather than destroyed as deficient: they epitomise the ultimate in hatred.

Beyond their primary goal of subjugation and destruction, their secondary goal is preserving their species. They do not hesitate to destroy themselves when it furthers the Dalek species as a whole. Without fear of death, the Daleks invade with unrelenting force. Only in the face of total defeat do Daleks retreat, conserving resources until they can replenish numbers and continue the fight.



ENCOUNTERING DALEKS

The Dalek mutant is a horror in its own right, a one-eyed, tentacled monstrosity. The Dalek's body is integrated into its travel machine, the two fused through fluid and electrical conduits that allows the creature to operate the metal shell as an extension of itself. Nevertheless, it is possible, although painful, for the Dalek creature to detach itself and move on its own. However, they can only survive outside the life-support machines for an hour, abandoning them only in dire circumstances.

The Daleks' severe mutations left them unable to biologically reproduce. Instead, they are grown in vats. They are not clones; rather, in their quest for perfection, Dalek scientists combine multiple strands of DNA for each new Dalek.

Every aspect of a Dalek's existence is devoted to warfare. Dalek scientists do more than ensure genetic purity without troublesome emotion: they also mechanically indoctrinate the incubating creature. Once a mature Dalek is placed within its travel machine, the onboard computer system continues to influence its perspective. This is, however, a secondary influence. The Doctor's attempt at reprogramming the computer merely resulted in a Dalek that hated other Daleks rather than embracing any positive emotion.

At various times, Daleks have found themselves without proper material to reproduce themselves. In these circumstances, Daleks have repeatedly attempted to convert recently deceased humans into Daleks by separating the head and submitting it to genetic, biological, and mechanical manipulation. The process is immensely inefficient; to properly erase all sense of individuality and emotion requires thousands of failed transformations for every one success.

Since the Time War, which was originally thought to have destroyed all Daleks, the biological Dalek creatures have gone through multiple profound changes, at various times coming from human, Kaled, and pure Dalek stock:

Part of species preservation is ensuring the Dalek line remains pure. Periodically, divisions develop within the Dalek collective, and civil war erupts between factions all believing themselves superior both genetically and ideologically.

Dalek culture is utterly egalitarian. Every Dalek is of equal importance and capability. To think otherwise would be accepting less-perfect specimens within the species.

There is, however, a strict military hierarchy, for while the Daleks are all of one purpose, they are not a hive mind. Coordinated efforts require leadership and subordinates. These ranks are entirely functional and give no implication of superiority or inferiority.

- One Dalek fell through a crack in time, declared himself the God-emperor, and created new Daleks from human DNA. These were all destroyed by Rose Tyler.

- The Cult of Skaro survived the Time War in the void ship, which also contained the Genesis Ark. While the Ark preserved several thousand Daleks, they were all eventually sucked back into the Void. Eventually, all but Dalek Caan perished.

- Dalek Caan freed Davros from the time-lock of the Time War and forcibly created new Daleks from Davros's DNA. Most were destroyed along with the Reality Bomb.

- Most recently, a contingent of Daleks seized the Progenitor, a device containing original Dalek DNA, and used it to create the New Paradigm Daleks.

In most of these circumstances, there are no known surviving Daleks, but that might not be true in the universe of your games!

DALEK CONSTRUCTION

The Dalek travel machine provides necessary life support for the Dalek mutant inside. Beyond that, every facet of the shell's design is influenced by military need.

Most models are fitted with a manipulator arm and an energy weapon that kills with a single shot. In energy-disrupting environments, the weapon can be swapped out for a solid projectile version. Heavy weapon Daleks forgo the manipulator arm entirely and are armed with a large central cannon capable of massive, explosive damage to physical structures.

The manipulator arm most commonly ends in a round, malleable rubber interface. This led to Dalek controls being primarily circular. However, it can also manipulate a variety of foreign control panels. It has a variety of other uses as well, everything from suffocating a lifeform to absorbing brainwaves from intelligent victims to downloading data.

Besides being constructed of highly resistant Dalekanium, Daleks are also protected by a forcefield. Daleks can survive everything from water submersion to the vacuum of space. Moreover, the shell is self-repairing, although it takes tremendous energy to manipulate the Dalekanium.

Despite all this, there are weapons that can damage a Dalek, particularly when fire is concentrated. The most vulnerable point is the eye stalk, so opponents often find it easier to blind a Dalek than to destroy it.

BLINDING A DALEK

A Dalek eyestalk hit by an attack that deals 20 or more bludgeoning or lightning damage is blinded until it can find a way to have it repaired. If a character targets a Dalek eyestalk, the attack has disadvantage. The GM is the arbiter of whether any other attack would hit the eyestalk.

The life-support machinery operates on a variety of levels. When unneeded, the mutant can fall into sleep, conserving resources, yet can be instantly awakened by its shell. When the shell is badly damaged, power becomes dedicated to the mutant's survival, and, in the most extreme cases, it can be placed into suspended animation.

Besides reinforcing Dalek programming, the onboard computer processes massive amounts of data to almost immediately calculate the correct course of action. It includes pertinent records of successes, defeats, enemies, tactics, psychology of their enemies and so forth.

Early Dalek travel machines had significant limitations. They routed power through the floors of their first cities and spaceships, which the casings then absorbed. This vastly limited their mobility, as did their wheel-based locomotion. Later Daleks carried their own power supplies and possessed anti-gravity platforms, allowing them to easily traverse difficult terrain and change elevation.

INVASION PROCEDURES

Thousands of years of conquest has established an effective system of invasion:

Invasion: Daleks target worlds rich in resources or possessing significant levels of technology. Large populations are a bonus, since they provide plentiful slave labour and rarely offer significant resistance. Their invasions are quick and brutal. First, they annihilate space fleets so they cannot retake the planet. Next, orbital bombardment destroys all planetary defences, clearing the way for landing and obliteration of all remaining sources of resistance.

Extermination: Once the planet is under control, they exterminate large numbers of the population to induce further terror, as well as create a manageable number of prisoners.

Enslavement and Exploitation: Survivors are forced into labouring for the Daleks, collecting resources, and working in factories. The Daleks employ a variety of direct controls on certain slaves to use them to police other, unmodified prisoners.

Expansion: The planet is transformed into a new staging area for further Dalek exploration and invasion.

Abandonment: Eventually, a planet loses its value either because it has been drained of resources or because the location no longer has strategic importance. If the resources are available, the planet is destroyed. Otherwise, the Daleks simply abandon it, leaving survivors to struggle on a burnt out, toxic world.

> **"Without your gun you're a tricycle with a roof. How are you going to destroy me?"**

DALEK TECHNOLOGY

Daleks are one of the most technologically sophisticated races in the Universe, and they are constantly developing new advances to assist in their subjugation of the Universe. A sample of their creations include:

DALEKANIUM

A Dalek's metal shell is built from Dalekanium, a superstrong, lightweight alloy. The material can also be refined into explosives strong enough to puncture a TARDIS's outer interface.

MIND CONTROL HELMET

Daleks enslave large numbers of people on conquered worlds. Rather than dedicating resources to controlling these populations, they take control of some of the prisoners and use them to police the rest. A helmet-like device renders wearers, sometimes described as Robomen, completely open to Dalek orders. The process is so mentally invasive, however, they eventually go insane and commit suicide.

The Mind Control Helmet is a plot device rather than a Gadget — characters that intend to use any form of mind control device to their own ends won't spend much time as a companion of the Doctor! It might be possible for characters to overwrite the powers of a Dalek Mind Control Helmet, but this would be very difficult, requiring at minimum a DC 18 Collaborative Check using Technology or a similar skill. You can find more information on Robomen and the results of exposure to a Mind Control Helmet on page 94.

DALEK PUPPETS

Daleks use clouds of nanogenes to invade tissue and build mechanical structures within biological hosts, including an eye-stalk in the middle of the forehead and weaponry in the arms. When used on the dead, the results are zombie-like. When used on the living, the host's memories are made available to the Daleks, who let the puppet operate as normal until the appropriate moment to reveal their true natures. Dalek puppets are much more reliable than Robomen, although they still sometimes resist their conditioning. See page 88 for more about Dalek Puppets.

SONIC HYPNOSIS

Collaborating with the Master, the Daleks strained ties between the Earth and Draconian Empires by attacking each side with mercenaries while employing a device that made survivors believe they were being confronted by the enemy they feared the most.

Possessing a Sonic Hypnosis device allows the wielder to cast the SRD spell *weird*. After using the Sonic Hypnosis device, it cannot be used again until you have finished a long rest.

HUMAN DUPLICATES

Daleks can create physical duplicates of humans under their control. They are used for infiltration and assassination. However, the duplicates tend to develop shadows of their originals' personalities, which lead them to resist.

Human Duplicates are more of a plot device than a usable Gadget. You can use Robomen (page 94) as a starting point for how human duplicates work, replacing their resistance to the Mind Control Helmet with their original personality gradually taking over.

TIME DESTRUCTOR

Powered by the extremely rare element taranium, the time destructor warped time and space, causing time to slow down, speed up and reverse.

Possessing a Time Destructor allows the wielder to cast the SRD spell *time stop*. After using the Time Destructor, it cannot be used again until you have finished a long rest.

REALITY BOMB

When exposed to the time rift within the Medusa Cascade, the Reality Bomb would have disrupted electrical fields at an atomic level, tearing atoms apart not just throughout this Universe but through all universes. The only survivors would be Daleks loyal to Davros.

You're unlikely to set off a Reality Bomb in the course of your games — it would mean the end of the campaign! However, it certainly makes for a massive threat your players will want to stop.

MAGNETRON

This monstrous device can move entire planets through both time and space. There are, however, very limited reasons why the Daleks would want to do such a thing.

DALEK TIME MACHINES

As the opponent of the Time Lords in The Last Great Time War, the Daleks have some of the most advanced temporal technology of any species.

TIME CORRIDORS

The Daleks' first success in time travel came in the form of Time Corridors. Each corridor connects two specific points in time and space. This inefficient process requires tremendous amounts of energy. If you want to use a Dalek Time Corridor in your game, it works as described on page 209 of the ***Doctors and Daleks: Player's Guide***.

TIME MACHINES

With stolen Gallifreyan technology, the Daleks eventually created machines similar to TARDISes, including dimensional transcendence, which allows the inside to be larger than the outside. These use the same statistics as the Superior Time Ship on page 207 of the ***Doctors and Daleks: Player's Guide***.

VOID SHIP

Using technology so advanced the Doctor thought it impossible, a void ship travels in the spaces between universes, making it utterly undetectable. The Cult of Skaro escaped annihilation at the end of the Time War by sheltering within one. The vessel is thought to be unique, and very little is known about it.

"I always thought it was just a theory, but... It's a vessel designed to exist outside time and space. Travelling through the Void."

DALEKS AND HUMANITY

While the Daleks see their ultra-rational approach as the superior tactic, some acknowledge that it fails in certain circumstances. As such, they wish to identify what qualities would further perfect the species, qualities they believe might be present in the warlike humans, a species the Daleks may never have noticed at all were it not for the Doctor's predilection for human companions.

Daleks and humanity have warred numerous times: the first full-scale invasion of Earth happened in 2164, and they crossed paths repeatedly through all four Earth Empires. Most recently, the Cult of Skaro seized a Gallifreyan prison vessel they termed the Genesis Ark and released thousands of Daleks onto early 21st century Earth. And still Earth has prevailed, while the post-war Daleks remained on the brink of extinction.

With so many defeats at the hand of humanity, the Daleks have repeatedly attempted to discern the advantage humans possess and engineer it for themselves. Imagination, unpredictability and, above all, individuality are all anathema to Daleks, yet serve humanity well. One of the Dalek Emperors attempted to inject the 'human factor' into Daleks, but they immediately rebelled. Attempts to use human tissue to create new Daleks has met with very limited success.

Another Emperor created the Cult of Skaro as an experiment, going so far as to give them names. The Cult then attempted to re-engineer the minds of humans so they were Dalek in mind but human in body. The most radical member of the Cult, Dalek Sec, took the experiment a step further and biologically fused himself with a human. The resulting emotional and mental changes caused the other Cult members to exterminate him.

A recent iteration of the Daleks, the New Paradigm Daleks, made great strides in restoring the Dalek Empire, operating within a parliamentary system headed by a Dalek Prime Minister rather than an Emperor. This was short lived, as they were quickly classified as 'inferior' to the Dalek Empire, and many of the New Paradigm were purged from Dalek ranks.

USING DALEKS

Ruling a Universe purged of all inferior lifeforms is the ultimate motivating force behind all Daleks. They have approached that goal in numerous, sometimes complex, ways but their motivations always return to that single cold fact. You should be particularly mindful when using Daleks in adventures.

They are immensely powerful, destructive beings with no reason to keep the characters alive unless they are of some use. The characters cannot reason with them the way they might with many other villains, and they are incredibly difficult to destroy. The Doctor rarely confronts the Daleks head on, and your characters should avoid doing the same.

If the characters are going to personally encounter Daleks, the Gamemaster should always have contingency plans in place: what might be used to kill a Dalek, methods of escape, NPCs who can come to the rescue, and so on. In the best circumstances, the players recognise these resources and employ them themselves. However, if they don't, the Gamemaster needs a secondary plan to save the party from extermination.

On the plus side, there are few corners of time and space the Daleks have not touched. There are plenty of opportunities to get characters intertwined with Dalek activities without them going directly against a Dalek. In this regard the Daleks might be used as a force of nature or a background element, their schemes painting a wider tableau against which the characters' adventures take place.

DEFEATING DALEKS

The Doctor has repeatedly tried to stop the Daleks without resorting to violence, always in vain. If your group are reluctant to kill Daleks, then disabling their eyestalks (page 73), exploiting their mobility limitations, forcing them to use their emergency temporal shift, or simply tricking them into retreating may be your only options.

DALEK ADVENTURES

- Xara was once a popular travel destination due to its natural splendours. Then the Time War came, and the Daleks easily overran the sparsely inhabited and non-militarised planet. Long abandoned, the planet is a bizarre mix of resort structures, deserted Dalek bunkers, and local flora attempting to re-establish itself after the Daleks' abrupt departure. Several survey teams from competing intergalactic hotel chains have recently arrived on Xara, but the survey members begin turning on one another, some suspect the Daleks left something else behind.

- The characters arrive in the middle of a war between the Daleks and one of the future human empires. The characters might primarily interact with non-Daleks while the threat of imminent invasion or destruction is always near. Complications might include dealing with human duplicates sent by the Daleks to infiltrate the other side, retrieval of Dalek technology from a supposedly abandoned outpost or rescuing survivors from a ship dead in space, all but destroyed by the Daleks.

- Throughout their history, Daleks have invented an arsenal of deadly devices. Characters can encounter the newest device currently in production and need to find a way of destroying it (the most direct approach) or subverting its creation (leading slave rebellions, stealing rare but necessary components, and so on). Considering the Daleks have built everything from Robomen to Reality Bombs, the Gamemaster has a full playing field as to what the Daleks currently have in store for the Universe.

> **"Daleks have no conscience. No mercy. No pity."**

MOBILE LIMITATIONS

Early Dalek designs suffered from restricted movement. Prior to their plan to conquer the Universe, the early Daleks of Skaro were dependent on their cities to provide power for their casings and their architecture enabled them to freely travel without having to worry about things like stairs. These restrictions followed them to the stars until Dalek scientists realised the need to adapt their casings for field operations.

If you want the characters to encounter 'early Daleks', apply one or both of the following traits to their statistics:

- Remove the Dalek's Fly speed. Instead, early Daleks can only 'hop' a few inches to overcome rocks, rubbish, tubing, or other minor obstructions on uneven terrain.
- Add Weakness: Power Dependency. The Dalek needs constant current to remain fully operational. For every 10 minutes a Dalek lacks current, it takes a level of Exhaustion which cannot be removed until power is restored. If the Dalek reaches the 6th level of Exhaustion due to this, it is Incapacitated rather than dead.

These limitations are also appropriate for salvaged or improvised casings or Daleks that have been dormant for long periods of time.

OTHER ARMS

Standard Dalek Drones (and even higher-ranked ones) typically have an exterminator and a sucker manipulator arm. In some situations, a Dalek may swap one or both of these for alternative equipment, such as the items listed below.

Cutting Tool. A Dalek may replace its sucker arm with a cutting tool to burn through doors and other physical barriers. Such tools only have a range of 5 feet, but do 14 (4d6) fire damage and deal double damage to objects.

Exterminator Spray. Some Dalek exterminators fire a cone rather than a straight line. These cones have a range of 60 feet, with all creatures affected needing to make a Dexterity saving throw (DC equal to 8 + the Dalek's Dexterity modifier + the Dalek's proficiency bonus) or take the listed damage for the exterminator, or half damage on a successful save. Daleks with this option cannot multiattack and use their Exterminator Spray.

Extra Exterminator. Daleks in combat missions or given guard postings often add an exterminator to increase their offensive potential. Whenever a Dalek with an Extra Exterminator makes an Exterminator attack, it deals an additional 18 (3d12) damage.

Grasper. The Dalek's sucker arm is replaced with a claw or 'hand' capable of grasping and manipulating fine objects. Daleks assigned to scientific or technical details sometimes forgo their exterminator to install two graspers, although they generally keep a handheld exterminator nearby, just in case.

Scanner. A Dalek may replace its sucker arm with a scanning device. This acts exactly as a *datapad*, *medical scanner*, or *time scanner* (or even a combination of all three Gadgets).

Stunner. Some Daleks have exterminators that also have a stun setting, useful for when a Dalek wants to interrogate a prisoner. Rather than an attack roll, any creature within the normal range of an exterminator must make a Constitution saving throw (DC equal to 8 + the Dalek's Dexterity modifier + the Dalek's proficiency bonus) or be Restrained for 10 minutes.

DALEK DRONE

The most commonly encountered Dalek is the Dalek Drone. The 'Dalek Drone' covers a wide range and variety of Daleks, from scouts assessing new worlds to scientists running experiments to the standard soldier shouting the cry of '*Exterminate!*' as it kills its way through an enemy population.

DALEK DRONE

Medium Construct (Mutant)

Armour Class: 18 (Dalekanium Casing)
Hit Points: 210 (20d8 + 120)
Speed: 30 ft., 60 ft fly

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	22 (+6)	17 (+3)	14 (+2)	15 (+2)

Saving Throws: Constitution +10, Intelligence +7, Wisdom +6, Charisma +6
Skills: Deception +10, Intimidation +6, Medicine +6, Survival +10, Technology +7
Damage Vulnerabilities: Logical
Damage Resistances: bludgeoning, emotional, piercing, slashing
Damage Immunities: cold, poison
Senses: darkvision 120 ft., passive Perception 12
Languages: All
Challenge: 10 (6,000 XP)
Tech Level: 9

Cunning: Whether due to their robotic appearance to those unfamiliar with them or the fear of death to those who are familiar, Daleks have an easy time convincing others to help them survive. Daleks double proficiency bonus when making Charisma (Deception) and Wisdom (Surviva) checks (this is already included in their statistics above).

Dalekanium Armour: Whilst armoured, a Dalek does not require air, food, sleep, or water. Additionally, a Dalek in armour is immune to any type of inhospitable atmosphere, including the vacuum of space.

Frightful Presence (page 11): DC 16 Wisdom saving throw, Range 120 feet.

Manipulator Arm: A Dalek can manipulate any sort of technology (Tech Level 9 and lower). Other 'special operations' Daleks can be fitted with single-purpose arms such as a cutting tool, a claw, or stronger weapons (see page 78).

Self-Destruct: Whenever a Dalek's hit points are reduced to 0 via logical damage, it remains conscious but takes no action other than to self-destruct on its next turn. This completely destroys the Dalek and anyone within 5 feet must make a DC 15 Dexterity saving throw, taking 5d6 fire damage on a failed save, or half damage with a successful one.

ACTIONS

Exterminator. *Ranged Weapon Attack:* +4 to hit, range 40/80 ft., one target. *Hit*: 52 (8d12) lightning damage.

ENCOUNTER LEVEL MODIFIERS

Dalekanium Armour: A squishy Dalek mutant is encased in a resilient metallic exoskeleton made of Dalekanium, almost impervious to harm
- Daleks never have an AC lower than 18.
- Daleks have Improved Strength and Constitution saving throws.

Exterminators: Dalek weaponry is highly advanced and dangerous, engineered to exterminate any and all other life forms.
- The Dalek Exterminator Ray has Improved to hit rolls and Improved damage.

Logical Conquerors: The Dalek mind is indoctrinated to exterminate all other forms of life and is highly resilient to emotional arguments. However, this mental programming can cause them to **Self-Destruct** (see above) in moments of intense peril.
- Daleks have Improved Intelligence, Wisdom, and Charisma saving throws.
- The Dalek's Frightful Presence has an Improved Saving throw DC.

DALEK ELITE

The Dalek Elite are the field commanders, scientific directors, chief engineers, and, well, elite soldiers of the Daleks. Physically, they resemble Dalek Drones but have a different paint scheme or other distinctive features to denote their higher status.

Dalek Elites are most commonly encountered as field commanders; there are several ranks of Dalek Elite beneath the Dalek Supreme. Occasionally, a Dalek Elite may even be mistaken for a Dalek Supreme by its enemies. This is encouraged, as the destruction of such an Elite gives the enemy a false sense of security and a lowered guard before the true Dalek Supreme surprises them!

DALEK ELITE

Medium Construct (Mutant)

Armour Class: 18 (Dalekanium Casing)
Hit Points: 210 (20d8 + 120)
Speed: 30 ft., 60 ft fly

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	22 (+6)	17 (+3)	16 (+3)	18 (+4)

Saving Throws: Constitution +11, Intelligence +8, Wisdom +8, Charisma +9
Skills: Deception +14, Intimidation +9, Medicine +8, Perception +8, Survival +13, Technology +8
Damage Vulnerabilities: Logical
Damage Resistances: bludgeoning, emotional, piercing, slashing
Damage Immunities: cold, poison
Senses: darkvision 120 ft., passive Perception 18
Languages: All
Challenge: 13 (10,000 XP)
Tech Level: 9

Cunning: Whether due to their robotic appearance to those unfamiliar with them or the fear of death to those who are familiar, Daleks have an easy time convincing others to help them survive. Daleks double proficiency bonus when making Charisma (Deception) and Wisdom (Surviva) checks (this is already included in their statistics above).

Dalekanium Armour: Whilst armoured, a Dalek does not require air, food, sleep, or water. Additionally, a Dalek in armour is immune to any type of inhospitable atmosphere, including the vacuum of space.

Frightful Presence (page 11): DC 16 Wisdom saving throw, Range 120 feet, free action.

Manipulator Arm: A Dalek can access any sort of technology (Tech Level 9 and lower). Other 'special operations' Daleks can be fitted with single-purpose arms such as a cutting tool, a claw, or stronger weapons.

Self-Destruct: Whenever a Dalek's hit points are reduced to 0 via logical damage, it remains conscious but takes no action other than to self-destruct on its next turn. This completely destroys the Dalek and anyone within 5 feet must make a DC 15 Dexterity saving throw, taking 5d6 fire damage on a failed save, or half as much damage with a successful one.

ACTIONS

Exterminator. *Ranged Weapon Attack*: +4 to hit, range 40/80 ft., one target. **Hit**: 52 (8d12) lightning damage.

REACTIONS

Emergency Temporal Shift: High ranking Daleks can use an Emergency Temporal Shift as a Reaction whenever they feel their continued existence is in danger. The Dalek throws itself into the Vortex, experiencing similar effects to a Temporal Shift (**Player's Guide**, page 210).

ENCOUNTER LEVEL MODIFIERS

Dalekanium Armour: A squishy Dalek mutant is encased in a resilient metallic exoskeleton made of Dalekanium, almost impervious to harm
- Daleks never have an AC lower than 18.
- Daleks have Improved Strength and Constitution saving throws.

Exterminators: Dalek weaponry is highly advanced and dangerous, engineered to exterminate any and all other life forms.
- The Dalek Exterminator Ray has Improved to hit rolls and Improved damage.

Logical Conquerors: The Dalek mind is indoctrinated to exterminate all other forms of life and is highly resilient to emotional arguments. However, this mental programming can cause them to **Self-Destruct** (see above) in moments of intense peril.
- Daleks have Improved Intelligence, Wisdom, and Charisma saving throws.
- The Dalek's Frightful Presence has an Improved Saving throw DC.

DALEK SUPREME

Second only to the Emperor, the Dalek Supreme oversees the field operations of the Dalek Empire. It is usually set apart from other Daleks by a unique colour scheme and even a unique casing designed to make it taller and bulkier from those it commands, a physical symbol of its presence. As the title implies, the Supreme Dalek has unquestioned authority over all Daleks save the Emperor itself, and many of the Daleks' enemies consider the Dalek Supreme to be the true leader, with the Emperor remaining a semi-mythical figure in the heart of the Empire.

DALEK SUPREME

Large Construct (Mutant)

Armour Class: 21 (Dalekanium Casing)
Hit Points: 174 (20d10 + 140)
Speed: 30 ft., 60 ft fly

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	24 (+7)	18 (+4)	18 (+4)	20 (+5)

Saving Throws: Constitution +14, Intelligence +11, Wisdom +11, Charisma +12
Skills: Deception +19, Intimidation +12, Medicine +12, Perception +12, Persuasion +12, Survival +18, Technology +11
Damage Vulnerabilities: logical
Damage Resistances: bludgeoning, emotional, piercing, and slashing
Damage Immunities: cold, poison, radiant
Senses: darkvision 120 ft., passive Perception 22
Languages: All
Challenge: 24 (62,000 XP)
Tech Level: 9

Cunning: Whether due to their robotic appearance to those unfamiliar with them or the fear of death to those who are familiar, Daleks have an easy time convincing others to help them survive. Daleks double proficiency bonus when making Charisma (Deception) and Wisdom (Surviva) checks (this is already included in their statistics above).

Dalekanium Armour: Whilst armoured, a Dalek does not require air, food, sleep, or water. Additionally, a Dalek in armour is immune to any type of inhospitable atmosphere, including the vacuum of space.

Frightful Presence (**page 11)**: DC 16 Wisdom saving throw, Range 120 feet, free action.

Manipulator Arm: A Dalek can access any sort of technology (Tech Level 9 and lower). Other 'special operations' Daleks can be fitted with single-purpose arms such as a cutting tool, a claw, or stronger weapons.

Self-Destruct: Whenever a Dalek's hit points are reduced to 0 via logical damage, it remains conscious but takes no action other than to self-destruct on its next turn. This completely destroys the Dalek and anyone within 5 feet must make a DC 15 Dexterity saving throw, taking 5d6 fire damage on a failed save, or half as much damage with a successful one.

ACTIONS

Exterminator: Ranged Weapon Attack: +11 to hit, range 40/80 ft., one target. Hit: 49 (7d12 + 4) lightning damage.

REACTIONS

Emergency Temporal Shift: High ranking Daleks can use an Emergency Temporal Shift as a Reaction whenever they feel their continued existence is in danger. If they choose to do so, they throw themselves into the Vortex, experiencing similar effects to a Temporal Shift (**Player's Guide**, page 210).

LEGENDARY ACTIONS

The Dalek Supreme can take 3 legendary actions, choosing from the options listed below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Dalek Supreme regains spent legendary actions at the start of its turn.

Detect: The Dalek Supreme makes a Wisdom (Perception) check.

Emergency Temporal Shift: The Dalek Supreme may use its Emergency Temporal Shift.

Exterminator Ray: The Dalek Supreme may make a single ranged attack.

ENCOUNTER LEVEL MODIFIERS

Dalekanium Armour: A squishy Dalek mutant is encased in a resilient metallic exoskeleton made of Dalekanium, almost impervious to harm
- Daleks never have an AC lower than 18.
- Daleks have Improved Strength and Constitution saving throws.

Exterminators: Dalek weaponry is highly advanced and dangerous, engineered to exterminate any and all other life forms.
- The Dalek Exterminator Ray has Improved to hit rolls and Improved damage.

Logical Conquerors: The Dalek mind is indoctrinated to exterminate all other forms of life and is highly resilient to emotional arguments. However, this mental programming can cause them to **Self-Destruct** (see above) in moments of intense peril.
- Daleks have Improved Intelligence, Wisdom, and Charisma saving throws.
- The Dalek's Frightful Presence has an Improved Saving throw DC.

DALEK MUTANT

While many who encounter Daleks for the first time may mistake them for robots, in truth there is a biological ball of hate operating the machines within. These octopoid (well, it depends, the number of tentacles vary) 'brains with tentacles' were once human (whether they still are is of philosophical debate) but are now completely reliant on their travel machines.

Due to this reliance on travel machines, a Dalek Mutant, while still a force to be reckoned with, has different ability scores and proficiency bonuses when outside its machine, as it is disoriented and unfamiliar with life on the outside. Unfortunately for them, a Dalek Mutant rarely has time to adapt, as a fresh atmosphere is as poisonous to them as the irradiated air of Skaro is for humanity.

DALEK MUTANT

Small Aberration (Dalek)

Armour Class: 13
Hit Points: 44 (8d6 + 16)
Speed: 15 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	17 (+3)	14 (+2)	15 (+2)

Saving Throws: Constitution +4, Intelligence +5, Wisdom +4, Charisma +4
Skills: Deception +6, Intimidation +4, Medicine +4, Survival +6, Technology +5
Damage Vulnerabilities: logical
Damage Resistances: emotional
Senses: darkvision 120 ft., passive Perception 12
Civilisations: Dalek
Challenge: 1 (200 XP)
Tech Level: 9

Cunning: Whether due to their robotic appearance to those unfamiliar with them or the fear of death to those who are familiar, Daleks have an easy time convincing others to help them survive. Daleks have double proficiency with Deception and Survival.

Frightful Presence (page 11): DC 16 Wisdom saving throw, Range 120 feet.

Nimble Escape: The Dalek Mutant can take the Disengage or Hide action as a bonus action on each of its turns.

Spider Climb: The Dalek Mutant can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Weakness: When breathing fresh air for the first time, a Dalek Mutant must make a DC 15 Wisdom saving throw. On a failure, the Dalek Mutant is Poisoned. The Dalek gains a level of Exhaustion every hour it is exposed to fresh air. These levels of Exhaustion cannot be removed until the Dalek Mutant is re-encased inside its travel machine. The Dalek Mutant must make this save every hour it is exposed to fresh air.

ACTIONS

Multiattack: The Dalek can make two melee attacks with its tentacles.

Tentacles: Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) bludgeoning damage. If the target is a creature, it is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the Dalek Mutant can't use its tentacles on another target.

Choke: The Dalek Mutant chokes a creature it is grappling. This attack is automatic and follows the usual rules for suffocating. If the grapple ends, the target is no longer suffocating.

DALEK EMPEROR

The Dalek Emperor is the central processing core of the Dalek Empire. Biologically, he is no different than any other Dalek, and when one dies another is chosen from the ranks to fill the role.

Its outer casing is both massive and immobile, and additional nutrients allow the mutant to grow to a much greater size, possessing a larger brain and everything that goes with that. It is theoretically a repository of all knowledge of the Dalek species.

LAIR ACTIONS

The Dalek Emperor's lair is usually one of three places: its throne room on Skaro, its command deck on board a capital ship, or wherever it has made a new temporary or permanent throne room.

On initiative count 20 (losing all initiative ties), the Dalek Emperor can use one of its lair action options. It can't do so while incapacitated or otherwise unable to take actions. If surprised, it can't use one until after its first turn in the combat.

- The Emperor is guarded by four Dalek Elites, it may summon reinforcements to help protect it when its guard proves inadequate. 2d3 more Dalek Elites arrive in 1d6 rounds.

- The Emperor may gloat at those who would threaten it. All hostile creatures within 120 feet of the Dalek Emperor must make a DC 22 Wisdom saving throw. On a failed save, the creature takes 45 (10d8) emotional damage and is Frightened for 1 minute or half damage on a successful save without being Frightened. A Frightened creature may repeat the saving throw at the end of each of its turns, ending the Frightened Condition on a success.

REGIONAL EFFECTS

While the Dalek Emperor is installed in a facility or spaceship, that structure becomes an extension of it.

- Every camera and sensor within the structure acts as the Dalek Emperor's eyes and ears. The Dalek Emperor cannot be surprised within its structure and it may contact and converse with any creature within the structure, friendly or hostile.

- The subtle 'heartbeat' that emanates through Dalek structures has a disquieting effect on hostile creature. When a creature first hears the 'heartbeat,' they must make a DC 15 Wisdom saving throw or have disadvantage on all ability checks, attack rolls, and saving throws as panic sets in. The creature may reroll the saving throw every 10 minutes, or at the end of each of their turns when engaged in combat. A successful save ends the effects and renders the creature immune to this effect for 24 hours.

- The Dalek Emperor may dispatch a patrol (usually a half-dozen Dalek Drones) to menace or capture the characters. Captured characters are usually brought into its presence for a personal interrogation.

TRAVELLING KIT

The Dalek Emperor isn't always stuck in a throne room; there are many times when it's advantageous for the leader of the Daleks to be out and about. When this happens, the Dalek Emperor makes use of a transport shell that is similar to the Dalek Supreme. While in this travelling mode, the Emperor does not have lair actions or regional effects and its capabilities are reduced (use the **Dalek Supreme** statistics) unless it takes an action to plug itself in, Restraining it but granting it its full abilities as the Dalek Emperor.

DALEK EMPEROR

Huge Construct (Mutant)

Armour Class: 24 (Dalekanium Casing)
Hit Points: 324 (24d12 + 168)
Speed: 0 ft. (immobile)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	24 (+7)	22 (+6)	22 (+6)	22 (+6)

Saving Throws: Constitution +15, Intelligence +14, Wisdom +14, Charisma +14
Skills: Deception +22, Intimidation +14, Medicine +14, Perception +14, Persuasion +14, Survival +22, Technology +14
Damage Vulnerabilities: logical
Damage Resistances: bludgeoning, emotional, piercing, and slashing
Damage Immunities: cold, poison
Senses: darkvision 120 ft., passive Perception 24
Civilisation: Dalek
Challenge: 26 (90,000 XP)
Tech Level: 9

Cunning: Whether due to their robotic appearance to those unfamiliar with them or the fear of death to those who are familiar, Daleks have an easy time convincing others to help them survive. Daleks double proficiency bonus when making Charisma (Deception) and Wisdom (Surviva) checks (this is already included in their statistics above).

Dalekanium Armour: Whilst armoured, a Dalek does not require air, food, sleep, or water. Additionally, a Dalek in armour is immune to any type of inhospitable atmosphere, including the vacuum of space.

Frightful Presence (**page 11**): DC 16 Wisdom saving throw, Range 120 feet, free action.

Humanoid Arms: The Emperor Dalek's casing usually includes two or more robotic arms that enable the Emperor Dalek to manipulate objects as a humanoid (a privilege reserved only for the Dalek Emperor).

Immobile: When attached to its structure, the Dalek Emperor is immobile. Attack rolls against the Dalek Emperor have advantage and the Dalek Emperor automatically fails all Dexterity saving throws.

Legendary Resistance (3/Day): If the Emperor Dalek fails a saving throw, it can choose to succeed instead.

Self-Destruct: Whenever a Dalek's hit points are reduced to 0 via logical damage, it remains conscious but takes no action other than to self-destruct on its next turn. This completely destroys the Dalek and anyone within 5 feet must make a DC 15 Dexterity saving throw, taking 5d6 fire damage on a failed save, or half as much damage with a successful one.

ACTIONS

Hidden Exterminators: Ranged Weapon Attack: +12 to hit, range 40/80 ft., one target. Hit: 69 (10d12 + 4) lightning damage.

REACTIONS

Emergency Temporal Shift: High ranking Daleks can use an Emergency Temporal Shift as a Reaction whenever they feel their continued existence is in danger. If they choose to do so, they throw themselves into the Vortex, experiencing similar effects to a Temporal Shift (**Player's Guide**, page 210).

LEGENDARY ACTIONS

The Dalek Emperor can take 3 legendary actions, choosing from the options listed below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Dalek Supreme regains spent legendary actions at the start of its turn.

Detect: The Dalek Emperor makes a Wisdom (Perception) check.

Emergency Temporal Shift: The Dalek Emperor may use its Emergency Temporal Shift.

Exterminator Ray: The Dalek Emperor may make a single ranged attack with its Hidden Exterminators.

ENCOUNTER LEVEL MODIFIERS

Dalekanium Armour: A squishy Dalek mutant is encased in a resilient metallic exoskeleton made of Dalekanium, almost impervious to harm
- Daleks never have an AC lower than 18.
- Daleks have Improved Strength and Constitution saving throws.

Exterminators: Dalek weaponry is highly advanced and dangerous, engineered to exterminate any and all other life forms.
- The Dalek Exterminator Ray has Improved to hit rolls and Improved damage.

Logical Conquerors: The Dalek mind is indoctrinated to exterminate all other forms of life and is highly resilient to emotional arguments. However, this mental programming can cause them to **Self-Destruct** (see above) in moments of intense peril.
- Daleks have Improved Intelligence, Wisdom, and Charisma saving throws.
- The Dalek's Frightful Presence has an Improved Saving throw DC.

DAVROS

Medium Cyborg (Human)

Armour Class: 16 (Natural Armour)
Hit Points: 153 (18d8 + 72)
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	14 (+2)	14 (+2)	16 (+3)	16 (+3)

Saving Throws: Constitution +8, Intelligence +9
Skills: Deception +5, Intimidation +5, Medicine +11, Persuasion +5, Technology +13
Damage Resistances: bludgeoning, piercing, and slashing
Senses: darkvision 120 ft., passive Perception 13
Civilisations: Dalekz
Challenge: 12 (8,400 XP)

Frightful Presence (page 11): DC 15 Wisdom saving throw, Range 120 feet, free action.

Legendary Resistance (1/Day): If the Dalek Emperor fails a saving throw, it can choose to succeed instead.

Quips: Davros knows the following Quips:
At will: *emotional appeal, logical argument*
3 per day: *charm person, heart-wrenching argument, rational repartee, taunt*

Scanner: Davros' chair has a built-in *datapad* and *medical scanner* (***Player's Guide,*** page 161).

Scientific Genius. Davros has expertise in Medicine and Technology.

ACTIONS

Multiattack: Davros can make three ranged attacks with his lightning blast.

Lightning Blast: Ranged Weapon Attack. +4 to hit, range 10/30 feet, one target. Hit: 13 (3d8) lightning damage.

ENCOUNTER LEVEL MODIFIERS

Dalekanium Armour: Davros' lower body is encased in a resilient metallic exoskeleton made of Dalekanium, almost impervious to harm
- Davros never has an AC lower than 16.
- Davros has Improved Intelligence, Wisdom, and Charisma saving throws.

DAVROS

Late into the Kaled-Thal war, the Kaleds were devoting all of their resources to annihilating their enemies. To this end, they formed the Scientific Elite Corps, of which the Special Scientific Division was commanded by Davros. A nuclear explosion had nearly killed Davros; it destroyed his left arm and most of his lower body, horrifically burned him, corrupted his DNA, and robbed him of his sight, hearing, and ability to speak. His fellow scientists placed him in a mobile life-support machine that replaced his missing senses. It was that machine that inspired the Dalek casing design.

Late into Davros' research, the Kaleds became concerned about the ethics of his mutation experiments. Davros' response was to provide the Thals with the chemical formula for a solvent to destroy the Kaleds' protective dome, thus eliminating any resistance to his studies. His creations turned on him when they concluded that all non-Daleks, including the Kaled Davros, were inferior. Since then, various factions have returned to him, hoping he can solve problems they can not. Eventually, Davros engineered a new strain of Daleks completely loyal to him.

Civil war broke out between the two factions; the main Dalek fleet loyal to the Emperor Dalek, known as Imperial Daleks, while Davros's loyal force became known as Renegades.

By the start of the Time War, the two sides had reconciled to create a united front against the Time Lords. Davros was thought to have perished in the war, but he escaped the time-lock, building a new empire of Daleks from his own DNA. Trying to destroy everything with a Reality Bomb, Davros was thought to have perished with his new creation, but he returned to torment the Doctor once more, luring them to Skaro.

DALEK PUPPETS

'Do you remember who you were before they emptied you out and turned you into their puppet?'

— The Twelfth Doctor

The most recent and sophisticated attempt by the Daleks to create humanoid infiltrators are known as Dalek Puppets. Beginning as humans or other aliens, Puppets are subjected to nanogenes that subvert and replace organic tissue. The result is a being that believes it has autonomy when, in fact, it is under the Daleks' complete control.

BACKGROUND

The Doctor's first encounter with a puppet was a woman named Darla, who begged them to help free her daughter from a Dalek slave camp. While she sincerely believed this to be her purpose, she was, in fact, being used to lure the Doctor into a trap. At the appropriate moment, the programming fully took over and she stunned the Doctor, delivering them to her masters. The Doctor then encountered large numbers of puppets in the Dalek Asylum, which was permeated by a nanocloud that converted any intruders into puppets.

The Doctor also encountered Dalek Puppets at Trenzalore, when they discovered an old friend, Tasha Lem, the Mother Superious of the Papal Mainframe, had been transformed into a Puppet alongside her various allies — including several Silence. However, Tasha Lem was able to overcome her conditioning long enough to allow the Doctor's escape and to rally others against the Daleks. Most recently, Davros is known to have employed Dalek Puppets to watch the Doctor during a sabbatical in Essex, AD 1138, and procure the TARDIS upon his capture.

MOTIVES AND AGENDAS

A Dalek Puppet can act completely autonomously if the Daleks wish it, never realising the deadly secret within. The Daleks can also implant specific goals and let the Puppet carry out its orders under its own volition, completely unaware that its free will has been subverted.

However, the Daleks cannot completely eliminate individuality from all of their Puppets. Scraps of memory and personality fuel some puppets to resist Dalek conditioning. These Puppets, aware of the true horror of what they have become, are always highly antagonistic toward the Daleks, although they generally only have the ability to resist in small ways and for very short amounts of time.

Dalek Puppets known to have been compromised are immediately disposed of if control cannot be regained. Those without further purpose are also eliminated.

ENCOUNTERING DALEK PUPPETS

Dalek Puppets are created through infestations of nanogenes. Over the course of several hours, these tiny invaders convert organic matter to metal and rewrite neural pathways. The result is a controllable human (or humanoid) with an implanted Dalek eyestalk hidden in their forehead and a variety of potential weapons in their hands.

The conversion process works equally as well on both living and dead matter. The longer a body has been dead, however, the more zombie-like the Puppet becomes. These creatures have no value as infiltrators, but they can perform tasks such as hunting down targets or guarding secret entrances.

The conversion process has many similarities with the process used to convert humans into Daleks. At first, the subject loses the ability to feel the kinder emotions such as faith and empathy. By the time the process is complete, the only thing left will be hate, leaving the puppet contemptuous of any non-Dalek life-form. They do not, however, generally act upon this rage, for that would ruin the disguise.

Thankfully, the Daleks only have the capacity to convert small numbers of people at any one time. They cannot, for example, simply

bombard a planet with a nanocloud and convert the entire populace. The Dalek Asylum, which is completely enveloped in a nanocloud, is an exception. Even there, however, only small numbers of intruders were converted at any one time, as sentient creatures generally had no reason or wish to visit such a nightmarish place.

DALEK NANOCLOUD

The air of the Dalek Asylum is suffused with micromachines, robots the size of molecules. This Nanocloud automatically processed any organic matter — living or dead — into a Dalek Puppet, rewriting a body at a genetic level without them even noticing. Physical changes – eyestalks, gunsticks, would come in time, but the process would start by changing the victim's feelings, their memories. They would begin to forget recent conversations and events, repeating the same thing over and over or not remembering how they had got where they were.

USING DALEK PUPPETS

Originally humans captured by the Daleks, they have been hollowed out by nanogenes and transformed into Puppets. Dalek Puppets are near-perfect infiltrators, often oblivious to the hideous changes that had been wrought inside them, able to spy or get close to a target. When activated, an eyestalk bursts from their foreheads and a gunstick emerges from their hands, at which point any autonomy is suppressed and they fall under the complete control of their Dalek masters.

The puppets are among the most horrifying things ever constructed by the Daleks. The victims are essentially dead, but they don't realise it. One can interact with a Puppet extensively and never notice its true nature. Even worse, trusted friends can fall victim to the process yet continue to behave normally. Puppets reveal their true natures at dramatic moments, allowing the eye-stalk to burst through their foreheads. Often, it is at the perfect moment to spring a trap. In other cases, it is triggered once witnesses start suspecting deception. The reveal is never casual, as the Puppet's main purpose is to remain unknown. If the mission can be accomplished without them showing their true nature, they will always remain disguised.

DALEK NANOCLOUD SWARM

Medium Swarm of Tiny Constructs

Armour Class: 18 (Natural Armour)
Hit Points: 39 (6d8 + 12)
Speed: fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	18 (+4)	14 (+2)	6 (-2)	14 (+2)	1 (-5)

Saving Throws: Dexterity +6
Skills: Perception +4, Stealth +6
Damage Immunities: poison; bludgeoning, piercing, and slashing
Condition Immunities: charmed, exhaustion, frightened, paralysed, petrified, poisoned
Senses: darkvision 120 ft., passive Perception 14
Challenge: 2 (450 XP)

Connected: The Dalek Nanocloud Swarm is connected to a network of linked Dalek minds.

Construct: It does not require air, food, sleep, or water. It does, however, consume such things to reproduce.

Jump: Speed is doubled when jumping.

Swarm: The Dalek Nanocloud Swarm can occupy another creature's space and vice versa, and the swarm can move through any opening. The swarm can't regain hit points or gain temporary hit points.

Weakness: Dalek Nanocloud Swarms can only affect creatures the Daleks have analysed well enough for conversion. Some species, such as Time Lords, are immune to Dalek conditioning. Avoiding a Dalek Nanocloud can be handled as a Cooperative Check, with the characters explaining how they avoid inhaling the nanocloud.

ACTIONS

Dalek Conditioning: When a Dalek Nanocloud Swarm enters another creature's space, it attempts to convert them into a Dalek Puppet. The victim must make a DC 14 Charisma saving throw or suffer 21 (6d6) emotional damage. If this reduces the target's hit points to 0, the creature starts making death saving throws, becoming a Dalek Puppet rather than dying on the third failure. If the creature makes its saving throw, it is immune to Dalek Conditioning for 24 hours. Dalek Conditioning automatically works on appropriate corpses.

ENCOUNTER LEVEL MODIFIERS

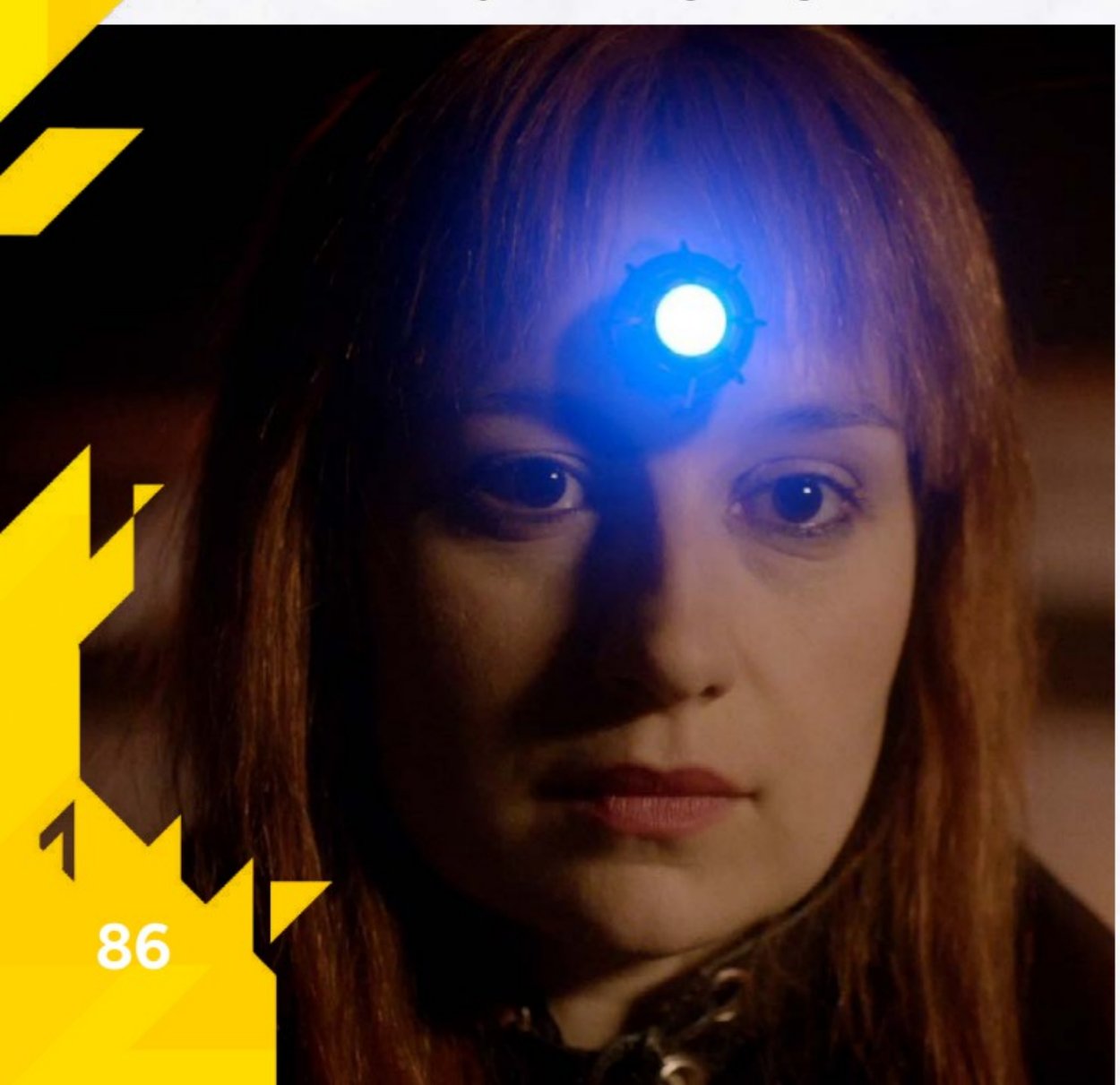
Dalekanium Armour: The nanocloud is made of Dalekanium, almost impervious.
- Nanocloud never has an AC lower than 18.

Dalek Puppets are only involved in scenarios involving the Daleks in some way. That does not mean the Daleks will necessarily become visible, as they can greatly manipulate a situation entirely through their Puppets. Discovering a Dalek Puppet, however, guarantees some facet of current events has attracted the attention of the Daleks.

DALEK PUPPET ADVENTURES

- In the far future, at an interstellar peace forum where countless alien and human factions are represented, the ambassador from New Earth suddenly sprouts a Dalek eyestalk from his forehead. But he's not here to exterminate — he says here on behalf of a group of Dalek Puppets who have broken their programming and want to be recognised as an independent faction in their own right. Is he telling the truth, or is he still playing the Daleks' long game?

- After breaking free of the Dalek programming, what happened to Tasha Lem? Did she remain free of the Daleks' influence, or did she fall back under their control? Can she truly remain Mother Superious of the Church of the Silence, even with a Dalek eyestalk sticking out of her head? The Daleks have a greater plan for the church — and Trenzalore was only just the beginning.



DALEK PUPPET

Medium Humanoid (Human)

Armour Class: 12
Hit Points: 33 (6d8 + 6)
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	12 (+1)	14 (+2)	16 (+3)

Skills: Deception +5, Investigation +3, Perception +4, Sleight of Hand +4, Stealth +4
Senses: darkvision 120 ft, passive Perception 14
Challenge: 4 (1,100 XP)
Tech Level: 9

Ambusher: The Dalek Puppet has advantage on attack rolls against any creature it has surprised.

Cunning Action: On each of its turns, the Dalek Puppet can use a bonus action to take the Dash, Disengage, or Hide action.

Frightful Presence (**page 11**): DC 16 Wisdom saving throw, Range 120 feet, free action.

Networked: A Dalek Puppet is networked to Dalek operators, who can use their senses and issue commands.

Programmed: A Dalek Puppet is controlled by the Daleks. The Dalek Puppet must make a DC 14 Charisma saving throw to overcome its programming. The Dalek Puppet can make this saving throw once per day at the urging of another creature or when they take emotional or logical damage.

Sneak Attack (1/Turn): The Dalek Puppet deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the Dalek Puppet and the Dalek Puppet doesn't have disadvantage on the attack roll.

ACTIONS

Exterminator: Ranged Weapon Attack: +4 to hit, range 40/80 ft., one target. Hit: 21 (3d12 + 2) lightning damage.

SERVANTS OF THE DALEKS

While the Daleks may tout that they are the supreme beings in the Universe, they often find themselves in situations where they need the assistance of others. The relationship between the Daleks and their servants vary based on necessity; some, like the Robomen, are forced into servitude, while others take advantage of the Daleks' need. Only the smartest of the latter realise that such deals only last while convenient and their erstwhile allies turn their exterminators towards them.

COLONY SARFF

Colony Sarff is a curious creature, if only because they aren't a 'creature' at all. As the name implies, Colony Sarff is a colony of creatures, specifically snakes, that can coil together and mould themselves into an almost perfect replica of a humanoid. While a colony, there is a clear hierarchy, as the largest of the snakes forms Colony Sarff's head and makes all the decisions, although this snake does speak in the plural to acknowledge its status as a group.

When the Doctor first encountered it, Colony Sarff had absolute loyalty to Davros. Whether Davros is their latest or only client is uncertain, as is the nature of the colony itself. Given Davros's brilliance as a biological engineer, it's possible that Colony Sarff are the result of one of his experiments. It is also unclear whether Colony Sarff are the only one of their kind or if there are others, perhaps serving different clients.

"Tell the Doctor. Davros knows. Davros remembers. Tell him he must face Davros one last time."

COLONY SARFF

Medium swarm of tiny beasts

Armour Class: 13
Hit Points: 49 (9d8 + 9)
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
10(+0)	18 (+4)	14 (+2)	8(-1)	14 (+2)	8(-1)

Saving Throws: Dexterity +6, Constitution +4
Skills: Deception +6, Investigation +4, Perception +5, Persuasion +6, Sleight of Hand +6, Stealth +6
Damage Resistances: bludgeoning, piercing, and slashing
Senses: blindsight 10 ft, passive Perception 15
Civilisations: Dalek, Human
Challenge: 5 (1,800 XP)
Tech Level: 9

Ambusher: Colony Sarff have advantage on attack rolls against any creature they have surprised.

Frightful Presence (page 11): DC 15 Wisdom saving throw, Range 120 feet, free action.

Sneak Attack (1/Turn): Colony Sarff deal an extra 7 (2d6) damage when they hit a target with a weapon attack and have advantage on the attack roll, or when the target is within 5 feet of an ally of Colony Sarff and Colony Sarff don't have disadvantage on the attack roll.

Swarm: Colony Sarff can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for tiny creatures to slip through. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Multiattack: Colony Sarff make two melee attacks.

Snakebite: *Melee Weapon Attack*: +5 to hit, reach 10 ft., one target. *Hit*: 17 (4d6 + 3) piercing damage, or 10 (2d6 + 3) piercing damage if the swarm has half of its hit points or fewer. The target must make a DC 15 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much damage on a successful one.

Constrict: *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. Hit: 11 (2d8 + 2) bludgeoning damage, and the target is grappled (escape DC 13). Until this grapple ends, the creature is Restrained, and Colony Sarff can't constrict another target.

DALEK DUPLICATES

Dalek Duplicates are a primitive form of Dalek Puppet. Rather than infect and turn a creature into an unwitting Dalek agent, Dalek Duplicates are actually clones of the original. This enables the Daleks to more directly control their programming as well as provide a failsafe if the clone is inadvertently killed or otherwise incapacitated before its purpose can be realised.

A Dalek Duplicate often doesn't know that it is a duplicate until the Daleks send it a signal to act in their interests. A Dalek Duplicate that discovers its true nature beforehand gets an attempt to shake its programming (a DC 14 Charisma saving throw) and this saving throw has advantage if its actions go against its original personality's nature.

Once a Dalek Duplicate is created, there is no need to keep the original alive, but Daleks often do keep the original creature in captivity in case they need to replace their corresponding Dalek Duplicate or to interrogate it if a Dalek Duplicate manages to shake off the programming.

CREATING DALEK DUPLICATES

Dalek Duplicates are designed as clones of the people they're intended to replace. As such, they use the same statistics as the person being copied along with the following traits:

Damage Resistances: A Dalek Duplicate is resistant to emotional and logical damage.

Networked: A Dalek Duplicate is networked to Dalek operators, who can use their senses and issue commands.

Programmed: A Dalek Duplicate is controlled by the Daleks. The Dalek Duplicate must make a DC 14 Charisma saving throw to overcome its programming. The Dalek Duplicate can make this saving throw once per day at the urging of another creature or when they take emotional or logical damage.

DALEK TROOPERS

It is a pure sign of desperation when the Daleks need to stoop so low as to enlist humans to fight their battles for them, but at various points in their history the Daleks have found it either convenient or necessary (or perhaps both!) to supplement their scheme with willing humans. While aligning with the Daleks is always a dangerous proposition, such 'Dalek Troopers' understand the stakes and take full advantage of the Daleks' weakness.

Dalek Troopers are human mercenaries equipped with Dalek technology. Such gear usually maintains the Dalek aesthetic, so helmets are adorned with eyestalks for sensor arrays and exterminators fit over the hand like a glove. Despite their alliance, Dalek Troopers' minds are their own and they are cunning enough to maintain numerical superiority to their 'masters' at all times, a subtle message to the Daleks that crossing them would mean their own destruction.

> **"The Daleks have secured the self-destruct chamber. The station is safe."**

TROOPER DUPLICATES

Despite their seeming autonomy, there are Dalek Duplicates amongst the Dalek Troopers. Whether these Dalek Duplicates are secret Dalek agents within a company of otherwise independent mercenaries or all Dalek Troopers are, in fact, Dalek Duplicates is a subject of much debate. It is probably fair to say that either option is viable depending on where and when Dalek Troopers are encountered, giving you ample roleplaying opportunities when the player characters interact with them!

DALEK TROOPER

Medium Humanoid (Human)

Armour Class: 16 (SWAT Body Armour)
Hit Points: 58 (9d8 + 18)
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Skills: Athletics +3, Perception +2
Senses: darkvision 60 ft, passive Perception 12
Civilisations: Dalek, Human
Challenge: 3 (700 XP)
Tech Level: 9

Sensor Package: A Dalek Trooper's helmet is usually equipped with a variety of sensors and scanners. Darkvision is already built into the statistics block.

ACTIONS

Multiattack: The Dalek Trooper makes two melee attacks or two ranged attacks.

Reinforced Gauntlet: Melee Weapon Attack. +3 to hit, reach 5 ft., one target. *Hit*: 5 (1d4 + 1) bludgeoning damage.

Hand Laser: Ranged Weapon Attack. +5 to hit, range 40/80 ft., one target. *Hit*: 16 (3d8 + 3) lightning damage.

OGRONS

The Ogrons, or at least one segment of them, are fiercely loyal servants of the Daleks. They are tall humanoids with an apelike appearance (although those familiar with fantasy literature might better compare them to Orcs) and immense physical strength. Ogrons follow their orders without question and make perfect warriors and police officers.

Daleks find Ogrons useful as shock troops, especially in situations where Daleks can't invade *en masse*. Their bestial appearance is also intimidating to most humanoid species, enabling Ogrons to pacify a conquered population with little fuss.

ROBOMEN

While blissfully unaware of it, Robomen are essentially the walking dead. Prior to learning more advanced procedures to create useful humanoid puppets, the Daleks surgically altered the brains of some prisoners to serve as guards and servants. This surgery is obscured by a helmet worn by the Roboman, which also contains a receiver for further orders.

While Robomen do retain some semblance of their old personality, their altered brain chemistry cannot properly process this. Thus, over time, no more than a few months, a Roboman becomes insane, leaving its post to wander aimlessly before being dealt with by a Dalek or meeting its end elsewhere. Unfortunately, this process is only hastened if another creature attempts to get the Roboman to recall its old life. If it makes the Wisdom saving throw to shake the conditioning, or if the helmet is removed, then the Roboman automatically dies.

OGRON

Medium Humanoid (Ogron)

Armour Class: 15 (Bulletproof Vest)
Hit Points: 30 (4d8 + 12)
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	8 (–1)	11 (+0)	10 (+0)

Skills: Athletics +5, Intimidation +2, Survival +2
Senses: darkvision 60 ft, passive Perception 10
Civilisations: Dalek, Human, Ogron
Challenge: 1 (200 XP)
Tech Level: 9

Brute: A melee weapon deals one extra die of its damage when the Ogron hits with it (included in the attack).

ACTIONS

Club: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit*: 10 (2d6 + 3) bludgeoning damage.

Blaster: *Ranged Weapon Attack*. +4 to hit, range 50/200 ft., one target. *Hit*: 13 (2d10 + 2) fire damage.

A LESSON FROM THE OOD

Due to the prejudice surrounding their appearance and seemingly limited vocabulary, most species that encounter Ogrons believe them to be creatures of low intelligence and, at any rate, unreasonably loyal to the Daleks. It's worth noting that there was a similar belief regarding the Ood and their acquiescence to Human society, until the truth was revealed to be something far different.

Despite their demeanour, Ogrons are sophisticated enough to pilot spacecraft and repair them, and they also have no trouble using any technology that is given to them. It is therefore likely that the Ogrons simply have trouble communicating with other species, or the Daleks created or 'augmented' the Ogrons to better serve them.

ROBOMAN

Medium Humanoid (Human)

Armour Class: 11 (Heavy Jacket)
Hit Points: 30 (4d8 + 12)
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	16 (+3)	8 (–1)	10 (+0)	6 (–2)

Damage Resistances: emotional, logical
Senses: darkvision 120 ft, passive Perception 10
Civilisations: Dalek, Human
Challenge: 1/4 (50 XP)
Tech Level: 9

Equipped: Some Robomen are given weapons by the Daleks. If so, then a Roboman may use such a weapon in place of its slam or restrain attack.

Networked: A Roboman is networked to Dalek operators, who can use their senses and issue commands.

Programmed: A Roboman is controlled by the Daleks. At the end of each week in service, a Roboman must make a DC 14 Wisdom saving throw. On a failure, it overcomes its programming and automatically dies. The Roboman can also make this saving throw once per day at the urging of another creature.

Robotic Fortitude: While not actually undead, a Roboman's hypnotised nature makes it difficult to know when it's been beaten. If damage reduces the Roboman to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is from a critical hit. On a success, the Roboman drops to 1 hit point instead.

ACTIONS

Slam: Melee Weapon Attack. +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) bludgeoning damage.

Restrain: Melee Weapon Attack. +3 to hit, reach 5 ft., one target. *Hit*: 4 (1d6 + 1) bludgeoning damage and the target is grappled (escape DC 11). Until this grapple ends, the creature is Restrained, and the Roboman can't attack another target.

DRACONIANS

'An emperor who does not rule deposes himself.'

— Draconian Emperor

Draconians are a reptilian humanoid species whose empires often crossed paths with those of Earth. Hailing from a harsh, resource-starved world, they depend on rigid codes of conduct to keep their society in order.

BACKGROUND

The arid world of Draconia forged a species as harsh as its environment. Early Draconians organised into tribes led by warlords who struggled to defend their own territories, expand their borders, and acquire necessities. This culture centred on combat, the discipline to effectively wage it, and the glory success won.

The constant struggle left their culture stunted, unable to invest in less necessary aspects of civilisation. Peace would not only free up resources, but also allow the Draconians to benefit from larger cooperative efforts. One warlord envisioned such a future and set to work bringing the multitude of forces under one banner. Some of the warlords he won over with promises of high positions; the rest his coalition brutally conquered. Legend states that, midway through the consolidation process, the new noble class spontaneously declared him their first emperor.

The Doctor first encountered the Draconians during the reign of the 15th Emperor, when Draconia was on the verge of collapse due to a decimating plague. For their assistance, the emperor named the Doctor a noble of Draconia, one of very few non-Draconians to ever gain the honour.

The Draconian and Earth Empires, both highly expansionist powers, first encountered each other in the 25th century. Based on opposite sides of the galaxy, both sides saw great value in promises of neutrality.

When representatives approached a neutral planet, however, a neutron storm knocked out communications, foreign behaviour was mistaken for hostile action, and Earth forces destroyed the Draconian's diplomatic vessel.

It took three days for the error to be recognised and a truce called, but half a billion people had already lost their lives to the conflict. While officially neutral toward one another after the ceasefire, a great amount of hostility remained for decades between the two powers.

That enmity was exploited by the Master and the Daleks in 2540. They sent mercenaries into the frontier territory between the two empires to disable and destroy both Draconian and Earth ships. Then they used sonic hypnosis to convince surviving Draconians they had been attacked by humans and vice versa.

The ploy was eventually discovered, and the two sides forged a formal alliance during the Second Dalek War to fight the common enemy. Unfortunately, the Third Dalek War strained their resources past the breaking point. While the empire did not succumb to the Daleks, it descended into a state of stagnation, unable to reclaim its former glory.

MOTIVES AND AGENDAS

The Draconian Empire strives to defend and expand its borders. While Draconians are aggressive, they are by no means devoted to conquest — they are a sophisticated society with complex relationships with the worlds within and surrounding their empire.

While Draconians interact with other cultures, and they appreciate sharing knowledge, they also exercise a degree of cultural isolation. They credit long-standing traditions with the success of their empire, so they see assimilation as a danger to security. They also take great pride in the success brought about by their culture and see little reason to significantly alter it.

In diplomacy, Draconians are utterly practical in their disposition. While they have more respect for cultures similar to their own — hierarchical, highly disciplined, militaristic, and highly educated — they will ultimately work with whoever best serves the empire. This has led, for example, to the Draconians aligning themselves with Daleks, Cybermen, and other traditional enemies to force the Doctor into the Pandorica when it was thought the Doctor would cause the end of the Universe. Conversely, they have also entered defensive pacts with a multitude of worlds to combat those same enemies.

ENCOUNTERING DRACONIANS

Draconian culture is imperialistic, militaristic, and rigidly patriarchal. The Draconian Emperor rules as a near-deified figure. Only the highest ranking men are allowed to speak in his presence; all others blessed to have an audience with him are to remain silent. Foreigners rarely see him at all, acting diplomatically through subordinates.

Practically speaking, the empire is ruled through an expansive hierarchy of imperial agents. Theoretically, they carry out the emperor's will at all times. As such, any incompetence, misjudgement or treachery is swiftly punished, and a series of spies are in place to make sure such missteps are quickly made known to the emperor.

Imperial Draconian culture is every bit as disciplined as in pre-imperial times, a necessity to keep order within a long-standing military culture forged out of a collection of formerly independent warlords. Complex codes of conduct reinforce a strong social hierarchy defined by gender, age, family position, social status and occupation. Younger persons defer to elders, women defer to men, and interactions between people of different statuses can be heavily ritualised. Failure to perform the proper interactions can be taken as an insult, which is one of the reasons foreigners have a difficult time connecting with Draconians and their culture.

All Draconians are held to high expectations, regardless of social position. Those who fail in their tasks are demoted to ever-lower positions meriting less respect and more limitation on their lives. Crime, including disrespect of superiors, is met with harsh retribution.

Draconians particularly value military service, and all noble males are expected to perform military duties. But honour is also bestowed upon other notable individuals. Draconian culture celebrates exceptional intellectuals, artists, writers, and so forth.

Draconians are also strongly family-oriented. Many generations may live under the same roof, with the eldest male being both in charge of and held responsible for the family. Significant disgrace of one family member can shame the entire house, so the head-of-household is quick to correct potential errors.

While women socially defer to men, they have the ability to succeed highly on their own. Many participate in both scientific and cultural occupations. Military service is the hardest field for Draconian women to enter: while a woman may prove herself capable, it is difficult to convince male soldiers to defer to a female commander.

Draconians frown on anyone who shows weakness. Emotional outbursts are best kept private, and Draconians look unfavourably on outsiders who appear overly emotional, weak, or easy to manipulate.

USING DRACONIANS

It's important not to think of Draconians as 'monsters'. They may be harsh, but they are certainly not evil, or at least no more evil than humans. They are one of thousands of species that have reached out to the stars to expand and thrive, and that expansion includes conquest. They do not simply conquer every world they come across; their relationship with the galaxy is a mix of diplomacy and military threat.

Don't be afraid to involve characters who are not militarily oriented. There are plenty of adventures that can involve ordinary Draconians being in the wrong place at the wrong time (again, just like humans). They might also be incidental characters: a merchant at an interstellar market or one of many intellectuals studying at a respected library.

If the characters are encountering the military, be careful not to turn the Draconians into stereotypes. They can be bullies, but they also understand diplomacy, and they respect those they see as strong mentally, culturally, or militarily. While being overly headstrong might offend a Draconian attempting to work with the characters, it may also be just what the situation calls for if they are perceived to be weak. Diplomacy works between parties who see one another as equals or, at least, something close to such.

DRACONIAN ADVENTURES

- A Draconian expeditionary force crash lands on a technologically advanced world where their fearsome physical appearance and strange customs inspire paranoia among the population. Now, the proud Draconians are forced to adopt local practices in spite of their own traditions if they have any hope of surviving the encounter and gaining the assistance needed to leave the planet.

- A single Draconian is encountered far outside of Draconian space, questing for a lost artefact to regain their family's honour. The item might be in any number of difficult-to-access places: a museum, the collection of a powerful figure, lost in a crate stolen by pirates. Or, perhaps, the mythical item doesn't actually exist, despite the stories.

- The Draconian Empire is known for its military prowess, and its support has determined many wars. On the eve of a great interstellar war, a coalition of races attempts to appeal to the Draconian Empire for their support. The assassination of the Draconian representative, however, has destroyed any chance of a treaty unless the responsible parties are both found and held accountable in the eyes of Draconian justice.

- Historians know the first encounter between Draconians and humans to have been combative and bloody. But when the Doctor and companions stumble upon that moment of first contact, they find the two sides tensely holding diplomatic negotiations. What could be causing time to go astray and, worse, is sparking a conflict the only way to get history back on track?

DRACONIANS

Draconians bear high-crested foreheads and hard scales which come in a variety of green, brown, and black shades. This appearance, which some humans describe as 'demonic', helps encourage their fearsome reputation. Well suited to the scorching climate of Draconia, Draconians are left susceptible to cold. As such, colder worlds are far less desirable and are more likely to be passed by or ruled through proxy.

DEFEATING DRACONIANS

Draconians may be the antagonists in an adventure, but just like humans, there is good and bad in all of them. The rigid strictures of Draconian society can push them towards violent and warlike actions, but these same strictures can be used to convince them of a more appropriate course of action. Draconians aren't inherently cruel or callous, and will pursue any avenue that will improve the strength of their species — provided it won't make them seem weak, or the suggestion doesn't come from someone they perceive to be so. Consider their **Motives and Agendas** (page 93) whenever playing or designing an adventure around Draconians. Whenever you use Draconians as an enemy or an obstacle for your group to overcome, consider how the characters might talk the Draconians out of their plans — or just leave that up to your clever players, and be ready to roll with whatever ideas they come up with!

DRACONIANS

Medium Humanoid (Draconian)

Armour Class: 14 (Draconian Armour)
Hit Points: 48 (8d8 + 16)
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	12 (+1)	12 (+1)	14 (+2)

Saving Throws: Strength +4, Wisdom +3
Skills: Athletics +4, History +3, Insight +3, Perception +3, Survival +3, Intimidation +4, Persuasion +4
Damage Vulnerabilities: cold
Damage Resistances: fire
Senses: passive Perception 13
Challenge: 1/2 (100 XP)
Tech Level: 6

Rigid Traditionalist: Draconians have a militaristic culture with strict rules regarding etiquette and enforcement. A Draconian must make a DC 15 Wisdom saving throw to act in a way that breaks these rules. A Draconian has advantage on any saving throw or opposed check made to resist someone attempting to persuade or force them to act counter to these rules.

ACTIONS

Draconian Sword: Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) slashing damage.

Draconian Ray Gun: Ranged Weapon Attack: +2 to hit, range 30/60 ft., one target. Hit: 7 (2d6) lightning damage.

Draconian Shurk'ns (10): Ranged Weapon Attack: +2 to hit, range 20/40 ft., one target. Hit: 4 (1d4 + 2) slashing damage.

ENCOUNTER LEVEL MODIFIERS

A Matter of Honour: The Draconian's honour is valued above most things, making the Draconian determined to adhere to its ways.
- Draconians have Improved Intelligence and Wisdom saving throws.
- Draconians have Improved Intimidation and Persuasion modifiers.

"But I am a noble of Draconia. The honour was conferred on me by the fifteenth Emperor."

THE GREAT INTELLIGENCE

'Perhaps the best way to describe it is a sort of formless, shapeless thing floating about in space like a cloud of mist, only with a mind and will.'

— the Second Doctor

The Great Intelligence is a powerful being of mental energy. It has used living and artificial servants in several attempts to enter and conquer the physical world over several centuries.

BACKGROUND

The Great Intelligence was a disembodied mind existing outside regular time and space. It made several attempts to gain physical form on Earth, failing on each occasion thanks to the Doctor. It existed outside the normal dimensions of human perception, and as a result is hard to describe. It isn't even clear whether the Intelligence was one entity or many, and perhaps not even the Intelligence itself knows for sure.

Some things are certain, however, and they combine into a tentative history. In the mid-19th century, psychic alien snow fell to Earth and imprinted on the insecurities and dark thoughts of a boy named Walter Simeon. When the adult Simeon helped the snow in an invasion attempt, he perished, but the Intelligence had by this time achieved an independent existence.

This was connected in some way to another psychic force that was, at that very moment, in psychic possession of a Tibetan Lama, a hold it would maintain until 1930. Together, these tendrils of self awareness would combine and launch an elaborate invasion of London in the middle of the 20th century, and then another in the early 21st century. In each case, the Doctor thwarted the invasions, and the Intelligence finally abandoned its other plans and instead sought to destroy the Doctor, expecting to die in the process.

It entered the Doctor's timeline and attempted to sabotage key moments from their history, but the Doctor's friend Clara followed and countered each of its malevolent interventions. Whether the Intelligence was indeed destroyed is uncertain.

MOTIVES AND AGENDAS

Of all the Doctor's significant foes, the Great Intelligence is certainly the least understood. Every single encounter between the two has given a different impression of this monstrous being. While there are recurring features, there are also many apparent contradictions. It is not at all obvious that the force that appeared on a Tibetan mountaintop is the same entity that cornered the Doctor on Trenzalore, for example.

What does the Intelligence want? What is it capable of doing, and what is beyond its means? What are its vulnerabilities and its strengths? The answers to these questions appear to change regularly. However — and this is an important point — this doesn't mean the Intelligence is inconsistent or self-contradictory. There is a proverb about blind men arguing over an elephant, each of them having touched a different part of the animal and taken away very different ideas about it. An encounter with the Intelligence is much like this; you only meet one aspect of this huge, complex being each time it is encountered.

ENCOUNTERING THE GREAT INTELLIGENCE

TIME, SPACE, AND THE INTELLIGENCE

As part of its otherworldly nature, the Great Intelligence is not strictly tied to linear time. It can even reach into the Time Vortex.

After the Doctor thwarted the Intelligence in Tibet, it began observing them. It was able to keep watching as they moved through time and space, witnessing the Doctor's encounters with the Ice Warriors and the dictator Salamander, before deciding to lay a trap for the Doctor. For the trap, the Intelligence was able to extrude some of its sinister web into the Time Vortex where it caught the TARDIS and tried to pull it into the London Underground.

The Intelligence seized mental control of Padmasambhava in the 1600s, although its origin seems to have been in the 1800s.

The Intelligence attempted final revenge on the Doctor in the late 1800s, although this encounter occurred after the London Underground encounter in the mid-1900s and the London Wi-Fi encounter in the early 2000s. As part of its final revenge, the Intelligence distributed copies of itself throughout the Doctor's life. In all encounters with the Great Intelligence, time is not a limiting factor. It can be aware of the future and the past, and it can extend its influence right into the Time Vortex itself. This means the Great Intelligence cannot easily be defeated using 'timey wimey' methods — it knows how that game is played.

THE GREAT PLAN AND THE GUIDING POWERS

For any who try to understand the Great Intelligence, many mysteries remain. For example, when the Intelligence was conspiring with Padmasambhava and Songsten in Tibet, they discussed whether to bring the Doctor in on their plans, and whether they would be sympathetic or not. What, exactly, was the Great Plan? Was it just giving physical form to the Intelligence, which Padmasambhava described as an 'experiment'? What could follow on from that? When the Intelligence referred to 'the powers that guide us', what did it mean? Was this just misinformation to keep Padmasambhava and Songsten happy, or was the Intelligence genuinely guided by some other force? Could there be a whole other level of secret power beyond the Intelligence itself? These and many other questions remain entirely unanswered.

USING THE GREAT INTELLIGENCE

The ever-changing nature of the Great Intelligence provides an enormous opportunity to come up with your own unique interpretation. In fact, you almost have to! Mix and match whatever you like from the past and add in whatever else you want.

ADVENTURE SETTINGS

The Doctor most often encountered the Great Intelligence on mid-1800s to early-2100s Earth, with a particular focus on London.

DEFEATING THE GREAT INTELLIGENCE

Defeating a deific power such as the Great Intelligence is almost inconceivable, even for the Doctor. Temporarily disabling the Great Intelligence is sometimes the only option, as it's incredibly difficult to sway its reasoning. Though the Great Intelligence has potentially infinite reach with its abilities, it is not above tactically retreating if its assets are all destroyed, and if it encounters a party that wrecks its plans in the physical world it will slink back to wherever it dwells and spend a decade or so creating a new plan.

When using the Great Intelligence as an enemy, consider tracking how many setbacks to its plan the characters cause, such as destroying a Yeti, revealing its influence to the public, or activating an electro-magnetic pulse to deactivate its control spheres. When they create as many setbacks as their current character level, the Great Intelligence could be 'defeated', retreating to plot how to defeat its new nemesis.

However, adventures can be set anywhere, at any time. Stepping out of these time periods will give you the chance to explore different aspects of the Intelligence, as well as making it easier to surprise the players when you reveal what they are up against.

There is also a special adventure setting that is uniquely possible with the Great Intelligence: adventures within the Doctor's own history. Pick one of the Doctor's old adventures (**The Doctor Sourcebook** series covers each adventure in detail, check out www.cubicle7games.com for more information) and decide how the Great Intelligence attempts to change the story so the Doctor loses. Your adventure might even have the characters working with a shard of Clara to stop the Intelligence. There's great potential for fun as the characters creep around the margins of the Doctor's old adventures, trying to set history back on the right path without making things worse!

GREAT INTELLIGENCE ADVENTURES

- The Great Intelligence prepares another invasion. The Yetis are built, their control spheres are beeping, and their figurines are sitting ready on a map of the target city. But the Intelligence identifies something lacking in its strategic ability. It needs a special mind, someone who is particularly skilled at deploying figurines around on a battle-map. And so the Intelligence finds its way to a small, friendly wargaming convention where a budding general finds themself unknowingly directing the Intelligence's newest attempt to conquer the world.

- In a sleek research hospital, new technology is wrestling people back from the very brink of death. Or even beyond the brink: many of them report strange near-death experiences, the shining light ahead and the sense of welcome and comfort. And yet there's something odd about these people. They have come back changed. Because lurking in that hazy realm between death and life is the Great Intelligence, and it is making each one of these people an unwilling, unwitting servant.

- Fog descends over London again, a thick and stubborn mire that refuses to clear. It disrupts cell phone signals, slows down traffic, and makes London an extremely unpleasant place to be. But there are real dangers lurking in the fog: strange Whisper Men and sleekly redesigned Yeti. Down in the Underground, trains start arriving at stations with no passengers aboard — and no drivers. The missing people have disappeared into the Intelligence's foggy dream-realm, where their nightmares will power a new attempt to turn London into the Great Intelligence's new home.

THE GREAT INTELLIGENCE

Tiny Deity

Armour Class: 10
Hit Points: 125 (50d4)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	17 (+3)	17 (+3)	14 (+2)	15 (+2)

Saving Throws: Intelligence +13, Charisma +10
Skills: Deception +10, Engineering +13, History +13, Insight +10, Intimidation +10, Perception +10, Persuasion +10, Science +13, Survival +10,
Damage Immunities: acid, cold, fire, lightning, necrotic, poison, thunder; bludgeoning, piercing, and slashing
Condition Immunities: grappled, paralysed, petrified, prone, restrained
Senses: blindsight 120 ft., passive Perception 20
Challenge: 14 (11,400 XP)
Tech Level: 12

Deific Influence: When the Great Intelligence is not possessing a creature the range of all of its spells is infinite.

Great Intelligence Possession: Whenever the Great Intelligence uses a spell marked with an asterisk (*), the duration is infinite. The Great Intelligence is capable of possessing creatures entirely, and replacing their consciousness with its own. Whilst the Great Intelligence is possessing a creature using one of these spells, it replaces its Intelligence, Wisdom, and Charisma scores with its own, and has access to all of its skills, senses, and spellcasting ability whilst retaining its Tech Level. However, when possessing a creature, the Great Intelligence exposes itself to harm — any psychic, emotional, or logical damage the possessed creature takes is also taken by the Great Intelligence. The Great Intelligence can only possess one creature at a time.

Incorporeal: The Great Intelligence has no physical form, and so has no Strength, Dexterity, or Constitution scores, nor does it have a speed, and it cannot be damaged by physical means. It automatically succeeds on any saving throws with these Attributes, and cannot use Skills related to these Attributes.

Networked: The Great Intelligence is often directly connected to all of its servants, capable of tapping into any of their senses.

Spellcaster: The Great Intelligence is a 9th level spellcaster. Intelligence is its spellcasting ability for all of its spells. It has access to the following spells and can use each of them an unlimited number of times.
Cantrips: *guidance, mage hand, false life*
1st Level: *charm person, command, false life, heroism, hideous laughter, sleep,*
2nd Level: *augury, calm emotions, detect thoughts, enthrall, levitate, locate animals or plants, locate object, suggestion*
3rd Level: *clairvoyance, fear, hypnotic pattern, revivify, sending, speak with dead*
4th Level: *compulsion, confusion, divination, locate creature, dominate beast**
5th Level: *legend lore, modify memory, scrying, telekinesis, telepathic bond*
6th Level: *dominate person*, mass suggestion*
8th Level: *dominate monster*, feeblemind, glibness*
9th Level: *foresight*

Theoretically Infinite: The Great Intelligence is theoretically infinite and its incorporeal nature means it might not be possible for it to actually die. Whenever the Great Intelligence reaches 0 hit points, it dissipates and reforms over the course of 2d20 years.

ACTIONS

Exert Control: The Great Intelligence commands one of its servants to take an action.

LEGENDARY ACTIONS

The Great Intelligence can take three legendary actions, choosing from the options listed below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Great Intelligence regains spent legendary actions at the start of its turn.

Exert Control: The Great Intelligence commands one of its servants to take an action.

Spellcaster: The Great Intelligence casts a spell.

ENCOUNTER LEVEL MODIFIERS

The Greatest Intelligence: The Great Intelligence is one of the most dangerous foes encountered, able to plan years, if not centuries, ahead.
- The Great Intelligence has Improved Intelligence and Wisdom saving throws.
- The Great Intelligence has Improved Insight, Perception, and Persuasion modifiers.

THE WHISPER MEN

Medium Humanoid (Construct)

Armour Class: 12
Hit Points: 75 (15d8 + 15)
Speed: 15 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	12 (+1)	6 (–2)	14 (+1)	6 (–2)

Saving Throws: Wisdom +3, Charisma +0
Skills: Insight +3
Damage Resistances: acid, cold, fire, lightning, necrotic, poison, thunder; bludgeoning, piercing, and slashing
Damage Immunities: emotional, logical
Condition Immunities: blinded, deafened, charmed, frightened, unconscious, exhaustion
Senses: blindsight 120 ft., passive Perception 11
Challenge: 1 (200 XP)
Tech Level: 8

Construct: The Whisper Men do not require air, food, sleep, or water.

Enslaved: Whisper Men exist solely to serve the Great Intelligence. They are networked to each other and the Great Intelligence, which can see, hear, and talk through them.

Frightful Presence (page 11): DC 14 Charisma saving throw, Range 60 feet

Incorporeal Movement: A Whisper Man can move through other creatures and objects as if they were difficult terrain.

Innate Spellcasting: A Whisper Man can cast the SRD spells etherealness and dimension door at will.

ACTIONS

Life Drain: *Melee Spell Attack:* +5 to hit, reach 5 ft., one creature. Hit: 10 (3d6) necrotic damage. The target must succeed on a DC 11 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

ENCOUNTER LEVEL MODIFIERS

Unsettling Encounters: The Whisper Men are frightening to behold.
- The Whisper Man has Improved Intimidation, and Stealth modifiers.

ARTIFICIAL SERVANTS

The Great Intelligence often uses artificial servants, like the robotic Yeti, or terrifying Whisper Men. Sometimes it needs a secret laboratory or workshop in which to construct these servants, other times it finds more direct methods. Usually servants are both physically capable and terrifying, so they scare off investigators as well as perform the (literal) heavy lifting in the Intelligence's plans.

MARK I YETI

Large Construct (Robot)

Armour Class: 17
Hit Points: 95 (10d10 + 40)
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+2)	18 (+4)	6 (-2)	14 (+2)	6 (-2)

Saving Throws: Constitution +6
Skills: Athletics +7, Deception +0, Perception +4
Damage Resistances: bludgeoning, piercing, and slashing
Condition Immunities: charmed, exhaustion, frightened, unconscious
Senses: darkvision 60 ft., passive Perception 14
Challenge: 4 (1,100 XP)
Tech Level: 8

Construct: The Mark I Yeti does not require air, food, sleep, or water.

Enslaved: The Mark I Yeti exists solely to serve the Great Intelligence. They are networked to each other and the Great Intelligence, which can see, hear, and speak through them.

Frightful Presence (page 11): DC 16 Wisdom saving throw, Range 40 feet

ACTIONS

Multiattack: The Mark I Yeti makes two claw attacks.

Claw: Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 10 (1d10 + 5) slashing damage.

ENCOUNTER LEVEL MODIFIERS

Web of Fear: The Yeti are definitely not to be underestimated.

- The Mark I and Mark II Yeti never have an Armour Class lower than 17.
- The Mark I and Mark II Yeti have Improved Damage per Attack.
- The Mark I and Mark II Yeti have Improved Strength and Constitution saving throws.

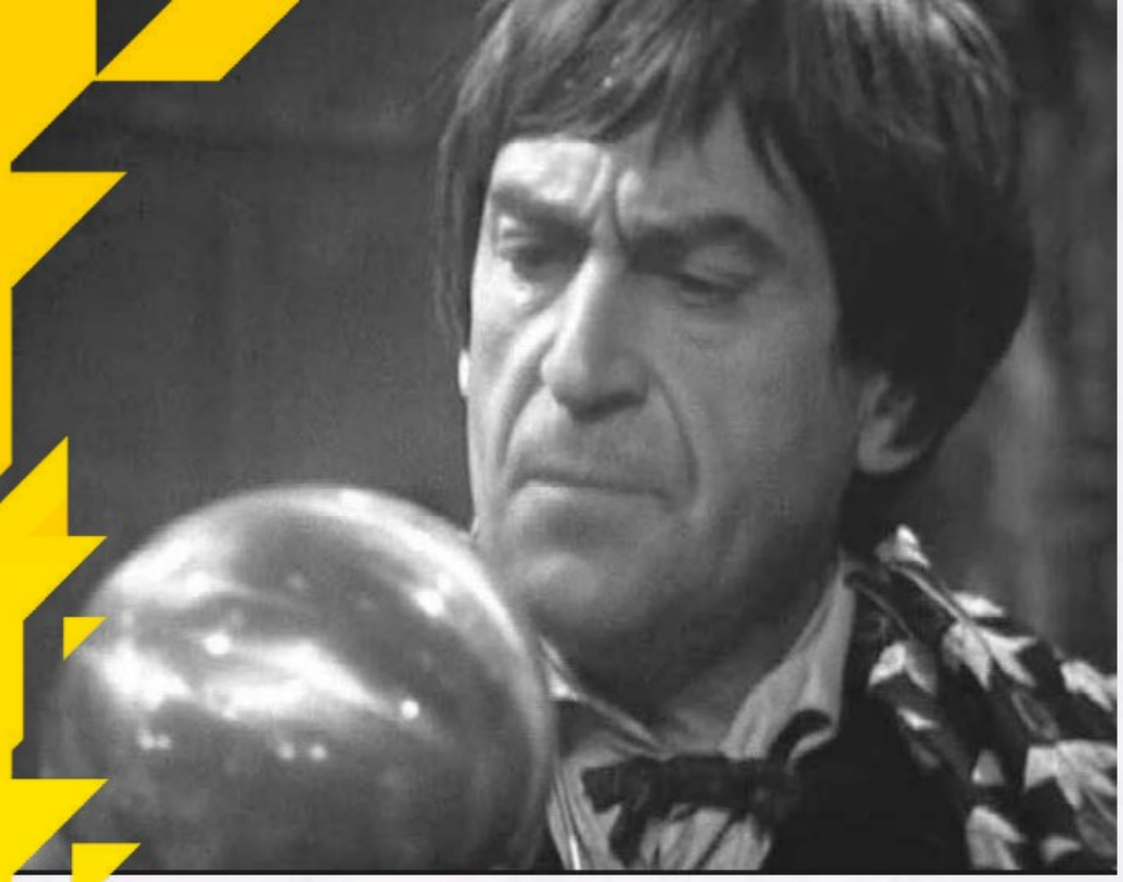
MARK II YETI

More advanced than the first iteration of robotic Yetis used by the Great Intelligence, Mark II Yetis have dextrous enough hands to utilise basic firearms.

Mark II Yetis are identical to Mark I Yetis, but also have the following actions:

Multiattack: The Mark II Yeti makes two claw attacks or uses its Web Gun.

Web Gun: *Ranged Weapon Attack*: +4 to hit, range 30/60 ft., one creature. *Hit:* The target is Restrained by webbing. As an action, the Restrained target can make a DC 12 Strength check, ending the effect on themselves on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).



CONTROL SPHERE

Many of the Intelligence's artificial servants are controlled through metallic spheres capable of independent movement. These feel very light but in fact contain a dense network of circuitry. The spheres can roll along the ground, and even up walls, under their own power. They usually beep as they move, seeking out a deactivated Artificial Servant with their sensors so they can get to work. If the sphere is interfered with, it can actually use magnetic forces to drive itself towards its target, potentially crushing anyone foolish enough to get in its way.

"Yes, this should control the sphere all right, but would it override the commands issued by the Intelligence, I wonder?"

CATCH THAT ORB!

If you want to add a bit more drama to any encounter with a Yeti, you can have the Control Sphere escape at the last moment. One way to implement this is to have the Sphere make a DC 12 Constitution saving throw whenever the Yeti it is inhabiting is destroyed; the Sphere is destroyed on a failure. Otherwise the Sphere escapes, and needs to be broken before it finds a new body!

CONTROL SPHERE

Tiny Construct (Robot)

Armour Class: 15 (Armour Plating)
Hit Points: 22 (5d4 + 10)
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
4 (–3)	14 (+2)	14 (+2)	14 (+2)	10 (+0)	8 (–1)

Saving Throws: Dexterity +4, Constitution +4
Skills: Science +4, Engineering +4
Damage Immunities: emotional, logical, psychic, poison, necrotic
Condition Immunities: Charmed, Frightened, Unconscious, Exhaustion
Senses: blindsight 120 ft, passive Perception 10
Challenge: 2 (450 XP)

Beeping Sensor: The Control Sphere can locate any robotic Yeti servant of the Great Intelligence within 120 feet. When this sensor is active, the Control Sphere beeps loudly, giving it disadvantage on any Dexterity (Stealth) checks.

Construct: The Control Sphere does not require air, food, sleep, or water.

Enslaved: The Control Sphere exists solely to serve the Great Intelligence. They are networked to each other and the Great Intelligence, which can see, hear, and talk through them.

Spider Climb: The Control Sphere can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Yeti Controller: A Control Sphere can inhabit an inactive Yeti, allowing it to function as normal. When a Yeti is destroyed, the Control Sphere that inhabits it is also destroyed.

ACTIONS

Ram: *Melee Weapon Attack*: +4 to hit, reach 5 ft., one creature. Hit: 4 (1d4 +2) bludgeoning damage.

HATH

The Hath are a species of aquatic humanoids who became allies of humanity in the 61th century. Together they and the human species mounted a joint colonisation effort to bring both of their people to the stars.

BACKGROUND

To a human, the Hath are a very strange species. They stand a little taller than the average human, but are significantly bulkier and a little stronger. What makes them odd is that they are not descended from land dwelling creatures, like much life in the galaxy. Instead they have evolved from fish, very similar to Earth Lungfish. Unlike fish, the Hath have developed hands and feet like a human, although they still need to breathe water rather than air. This requires them to wear a special breathing mask filled with a nutrient liquid when on dry land. The fluid in their mask has a greenish tinge, but this is due to purification chemicals that recycle the water and make it more pleasant to breathe. Without their mask a Hath can breathe air for around five minutes before beginning to suffocate. However, if they can get to any form of reasonably clean water in that time they will be fine.

As they usually wear a mask, the Hath are unable to speak in the same way humans do. Underwater they use a language that relies on body language and signals as much as it does a sub-vocal gargling form of language. When wearing a mask the bubbling language is muted and less distinct, making the Hath use greater body language to communicate. The limitations of communicating through their masks have made the Hath extremely empathic when it comes to body language. They are able to understand even the most confused attempts at communication from other species far better than most. Unfortunately, few other species share this ability, making it often a one sided communication.

> **Bubble, bubble, bubble.**

The Doctor, Donna, and Martha ran into the Hath on the planet Messaline. The planet was being colonised by humans and Hath, but in the process, war had broken out between the two races. As the robot drones continued to build and terraform the planet, the colonists adapted their cloning technology to produce only soldiers and continue a war that lasted for generations. Until helped the humans and Hath finally make peace, at a price.

MOTIVES AND AGENDAS

The Hath are quite a gentle people, though they are capable of becoming soldiers. The limitations of their ability to communicate make them often express themselves through touch. They often do the equivalent of a human 'group hug' to renew bonds of friendship and solidarity and often welcome new members to their group in the same way. This has led to the Hath being especially fond of sculpture in their art, and their artists put indentations and textures into the sculpture so that you need to feel the shapes and contours of the piece to appreciate it fully.

Hath and humans have similar technology and have shared most of their greatest advances due to the spirit of trust between the two species. Like humans of the era, they use flame projectile rifles and highly advanced cloning technology to create a population for their colonies. This cloning technology is among the most advanced in the Universe. It does not simply create a duplicate from an organic sample. If it did, the colonies of clones would not have the necessary gene pool to survive. Instead the cloning technology mixes the DNA of the organic sample with a template. The sample ensures all the necessary genes are present but the technology adds a random factor that creates a totally new person rather than a copy.

Sadly, despite their appearance the Hath are very much like humans when it comes to paranoia and violence. Misunderstandings can lead to warfare as easily as it can with humans, even though both species are capable of great courage, decency, and empathy.

HATH

Medium Humanoid (Hath))

Armour Class: 14
Hit Points: 56 (8d8 + 24)
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	16 (+3)	10 (+0)	14 (+2)	12 (+1)

Saving Throws: Strength +3, Constitution +5
Skills: Athletics +3, Engineering +2, Insight +4, Medicine +2, Perception +4, Science +2, Survival +4
Senses: passive Perception 14
Challenge: 1 (200 XP)
Tech Level: 5

Aquatic: Hath are at home in the sea and move about clumsily on land. A Hath on land has disadvantage on any Dexterity-based ability check or saving throw.

Breathing Apparatus: Hath wear an apparatus that feeds them nutrient-rich liquid, allowing them to operate outside of the water without suffocating. Because of this, they can only communicate through gestures with humans. Additionally, anyone attempting to attack a Hath that is wearing a breathing apparatus may take -5 to the result of their roll to attempt to hit the breathing apparatus. The breathing apparatus has 10 hit points.

Water Breathing: A Hath can breathe only underwater.

ACTIONS

Hath Blaster Rifle: Ranged Weapon Attack: +4 to hit, range 150/600, one target, loud. 11 (2d10) fire damage. If the Hath Blaster Rifle is used to target a creature within 5 feet, it deals 3d10 fire damage.

ENCOUNTER LEVEL MODIFIERS

Hell Hath No Fury: The Hath are loyal and fiercely protective.
- The Hath have Improved Damage per Attack.
- The Hath have an Improved Survival modifier.

ICE WARRIORS

The Ice Warriors (or, more properly, Martians) come from the fourth planet in our solar system. They are an ancient species whose civilisation developed when Mars was still a wet, snowy world. While a martial species, Ice Warrior civilisation was once considered honourable and noble. Unfortunately, they never explored much outside the solar system and when Mars started to die the Ice Warriors suddenly had nowhere to go.

At least one militaristic faction of Ice Warriors decided to make a new home on Earth in the 21st century. A vanguard took control of the Travel Mat relay on the moon and used it to send Martian spores to Earth. These spores would transform the Earth's atmosphere into something more suitable for Martians while exterminating the human population.

Thanks to the Doctor's intervention, the spore seeds were destroyed and the Ice Warrior invasion fleet was sent into the gravitational pull of the sun.

Several centuries into the future, an Ice Warrior ship and crew were excavated during an attempt to hold back a new Ice Age. Unfortunately, this group of militaristic Ice Warriors believed the humans were out to destroy them and wouldn't listen to reason. Further complicating matters was the fact that Mars was a dead world. As the Ice Warriors planned to dismantle a device the humans needed to hold back the glacial advance threatening all of Earth, the Doctor ensured they were destroyed and the world saved.

The Doctor encountered a lone Ice Warrior, Grand Marshall Skaldak, who had been frozen in ice for thousands of years and recovered by a Soviet submarine. Skaldak is rescued by a Martian ship after a tense confrontation that threatened a nuclear armageddon.

While 'Ice Warrior' is not the Martians' proper designation, it's worth noting that only soldiers have been encountered. In spite of their appearance the Ice Warriors are cyborgs, incorporating technology into their armoured carapaces.

The Doctor has encountered two types of Ice Warrior. Rank and file Ice Warriors wear large, bulky armour suits while officers, sometimes known as 'Ice Lords', wear slimmer carapaces. Both types have sonic weapons built into their forearms. All Ice Warriors have difficulty in Earth-like environments which makes them move slowly and speak in harsh whispers. They do not have such difficulties in Martian-like environments, although their voices still have a natural rasp.

ICE WARRIOR ADVENTURES

Both of the adventures below follow on from the events of ***Empress of Mars***. Check out the **Twelfth Doctor Sourcebook** for more information.

- Colonel Godsacre has far exceeded Queen Iraxxa's expectations and is now the general of her Foreign Legion — a ragtag group of humans and aliens who serve the Ice Warriors in the hope of becoming full subjects of the Empire. Godsacre has recently sent a scouting team to a planet to recruit a new soldier, but due to a faulty engine and local suspicion the scouting group is attacked as invaders. Can the characters help before the Ice Warriors arrive and defend the honour of their legion with prejudice?

- When Iraxxa left Mars in 1881 she didn't take everyone. A colony of 'dishonourables' was left behind. When this group awakens, they realise that Mars is a lost cause and prepare to attack Earth with the machinery the Ice Warriors didn't take with them. The characters arrive in London at the turn of the 20th century, only to discover that H.G. Wells — an old friend of the Doctor's — may have written one of his most famous books as an autobiography.

> **"What manner of fleshy worm are you?"**

DEFEATING ICE WARRIORS

Ice Warriors are strictly honour-bound. One allied with the Third Doctor in thanks for saving their life. Responsibility and obligation are strong tools for convincing them to stop any violent plans.

ICE WARRIOR

Medium Humanoid (Martian)

Armour Class: 17 (Bio-armour)
Hit Points: 110 (13d8 + 52)
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	19 (+4)	10 (0)	13 (+1)	10 (0)

Saving Throws: Constitution +6
Skills: Athletics +7, Acrobatics +4, Intimidation +2, Survival +3, Technology +2
Damage Vulnerabilities: fire
Damage Immunities: cold
Senses: darkvision 120 ft., passive Perception 11
Languages: Martian
Challenge: 4 (1,100 XP)
Tech Level: 6

Bio-armour: Ice Warriors are encased in resilient bio-armour they can command remotely if needed. Their sonic gun is built into their gauntlets and cannot be removed. An unarmoured Ice Warrior has an AC of 12 and cannot use its Sonic Gun.

ACTIONS

Fist Bash: Melee Weapon Attack: +8 to hit, reach 5 ft., one creature. Hit: 8 (1d6 + 5) bludgeoning damage.

Sonic Gun: Ranged Weapon Attack: +4 to hit, range 30/60 ft., one target. Hit: 19 (4d6 + 5) lightning damage.

ENCOUNTER LEVEL MODIFIERS

Bulky Armour: Ice Warriors' tough and resilient bio-armour reduces their mobility, but leaves them well protected against environmental and physical damage.

- Ice Warriors never have an AC lower than 17.
- Ice Warriors have Improved Strength and Constitution saving throws.
- Ice Warriors have Improved Damage per Attack.

ICE QUEEN IRAXXA

Medium Humanoid (Martian)

Armour Class: 18 (Advanced Bio-armour)
Hit Points: 152 (16d8 + 80)
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	19 (+4)	10 (0)	13 (+1)	10 (0)

Saving Throws: Constitution +8, Charisma +7
Skills: Athletics +8, Engineering +5, History +5, Insight +6, Intimidation +7, Perception +6, Persuasion +7 Science +5,
Damage Vulnerabilities: fire
Damage Immunities: cold
Senses: darkvision 120 ft., passive Perception 16
Challenge: 8 (4,000 XP)
Tech Level: 6

Bio-armour: Ice Warriors are encased in resilient bio-armour they can command remotely if needed. Their sonic gun is built into their gauntlets and cannot be removed. An unarmoured Ice Warrior has an AC of 12 and cannot use its Sonic Gun.

ACTIONS

Multiattack: Ice Queen Iraxxa makes two attacks with either her Fist Bash or Sonic Gun.

Fist Bash: *Melee Weapon Attack*: +8 to hit, reach 5 ft., one creature. *Hit*: 8 (1d6 + 5) bludgeoning damage.

Sonic Gun: *Ranged Weapon Attack*: +6 to hit, range 30/60 ft., one target. *Hit*: 19 (4d6 + 5) lightning damage.

REACTIONS

Defend Your Queen!: If an Ice Warrior is within 5 feet of Ice Queen Iraxxa, she can use her reaction to force a single attack roll that targets her to target the Ice Warrior instead.

LEGENDARY ACTIONS

Ice Queen Iraxxa can take 2 legendary actions, choosing from the options listed below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Ice Queen Iraxxa regains spent legendary actions at the start of its turn.

Command: Ice Queen Iraxxa uses the SRD spell *command* (save DC 17).

Total Control: A single Ice Warrior that can see and hear Ice Queen Iraxxa can move or take an action.

ENCOUNTER LEVEL MODIFIERS

Bulky Armour: Ice Warriors' tough and resilient bio-armour reduces their mobility, but leaves them well protected against environmental and physical damage.

- The Ice Queen never has an AC lower than 17.
- The Ice Queen has an Improved Strength and Constitution saving throws.
- The Ice Queen has an Improved Damage per Attack.

JAGRAFESS

'For almost a hundred years, mankind has been shaped and guided, his knowledge and ambition strictly controlled by its broadcast news, edited by my superior, your master, and humanity's guiding light, the mighty Jagrafess of the Holy Hadrojassic Maxarodenfoe. I call him Max.'

— The Editor

Max the Jagrafess was a huge slug-like creature who lurked in the background while a network of agents pursued its sinister goals. There may still be other Jagrafesses out there...

BACKGROUND

They are huge, they live for approximately three thousand years and have very fast metabolisms — apart from this, very little is known about the Jagrafess species. In fact, they might not even be a species at all. The Jagrafess of Satellite Five could be unique; a creature that emerged from a laboratory or from a strange mutation. It is sensible to assume there is a Jagrafess species, but future encounters might surprise the Doctor with a different perspective.

The Jagrafess encountered by the Doctor held the lengthy title 'the mighty Jagrafess of the Holy Hadrojassic Maxarodenfoe', but his assistant called him Max. Max was installed on Satellite Five at the instigation of the Daleks. They directed Max to take control of the Earth Empire's communications systems to stall the development of humanity. Max funded a takeover with investment from a consortium of interstellar banks, and ran the Earth Empire as a profitable venture in order to keep these investors happy.

MOTIVES AND AGENDAS

A Jagrafess has the full range of motives and agendas available to any intelligent species: they seek power, wealth, security, entertainment, and other conventional goals. The Jagrafess of Satellite Five was associated with a holy organisation, so some religious or faith motivation is also possible, although this may not much resemble the faith familiar to most time travellers. That said, the nature of the Jagrafess is that it needs many helpers in order to do anything beyond simple survival.

Jagrafess has a strong motivation to establish a network of servants or slaves to do its bidding. It may use intimidation or technology for this purpose, but if it

doesn't have beings who can serve it, it will be incredibly vulnerable. As a consequence, Jagrafesses are callous to 'lesser' species and think nothing of enslaving or murdering them. This means it has to stay undetected until it has amassed enough power to no longer feel threatened. The first order of business for any Jagrafess is to stay out of sight and acquire some servants. After they amass servants, they begin pursuing their other goals.

ENCOUNTERING A JAGRAFESS

The Jagrafess is a little like a hermit crab in that it tries to protect its body by lodging it securely within a larger structure. For example, the Jagrafess on Satellite Five had inserted itself into the upper works of the satellite so most of its bulk was concealed from view. Each Jagrafess must find its own safe space.

MANAGING TEMPERATURE

A Jagrafess needs to stay cool. Its giant bloated form constantly vents the huge amount of heat generated from its extremely rapid metabolism. In chilly environments, this creates no problems, but if the Jagrafess is positioned in a closed system like a satellite or finds its way into a warm environment, there will be trouble. If the Jagrafess cannot remove enough heat to stay cool, it will perish horribly by expanding and exploding. Powerful air conditioning systems are often a giveaway that a Jagrafess is present.

SERVANTS

The only way a Jagrafess can thrive is with trustworthy servants. As a mature creature, it is simply too large and immobile to meet its own needs. The kinds of servants it assembles can vary dramatically, but they must be able to maintain the Jagrafess' environment, keep it fed and perform tasks in the wider world at the Jagrafess' direction. The Jagrafess likes its servants to be completely subservient and under its direct control, but it sometimes has one or two functionaries who retain their sensibilities and must be verbally instructed by the Jagrafess.

USING THE JAGRAFESS

Max, the Jagrafess on Satellite Five, was the sinister master of an interstellar communications empire. Max (with his trusted editor diligently serving his interests) manipulated the news to frame reality in a way that allowed an entire human Empire to stall and fail. This is a perfect example of how to use a Jagrafess: as a sinister power lurking in the background, directing layers of servants to shape a community (or a society, or an entire civilisation) into whatever it likes, completely heedless of who is harmed along the way.

JAGRAFESS ADVENTURES

- The village church has a new vicar! He seems to be a very nice man indeed, although he is a bit odd. His sermons are unusual but everyone is learning a great deal from his unorthodox views. Strangest of all is his refusal to allow the steeple bells to ring! He says the bell tower is damaged but rumours hint that a beast is lurking in the steeple, watching as the village changes into something new.

- A new fast food franchise moves in and everyone is overjoyed! Who can resist the great taste of PopBurgers? Dozens of PopBurger restaurants take over entire neighbourhoods in a single afternoon. The food is all prepared in a new factory which has recently come under new management: a Jagrafess, working swiftly to dominate the food supply chain of an entire civilisation.

> **"The right word in the right broadcast repeated often enough can destabilise an economy, invent an enemy, change a vote."**

JAGRAFESS

Gargantuan Ooze

Armour Class: 6
Hit Points: 216 (16d20 + 48)
Speed: 5 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	2 (–4)	16 (+3)	18 (+4)	16 (+3)	18 (+4)

Saving Throws: Constitution +6, Wisdom +6
Skills: Animal Handling +6, Deception +7, Engineering +7, History +7, Insight +6, Intimidation +7, Medicine +6, Persuasion +7, Science +7,
Damage Vulnerabilities: fire
Senses: passive Perception 13
Challenge: 8 (4,000 XP)
Tech Level: 7

Fast Metabolism: If the Jagrafess is prevented from venting heat away from its body, it must make a DC 20 Constitution saving throw at the start of each of its turns, taking a level of exhaustion on a failure. If the Jagrafess suffers 6 levels of exhaustion and dies, it explodes, and all creatures within 10 feet of the Jagrafess must make a DC 14 Dexterity saving throw, taking 21 (6d6) acid damage on a failed save, or half as much damage on a successful one.

Frightful Presence (page 11): DC 16 Wisdom saving throw, Range 120 feet

Networked: The Jagrafess is technologically linked to all of its followers, able to communicate with them instantaneously.

ACTIONS

Bite: *Melee Weapon Attack*: +6 to hit, reach 10 ft., one target. *Hit*: 8 (1d10 + 3) piercing damage plus 5 (1d10) poison damage, and the target is Grappled (escape DC 14). Until this grapple ends, the target is Restrained, and the Jagrafess can't bite another target.

Swallow: The Jagrafess makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is Blinded and Restrained, it has total cover against attacks and other effects outside the Jagrafess, and it takes 10 (3d6) acid damage at the start of each of the Jagrafess's turns. The Jagrafess can have only one target swallowed at a time.
If the Jagrafess dies, a swallowed creature is no longer Restrained by it and can escape from the corpse using 5 feet of movement, exiting Prone.

LEGENDARY ACTIONS

The Jagrafess can take 3 legendary actions, choosing from the options listed below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Jagrafess regains spent legendary actions at the start of its turn.

Total Control: The Jagrafess commands a single servant within 60 feet to move or take an action.

ENCOUNTER LEVEL MODIFIERS

Overlord: The Mighty Jagrafess is a master manipulator, and a formidable creature.
- The Jagrafess has improved Intelligence and Charisma saving throws.
- The Jagrafess has Improved Damage per Attack.
- The Jagrafess has Improved Intimidation and Survival modifiers.

"You want to bank on a certainty? Massive heat and massive body: massive bad."

THE JUDOON

The Judoon are a 'police for hire', usually on behalf of the Shadow Proclamation or other powerful individuals, engaged to enforce galactic law or to track specific criminals on the run. This often takes the form of hunting down a lawbreaker and either executing or arresting them, but it can also involve policing the population, sometimes brutally, across an entire planet. They are single-minded and ferocious when provoked, with a strict adherence to the law. Their approach to the law is uncompromising: they obey even the pettiest of laws and have no hesitation in executing lawbreakers under the death penalty. Even when in hot pursuit, they will pause to go through the necessary bureaucracy to commandeer a vehicle, but will not hesitate to remove people who get in their way.

The Judoon are a species of immensely strong bipedal aliens resembling the Earth rhinoceros. Judoon have two horns on their snouts, which they take great pride in. Judoon of different genders are difficult to distinguish, but female Judoon are more likely to have a ridge of hair along their heads, where male Judoon are bald. They are highly resilient and can survive in adverse climates for far longer than a human. In addition to their natural hardiness, the Judoon are well-equipped, encased in hard black armour with huge helmets to accommodate their heads and horns. Their technology has advanced in specific areas: namely, communications lock-down, scanning of potential lawbreakers and vicious executioner energy weapons that rapidly burn their targets from the inside out. Their language is made up of individual syllables spoken forcefully, making them sound aggressive, even when they are not. Though, given their bullish natures, they are often being as aggressive as they sound.

The only way to stop a Judoon from carrying out their orders is to convince them that, under the laws they are currently operating under (a complex combination of their employer's laws and the galactic-level laws of the system they are in), an arrest is unlawful or the supposed perpetrator is innocent. Given the Judoon tendency towards decisive action when it comes to executions, getting the time to convince them of your innocence is a challenge in itself. And, of course, resisting arrest is a crime.

JUDOON

Medium Humanoid (Judoon)

Armour Class: 18 (Thick hide and armour)
Hit Points: 93 (11d8 + 44)
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (0)	19 (+4)	12 (+1)	16 (+3)	14 (+2)

Saving Throws: Constitution +6
Skills: Athletics +6, Intimidation +2, Persuasion +2, Survival +5, Technology +
Damage Resistances: bludgeoning, poison
Condition Immunities: poisoned
Senses: Passive perception 13
Challenge: 2 (1,800 XP)
Tech Level: 7

Genetic Scanner: Judoon carry a specialised scanner to accurately determine the genetic characteristics of a target. It functions similarly to a Medical Scanner (***Player's Guide***, page 161), but is also linked to a Universal database of criminal information.

Judoon Resilience: Judoon are very resilient. They can survive without air or in a poisonous environment.

ACTIONS

Fist Bash: Melee Weapon Attack: +9 to hit, reach 5 ft., one creature. Hit: 9 (1d6+6) bludgeoning damage.

Judoon Blaster: *Ranged Weapon Attack:* +4 to hit, range 30/60 ft., one creature. *Hit*: 14 (4d6) lightning damage.

ENCOUNTER LEVEL MODIFIERS

Category — Judoon: The Judoon are strong and powerful, relentless in their pursuit of their perceived justice, and unfaltering in their purpose. Their thick hide and armour ensures they are tough to defeat with physical damage.

- Judoon's heavy armour means they never have an AC lower than 18
- Judoon have Improved Strength and Constitution saving throws.
- Judoon have Improved Damage on their Attacks.

KANDOKA AND KERBLAM!

'Delivery fulfilled. And remember, if you want it, Kerblam! it!'

— Kerblam! Delivery Bot

BACKGROUND

Kandoka has become a beacon of civil engineering and technological innovation, with a rapidly expanding population and an increasing degree of automation. As the planet became more densely populated, the demand for jobs rapidly outstripped opportunities. Luckily, Kandoka's moon became the base of galaxy-wide operations for the Kerblam! Corporation, bringing hope to Kandoka's work-hungry population.

Kandoka's moon has been entirely converted into a warehouse and packaging plant for the Kerblam! Corporation. From here, Kerblam! acts as a distributor and delivery service for companies across the galaxy selling a wide range of products. Regular but infrequent shuttles from Kandoka provide access to the moon and Kerblam!'s central warehouse for workers and visitors.

Kerblam! has grown far beyond its humble origins with their unique selling point of accurate, instantaneous delivery anywhere in the galaxy and their cheery delivery robots, Kerblam! quickly became the most popular delivery company anywhere in existence.

Following the increasing automation of work on Kandoka, mass unemployment and People Power protests has led to the implementation of Labour Laws that mandate a minimum 10% human workforce for all companies. As per Kandokan labour laws, 10% of the Kerblam! workforce is human and the remaining 90% are the robotic TeamMates that patrol the warehouse. Workers find fulfilling roles in processing items for delivery, maintenance, and people management.

KERBLAM! MAN / TEAMMATE

The Kerblam! Men are robotic delivery units equipped for long-range personal teleportation, while TeamMates support and monitor the organic workforce in the Kerblam! factory. Their smiling faces, glowing blue eyes, and cheery whistle are instantly recognisable.

Controlled by Kerblam!'s central System, these robots can communicate with it wherever they are in the galaxy and are exceptionally strong and durable. They have a switch for deactivation but in the unlikely situation that this malfunctions, massive circuit damage will stop them. TeamMates may temporarily power down during a system blackout but will reconnect as soon as power is restored.

Kerblam!'s automated units obey the commands of the central System without question. The only way to override Kerblam! protocols is by hacking or convincing the System. The System seeks to preserve life, but may take drastic steps (such as killing one person to save many) that a human conscience would find unacceptable.

KERBLAM! ADVENTURES

- A Kerblam! Man wanders on a desolate planet with an undeliverable package, sending out a distress signal that is blocked by the planet's dust storms. The parcel is marked with a high-level urgency code by a galactic governmental agency — but who is the customer?

- Judy, the Head of People, contacts the Doctor for help in stopping a spy sent into the Kerblam! warehouse by a rival company. The spy is not a person, but a sentient virus called Cypher who specialises in industrial espionage. Cypher hijacks Kerblam!'s TeamMates, automated systems, and GroupLoop ankle monitors in an attempt to steam the System's location and teleportation technology, and will go through anyone that stands in its way. While the Doctor may not get involved in a simple case of industrial espionage, when workers' lives are in danger, the Doctor feels compelled to step in.

KERBLAM! MAN / TEAMMATE

Medium Construct (Robot)

Armour Class: 16 (Natural Armour)
Hit Points: 19 (2d8 + 8)
Speed: 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	18 (+4)	14 (+2)	10 (+0)	10 (+0)

Skills: Perception +6
Damage Immunities: emotional, psychic
Condition Immunities: charmed, exhaustion, frightened, paralysed, petrified, poisoned
Senses: passive Perception 16
Challenge: 1/4 (50 XP)
Tech Level: 6

Construct: As a constructed creature, the Kerblam! Man does not require air, food, sleep, or water.

Delivery Expert: The Kerblam! Man is designed to deliver, and is able to use a range of sensors to detect the intended recipient of its package. A Kerblam! Man has triple its proficiency bonus in Perception.

Networked: Every Kerblam! Man is technologically linked to the System, which controls all of them and can see through their camera eyes.

ACTIONS

Slam: *Melee Weapon Attack*: +5 to hit, reach 5ft., one target. *Hit*: 11 (2d8 + 2) bludgeoning damage.

Teleportation: A Kerblam! Man can teleport to any address that has been programmed into its system.

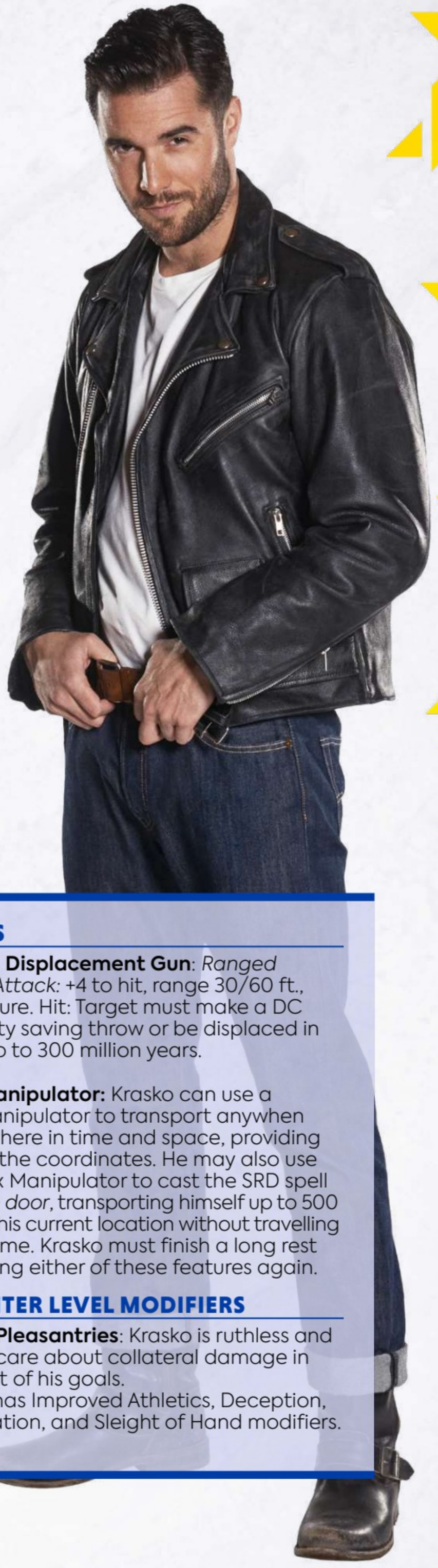
ENCOUNTER LEVEL MODIFIERS

All Systems Optimal: The Kerblam! Man is efficient and obedient.
- The Kerblam! Man has an improved Constitution saving throw.
- The Kerblam! Man has Improved Damage per Attack.
- The Kerblam! Man has Improved Perception modifiers.

KRASKO

Krasko is a mass murderer from the future who travelled back in time to disrupt the Montgomery Bus Boycott of 1955, one of the key events in the fight for civil rights in the United States. Krasko's motives are murky, but he seems to be driven by a desire to delay or disrupt the dismantling of racial segregation in the United States of America. Krasko was imprisoned for a long time in the Stormcage Containment Facility, but he was released under a rehabilitation program, identified by a tattoo on his wrist.

Offenders are fitted with neural inhibitors that cause debilitating pain if they attempt to harm another person. Krasko retrieved the Vortex Manipulator of a Time Agent, and showed remarkable ingenuity at blending in with the etiquette and dress of the time period, but he was ultimately defeated with his own temporal displacement weapon, stranded in the time of the dinosaurs.



"Is that supposed to make me not shoot you?"

KRASKO

Medium Humanoid (Time Traveller)

Armour Class: 12
Hit Points: 30 (6d8 + 6)
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	2 (-4)	16 (+3)	18 (+4)	16 (+3)	18 (+4)

Saving Throws: Dexterity +4, Constitution +3
Skills: Athletics +4, Deception +3, History +4, Insight +4, Intimidation +3, Perception +4, Stealth +4
Senses: passive Perception 14
Challenge: 1/4 (25 XP)
Tech Level: 8

Neural Restrictor: Whenever Krasko attempts to harm a creature, Krasko must make a DC 20 Wisdom saving throw. If he fails, he suffers 9 (2d8) lightning damage and his turn ends, interrupting his action.

ACTIONS

Temporal Displacement Gun: *Ranged Weapon Attack:* +4 to hit, range 30/60 ft., one creature. Hit: Target must make a DC 14 Dexterity saving throw or be displaced in time by up to 300 million years.

Vortex Manipulator: Krasko can use a Vortex Manipulator to transport anywhen and anywhere in time and space, providing he knows the coordinates. He may also use the Vortex Manipulator to cast the SRD spell *dimension door*, transporting himself up to 500 feet from his current location without travelling through time. Krasko must finish a long rest before using either of these features again.

ENCOUNTER LEVEL MODIFIERS

No More Pleasantries: Krasko is ruthless and does not care about collateral damage in the pursuit of his goals.

- Krasko has Improved Athletics, Deception, Intimidation, and Sleight of Hand modifiers.

KRASKO AND STORMCAGE ADVENTURES

- The Carnivale Milesia is a planet-wide celebration on the wealthy pleasure planet Laurentine that only occurs once every century. The carnival celebrates Laurentine overthrowing their cruel overlords and opening their gates to trade and culture once more. However, news of an escaped Stormcage convict — could it be Krasko? — breaks and puts the planet on lockdown. What does the convict want, and what is he willing to risk to find it?

- Disaster has struck at Stormcage when a guard smuggles a localised reality disruptor into the prison's central hub to bring 'justice' to the prisoners. The prison is shunted into a strange twilight realm where prisoners and guards alike are at risk from anomalies that turn people's guilt into avatars of vengeance.

"Oh, rubbish liar. On your wrist. It's a Stormcage identifier. The most secure prison facility this side of the Universe."

STORMCAGE CONTAINMENT FACILITY

Stormcage is the most secure prison facility in time and space, boasting the most advanced prison technology available in the 52nd century, with disciplined guards and a vast network of security feeds. Designed to hold those considered too dangerous to remain at large, the prison has a thriving illegal barter system that supplies technology, such as Vortex Manipulators, to prisoners.

Based on a planet buffeted by storms, the maze-like prison building is hard to navigate and even harder to escape unnoticed. While there have been rare breakouts, the sheer difficulty of getting offworld from the single heavily-monitored spaceport is enough to discourage all but the most hardened criminals. Stormcage Governors have attempted multiple methods of rehabilitation over the centuries, including revolutionary, often unethical, technology to suppress the free will of prisoners on a wider scale. While these may often be performed with the best of intentions, it is an open secret that infamous doctors and scientists have been given free reign to experiment on prisoners.

Stormcage prisoners all bear distinctive identifier tattoos on their wrist, and those released into the general population are fitted with neural restrictors that prevent them from inflicting harm on living beings.

Krasko — an unrepentant mass murderer — is one subject of neural restrictor 'rehabilitation'. Krasko's self-appointed mission is to interrupt key points in history where small actions led to great, positive changes. However, Krasko met his match in the Doctor and their companions when he travelled back to Alabama in 1955 to stop Rosa Parks' historic act of defiance.

KRYNOID

'On planets where the Krynoid gets established, the vegetation eats the animals.'

— The Fourth Doctor

Krynoids are horrific carnivorous plants that fall from space onto unsuspecting planets, then turn all vegetation against the planet's animal life. Krynoids infect and consume animal hosts as they grow into their final, enormous form. Although Krynoids are unintelligent and instinctive for most stages of their life cycle, in their grown form they become fully intelligent and capable of communication. Despite this higher level of intelligence, their goals remain the same: devour and destroy all animal life.

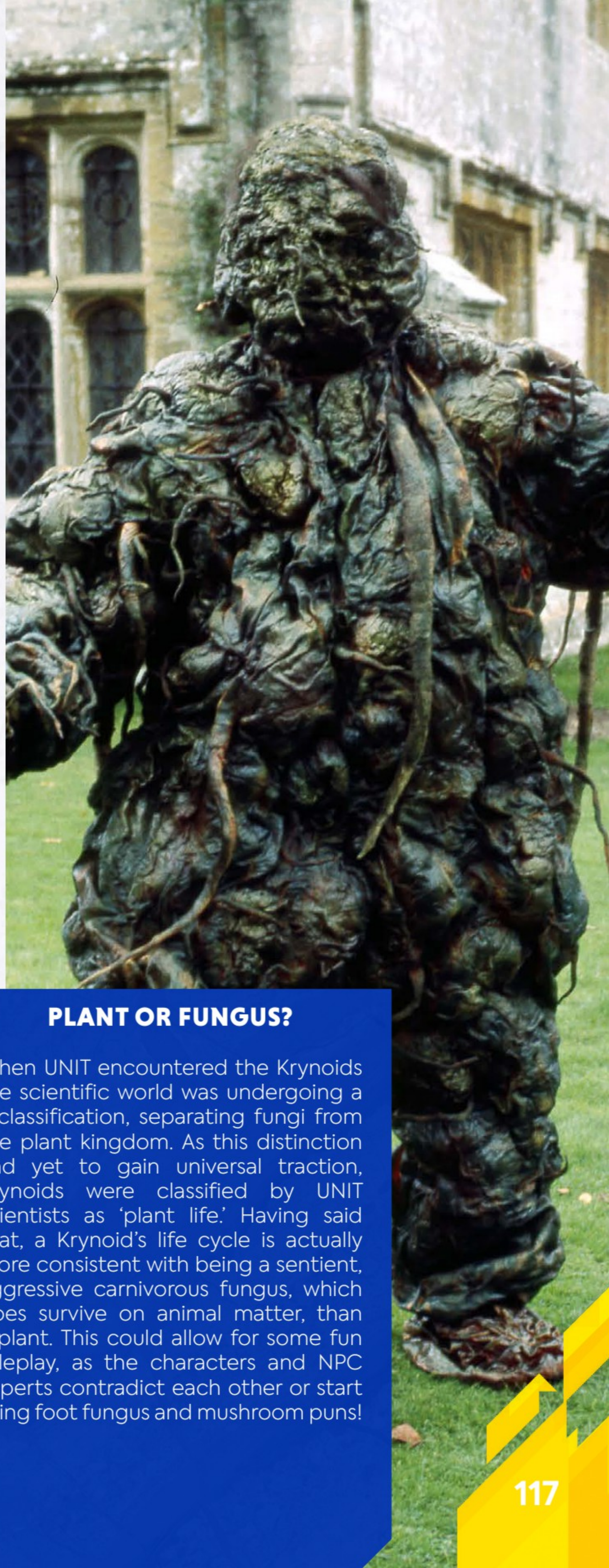
BACKGROUND

The Krynoids' homeworld is unknown. They spread through some unknown means: perhaps a volcanic eruption hurled their pods into space and they simply drifted out from there, like tiny vegetable asteroids. They are now distributed widely through multiple galaxies, and can be encountered more or less anywhere in time and space.

The Doctor encountered a pod pair of Krynoids on Earth. They were discovered in Antarctica in the late 20th century after lying dormant under the ice for tens of thousands of years. One of the Krynoids advanced to Hybrid stage before it was killed in an explosion, while the other was on the verge of reproducing when it was destroyed by an air strike.

LANGUAGE

One fun way to establish that the usual animal-plant dynamic is flipped on its head where Krynoids are concerned is to remember that a Krynoid conceptualises everything from a plant's perspective. Thus, babies are 'seedlings', children are 'sprouts', attackers are 'diggers' or 'weeders', all animal life are 'pests', and its extermination of animals is 'pesticide'.



PLANT OR FUNGUS?

When UNIT encountered the Krynoids the scientific world was undergoing a reclassification, separating fungi from the plant kingdom. As this distinction had yet to gain universal traction, Krynoids were classified by UNIT scientists as 'plant life.' Having said that, a Krynoid's life cycle is actually more consistent with being a sentient, aggressive carnivorous fungus, which does survive on animal matter, than a plant. This could allow for some fun roleplay, as the characters and NPC experts contradict each other or start using foot fungus and mushroom puns!

MOTIVES AND AGENDAS

Krynoids are savagely committed to snuffing out all animal life; the inevitable result of their horrific life cycle. However, Krynoids are capable of greater nuance and depth. They are intelligent beings who cross galaxies, and their perspective on life and existence is unique.

Adult Krynoids are capable of communication with those around them through ordinary speech. Often a Krynoid will use this power simply to demand cooperation and intimidate or isolate potential threats. However, a more complex form of engagement is also possible in the right circumstances, as happened when plant-lover Harrison Chase sought communion with the Krynoid he had brought to England.

The true extent of Krynoid personality remains to be seen. Whatever else lurks in the Krynoid soul, they have earned their reputation as merciless killers of animal-kind.

KRYNOID LIFE CYCLE

The Krynoid presents very different challenges at each stage of its life cycle.

STAGE 1: EMBRYO PAIR

Krynoids originate as football-sized embryo pods. There are two pods within a single larger shell which fertilise each other before hatching. Even before the pods open, the Krynoids within are ready to reproduce. They need only grow to sufficient size.

STAGE 2: GROWING POD

After the protective shell splits (or is consumed by atmospheric entry), the two pods continue to grow, provided conditions are temperate. It can hibernate for many thousands of years waiting for the right weather, but a blast of ultraviolet light can jumpstart growth.

When a pod is ready to hatch, it becomes sensitive to its surroundings. If an animal comes close, it opens and the Hatchling attempts to infect the animal. If no animal approaches, the pod eventually opens anyway and the Hatchling strikes out in search of hosts.

A pod has the **Hypnotic Aura** trait. People near the pod will sense that it is alive, and they will be drawn to it and fascinated with it. This helps the pod keep potential hosts nearby.

STAGE 3: HATCHLING

The Hatchling emerges from its pod fully animate and aware. It takes the form of a long coiled tendril extending from a slender core. It seizes the exposed flesh of any animal it finds, infecting the animal as a host. This is the most vulnerable stage of the Krynoid life cycle, so it tries to spend as little time as possible as a Hatchling. Ideally, the pod opens and the Hatchling immediately infects a nearby animal. However a Hatchling Krynoid will sometimes be forced to hunt for a host, creeping through shadows and searching for a victim.

STAGE 4: INFECTED ANIMAL

The Hatchling Krynoid injects its whole body into its target, and floods the victim with aggressive bacteria that immediately force a transformation. Usually, the victim's system swiftly succumbs, and in moments they are covered with green growths. The Krynoid infection devours their body, using it as a source of protein. (An infected victim will be very hungry for high-protein food.)

While infected, the victim is physically exhausted but fully aware of their horrific predicament. They can think and communicate normally, but they are often overwhelmed by terror and disgust.

If it is possible to halt or even cure this infection, the method remains unknown. The Doctor speculated that amputating the point of infection might slow the transformation. Once the victim progresses to the Hybrid stage, they are beyond help.

STAGE 5: HYBRID

Eventually the infected victim transforms into a bloated, vegetative parody of its original shape, adorned with horrific tendrils. No trace of the victim remains; they are consumed both body and mind. The Hybrid will seek out a quiet refuge in which to hide and grow, but it will also leave hiding to kill any isolated animals it detects. It cannot eat in this stage, so it does not kill for food, but simply because it is driven to destroy all animal life.

DIALING IT UP

As the Doctor discovered, Krynoids are frightening and devastating creatures, but it's probable that they and UNIT only observed a fraction of the Krynoid's power. Also, while potent, Krynoids can feel a little one-note once they are discovered. A fun way to shake things up and surprise your players is to give the Krynoid a little more control over its surroundings.

An easy way to do this is to enable it to cast spells. *Cloudkill, druidcraft, entangle, grasping vines, plant growth, poison spray, spike growth,* and *thorn whip* all make great Krynoid spells. You could also give the Krynoid the treant's *animate trees* action and you can also draw from creature books in other fifth edition sources to represent plants 'evolved' by a Krynoid. It's up to you at what stages such spells or traits are available, although certainly by the time the Krynoid reaches maturity. These spells and traits may be used wherever the Krynoid has eyes and ears in the plant (or fungus) kingdom.

If you really want to increase tension for the climax, you could also give the Krynoid weather-related spells as it adapts the world to its environment. *Blight, call lightning, control weather, earthquake,* and *meteor swarm* could set an apocalyptic tone while offering challenges for even high-level characters!

STAGE 6: EMERGENT KRYNOID

A few hours after entering the Hybrid stage, the Krynoid becomes a large, bulbous mass of hardy vegetable tissue, complete with several horrific tendrils that it can use to manipulate objects. It can move with surprising speed on a set of short, stumpy legs. It produces a slick, stuttering purr that vibrates through its whole body. This is a 'pure' Krynoid shape, and all Krynoids develop into this form regardless of their host.

In this stage, the Krynoid is developing its intelligence, but it is still largely a creature of instinct, drawn to noise and tumult. The Krynoid can eat meat at this stage, and victims will be torn into small pieces and devoured if the Krynoid is left alone with them.

STAGE 7: ADOLESCENT KRYNOID

After only a few hours the Krynoid grows to about the size of a truck, and then a house. At this stage it finally becomes intelligent and strategic. It gains the ability to talk, and moves swiftly when it chooses, easily stepping over most obstacles. It no longer wants to simply kill all animals, but is able and willing to negotiate with them in order to secure its long-term survival.

STAGE 8: MATURE KRYNOID

The Krynoid continues to grow, and will eventually reach the size of a small hill or a very large building. It loses its ability to move, choosing a spot and staying there, extending dozens of enormous tentacles which writhe and smash at any targets within reach. At this point the Krynoid prepares to reproduce, producing thousands of embryo seeds and dispersing them into the atmosphere. It is still intelligent and capable of communication, but usually has little to talk about.

USING KRYNOIDS

Most Krynoid encounters have a similar structure: the Krynoid is discovered, the risk it poses is identified, and a frantic race against time begins to blow it to pieces before it breeds. Despite the immensity of the threat, an encounter with a Krynoid can be one-dimensional. Its goal is simply to grow, and it doesn't need much to accomplish that. Aggressive, animated plant life in an area is unnerving but after one or two set-pieces this will begin to feel repetitive. A Krynoid adventure works best with complications.

Although the race to blow it up is an excellent structure for a Krynoid adventure, that only scratches the surface of what is possible. Krynoids, after all, are intelligent beings, with drives, needs and interests of their own.

KRYNOID SEEDLINGS

Tiny Plant (Krynoid)

Armour Class: 12 (Natural Armour)
Hit Points: 22 (4d4 + 12)
Speed: 0 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	16 (+3)	4 (-3)	14 (+2)	4 (-3)

Damage Immunities: poison
Condition Immunities: blinded, deafened, exhaustion, poisoned
Senses: blindsight 30 ft., tremorsense 30 ft.
Challenge: 1/8 (25 XP)
Tech Level: 0

Hypnotic Aura: The Seedling uses a cunning version of suggestion (save DC 12) to influence animals within 10 feet to protect it and offer no resistance to being infected. Once a creature makes its saving throw, it is immune to further uses of this ability for 24 hours.

Weakness: Weed killers and other plant-destroying chemicals burn the Krynoid as if it were on fire. The Gamemaster may set the intensity for any such chemicals.

ACTIONS

Infection: *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 poison damage. When hit, the victim must make a DC 15 Constitution saving throw or be infected. It immediately suffers the Poisoned condition and takes one level of exhaustion. This saving throw must be repeated every hour; with a failure acquiring another level of exhaustion. The Poisoned condition remains and the victim may not recover any exhaustion until the infection is cured by a greater restoration or similar effect. Once the victim dies, it is actually transformed into a Krynoid Pupa. Once the seedling has successfully infected a target, it 'dies,' as its lifeforce now resides within the victim.

Krynoids are fundamentally horrific, and Krynoid adventures offer gruesome body horror and awful swift death. Devise adventures with a streak of black humour, and look for ways to include the imagery of infection and transformation of all kinds.

KRYNOIDS

An individual Krynoid germinates by consuming an animal, initially mutating into a plant-based Hybrid that roughly resembles the victim. Within hours it grows into a more bloated form that simply looks like a human-sized dome-topped cylinder with tendrils sprouting all over it. It continues to grow until, after several more hours, it becomes the size of a large house. The Doctor noted that it will eventually grow to be the size of St Paul's Cathedral before multiplying itself by producing new seeds. In its larger forms the Krynoid is capable of speech.

SEEDLINGS

Seedlings cover the first four phases of the Krynoid life cycle, from germination to infection. The pods are immune to the rigours of space and can survive any environment, although it does need the appropriate environmental conditions, and a host, to hatch and grow. On alien worlds, it is believed that this parasitic process resequences Krynoid DNA to enable it to adapt and thrive in the atmosphere and conditions of the new world.

At this stage, the Krynoid is either a pod (they always travel in pairs) or inside an infected host. Their sole purpose is to begin the Krynoid spread across the planet by developing at least one, and ideally two, mature Krynoids. It is believed that, when in a pair, each Krynoid develops as a distinct gender which enables them to pollinate each other and more quickly increase the spread of new Krynoids across the planet (this development is independent of the gender of the initial host). A single Krynoid doesn't develop a gender, but instead must spread new pollen on its own, which is slow and inefficient but still possible. Should one of the pair be destroyed, then the other adapts to spread pollen by itself.

PUPAE

The pupae are the intermediate stages of Krynoid development, encompassing the Hybrid and Emergent Krynoid stages. A Krynoid's sole focus during these stages is metamorphosis, as it absorbs and adapts what is left of its host to fully develop into an adult Krynoid.

PUPAE ZOMBIES

The pupae the Doctor encountered moved quickly from infection to full Krynoid, but this may be a result of the two Krynoid pods not developing together. It is certainly more in the Krynoid's interest to enable at least one agent to postpone hybridisation to move about freely within the animal world and prepare it for seeding. Also, if one Krynoid reaches maturity and seeds an area, then it would certainly be useful to manoeuvre infected agents within animal society to disrupt them from within and keep the Krynoids safe.

If you wish to use such 'infected agents,' then you can use the *zombie* to represent them. Alternatively, you could use the wight for a stronger agent, making it's life drain represent logical damage that breaks the will of those resisting the Krynoid.

HATCHLINGS?

Stage 3 of Krynoid development is something of a mystery, as a seedling usually only hatches in the presence of a host. Given that the lack of a (known) host doesn't necessarily stop a Krynoid from developing, xenologists have developed a theory that Krynoid hatchlings can crawl out of a pod on their own and hunt for hosts. This, however, is only a theory.

Given the pod's hardiness, it's more likely that a hatched pod merely 'plays dead' until a creature gets within striking distance, but it's also possible that a hatchling may sprout tendrils that give it some mobility. If you decide that hatchlings do indeed move, then you may want to give such an 'advanced seedling' a climbing and walking speed, as well as the Stealth skill.

KRYNOID HYBRID

Medium Plant (Krynoid)

Armour Class: 15 (Natural Armour)
Hit Points: 51 (6d8 + 24)
Speed: 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	6 (-2)	12 (+1)	6 (-2)

Saving Throws: Constitution +6, Charisma +0
Skills: Athletics +6
Damage Vulnerabilities: acid, fire
Damage Resistances: bludgeoning, piercing
Condition Immunities: blinded, deafened, exhaustion, poisoned
Senses: blindsense 60 ft., tremorsense 60 ft., passive Perception 11
Challenge: 2 (450 XP)
Tech Level: 1

Frightful Presence (page 11): DC 14 Wisdom saving throw, Range 60 feet.

Hypnotic Aura: The Hybrid uses a cunning version of suggestion to influence animals within 10 feet to protect it and offer no resistance to being infected. The save DC for this ability is 12. Once a creature makes its saving throw, it is immune to further uses of this ability for 24 hours.

Weakness: Weed killers and other plant-destroying chemicals burn the Krynoid as if it were on fire. The Gamemaster may set the intensity for any such chemicals.

ACTIONS

Multiattack: The Krynoid Hybrid makes two slam attacks.

Slam: *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 11 (2d6 + 4) bludgeoning damage.

ENCOUNTER LEVEL MODIFIERS

Persistent Plantlife: The Krynoid Hybrid is a disturbing infection of an unsuspecting host, as the Krynoid eventually dominates and completely engulfs the poor victim.

- The Krynoid Hybrid has improved Strength and Constitution saving throws.
- The Krynoid Hybrid has Improved Damage per Attack.
- The Krynoid Hybrid never has an Armour Class lower than 15.

Xenobiologists tend to divide these stages by the Krynoid's appearance; during the Hybrid stage it still maintains the rough outline of the host, while its later pupa form resembles a medium-sized Krynoid. In truth, however, this is simply one long stage of metamorphosis that reshapes the Krynoid from host to its adult form.

Despite its menacing appearance, a pupae Krynoid is much weaker than its adult form and, should it be destroyed at this stage, provides a much better chance at ending the Krynoid spread than attacking it in its adult form.

ADOLESCENT

An adolescent Krynoid finally develops its intellect and, as it continues to grow, searches for a good spot to root and complete its transformation into a mature Krynoid. At this stage the Krynoid resembles its final form, albeit in miniature, and it is focused on preparing its 'bed' for seeding. Animals that aren't killed outright are manipulated by the Krynoid to keep its 'bed' safe and free from prying eyes.

When choosing sentient animals as 'gardeners,' adolescent Krynoids tend to choose those that are easily manipulated

KRYNOID, ADOLESCENT

Huge Plant (Krynoid)

Armour Class: 17 (Natural Armour)
Hit Points: 115 (10d12 + 50)
Speed: 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	20 (+5)	12 (+1)	18 (+4)	14 (+2)

Saving Throws: Constitution +8, Charisma +5
Skills: Athletics +9, Perception +7, Survival +7
Damage Vulnerabilities: acid, fire
Damage Resistances: bludgeoning, piercing
Condition Immunities: blinded, deafened, exhaustion, poisoned
Senses: blindsense 120 ft., tremorsense 120 ft., passive Perception 17
Challenge: 7 (2900 XP)
Tech Level: 1

Frightful Presence (page 11): DC 17 Wisdom saving throw, Range 120 feet.

Hypnotic Aura: The adolescent Krynoid uses *charm person* to influence animals within 30 feet to do as it commands. The save DC for this ability is 14. Once a creature makes its saving throw, it is immune to further uses of this ability for 24 hours.

Plant Sense: The Krynoid can see and hear through plants within 200 feet of it. As long as an enemy passes some vegetation before attacking, the Krynoid is never surprised.

Weakness: Weed killers and other plant-destroying chemicals burn the Krynoid as if it were on fire. The Gamemaster may set the intensity for any such chemicals.

ACTIONS

Multiattack: The Krynoid makes three tendril attacks.

Tendril: *Melee Weapon Attack:* +9 to hit, reach 15 ft., one creature. *Hit:* 17 (2d10 + 6) bludgeoning damage.

Engulf: The Krynoid engulfs a Medium or smaller creature grappled by it. The engulfed target is Blinded, Restrained, and unable to breathe, and it must succeed on a DC 17 Constitution saving throw at the start of each of the Krynoid's turns or take 17 (2d10 + 6) bludgeoning damage. If the Krynoid moves, the engulfed target moves with it. The Krynoid can have only one creature engulfed at a time.

REACTIONS

Tendril: If a creature makes a melee attack against the Krynoid, then it may immediately make a tendril attack against that creature.

ENCOUNTER LEVEL MODIFIERS

Persistent Plantlife: The Adolescent Krynoid is a dangerous and unsettling opponent.
- The Adolescent Krynoid has improved Strength and Constitution saving throws.
- The Adolescent Krynoid has Improved Damage per Attack.
- The Adolescent Krynoid never has an Armour Class lower than 17.
- The Adolescent Krynoid has an Improved Athletics modifier.

or persuaded due to their eccentric lives or their natural curiosity (preferably both). If a Krynoid hypnotically connects with an unsuitable sentient animal, then it uses its hypnotic power to keep such a creature off-guard just long enough to kill it.

MATURE

Once a Krynoid reaches Gargantuan size, it is ready to create more pods with which to seed the world. It roots itself to the ground (it can uproot and move, albeit slowly, if necessary) and begins developing seeds that it eventually launches around the world to hatch new Krynoids.

For creatures moving against a mature Krynoid, time is of the essence. They have only a small window, at best days and at worst hours, before the mature Krynoid is ready to seed. Worse, obliterating a mature Krynoid when it is just ready to seed may end up with the destroyer doing the Krynoid's job for it, as the explosion likely sends new pods in every direction. When this happens, the attackers have another race against time to gather all the pods before they spawn new Krynoids.

A MATURE KRYNOID'S LAIR

It is sometimes easy for animals to forget that Krynoids are intelligent and, as intelligent creatures, utilise the most convenient and comfortable methods of survival. They also take a special delight in turning animal's cultivation of plants against them, often choosing farmhouses, greenhouses, or harvesting plants to nest.

REGIONAL EFFECTS

Once a Mature Krynoid takes root, it asserts its will over a half-mile radius centred on its current position. Within this zone, the following effects are created:

- The Krynoid can see and hear through plants in the area.
- Creatures entering the Krynoid's region feel a sense of dread; almost as if they are being hunted. This acts as a lower level of frightening presence, which has a DC 12 and must be made for every 10 minutes that a creature is within the region.

These effects end immediately upon the Krynoid's death.

LAIR ACTIONS

The Mature Krynoid has lair actions. On initiative count 20 (losing all initiative ties), the Mature Krynoid can use one of its lair action options. It can't do so while it is incapacitated or otherwise unable to take actions. If surprised, it can't use one until after its first turn in the combat. The Krynoid may not take 2 of the same lair action in a row.

- Let out a psychic scream. All creatures that can hear the Krynoid must make a DC 20 Constitution saving throw or be stunned for one round.
- Collapse up to a 20 foot radius ceiling of any building or structure that is within reach of it. All creatures beneath that structure (or, if a wall, in the area the collapsed wall falls) must make a DC 17 Dexterity saving throw, taking 21 (6d6) damage of an appropriate type on a failed save, or half damage on a successful one. Strengthen the vines and roots around it, making all terrain within 30 feet of it difficult.

KRYNOID ADVENTURES

- On the planet Reflon, citizens tune in every week to see desperate, unarmed prisoners try to win their freedom by surviving a deadly gauntlet of elite corporate soldiers. It is the end of the season and four new prisoners have entered the jungle. The producers have some surprises in store for them, but none know the additional surprise lurking out there: a pair of Krynoid pods. Can the characters convince the producers of the danger? If not, they will have to sneak into the deadly jungle themselves, before the Krynoid infection takes root.

KRYNOID, MATURE

Gargantuan Plant (Krynoid)

Armour Class: 18 (Natural Armour)
Hit Points: 434 (28d20 + 140)
Speed: 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	12 (+1)	20 (+5)	16 (+3)	18 (+4)	18 (+4)

Saving Throws: Strength +15, Constitution +12, Wisdom +11, Charisma +11
Skills: Athletics +15, Perception +11, Survival +11
Damage Vulnerabilities: acid, fire
Damage Resistances: bludgeoning, piercing
Condition Immunities: blinded, deafened, exhaustion, poisone
Senses: blindsense 200 ft., tremorsense 200 ft., passive Perception 21
Challenge: 23 (50,000 XP)
Tech Level: 1

Frightful Presence (page 11): DC 20 Wisdom saving throw, Range 200 feet.

Plant Sense: The Krynoid can see and hear through plants within 200 feet of it. As long as an enemy passes some vegetation before attacking, the Krynoid is never surprised.

Weakness: Weed killers and other plant-destroying chemicals burn the Krynoid as if it were on fire. The Gamemaster may set the intensity for any such chemicals.

ACTIONS

Multiattack: The Krynoid makes three tendril attacks.

Tendril: *Melee Weapon Attack:* +15 to hit, reach 30 ft., one creature. *Hit:* 27 (3d12 + 8) bludgeoning damage.

Engulf: The Krynoid engulfs a Medium or smaller creature grappled by it. The engulfed target is Blinded, Restrained, and unable to breathe, and it must succeed on a DC 22 Constitution saving throw at the start of each of the Krynoid's turns or take 27 (3d12 + 8) bludgeoning damage. If the Krynoid moves, the engulfed target moves with it. There is no practical limit to the number of victims a Krynoid may engulf.

Charm: The Krynoid targets one humanoid it can see within 30 feet of it. If the target can see the Krynoid, the target must succeed on a DC 20 Wisdom saving throw or be Charmed by the Krynoid. The Charmed target regards the Krynoid as a trusted friend to be heeded and protected. Although the target isn't under the Krynoid's control, it takes the Krynoid's requests or actions in the most favourable way it can. Each time the Krynoid does anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the Krynoid is destroyed or takes a bonus action to end the effect.

REACTIONS

Smack: If a creature makes a melee attack against the Krynoid, then it may immediately make a tendril attack against that creature.

LEGENDARY ACTIONS

The Mature Krynoid can take 3 legendary actions, choosing from the options listed below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Krynoid regains spent legendary actions at the start of its turn.

Tendril: The Krynoid may make one tendril attack.
Engulf: The Krynoid may engulf a creature it has grappled.

ENCOUNTER LEVEL MODIFIERS

Persistent Plantlife: The Mature Krynoid is a vast and terrifying horror.
- The Mature Krynoid has improved Strength and Constitution saving throws.
- The Mature Krynoid Hybrid has Improved Damage per Attack.
- The Mature Krynoid never has an Armour Class lower than 18.
- The Mature Krynoid has Improved Athletics, Perception, and Survival modifiers.

- The characters land in a strange, self-contained building where a set of children spend their entire lives. They wake in the morning, take lessons from a computer teacher, exercise in the gymnasium, play in the evening, then sleep. They are forbidden to step outside until they graduate. When the characters finally manage to open the doors, they discover the building is on a planet entirely subjugated by Krynoids, and the children are to be hosts for the next Krynoid generation.

MULTIFORM

'The sun's going out, and you're photographing a man and a dog. Why?'

— the Eleventh Doctor

The Multiform are psychic shapeshifters, who base their transformations on people they encounter in the real world, and the images they harvest from those people's dreaming minds.

BACKGROUND

When a rogue Silence chapter led by Madame Kovarian succeeded in destroying the Doctor's TARDIS, the explosion splintered the space-time continuum itself. One such crack was in an Atraxi prison, and provided an opportunity for a dangerous Multiform fugitive known as Prisoner Zero to escape through to our universe. Prisoner Zero emerged in Leadworth and hid itself in Amy Pond's spare room. The Multiform forged psychic links with coma patients in the local hospital, and used figures from their dreams to adopt a range of disguises to evade arrest. The Atraxi followed the Doctor to Leadworth, and with their assistance Prisoner Zero was returned to Atraxi custody.

MOTIVES AND AGENDAS

Although they are intelligent, it seems unlikely that Multiforms would form closely knit communities. Prisoner Zero's behaviour in particular fell somewhere between predator and parasite. Self-preservation is the top priority, and although Multiforms will feed on human flesh, they are also smart enough to spare those targets that would be more useful alive.

Prisoner Zero was an instinctive and remorseless foe, and although it's never sensible to judge an entire race by the actions of one individual, it's hard to imagine Zero was the product of a civilised society. There probably isn't any planet of the Multiforms with a Multiform ambassador and a Multiform museum full of glittering Multiform culture — they're far better adapted to live as lone wolves, blending into alien cities and occasionally eating the citizens... but why else does the Doctor keep travelling, if not to be proven wrong?

"The cracks in the skin of the Universe. Don't you know where they came from? You don't, do you?... The Universe is cracked. The Pandorica will open, silence will fall."

ENCOUNTERING MULTIFORMS

Au naturel, a Multiform is a big serpent with transparent skin and enormous teeth, but it will rarely, if ever, let you see it without its faces on. The Doctor once warned Amy Pond that, 'If it knows you've seen it, it will kill you,' and although Amy remained steadfastly unmurdered on that occasion, it made sure to remain disguised for the rest of the adventure, only returning to snake form to attack.

Multiforms are not limited to a single body; Prisoner Zero could disguise itself as a mum with her two daughters, a man and his dog, or even an entire army. However, when a Multiform transforms into more than one person, they must form a single cogent mass. For example, if a Multiform was impersonating a man with a dog, it would not be able to unleash the dog; the two bodies disguise a single entity, so the man and the dog would always have to move together. If a Multiform is stressed or transforming in a hurry, it often gets the voices mixed up. It can also bare its serpent-fangs when transformed — even through three mouths at the same time.

The Multiform is interdimensional, and can disintegrate to slip into grates and holes that a creature of its shape and size should have no business entering. It has an incredible lifespan; a single Multiform might live for several millennia, so would think nothing of slumming it in a human house for over a decade.

PSYCHIC LINKS

A Multiform cannot select the shapes it adopts arbitrarily; it cannot transform into anything it imagines but rather chooses its forms from a menu of dormant minds it has linked with. These links have to be forged over a period of months, but can be created without the host consenting or even noticing.

Once a link is established, the Multiform is afforded unparalleled access to its dreaming victim's thoughts, and if the victim is awake it can induce a coma state to force the dreams it requires. Although a Multiform can push its victim into REM sleep, it cannot control what the victim dreams about. The bodies it impersonates must be present in the dream; if a dreamer stopped dreaming about their dog, the Multiform would no longer be able to impersonate the dog.

SPOTTING LIMITATIONS

While Multiforms are adept at plucking images from a sleeping creature's mind and perfectly replicating them, it is not without its limitations. Those who know what to look for can easily pick out the 'tells' of a Multiform's disguise. Such limitations include:

A multiform may disguise itself as multiple creatures at once, but all such creatures must remain connected. Two lovers holding hands never let go, and a cat being held by its owner won't leap off her lap.

Multiple creatures act as one, walking together, turning their heads together, and sometimes even speaking together.

The Multiform may speak through its multiple creatures, but it often mistakes which voice it should be using (for example, a dog may talk while the human barks).

A multiform can only maintain a disguise as long as the sleeper is dreaming about it. Sometimes a dream scene may shift, instantly transforming the disguise (a human in casual clothes may suddenly be wearing fancy dress).

Multiforms aren't good with emotions; their disguises are often cold and stiff.

If a character is unaware that it is looking for a multiform or other disguised creature, then it makes its Wisdom (Insight) and (Perception) checks normally, with a success noting that something may be 'off'. If a character is actively looking for tells, they have advantage on Wisdom (Insight) checks to spot the inconsistencies.

If a dreamer dreamt they were a child, the Multiform would not be able to portray them as an adult. If the dreamer wasn't present in a dream at all, or dreamt that they were someone else, the Multiform would become who or whatever they were dreaming of.

This is one reason a Multiform might try to kill someone who's already seen them: a dreamer who knows what a Multiform looks like can force it back into its original body, all they would have to do is dream about the snake.

USING MULTIFORMS

Despite being a shapeshifter, a Multiform isn't particularly interested in complex deceptions. Oh, they've got exceptional camouflage skills, but they're superficial and tend to botch important details like matching voices to the wrong mouths. This means they're brilliant at blending into crowds, but they'd never pass as the Doctor's companion for longer than a couple of minutes.

A Multiform is not typically a manipulator, then, but a vicious, psychic predator, and this should be writ large across all encounters. Although both are intelligent creatures, the best way to separate the Multiform from the Zygons is to consider the Multiform in more animalistic terms. Use animal adjectives. A Multiform doesn't eat; it feeds. You're not its victims; you're its prey. 'Be or be killed' closes off a lot of the moral ambiguity that you might get from a Zygon adventure, but a hungry Multiform will put your adventurers under a lot more immediate pressure than a Zygon, and put them into more situations that they can't talk their way out of.

To play to the creature's strengths, a standard Multiform adventure should be urgent and fast paced: the species lends itself well to an awful lot of running.

As Multiforms can harvest more templates the longer they stay in one place, and are well adapted to stay put for months or years at a time, a lot of buildings, past and present, might be infested by Multiforms. A Multiform who has been living in a labyrinth beneath a vast palace for many years, for example, might have established psychic links with a lot of the people living above it just as Prisoner Zero did with Amy Pond, so anyone who appears in the maze might be the hungry Multiform, acting natural just long enough to get the jump on your adventurers. Pacey, scary, with a very immediate threat.

The Multiform appreciates somewhere to run, somewhere to hide and plenty of people to eat and impersonate. A clearing in the forest is rubbish. A bustling metropolis is dinner.

However, absolutely none of these are hard and fast rules. The fact is that we know so little about Multiforms that you can make a lot of different choices for them. We've arranged what we know about Multiforms such that they can fill a niche that's distinct from other shapeshifters, but a Multiform's greatest weapon is surprise.

No time traveller can truly say they know exactly what makes a Multiform tick, and that makes them deadly. We've suggested some twistier, turnier adventures below, but the Multiform is a creature the characters may think they sort of know — this is your opportunity to be crafty, defying their expectations.

MULTIFORM ADVENTURES

- The Multiform is a parasite, but an intelligent one. Perhaps a Multiform, somewhere — a really, very smart one – is going 'vegetarian,' and only stealing forms it can justify. But who'd volunteer for a Multiform mind-meld? Gemma is depressed, and wants to get away from the world. With her cooperation, a psychic link was established in days, and now the Multiform is running her life for her as she revels in a waking dream, where all her mistakes are rectified. The Multiform insists this is a win-win scenario, but the characters suspect otherwise.

- Two Multiforms are living on the same 'patch,' and trying to feed on the same minds. Don't make one a hero and one a villain, but make the Multiforms as distinct as possible. Both villains, but give them personalities, scruples and, more importantly — a sense of equilibrium. Defeating one might give the other an advantage, an opportunity to become the 'apex predator.'

- Dr Carla Reeve is one of the most brilliant minds in the Andromeda galaxy, and understands black holes better than the Time Lords themselves ever did. Five years ago, she became a recluse, and when the characters come a-knocking on the door of her family home he finds her crabby and alone, with venomous fangs. The fate of a human colony depends on Carla's life's work, but the Multiform's been synchronised to her mind pattern for too long — if it is prised off her mind, it will survive just long enough to melt her from within. The only way to release the Multiform is to introduce a new mind, but who would the characters ever choose to sacrifice?

MULTIFORM

Large Monstrosity (Multiform)

Armour Class: 15 (Natural Armour)
Hit Points: 85 (10d10 + 30)
Speed: 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	12 (+1)	14 (+2)	10 (+0)

Saving Throws: Dexterity +5
Skills: Acrobatics +5, Deception +2, Perception +4, Stealth +5, Survival +4
Senses: darkvision 60 ft., telepathy 100 ft., passive Perception 14
Challenge: 4 (1,100 XP)
Tech Level: 5

Awkward: A Multiform that is utilising multiple creatures as part of its disguise has disadvantage on Strength and Dexterity checks where multiple creatures linked together would pose a challenge.

Dreaming Shifter: The Multiform can assume any small, medium, or large form, including being more than one creature at once. A multiform can only adopt and maintain its appearance if one of the creatures that it is psychically linked to is currently dreaming about that creature or creatures.

Frightful Presence (page 11): DC 13 Wisdom saving throw, Range 30 feet.

ACTIONS

Multiattack: The Multiform makes two melee attacks: two with its bite or one with its bite and one with its constrict.

Bite: *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 13 (2d8 + 4) piercing damage.

Constrict: *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 13 (2d8 + 4) bludgeoning damage, and the target is grappled (escape DC 14). Until this grapple ends, the creature is Restrained, and the multiform can't constrict another target.

Psychic Link: As an action, the Multiform can establish a psychic link against a creature within 60 feet of it. The creature must make a DC 13 Charisma saving throw or the link is established, enabling the Multiform to pull images from its dreams or use one of its psychic actions on the creature. The link remains until the Multiform is destroyed or a means to block its psychic connection is devised.

Lullaby: As an action, the Multiform can induce a creature with which it has a psychic link to fall asleep. The target must make a DC 15 Wisdom saving throw or fall asleep (resistance or immunity to sleep or charm applies). Once the Multiform has used this action against a creature, it may not do so again until that creature has taken a short or long rest.

Suggestion (3/Day): As an action, the Multiform can use the SRD spell suggestion (save DC 15) on any creature with which it has a psychic link. Such suggestions are made via telepathy and are usually limited to getting the target to ignore something.

ENCOUNTER LEVEL MODIFIERS

Multiform Manipulations: The Multiform can adopt the form of those it is linked to, those who see its true form rarely survive.

- The Multiform has improved Strength and Constitution saving throws.
- The Multiform has Improved Damage per Attack.
- The Multiform never has an Armour Class lower than 15.

NESTENE CONSCIOUSNESS

'We have been colonising other planets for a thousand million years. Now we have come to colonise Earth.'

The Nestenes are ruthlessly aggressive intelligent aliens. Sometimes called the Nestene Consciousness, they are a group mind who use plastic bodies to manifest in the physical world. They are remorseless invaders, seizing inhabited planets to feed their endless hunger for industrial waste and other food.

BACKGROUND

The Nestenes were born in the Dark Times before this reality existed. Once they discovered how to reach other worlds, their endless march of conquest began. Every time they took a new planet, they converted it into a factory and grew fat on the polluting chemicals created.

In the 20th century, a Nestene reached Earth. Its first invasion was thwarted by the Third Doctor, who severed its telepathic connection before it could migrate into a physical form. It mounted a second invasion soon after but again the Doctor managed to stop it, this time cutting off the signal just before it could manifest in an energy form. These invasions were not their first visit to Earth. Millennia before, they played a central role in the Alliance against the Eleventh Doctor, tricking him with a Roman Legion made of Auton duplicates.

Elsewhere the Time War had destroyed countless Nestene food planets. Surviving Nestenes came together on Earth and prepared another invasion, but the Doctor again intervened, destroying their physical body with a vial of anti-plastic. Yet some fragments may still remain, far out in the depths of space, preparing to begin the cycle again.

MOTIVES AND AGENDAS

The primary motive of the Nestene Consciousness is expansion across the Universe. They do adopt other goals when appropriate, and have been known to make alliances when they see some benefit. They worked with the Master during their second invasion of Earth, and formed an alliance with countless other alien species to prevent the Eleventh Doctor from destroying the Universe. However, it is usually wise to assume the Nestenes are working alone.

ENCOUNTERING NESTENES

Across the entire Nestene empire, every Auton and animated doll and swarm leader hosts one part of a single great consciousness. Complete telepathic union became impossible across such gulfs, so each far-flung spawn is itself a Nestene Consciousness, independently pursuing the overall goals of the gestalt.

While Nestenes are telepathic energy beings, they prefer to inhabit physical plastic bodies. These can be any shape or size. The Nestene that invaded Earth preferred a tentacled squid-like shape, but other Nestenes might choose different designs. The weakened Nestenes encountered after the Time War were unable to maintain any shape beyond an approximation of a face.

Nestenes use telepathic signals to communicate with their agents. The poor range can be boosted through the same technology that enhances radio signals. Signal amplifiers like satellite dishes and giant circular wheels are very important for any Nestene invasion. If the signal is cut off the entire Nestene invasion will collapse.

"I seek audience with the Nestene Consciousness under peaceful contract, according to Convention Fifteen of the Shadow Proclamation."

HOW THEY INVADE

Nestenes see every planet as a potential source of food. Smoke, oil, and other pollutants are all particularly appealing. A Nestene invasion of an industrialised planet follows a fairly standard protocol. It sends a small beachhead of energy units to land near a plastics factory, and uses hypnosis and infiltration to take control. The factory then begins making Autons and preparing a body for the Nestene.

After the full Nestene consciousness makes planetfall (distributed across several dozen energy units), the Autons collect the energy units and deliver them to the factory, where the splinters of Nestene Consciousness combine in a new plastic body.

The Nestene then duplicates and replaces significant figures in government and defence, distributing sleeper Autons and animated plastic objects far and wide. When the time is right, send an activation signal to the Autons, objects and duplicates to seize control and wreak mayhem, taking out communication systems and centres of resistance like police stations and army barracks. After that, it's a simple case of landing additional forces and conquering that world.

Each stage of this plan has its challenges. The Nestenes have to carefully manage their work so they do not tip their hand too soon. Getting deadly plastic products into retail might require a series of meetings with product buyers in a department store chain, and there's only so many people you can hypnotise before something goes wrong. And of course, duplicating powerful people is always tricky – in the first Earth invasion, hypnotised agents had to arrange and create an entire fake exhibition at Madame Tussaud's in order to get access to the targets.

There are many ways the plan could go wrong, but the Nestenes are always ready with backup options. In the second Earth invasion, for example, the Nestene had to transfer in directly, and even this plan was hastily reworked to hijack a radio telescope signal after things began to go wrong.

However, the most terrifying risk is that the Nestenes find a way around one important limitation. At present, the Nestenes can only control plastic that has been carefully constructed in their factories. Should they someday perfect a technique for seizing control of existing plastic, then their invasions will be much more straightforward: all the plastic in the world will suddenly become deadly.

TECHNOLOGY

Notable features of Nestene technology include:

Plastic: Nestenes have an astonishing command of plastic and can use, shape and even wear it. They change the molecular structure of plastic, somehow energising it and turning it into quasi organic matter, so that it almost acts like flesh and blood.

Warp Shunt: This technology allows cross-universe travel that breaches the simple laws of time and space. It is a risky and dirty technology however, and its use is often an act of desperation.

Total Destruction: If desired, Auton hand guns can entirely disintegrate their targets. Total destruction ensures victims are really dead and not just pretending. More importantly, this provides an easy way to dispose of bodies or other evidence.

USING NESTENES

Like a fair number of the alien threats faced by the Doctor, Nestenes pursue an endless destructive colonisation. What sets them apart from other conquerors like Nimon, Krynoids, or Krillitanes? The most significant difference is the Nestene's close association with plastic, which is a product of a developed and industrial society. (There might be worlds out there where plastic occurs 'naturally' or can be manufactured by pre-modern peoples, but plastic usually means natural resources are being exploited and technological advances are accelerating.) Nestene adventures can easily suggest questions about technology, and how it is adopted and shared.

NESTENE STAGES

Nestenes generally have three stages of development once they arrive on a planet. These are Energy Units, Fluid, and Cephalopod.

ENERGY UNITS

Initially, the Nestene Consciousness arrives on a planet in a cluster of pods, or 'energy units'. Each pod contains a part of the Nestene Consciousness that has enough intelligence to hypnotise native creatures and manipulate plastic. The Nestene podlings are most interested in being collected and brought together. This is usually through animated Autons, although some pods may simply order a hypnotised creature to take it to a central location.

On its own, the pod is not much of a threat beyond using *charm* or animating/summoning an Auton or two. Keeping pods separated is a good way to keep the Nestene Consciousness from fully forming in its fluid state.

FLUID

Once energy units are collected, they are opened and poured into a prepared container, merging with other fluids to form the gestalt Nestene Consciousness. In this form the Nestene has all the mental traits and abilities of its cephalopod form, but it is immobile and defenseless from physical attacks.

It is in fluid form that the Nestene carries out the bulk of its preparations for conquest, positioning autons in key locations, creating transmitters to strengthen its network, and securing a location where it can safely manifest into its cephalopod form.

HOW MANY ENERGY UNITS?

The Nestene usually sends a spearhead of about a half dozen energy units to create Autons and hypnotise 'allies,' while later sending dozens to form the fluid Nestene. You can model this by having every two or three energy pods be the equivalent of 1 hit die for its fluid form, with the Nestene only gaining full consciousness once at least half the energy pods have been combined.

The Nestene generally launches its full invasion at the cusp of converting between its fluid and Cephalopod form, as its transmitters generally enable it only to control Autons over limited areas.

CEPHALOPOD

Once the Nestene feels that it is secure, it reshapes the plastic into a physical form. This process usually takes a few hours, during which the Nestene must rely on allies or minions to carry out the orders it gave prior to its metamorphosis.

As plastene creatures, the Nestene can form any shape it likes, but usually chooses a cephalopod form. The Nestene has been known to choose others, especially when it wants to interact with other aliens. On one occasion, a grievously injured Nestene from the Time War barely managed to make a humanoid face to interact with Earth humans.

A NESTENE'S LAIR

As a plastine species, the Nestene often chooses an industrial factory to nourish it in its initial stages. Plastic factories are especially preferred, as they enable the Nestene to quickly produce Autons.

WHY CHOOSE THIS FORM?

It may seem strange that the Nestene tends to prefer a cephalopoid form, especially when the Autons, which it controls, have a shape more suitable for the environment of the world it wishes to conquer. This could be a natural desire to duplicate its original physical form, but it is more likely simply thinking ahead.

The cephalopod form is conducive to a heavily polluted environment, with sensors all along its limbs that feel subtle changes in smoke and enable the Nestene to 'see' even in choking smoke. The chemicals in this pollution bathe and sustain the Nestene, while its many limbs enable it to crawl over any space and reach into most tiny areas.

REGIONAL EFFECTS

Generally, a Nestene only has regional actions when it has a Nestene transmitter in place, which grants it control over a mile radius from where it is placed (although it is possible for the Nestene to set up multiple transmitters to increase the area). Such transmitters are large and circular, with the Nestene on at least one occasion using the London Eye to broadcast its signal.

- The Nestene can see and hear through plastic in the area.
- The Nestene can animate plastic, including Autons, within the area.
- Autons or other plastic devices may be set to alert the Nestene when a pre-set trigger is pulled.

These effects end immediately if the Nestene dies. Note that while these regional effects are powerful, a Nestene may only concentrate in one area at a time, so a distraction by one group may cover the movements of another.

LAIR ACTIONS

The Nestene has lair actions. On initiative count 20 (losing all initiative ties), the Nestene can use one of its lair action options. It can't do so while it is incapacitated or otherwise unable to take actions. If surprised, it can't use one until after its first turn in the combat. The Nestene may not take 2 of the same lair action in a row.

- Animate or dissolve the plastic in an object worn or carried by a single creature.
- Whip its tentacles around, making every square within the Nestene's reach difficult terrain.
- Increase the toxic atmosphere that supports it. This is a milder version of its own toxic cloud. Every creature in the room must make a DC 11 Constitution saving throw, taking 38 (11d6) poison damage on a failed save or half damage on a successful one. Unless turned off, this toxin increases every round, adding a cumulative +1 to the DC, to a maximum of DC 19.

NESTENE CEPHALOPOD

Gargantuan Monstrosity (Nestene)

Armour Class: 19 (Natural Armour)
Hit Points: 420 (24d20 + 168)
Speed: 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	12 (+1)	25 (+7)	20 (+5)	18 (+4)	14 (+2)

Saving Throws: Strength +15, Constitution +15, Intelligence +13, Wisdom +12
Skills: Athletics +15, Deception +10, Intimidation +10, Perception +12, Survival +12
Damage Resistances: necrotic, poison; bludgeoning, slashing, and piercing
Condition Immunities: exhaustion, poisoned
Senses: blindsight 100 ft., passive Perception 22
Civilisations: Nestene
Challenge: 26 (90,000 XP)

Frightful Presence (page 11): DC 19 Wisdom saving throw, Range 120 feet.

Large Footprint: While a Gargantuan creature, the Nestene has a cigar-shaped form and, when its tentacles are pulled close, is only considered a large size, as the bulk of its mass is vertical. The Nestene can 'expand' to be Huge or Gargantuan as desired.

Legendary Resistance (3/Day): Once per day, if the Nestene fails a saving throw, it can choose to succeed instead.

Sense and Control Plastic: The Nestene can sense and control all primarily plastic items within 100 feet of it. It primarily uses this trait on Autons and other plastic minions and can issue commands while within range to be carried out even when the Auton or minion is outside of the Nestine's range.

Toxic Breathing: While normally immune to exhaustion, the Nestene requires heavily polluted air to replenish its plastine body and the absence of such does inflict exhaustion. If the air is too clean (as 21st century Earth air, dirty as it is, qualifies), the Nestene takes one level of Exhaustion per day of exposure, which cannot be removed until the Nestene finishes a long rest in a Refresh Chamber.

Toxic Propulsion: The Nestene requires toxic gasses in the air to propel their cephalopod bodies across surfaces. If the air is too clean (as 21st century Earth air, dirty as it is, qualifies), then the Nestene's speed is reduced to 20 feet.

ACTIONS

Multiattack: The Nestene makes three tentacle attacks, each of which it can replace with a fling.

Tentacle: *Melee Weapon Attack:* +15 to hit, reach 30 ft., one target. *Hit:* 22 (3d6 + 7) bludgeoning damage, and the target is grappled (escape DC 23). Until this grapple ends, the target is Restrained. The Nestene has ten tentacles, each of which can grapple one target.

Fling: One Large or smaller object held or creature grappled by the Nestene is thrown up to 60 feet in a random direction and knocked Prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 18 Dexterity saving throw or take the same damage and be knocked Prone.

Toxic Cloud (Recharge 5–6): The Nestene can exhale a toxic gas within a 60 ft cloud centred on it. Each creature in that area must make a DC 19 Constitution saving throw, taking 77 (22d6) poison damage on a failed save, or half as much damage on a successful one.

Control: The Nestene targets one humanoid it can see within 30 feet of it. If the target can see the vampire, the target must succeed on a DC 19 Wisdom saving throw against this magic or be charmed by the Nestene. The charmed target regards the Nestene as a trusted friend to be heeded and protected. Although the target isn't under the Nestene's control, it takes the Nestene's requests or actions in the most favourable way it can. Each time the Nestene or its minions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the Nestene is destroyed or takes a bonus action to end the effect.

LEGENDARY ACTIONS

The Nestene can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Nestene regains spent legendary actions at the start of its turn.

Detect: The Nestene makes a Wisdom (Perception) check.
Tentacle Attack: The Nestene makes one tentacle attack.

ENCOUNTER LEVEL MODIFIERS

Toxic Monstrosity: The Nestene is a threat to lifeforms everywhere and should only be faced by those well prepared with anti-plastic and plenty of bravery.

- The Nestene has improved Strength and Constitution saving throws.
- The Nestene has Improved Damage per Attack.
- The Nestene never has an Armour Class lower than 19.
- The Nestene has Improved Athletics, Deception, Intimidation, and Survival

AUTONS

ANIMATED PLASTIC

The Nestene Consciousness can broadcast its commands and take control of any plastic within range. While this trait is primarily used to animate Autons, it can also be used to animate other plastic objects, including separated parts of Autons.

In the past, the Nestene has animated plastic children's dolls, rubbish bins, and flowers to capture or strangle living creatures. As it would be ludicrous to try and model every plastic item that a Nestene may animate, we suggest that you draw inspiration from the *animated objects* creature entry or the *animate objects* spell, both found in the SRD.

DUPLICATES

Duplicates are Autons that are sculpted to resemble a particular creature. This is usually a humanoid, although crafty Nestenes may make Auton duplicates of animals to better infiltrate a home or lull victims into a false sense of security until it is too late.

Despite their appearance, Auton Duplicates have the same statistics as other Autons, with the exception that they have the equivalent of the doppelganger's *shapechanger* trait (see SRD; at your discretion, a duplicate may have the doppelganger's Ambusher and Surprise Attack traits as well).

There is a misconception that Duplicates can upload the minds of the creatures they duplicate. In fact, the Nestene usually imprison the creature being duplicated and network their mind, forcing the prisoner to give the duplicate any information it needs to convince others that it is the original.

NESTENE ADVENTURES

- Nestenes invade Earth again in the 2010s. They follow the same invasion plan, but many things are different now. Plastic is ubiquitous and there are countless plastic factories to choose from, most of them are headquartered in the global south. Distribution deals are harder to make,

but a good one can get your deadly plastic cell phone covers onto shelves all over the world. Plastic weapons are easily smuggled through security systems at airports and government offices, allowing assassinations to proceed smoothly. There are surveillance cameras everywhere, and with those files the Nestenes can duplicate almost anyone, any time. The Nestenes follow the same plan they always do, but the world has made it so much easier for them.

- In the wake of the Time War, the Nestene Consciousness split into multiple competing group minds, each thinking it is alone. When they learn otherwise, a ruthless war begins as each tries to consume the others rather than sink back into the collective morass. As a new colony becomes a battleground between several Nestenes, it is up to the characters to travel to the smoking, churning factories of a forgotten Nestene world and find a secret that just might save everyone.

- The first Nestene invasion was closely monitored by reporters from newspapers and radio, and at the start of the second invasion, an energy unit was on display in a museum. Of all alien visits to 20th century Earth, the Nestenes came closest to public awareness. Some who knew the truth decided on an extreme measure to stay safe: a plastic-free life. When one true believer discovers an energy unit, he decides the safest place to put it is in the middle of his enclave of plastic abstainers. Unfortunately, not everyone in the enclave has been so diligent about abstaining from plastic.

- On a harsh rocky planet, a corporate-owned mining colony stumbles upon something extraordinary: underground rivers of molten plastic. As the miners strike for better conditions and the bosses consider this new discovery, an unexpected ship arrives from headquarters. They are an audit team, six expressionless men and women in dark suits, each of them shiny-faced and coldly interested in the rumours of plastic below.

AUTON

Medium Construct (Plastic)

Armour Class: 13 (Natural Armour)
Hit Points: 76 (8d8 + 40)
Speed: 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	20 (+5)	8 (-1)	10 (+0)	8 (-1)

Saving Throws: Constitution +7, Wisdom +2
Skills: Deception +1
Damage Resistances: necrotic, poison; bludgeoning, piercing, and slashing
Condition Immunities: charmed, exhaustion, poisoned, emotional
Senses: passive Perception 10
Challenge: 1 (200 XP)
Tech Level: 7

Networked: Autons are connected to the Nestene Consciousness, meaning they are controlled completely by the Nestene Consciousness and effectively have instant telepathy and completely shared information between one another. If an Auton Drone is cut off from the Nestene Consciousness in any way, they are little more than a hunk of plastic.

Construct: As a constructed creature an Auton Drone does not require air, food, sleep, or water.

False Appearance: The Auton can appear as a mannequin, statue, or under rare cases, human. They are undetectable until they move.

Hidden Weapon: The Auton's hand blaster is concealed within their hand and cannot be disarmed unless the hand is removed.

ACTIONS

Hand Bash: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) bludgeoning damage.

Hand Blaster: Ranged Weapon Attack: +2 to hit, range 30/60 ft., one target. *Hit:* 14 (4d6) piercing damage.

ENCOUNTER LEVEL MODIFIERS

Difficult to Destroy: Being formed of animated plastic, Autons are very hard to stop. Even when broken into pieces, the parts can continue to be animated to attack or distract its opponents.
- The Auton has improved Strength and Constitution saving throws.
- The Auton has Improved Damage per Attack.
- The Auton never has an Armour Class lower than 13.
- When reduced to 0 Plot Points, the GM may allow parts of the destroyed Auton to continue moving or attacking

OOD

'They're born with their brains in their hands. A creature like that would have to trust anyone it meets.'

— Donna Noble

The Ood are a benign and non-violent species who use their telepathy to sing sad and beautiful songs, but whose unique biology leaves them vulnerable to possession by more nefarious psychic beings.

BACKGROUND

In the Horsehead Nebula sits an icy planet called the Ood-Sphere, where tribes of Ood once lived peaceful and simple lives, away from the bustle and throng of intergalactic society. When human pioneers met the Ood, they saw their potential as the ultimate alien butler: intelligent enough to carry out household tasks and submissive enough not to argue. Nonetheless, Ood Operations took further precautions as they controlled the distribution of Ood throughout the three galaxies. They surgically removed their hind-brains and replaced them with translator spheres, whilst building a forcefield to block signals from the Ood's hive mind.

As humanity continued to expand into new frontiers, it did so with Oodkind at its side; when the Walker Expedition built a sanctuary base on Krop Tor, a planet that sat at the event horizon of a black hole, the Ood far outnumbered the crew itself. Such expeditions highlighted some of the weaknesses of the Ood as servants, when advanced telepaths seized control of the livestock and mobilised them as armies.

Despite the Ood's reputation as animals that would sooner wither and die than muster an original thought, some people did believe that the Ood were intelligent creatures and deserved to be respected as a species. A pressure group called Friends of the Ood (FOTO) was formed, whose members slowly infiltrated Ood Operations and subtly weakened the forcefield that blocked

communication with the hive mind. When the Ood reconnected their eyes turned red, and they lashed out at their captors.

Meanwhile, FOTO mole Dr Ryder had been conspiring with Ood Sigma, assistant Ood to CEO Klineman Halpen, and spiked the boss's hair tonic with 'Ood graft'. When exposed to the hive mind, the graft transformed Mr Halpen into an Ood, the forcefield was switched off, and Ood Operations was dissolved, ending 200 years of servitude.

In the century that followed, the Ood started building cities, their civilisation growing at breakneck speeds. It transpired that the sensitive Ood were picking up on fallout from the Time War, and as the Time Lords resolved to break out of the time lock and implement the end of time itself, the Ood found that they could see the timelines bleeding, and learned to project themselves backwards all along the Doctor's personal timeline.

MOTIVES AND AGENDAS

By and large, the Ood are content to live full and happy lives on their own terms. They see, they sing and they love. Unfortunately, they are also the best pawns in the Universe, and can be easily manipulated into carrying out someone else's agenda. The Doctor has seen them possessed by a sentient asteroid and an ancient horror.

Ood Sigma noted that 'natural Ood must never kill,' but lobotomised or possessed Ood were more than capable of aggression. When the Ood's third brain reasserted its link with Ood Operations' still-captive livestock it triggered rage in all affected Ood.

Nonetheless, the Ood aspire to kindness and charity, and will only attack when seriously provoked – and as the Ood had been systematically lobotomised and enslaved for two centuries, this lapse in their otherwise exemplary behaviour was probably justifiable.

ENCOUNTERING THE OOD

The Ood have great bulbous heads with tiny, reptilian eyes and a mass of tentacles that leak like spaghetti from their mouths. Amongst the tentacles is a long nerve, to which their hind-brain is attached. This hind-brain is what allows them to experience emotion, and must be held in their hands. It is attached to a forebrain, contained within their skulls, and both minds interact with the telepathic centre, a giant third brain on the Ood-Sphere that is shared between all of Oodkind.

OOD TELEPATHY

Ood communicate with one another through a telepathic field. Although humans cannot interact with the field unaided, Ood transmissions can be analysed by 42nd century computers and their intensity measured on the BASIC scale. Normal Ood communication clocks in somewhere around BASIC5, and BASIC30 is the equivalent of a ferocious mental scream. The BASIC scale peaks at BASIC100, which would usually mean brain-death, but Ood have been known to survive such deafening tides of psychic noise.

PROCESSED OOD

'Processed' Ood are cybernetically augmented with a translator sphere. This electrical kit, of human design, can be weaponised; processed Ood use their spheres to create a powerful electric shock that can kill a human in seconds. Only Ood who have been partially lobotomised receive a translator sphere, the device replacing their hind-brain. Lobotomised Ood are always patient and dispassionate, even when communicating at BASIC30 or louder, but are incapable of independent survival. They do not eat or sleep unless instructed, and can't even tell their caretakers when they're feeling sick. For this reason, most humans dismissed the Ood — compare 21st century attitudes to turkeys — and owners of large Ood herds had to monitor the telepathic field to make sure their livestock remained healthy.

USING THE OOD

Subservience is at the heart of any Ood story; they're low on free-will, and as telepathic psychics they're very susceptible to mind control. The rudiments of the average Ood story, then, is to cast them as puppets, then find a capable puppeteer.

Missy, for example, is a great hypnotist and noted body-snatcher, but could she really possess an army? Does she have that focus?

Keep in mind, too, that if you are specifically building an Ood story rather than a story that features the Ood as foot soldiers, it makes good sense to withhold some details on the intelligence behind the intelligence. If you reveal too much from the start, (‘*I’m the Beast, these are my Ood, what are you going to do?*’) there is a danger that the Ood will be reduced to henchmen, which could be the making of a great story, but not necessarily a great Ood story.

WHAT’S GOT INTO THE OOD?

To keep the focus squarely on the Ood, try tying them up in a mystery: what’s got into the Ood? Why are they lashing out, who’s controlling their behaviour? This gives your characters a clear goal, something to investigate that keeps them moving forwards, and by concealing the villain the Ood get to keep the spotlight.

Who is hiding behind the Ood, what are they trying to achieve? It may not necessarily be any living person: say humans are excavating a mysterious ruin with Ood assistance and the Ood start to go berserk, as if enchanted by an ancient intelligence. They could be receiving the last words of a lost species that died in battle as a form of psychic feedback... or just reacting to a communications pylon! Either would prevent the Ood from becoming too secondary, and although the pylon idea might initially seem glib, there could be a narrative in there about the thoughtless humans who never considered the effect their technology has on more sensitive species. An antidote, perhaps, to the more classic plot of ‘Who are the Ood possessed by today?’

SECOND-CLASS CITIZENS

The Ood are systematically treated as second-class citizens; this should be acknowledged and reflected in encounters.

After all, Ood were sold and traded as livestock — objects of convenience, rather than living creatures for a regrettable period of human history. On one occasion, the Doctor visited their home planet Ood-Sphere as the species’ hive mind was beginning to reassert its influence. This resulted, uniquely, in the Ood becoming violent without the influence of a non Ood puppeteer, and made humanity their number one enemy — literally, the first one! Human-Ood tension is a great avenue to explore if you want to play with the Ood as an independent threat. Note too, that although the Ood are prone to telepathic domination, it doesn’t take evil mind control to coerce them into doing your bidding. Humans used technology to turn them into servants, and any similarly powerful civilisation might control them the same way. The Ood, by their nature, are pliant creatures with very little agency, but there are plenty of ways to encounter the Ood without reducing them to sidekicks.

OOD ADVENTURES

The Universe is full of telepaths and Ood brains are sitting ducks, ever prone to possession by any number of nefarious creatures. The door is wide open: which monster would you give a telepathic army to? The Weeping Angels, the Great Intelligence, the Silence, the Cheetah Planet, Sutekh, but why must their relationship be parasitic? Benign creatures like the Androzani Trees might be welcomed by the Ood. The characters might think it grim, at first, as Ood bodies start sprouting vines, leaves and roots, but it’d be up to them to determine whether the forest is taking advantage of a naïve host or if this arrangement is genuinely beneficial to both creatures. Add grotesque details, pile them on, and really challenge your players’ preconceptions.

Fallout from the Time War has led Ood evolution to accelerate way beyond what it should be. The Doctor neglected to investigate this, but how has the Ood Sphere changed in his absence? The Ood Elder warned him that ‘events that were happening are happening now.’ Is this still the case, and if so, how has their civilisation developed in the thousand or so years since the Doctor last visited?

OOD

Medium Humanoid (Ood)

Armour Class: 10
Hit Points: 11 (2d8 + 2)
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	12 (+1)	10 (+0)	12 (+1)	8 (–1)

Damage Vulnerabilities: emotional, logical, psychic
Senses: darkvision 60 ft., passive Perception 11
Challenge: 1/4 (50 XP)
Tech Level: 6

Enslaved: The Ood have long been enslaved, thanks to their hind brains having been removed. Even when free they are eager to serve. An Ood always follows instructions from the creature it assumes is in control and caters to everyone else so long as it does not conflict with serving the controller.

Translator Orb: The Ood's translator orb enables it to speak and understand any language fed into it.

Weakness (Psychic): The Ood are very susceptible to psychic attacks. The Ood has disadvantage on all saving throws against sleep, charm, or mind-affecting magic.

ACTIONS

Translator Orb: *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 4 (1d8) lightning damage. The target must also make a DC 11 Constitution saving throw or be Stunned until the end of its next turn.

"The Ood are harmless. They're completely benign. Except the last time I met them there was a force, like a stronger mind. Powerful enough to take them over."

PTING

'Condensed advice: never engage with Pting. Risk to life: ultimate.'

The Pting might look adorable, but this diminutive biped is no pet. Living entirely on a diet of inorganic matter and energy, the Pting are hardy little aliens able to survive in complete vacuum. In fact, there is no known way to wound or kill them — the best defence against one of these critters is a stazer, and even this will only stun the Pting for a short time, so rapid retreat is advised.

Pting evolved from ordinary, hairless quadrupeds that had to quickly adapt as their homeworld's orbit started to decay, moving closer to its sun. They became tolerant to extreme temperatures, feeding off of molten ore. As their planet cracked apart, they evolved to exist in the vacuum of space, eating almost anything in their path — preferring to feast on highly radioactive minerals. They can sense electromagnetic, radioactive, quantum, and antimatter particles, homing in on them like a hungry predator.

The Pting's sharp claws and teeth are capable of tearing apart nearly any structure. Even touching the Pting is a dangerous prospect, as its skin secretes a venom that is toxic to most species in the galaxy. When sated, the Pting becomes very calm and is most likely to curl into a ball and sleep off its meal, allowing any survivors of its rampage to escape unharmed.

They may, on occasion, gather around a significant discharge of energy or the food-rich environment of a ship graveyard, but a Pting feeding frenzy can be even more destructive than their usual habits and scavengers know to get as far away as fast as possible when they spot even one Pting near a wreck.

"'Item Seven Alpha Cubed.
Pting. Threat Level: Chalice.'

'Is that bad?'

'Worst one.
One up from Beetroot.'"

PTING

Tiny Monstrosity (Pting)

Armour Class: 18 (Natural Armour)
Hit Points: 34 (4d4 + 24)
Speed: 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	12 (+1)	10 (+0)	12 (+1)	8 (-1)

Saving Throws: Constitution +9
Skills: Deception +3, Stealth +4, Survival +5
Damage Immunities: see Pting Resilience
Condition Immunities: charmed, exhaustion, frightened, grappled, poisoned
Senses: passive Perception 12
Challenge: 5 (1,800 XP)
Tech Level: 1

Contact Poison: Whenever the Pting is touched or hit by a melee attack, the creature that touched or attacked it must make a DC 10 Constitution saving throw, taking 15 (2d8 + 6) poison damage on a failure or half as much damage on a successful one.

Pting Resilience: Pting are very resilient, seemingly impervious to all weaponry known in the 67th century, and able to survive in the vacuum of space. The Pting can be stunned by gadgets designed to do so, but has advantage on any saving throw made to stun it. Pting are not resistant to emotional or logical damage, but whether or not it understands the appeals of any creature is up to the Gamemaster.

Siege Monster: The Pting deals double damage to objects and structures.

ACTIONS

Bite: Melee Weapon Attack. +6 to hit, reach 5 ft., one creature. *Hit:* 22 (3d12 + 3) piercing damage.

REACTIONS

Poison: If a creature moves within 5 feet of a Pting, it may use its reaction to apply its Contact Poison.

ENCOUNTER LEVEL MODIFIERS

It Won't Stop Eating: The Pting just doesn't seem to stop eating, and anything that gets in its way may face the same fate.

- The Pting has improved Strength and Constitution saving throws.
- The Pting has Improved Damage per Attack against objects and structures.
- The Pting never has an Armour Class lower than 18.

PTING ADVENTURES

- A pirate space fleet has mastered the ability to contain the Pting and has weaponised them as a living projectile to fire out of ship-to-ship cannons. Not only is this cruel and destructive, but the Doctor believes that a time-travelling scientist has brought Pting-containment technology from the future to give the pirates an undefeatable weapon.

- The characters are invited to marvel at the alien menagerie of an eccentric collector on his private bio-hab platform. The prize of the collection is the last Pting, kept in a case flooded with radiation that stuns it but does not feed it. When a power failure causes the Pting to escape, it runs riot and threatens to bring the entire bio-hab crashing down on an inhabited planet.

SATURNYNIANS

'She's got ten thousand children swimming around the canals, waiting for Mum to make them some compatible girlfriends. Urgh. I mean, I've been around a bit, but really that's, that's eugh.'

— The Eleventh Doctor

The Saturnynians are intelligent sea creatures who developed sophisticated technology before fleeing their planet and becoming interstellar refugees. Their desperation (and their feeding habits) can lead them to acts of great wickedness.

BACKGROUND

When the TARDIS was destroyed by the Silence, cracks formed throughout time and space, and the planet Saturnyne was particularly affected. The Saturnynians could see other worlds through the cracks, but also silence and the end of all things. As the cracks widened, the Saturnynians fled. One group, a mother and her many sons, emerged in 16th-century Venice.

Using Perception Filters to appear human, the 'sister of the water' assumed the name Rosanna Calvierri and launched a plan to save her species. Her eldest son joined her, taking the name Francesco, while her ten thousand other sons hid underwater and waited for breeding partners. Calvierri convinced Venice to cut itself off from the outside world, and lured young women to her school where she transformed them into Saturnynians. The Doctor, Amy and Rory foiled her plans, and Calvierri and Francesco both perished. With no breeding partners and no one to care for them, the surviving male Saturnynians eventually died out. Calvierri saw this as the end of the Saturnynian species, but it is possible other survivors may have fled to other worlds.

MOTIVES AND AGENDAS

'I am moved by your concern for your daughter. I believe protecting the future of one's own is a sacred duty.'

— Rosanna Calvierri, Saturnynian Matriarch

Since the fall of Saturnyne, survivors care only about saving their species. Rosanna Calvierri was ruthless about killing humans to save her race, and it is likely other Saturnynians are equally cold-blooded. After all, they already feed on the bodily fluids of lesser creatures.

In times of plenty — long gone now, on Saturnyne, but perhaps achievable some time in the future — there is ample possibility for friendly interaction with Saturnynians. If they are well-hydrated from traditional feeding stocks and generally free from danger, then they are just like any other species: chasing status, pursuing their own cultural interests, making art, telling jokes, playing politics, and so forth. However, even here one must never forget that Saturnynians have a streak of coldness in them, and the human they invite to dinner is always at risk of becoming the main course.

ENCOUNTERING SATURNYNIANS

As aquatic creatures from a dim planet, Saturnynians are extremely susceptible to the effects of solar radiation and must avoid it as much as possible. Simply staying out of direct light, in shadows or indoors, provides complete protection. If they must go into the light, they will protect themselves (for example with a raised cloak or a parasol).

They can move through direct sunlight safely, but it is an unpleasant experience so only the most confident and resolute Saturnynians have the courage to do this. Ultraviolet light can cause enough discomfort that it will hold a Saturnynian at bay, but will not actually cause them harm.

However, concentrated exposure will cause harm. A Saturnynian overcome by sunlight damage might explode into black powder.

BODILY FLUIDS

Saturnynians live on the body fluids of other creatures. They drink the blood of their victims, but also every other drop of liquid in the body, leaving behind a desiccated corpse. Their sophisticated technology allows this liquid to be collected in elegant ways, but most Saturnynians prefer to drink directly from a living creature.

VAMPIRES

Some aspects of the Saturnynians echo vampire mythology: they drink blood by biting the necks of their victims and they shy away from sunlight. When disguised by Perception Filters there are even more parallels: they have sharp canine teeth, cast no reflections in mirrors and appear to fly up the sides of buildings.

Any human encountering Saturnynians is likely to notice these similarities and jump to the wrong conclusion. In fact, although the group led by Rosanna Calvierri did not deliberately do so, Saturnynians might be canny enough to take advantage of this resemblance if it suits their purposes.

USING SATURNYNIANS

The big theme for the Saturnynians is survival. How far are they willing to go to survive? Can harm to others be justified if it allows their survival? When the Doctor faced the Saturnynians in Venice, he was resolute about opposing them for their abuse of innocent humans, but these questions are not exhausted yet:

What if a community of Saturnynians have established themselves on Earth, mostly feeding on sea creatures, but the wild young of their species start to attack and kill humans. If the Saturnynians can't control their young, or they refuse to do so, does that justify destroying their sanctuary and driving them out? Aren't these deaths much the same as shark attacks; an acceptable price for co-existence?

What if a surviving band of Saturnynians has been hunted across the sea by humans until, desperate, they fetch up on an island (that itself is disappearing under rising sea levels). Are they justified in attacking the islanders to make a safe space for themselves? Or is forcing them back into the open seas the right thing to do, even though the human hunters are sure to destroy them out on the water?

SATURNYNIAN ADVENTURES

- The characters land aboard the ship of legendary pirate captain Ching Shih. She immediately suspects their involvement in a recent mystery. A strange ship is destroying her Red Fleet, vessel by vessel, using great magic — or impossible futuristic technology. The ship sails at night, and is crewed by weird and sinister sailors. They are disguised Saturnynians, gathering treasure to build a fortress for themselves, and they aspire to destroy Ching Shih and take her wealth for themselves!

- A group of military salvage experts commandeer a civilian underwater research facility and race to recover a downed nuclear submarine. What none of them know is that the military commander has been replaced by a disguised Saturnynian. He fell through the cracks on Saturnyne alone, and if he can only detonate the nuclear bomb, perhaps the crack will open up again and he will be able to get home...

- At a Southern Californian party beach, some young teenagers are certain they have vampire trouble. There's a gang of intimidating youths who party all night and sleep all day, and people keep turning up drained of blood with neck wounds. Well, the young ones know just what to do. The characters are recruited into their elaborate system of stakeouts and stakes, but someone better figure out the 'vampires' are actually Saturnynians who sleep in the ocean, or they're all going to get very messily killed...

GADGETS AND EQUIPMENT

PORTABLE PERCEPTION FILTER

The Perception Filter is contained in a gadget worn on the belt. The technology manipulates the brainwaves of anyone looking at the wearer, tricking them into seeing whichever creature the Saturnynian wishes. The technology was not completely foolproof, however.

When attacking or threatening, the Saturnynian's teeth become visible as the victim's natural sense of fear and survival kick in enough to see through that aspect of the filter. When viewed in a reflection, however, the Perception Filter doesn't work properly and the brain blanks out the reflected image entirely. If damaged, the Perception Filter might malfunction by switching a disguise on and off, or locking a disguise in place.

WEATHER CONTROL SYSTEMS

Saturnynians used weather control technology on their home world, ensuring a constant rainfall across its surface. Rosanna Calvierri planned to use the technology to flood Venice. The system was controlled through a control hub (concealed in her throne) and a secondary hub attached to the generator (in a high tower). When activated, gas spewed from the generator and created a violent thunderstorm over the city in minutes. The control system was even capable of triggering earthquakes as part of its influence on the natural environment.

The weather control system is a Very Rare, Gargantuan magic item that can be used to activate each of the following SRD spells once per day: *control weather, earthquake.*

"We fill you with our blood. It rages through you like a fire, changing you, until one morning you awake and your humanity is a dream now faded."

SATURNYNIAN

Medium Monstrosity (Saturnynian)

Armour Class: 14 (Natural Armour)
Hit Points: 90 (12d8 + 36)
Speed: 50 ft., swim 60 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	16 (+3)	14 (+2)	16 (+3)

Saving Throws: Wisdom +4, Charisma +5
Skills: Athletics +6, Deception +5, Insight +4, Perception +4, Stealth +4, Survival +4
Damage Vulnerabilities: fire, radiant
Senses: darkvision 120 ft., passive Perception 14
Challenge: 3 (700 XP)
Tech Level: 6

Amphibious: The Saturnynian can breathe both air and water.

Frightful Presence (page 11): DC 14 Wisdom saving throw, Range 30 feet.

Portable Perception Filter: A Saturnynian carries a perception filter on its belt that acts as *alter self*. This perception filter doesn't allow for the disguise to cast a reflection, which may be noticed with an appropriate Wisdom (Perception) check, default DC 14.

Spider Climb: Using its ability to fly as well as its many legs, a Saturnynian can effectively walk on walls and ceilings at its normal speed.

Water Camouflage: When submerged, Wisdom (Perception) checks to perceive a Saturnyian have disadvantage.

Sunlight Sensitivity: While in sunlight or ultraviolet light, the Saturnynian has disadvantage on Attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Weakness (Ultraviolet Light): The Saturnynian takes 20 radiant damage when it is in concentrated ultraviolet light. If a Saturnyian remains in sunlight for 10 rounds, it takes 20 radiant damage at the start of each of its turns as long as it remains in sunlight due to the buildup of ultraviolet light. The Saturnynian's vulnerability to radiant damage has already been applied to this damage.

Weakness (Constant Hydration): For every hour that the Saturnynian goes without ingesting water or bodily fluids, it gains a level of exhaustion. These levels cannot be removed until the Saturnynian ingests bodily fluids or submerges itself in water.

ACTIONS

Multiattack: The Saturnynian makes two attacks, only one of which can be a bite.

Bite: *Melee Weapon Attack:* +6 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the Saturnynian, incapacitated, or restrained. *Hit:* 7 (1d6 + 4) piercing damage plus 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the Saturnynian loses a level of exhaustion, if applicable. The reduction lasts until the target finishes a long rest. The target becomes a Saturnynian Hybrid if this effect reduces its hit points to 0; see effects under Saturnynian Hybrid.

Claw: *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 13 (2d8 + 4) slashing damage

ENCOUNTER LEVEL MODIFIERS

Vicious Vampires: The Saturnynian is a deceptive and manipulative predator.
- The Saturnynian has improved Strength and Constitution saving throws.
- The Saturnynian never has an Armour Class lower than 14.

"Pale, creepy girls who don't like sunlight and can't be seen. Ha. Am I thinking what I think I'm thinking?"

SILENCE

'This world is ours. We have ruled it since the wheel and the fire – you should kill us all on sight, but you will never remember we were even here.'

— The Silence

Silence are a distinctly sinister sight, but one that can never be retained by an unenhanced mind – avert your gaze for even a moment and all memory slips away. Genetically engineered as confessional priests for the Church, the Silence have been used to imperceptibly manipulate mankind through its infancy and adolescence, right up to the exact moment Neil Armstrong set foot on the Moon.

BACKGROUND

It was said that silence would fall when the question was answered, and that question was broadcast all across the known Universe: 'Doctor who?' The signal came from Trenzalore, an otherwise insignificant backwater planet that was fated to be the Doctor's grave. All the spacefaring civilisations that received the broadcast were drawn to the planet to find out what it might mean, and when the message was translated they all descended to the surface to kill the Doctor, all except for the Church of the Silence. The Church of the Silence was determined to prevent the question from being answered, but also to preserve the uneasy peace by erecting an impenetrable force field around Trenzalore.

The Church genetically engineered the Silence to be confessional priests that you would forget the moment you looked away, but as more creatures slipped through Trenzalore's forcefield the Silence were deployed as the Doctor's defenders. However, one chapter of the Silence broke away and plotted to end hostilities. Led by Madame Kovarian, this rogue sect aimed to bring peace by going back along the Doctor's timeline and killing them before they ever reached Trenzalore.

Their first attempt was an attack on the TARDIS that backfired, nearly destroying all of creation itself. Kovarian later abducted a human child who had Time Lord powers, brainwashing her to kill the Doctor.

The Silence later succeeded in making the Doctor's apparent death a fixed point in time, but the body they destroyed was in fact a shape shifting ship called the Teselecta.

For many thousands of years, the Silence guided the course of human evolution and invention, and can claim credit for much of human history. However, the Doctor concealed footage of the Silence within the broadcast of the moon landing, in which the creature claimed that 'You should kill us all on sight.' Although nobody could remember seeing the video, this implanted a subliminal message that sent humanity to war with their Silence godfathers, and Silence influence was diminished from that moment onwards.

MOTIVES AND AGENDAS

As members of the Church of the Silence, the Silence ultimately serve the Papal Mainframe. Tasha Lem, Mother Superious of the Papal Mainframe, appointed the Silence to act as the Doctor's bodyguards, and her creatures' number one objective was to keep the Doctor alive. The Silence of Madame Kovarian's rogue sect had the opposite aim — they aimed to create a fixed point in time at Lake Silencio, and strike the Time Lord permanently dead.

More mysterious was their role in guiding human history. On the finer details, the Silence are frustratingly cryptic. The Doctor dismissed them as parasites, and the Silence themselves considered themselves rulers of the land, but they do claim a role in many of humanity's scientific breakthroughs for good and ill. The Silence clearly had a long term game plan, but they simply don't think the same way humans or Time Lords do. The Silence are to be respected as a bizarre and truly alien intelligence, and one that's incredibly difficult to second guess or comprehend.

ENCOUNTERING THE SILENCE

Standing over 7ft tall, the Silence are imposing creatures with leathery grey skin melted across their bulbous skulls and hands. They dress like humans — men in black suits — but their clothes have a similar leathery appearance to their skin. The key trait of the Silence is that they cannot be remembered by any living being – the moment you look away from one you forget you've ever seen them. Repeated mind-wipes in this fashion can reduce a brain to jelly, rendering a target increasingly unhinged. Even data about the Silence deletes itself over time, and photographs, videos and holograms of the Silence all produce the same mind-wiping effect.

Although the experience of meeting the Silence is wiped from your conscious mind, an imprint remains on your subconscious, which is useful for hypnotic suggestion. Although this is best deployed by the Silence themselves, anyone may take advantage of this effect. Canton Everett Delaware III straightened the Doctor's bow tie without knowing why — he later discovered the Doctor had asked Canton to adjust his tie while showing him a picture of the creature.

The Silence can absorb electrical energy from nearby sources and discharge it from their fingers as lightning bolts. They live in subterranean colonies, a network of tunnels all across the Earth. When sleeping, they hang upside down from the ceiling like bats.

The Silence have been known to attempt time travel, in a device the Doctor speculated they may have intended as a makeshift TARDIS. It is not clear whether the Silence had this custom built for them, or if they simply inherited it from a former owner. Typically they do not create tools themselves, but manipulate other creatures into making what they need.

THE PARADOX OF THE SILENCE

The Silence may have been spliced together by an advanced space-faring human civilisation many thousands of years in the future, but their occupation of Earth was

brought to an abrupt end in 1969, millennia before their own birth. Indeed, at the height of their powers, the Silence boasted that they'd secretly ruled Earth since the invention of the wheel and the discovery of fire, and the Doctor identified Silence influence as the primary reason humanity developed space travel.

DEFEATING THE SILENCE

First things first, note that the Silence are by no means bulletproof. They are soft, fleshy creatures, and can be critically wounded by even a rather primitive firearm. However, you'll need more than a couple of guns to bring down a global superpower that you can scarcely remember exists.

Eye Drives are always an option, but it's more satisfying to use your wits. The Doctor came up with a couple of bright ideas. The lowest-tech defence is a marker pen, of all things. Marking your skin every time you see the Silence is like tying a knot in your handkerchief. It doesn't tell you what you've forgotten, but it reminds you that you're forgetting something, and you will be able to steel yourself both physically and mentally. He also planted tiny microchips carrying sound recorders into his companions' hands. When they lit up, it meant you had a message for yourself, and you could play back the audio of all you forgot, to better arm yourselves against the Silence.

USING THE SILENCE

Although Silence are neither innately good nor innately evil, their influence over human memory puts them among the eeriest adversaries the Doctor has faced. Silence adventures burst with chilling moments where a character might wander into a cavern full of hideous monsters then call back that the coast is clear — but the fear is only heightened because we, the impartial observer, are one step ahead of the protagonists. Memory remains the key concern, but when it comes to running your own adventures, you can't really encounter the Silence in the same way.

One option is to tell the players everything about every encounter. '*A terrible creature looms over your character: this is the Silence, and your character will be unable to retain or depend upon anything you learn for as long as the Silence is present.*' Good for clarity, and it allows the players to retain control over their characters, but it reduces role play by putting distance between player and their character.

A second option: just as the Doctor could be reconstructed by the hole he left in history, so could you introduce Silence into your own adventures by flagging up the holes they've ripped through your characters' memories. Try telling a player — one who has met Silence before — that tally marks are spreading up their left hand. And why stop there? As the Silence specialise in warping characters' senses and perceptions, the narrator effectively has a licence to be as unreliable as they like. Any Silence adventure could have characters making all sorts of choices they don't know they're making; they might suddenly find a smoking gun in their hand, new objects in their inventory or they might have walked into another room without noticing. This way, you suggest the threat without giving your players details their characters shouldn't remember but overusing this trick keeps the players from controlling their own characters. Still, a good Silence adventure can make the players feel like they're being haunted. Maybe that's what most haunted houses are!

A NOTE ON EYE DRIVES

One thing to note about Eye Drives: while they might seem all but obligatory if your campaign heavily features Silence, the ability to bypass their key ability might ratchet their menace down a bit. It's generally best to use this technology sparingly, or play up the inherent hazard to wearing an Eye Drive. But that doesn't mean you shouldn't use them at all. Just try to be creative, try to find ways to make their use dramatically satisfying. Maybe your characters only have one Eye Drive between them, so one character has to guide a small group of amnesiacs safely through Silence-infested tunnels? That kind of thing!

SILENCE

Medium Humanoid (Silence)

Armour Class: 18 (Natural Armour)
Hit Points: 34 (4d4 + 24)
Speed: 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	19 (+4)	12 (+1)	17 (+3)	14 (+2)

Saving Throws: Intelligence +3, Wisdom +5, Charisma +4
Skills: Athletics +6, Intimidation +4, Persuasion +4, Technology +3
Damage Resistances: emotional, lightning
Condition Immunities: charmed, frightened
Senses: passive Perception 13
Languages: Any
Challenge: 3 (700 XP)
Tech Level: 8

Memory Proof: Whenever any creature observes the Silence, the Silence may use the modify memory spell as a free action without using verbal or somatic components as soon as the creature stops observing the Silence. The SRD spell *modify memory* removes all memories the creature has of the Silence.

Suggestion: The Silence can cast the following SRD spells at will: *command, enthrall, suggestion, compulsion, dominate person*

ACTIONS

Electric Discharge: *Ranged Weapon Attack*: +2 to hit, range 30/60 ft., one creature. *Hit:* 10 (3d6) lightning damage.

ENCOUNTER LEVEL MODIFIERS

A Forgotten Threat: The Silence can be a terrifying foe, if only you could remember you'd faced them.

- The Silence has improved Strength and Constitution saving throws.
- The Silence has Improved Damage

"You didn't have to kill her. She couldn't even remember you."

EYE DRIVE

The Church of the Silence developed an eyepatch that augments your memory and affords it the power to recall Silence encounters. An Eye Drive is portable storage, like a USB drive for your mind, and as long as a character wears one they can retain knowledge of the Silence and are unaffected by the Silence' Memory Proof ability.

However, if the Silence wills it, they can use the Eye Drive to inflict damage on the wearer — the character must make a DC 14 Constitution saving throw or suffer 11 (2d10) psychic damage, or half as much damage on a successful save.

SILURIANS

'We're not monsters. And neither are they. While you slept, they've evolved.'

— The Eleventh Doctor

They sleep beneath the surface of the Earth, an intelligent reptile species who once dominated this planet from horizon to horizon. When they wake, they will reclaim their home.

BACKGROUND

The Silurians flourished through several prehistoric eras. They tamed and controlled dinosaurs (either their contemporaries or creatures they rescued from extinction), and they once saw apes as a pest species fit for extermination. They dominated the planet and built a civilisation of advanced technology and sophisticated culture.

Eventually the Silurians detected a planetoid on a collision course with Earth and took refuge in hibernation chambers built deep beneath the surface. Engineers developed a Silurian spaceship, a truly immense vessel powered by tidal motion. A cross-section of Earth's ecosystem was put on board, with a small number of Silurians as custodians. With this two-pronged plan, hibernation and space ark, they would ensure the Silurian empire would survive. However, both plans would fail.

The planetoid never struck the Earth. Instead it was captured by Earth's gravity and became the Moon. The Silurians stayed asleep while humanity evolved and took over the planet. Eventually, the hibernation chambers began to open, and small detachments of Silurians would emerge to find the planet no longer theirs. Several times these awakenings were met by the Doctor, who worked hard to find a peaceful way for the Silurians to share the planet with humanity, but in each case something went wrong.

Meanwhile, the Ark cycled through space for countless centuries until, in the 24th century, it was finally discovered and invaded by a pirate,

who murdered the custodians. The ecological cargo was rescued by the Doctor and their friends, and delivered to a new planet far from Earth, which they named Siluria.

It is likely that in the future most Silurians will emerge and find a place in the Universe for themselves, whether it be on Earth, Siluria or as an interstellar diaspora.

MOTIVES AND AGENDAS

Silurians (and their cousin species who joined them in their long sleep) share a simple, powerful and relatable motive: to reclaim their home. The surface of the Earth has been overtaken and remade by the descendants of the same apes they once hunted. There is no justice to their fate, only a grand misfortune, and there can be no easy remedy. Each waking Silurian group must face this challenge in their own way.

ENCOUNTERING SILURIANS

Reptiles evolved a large number of humanoid subspecies, many with radically different body shapes and capabilities. Despite wildly varying appearances, they identify as members of the same species — nothing promotes fellow-feeling like the threat of shared extinction! In any case, expect each new tribe to be physically distinctive.

MANY NAMES

Oddly enough, there is no universally-agreed upon name for the reptile humanoids who evolved on Earth. Humans have used a variety of names, however. The human who first discovered them called them 'Silurians' as he dated them to the Silurian era of Earth history, but the Doctor later propagated the name 'Eocenes' after further research indicated that period was closer to their native time.

'Homo reptilia' is sometimes used, not as an accurate scientific term but rather as a political term to acknowledge equality between species. 'Earth reptiles' is another catch-all term used sometimes by humans and aliens, whereas 'Sea Devils' is a human nickname for one of the aquatic species.

As for what they call themselves, that is even less clear. Some tribes have adopted the human terms 'Silurians' and 'Sea Devils' when using human languages. Others use their own names or self-descriptions. So, expect some name confusion when encountering reptile humanoids! This could lead to some surprises, where an unfamiliar name is used for a familiar subspecies, or a familiar name could be mistakenly used for a completely unfamiliar species.

Name confusion also means the historical record might be hiding numerous encounters with reptile tribes, forgotten because they were written into history using unfamiliar names.

UNDERGROUND REDOUBTS

As the threat of destruction loomed, the Silurians built countless settlements with hibernation chambers beneath the Earth. Most of these were small, consisting of about a dozen family groups, but some were much larger, even to the scale of enormous underground cities.

A small settlement might contain a central hibernation chamber with control room, but also a meeting room and decision chamber where the leaders of the settlement would gather, and storage rooms and personal rooms. There might be dinosaurs trained as workers and guards, some carefully-tended plants, and a store of weapons for self-defence.

A much larger settlement might contain multiple hibernation galleries, a set of interlinked control rooms, many self-contained family residences, research stations, medical units, industrial production facilities, and substantial food stores. Plants (modified to suit underground life) would be abundant, and there would be many dinosaurs.

CULTURE AND SOCIETY

Communities are generally led by a triad of rulers from different backgrounds. Usually, there is one prime leader, while the other two represent military (emotion) or science (logic) traditions. Often the two junior members will pull in contrasting directions, allowing the senior leader to act as tiebreaker.

Family ties are important, particularly parental and sibling relationships. In many Silurian cultures, family lines become strongly associated with particular duties.

Silurians value peace and their highest laws forbid warfare, just like humans. They made war among themselves anyway, also just like humans. (Although humans became their ultimate foe, at the time of the great hibernation, apes were nothing more than a nuisance they hunted for sport, and they certainly didn't deserve a military response.) Post-hibernation reptile tribes would initially be well-disposed towards fellow survivors, and as more groups returned to life, it was certain that disputes and conflicts would arise among them. There may be no clearer proof that the reptile people are also children of Earth!

USING SILURIANS

The Silurians offer one extremely potent adventure idea: an invasion where the invaders actually have a legitimate claim. This forces some very tough questions while still offering scary monsters doing scary monster things. It's a great adventure idea! But after you've done that adventure, is there any point doing it again? Probably not. So what else is there?

Silurians are complex humanoids with all kinds of individual interests that could spark adventures. And given that planet Earth is the subject of enormous interest and frequent visits from many different alien species, Silurians could be found almost anywhere in the Universe.

You might need to justify why the Silurians in your adventure aren't trying to reclaim the surface of the Earth, though. Madame Vastra, for example, is the only survivor of her tribe, and the Doctor showed her how humanity offered a different and better way of living. Silurians could also be from a far future time period, after the Earth question has been satisfactorily resolved.

Despite their scaly appearance, the Silurians are actually very close mirrors of the humans who followed them. They have shown similar ambitions, internecine conflicts, selfishness, aggression, and love. So, why even use Silurians? What do they give you that humans don't?

The third problem has an answer as well: Silurians are cool! They're strong and perceptive, and they look inhuman, and sometimes they eat people. They have a perception of time that crosses millennia. They know the secrets of ancient times in Earth's past. They have their own code of conduct that only partially overlaps with any human code.

And, most importantly, everyone thinks they care only about conquering the surface of the Earth. If they try to do literally anything else, they'll get halfway to finish before anyone even suspects there might be something else going on.

SILURIAN ADVENTURES

- A new horror movie about subterranean monsters attacking a group of teenagers partying in a cave system is about to premiere, and the producer has come up with the ultimate gimmick — to host the movie premiere inside a newly discovered cave system. It has great acoustics, and a huge space to set up a screen and projectors. Environmental activists shout about damage to the delicate cave ecosystem, safety officers worry about getting the press and audience in and out safely, and critics herald it as an awful stunt to promote a terrible movie. However, something captures the audience's imagination and demand to attend shoots through the roof. As the movie sparks into life, a lost tribe of Silurians are awoken, and soon stegosaurus will be chasing film critics through the tunnels, a Tyrannosaurus Rex will snack on the director, and the producer will face some scaly strangers who seem uninterested in signed merchandise.

- A Silurian hibernation chamber blinks slowly into life, and the family emerges. Some of the old tunnels have been blocked off, and the instruments aren't working properly, but that's no matter – they will mount an expedition to the surface and see for themselves what has happened to the planet while they slept. As the family set out from their home, they are shocked to find a humanoid in their path. They say that they are the Doctor and they have some bad news, and some good news. The bad news is, they're not on Earth any more: their hibernation caves were dimensionally extracted into an interstellar zoo and they're now being watched very closely by some rather intimidating aliens. The good news is, the Doctor's here to rescue them. All they have to do is trust them...

- Blood-Snout Desegra, the greatest criminal of the Silurian age, was not given a chance at hibernation. '*Enjoy your final days on the surface,*' the lawgivers told her. '*Bear witness to the end of all life from horizon to horizon. That sounds like something you'd enjoy.*' Desegra did stay on the surface, but the disaster never came. Instead, she found a time envoy who had come to witness the birth of the Moon. She murdered him and took his chronobike. All of future history opened up to her: she would rampage through time, using humans as playthings, leaving nothing but blood and tears behind. But her true purpose was to find the lawgivers. When she did, she would wrench them out of their long sleep, and make them and the humans watch as she burned down the entire world...

SILURIAN VARIATIONS

A wide variety of Silurian sub-species have been discovered over a massive breadth of time periods. What follows are a few known variations as well as some original ones that can be used to modify Silurian stat blocks in your games of ***Doctors and Daleks***.

ENHANCEMENTS

Many of these variations can easily be imagined as straightforward things the Silurian can do. Some subspecies possess a 'third eye' in their forehead, so this can be the seat of any other powers that are harder to visualise.

Amphibious. The Silurian can breathe air and water

Chameleonic Disguise. The Silurian can alter the colour and patterns of its skin to match its background. The Silurian gains advantage on any Dexterity (Stealth) check made in a natural environment

Constrict. The Silurian has a snakelike tail or dislocatable limbs, and can use these features to fully wrap and constrict a medium or smaller target.

Melee Weapon Attack: +(2 + Strength bonus) to hit, reach 5 ft., one creature. *Hit:* (1d8 + Strength bonus) bludgeoning damage. The target is grappled (escape DC 12 + Strength bonus) Until this grapple ends, the creature is restrained, and the Silurian can't constrict another target

Electrical Field. Whenever the Silurian is touched or hit by a melee attack, the creature that touched or attacked it must make a DC 10 Strength saving throw, taking 15 (2d8 + 6) lightning damage on a failure or half as much damage on a success.

Enormous. The Silurian is Large instead of Medium. Its Strength and Constitutions scores each increase by 2 and its hit die changes to 1d10.

Fast. The Silurians Speed increases by 10 feet.

Frightful Presence (page 11). DC 12 Wisdom saving throw, Range 60 feet.

Hypnotic Gaze. As an action, the Silurian can choose one creature that can see it within 5 feet. The target must succeed on a DC 14 Wisdom saving throw or be Charmed by the strange eyes of the Silurian until the end of the Silurian's next turn. The Charmed creature's speed drops to 0 and its eyes are fixed on the Silurians.

On subsequent turns the Silurian can use its action to maintain this effect, extending the duration until the end of its next turn. The effect ends if the target creature takes damage, if the Silurian is ever more than 5 feet away from the target creature, or if anything blocks the target creature's sight of the Silurian's eyes.

If the effect ends or if the creature succeeds on the initial saving throw against this effect, the creature is immune to the effect.

Improved Armour. The Silurian has tougher scales or has advanced technology that has been subdermally implanted. The Silurian's AC increases by 2.

Poisonous Bite. *Melee Weapon Attack:* +(2 + Strength bonus) to hit, reach 5 ft., one target. *Hit:* (1d4 + Strength bonus) piercing damage, and the target must make a DC 10 Constitution saving throw, becoming Poisoned and taking 6 (2d6) poison damage on a failed save, or half as much damage and are not Poisoned on a successful one.

Prehensile Tail. The Silurian can use their long, muscular tail as though it were another arm. The Silurian can make an additional attack every turn using its prehensile tail, but does not benefit from any Attribute bonuses or its proficiency bonus when making an attack using its prehensile tail. The prehensile tail can be used to wield any weapon that can be wielded with one hand.

Reptilian Regeneration. At the start of each of the Silurian's turns it must make a DC 15 Constitution saving throw at the start of each of its turns. If it succeeds, it regains 1d6 hit points. Over a long enough period of time, the Silurian can use this ability to regrow lost limbs.

Reptilian Telepathy. The Silurian can communicate telepathically with any other reptile within 120 ft.

Screech. The Silurian has evolved to release an eardrum-shattering screech. When the Silurian uses its Screech, all other creatures within 30 feet of the Silurian must make a DC 13 Constitution saving throw. On a failure, a creature suffers 10 (3d6) thunder damage, or half as much damage on a successful save. The Silurian can only Screech in this way once per day.

Spider Climb. The Silurian can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Telekinetic. The Silurian is treated as having the Telekinesis feat, as described on page 59 of the ***Doctors and Daleks: Player's Guide***. It is up to you how many of the powers they have.

Wings. The Silurian gains a flying speed equal to its walking speed.

WEAKNESSES

Some subspecies will have additional vulnerabilities. These might include a vulnerability to any type of damage, or one of the following:

Sound Sensitivity. The Silurian must make a DC 15 Constitution saving throw whenever it hears a high frequency sound. If it fails, it suffers 10 (2d10) thunder damage and is stunned. If it succeeds, it takes half as much damage and is not stunned.

Sunlight Sensitivity. While in sunlight or ultraviolet light, the Silurian has disadvantage on Attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Water Breathing. The Silurian can breathe only underwater.

Weakness (Ultraviolet Light). The Silurian takes 10 radiant damage when a concentrated ultraviolet light is shined on it. If a Silurian remains in sunlight for 10 rounds, it takes 10 radiant damage at the start of each of its turns as long as it remains in sunlight due to the buildup of ultraviolet light.

TECHNOLOGY

The Silurians possessed remarkable technical and scientific knowledge that allowed them to control almost every aspect of their environment and keep a substantial percentage of their species alive underground for millions of years. Silurian technological achievements included fluid-based control systems with sophisticated sensors, bioengineering of life forms both large (dinosaurs) and microscopic (plague bacteria), bioprogramming allowing direct control of rock and soil, and underground climate control (ensuring heat was kept at manageable levels even deep within the earth).

Typical equipment used by Silurians includes:

MARTIAL RANGED WEAPONS		
Silurian Gun	2d6 lightning damage	Capacity 20, range 30/60, loud
Silurian Gun (Stunner)	Range 30/60. If the Stunner hits, the target must make a DC 18 Constitution saving throw or be stunned for 1 minute.	
Sonic Blaster	1d12 thunder damage	Capacity 3, spray (10, 30 ft. cone)

The Silurian Gun can also be fired as a Silurian Gun (Stunner).

SILURIAN MASK

This reinforced, technologically advanced mask functions as a Datapad (***Doctors and Daleks: Player's Guide,*** page 159). A Silurian Mask also allows you to wirelessly communicate to anyone within one mile wearing a Silurian Mask.

"Now as my people awaken from their thousand year sleep, ready to rise to the surface, my thoughts turn back to the Doctor."

WENLEY MOOR SILURIAN

Medium Humanoid (Reptilian)

Armour Class: 13 (Natural Armour)
Hit Points: 65 (10d8 + 20)
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	15 (+2)	16 (+3)	14 (+2)	14 (+2)

Saving Throws: Wisdom +4
Skills: Athletics +5, Insight +4, Intimidation +4, Medicine +4, Persuasion +4, Survival +4, Technology +5
Damage Vulnerabilities: cold
Damage Resistances: fire
Senses: darkvision 120 ft., passive Perception 12
Languages: Silurian
Challenge: 1/2 (100 XP)
Tech Level: 6

ACTIONS

Claw: *Melee Weapon Attack*: +3 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) slashing damage.

Third Eye: (Recharge 5–6). Wenley Moor Silurians have a Third Eye, evolved to facilitate a myriad of tasks. A Wenley Moor Silurian can use their Third Eye to activate any of the following effects:

Communicate telepathically with any other Silurian within 100 feet for up to one hour.

See across multiple infrared spectrums and track heat traces. Activate the true seeing without using components.

Activate the *scorching ray* spell, dealing force instead of fire damage.

ENCOUNTER LEVEL MODIFIERS

Beneath the Surface: Silurians are highly advanced and honourable, and were on Earth long before humans.

- The Silurian has Improved Damage per Attack.
- The Wenley Moor Silurian never has an Armour Class lower than 13.

“This planet is ours. It always has been.”

WELSH SILURIAN

Medium Humanoid (Reptilian)

Armour Class: 15 (Natural Armour)
Hit Points: 65 (10d8 + 20)
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+1)	15 (+2)	13 (+1)	14 (+2)	14 (+2)

Saving Throws: Wisdom +4
Skills: Athletics +5, Insight +4, Intimidation +4, Medicine +3, Persuasion +4, Survival +5, Technology +4
Damage Vulnerabilities: cold
Damage Resistances: fire
Senses: darkvision 120 ft., passive Perception 12
Languages: Silurian
Challenge: 1/2 (100 XP)
Tech Level: 6

ACTIONS

Claw: *Melee Weapon Attack*: +5 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 3) slashing damage

Silurian Gun: *Ranged Weapon Attack:* +3 to hit, range 30/60 ft., one creature. *Hit:* 6 (2d6) lightning damage.

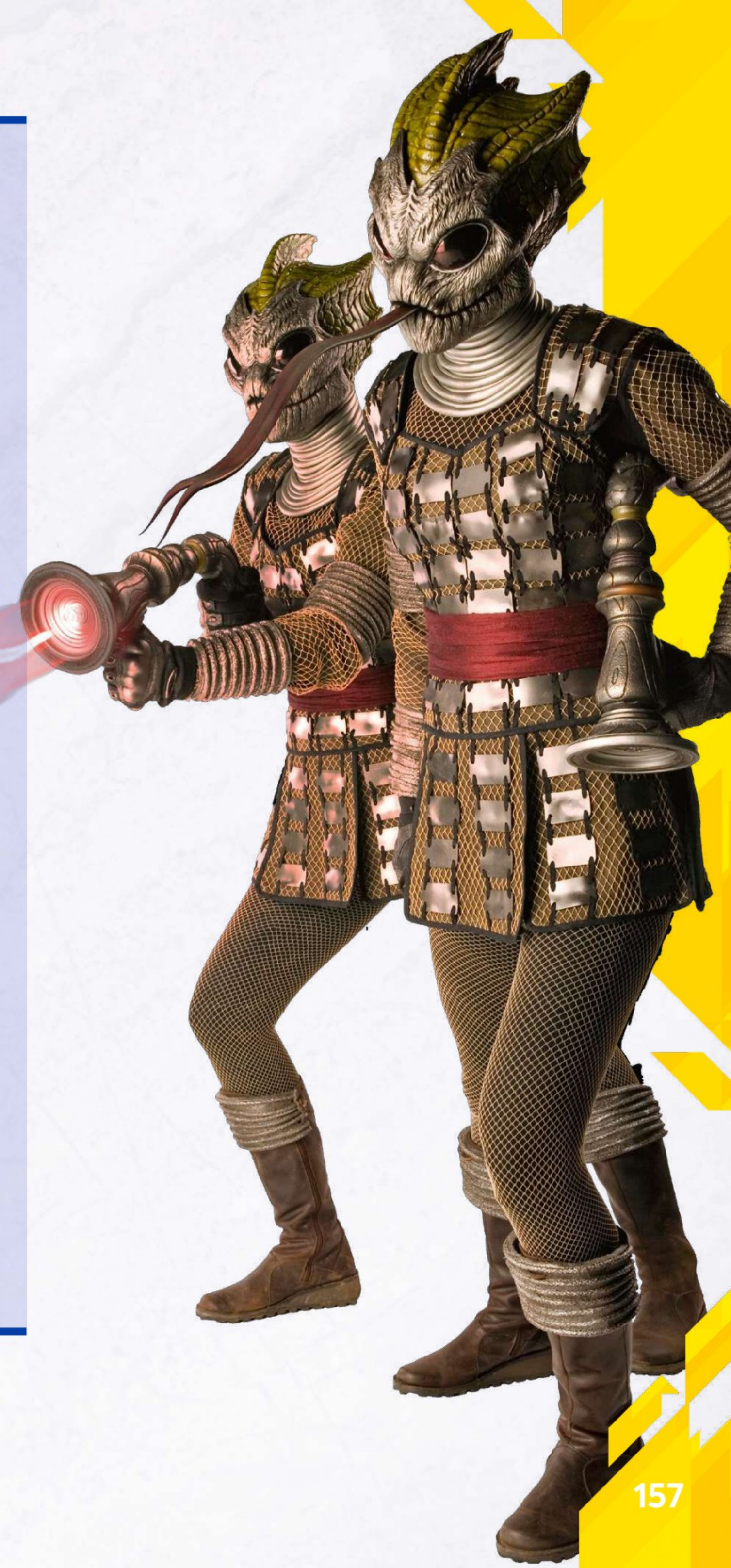
Silurian Stunner: *Ranged Weapon Attack:* +3 to hit, range 30/60 ft., one creature. *Hit:* The target must make a DC 13 Constitution saving throw or be Stunned for 1 minute.

Tongue (Recharge 5–6): The Silurian uses its extrudable venomous tongue. A single target within 10 feet must succeed a DC 13 Constitution saving throw or take 7 (2d6) acid damage and be Poisoned. A creature may repeat this saving throw at the end of each of its turns, ending the effect on itself on a success.

ENCOUNTER LEVEL MODIFIERS

Beneath the Surface: Silurians are highly advanced and honourable, and were on Earth long before humans.

- The Silurian has Improved Damage per Attack.
- The Welsh Silurian never has an Armour Class lower than 15
- The Welsh Silurian has Improved Survival and Technology modifiers.



WARRIOR SEA DEVIL

Medium Humanoid (Reptilian, Aquatic)

Armour Class: 18 (Natural Armour)
Hit Points: 82 (11d8 + 33)
Speed: 20 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	16 (+3)	13 (+1)	14 (+2)	14 (+2)

Saving Throws: Constitution +5
Skills: Insight +4, Survival +4, Technology +3
Senses: passive Perception 12
Languages: Silurian (Sea Devil)
Challenge: 1/2 (100 XP)
Tech Level: 6

Amphibious: The Warrior Sea Devil can breathe air and water.

Aquatic: Warrior Sea Devils are at home in the sea and move about clumsily on land. A Warrior Sea Devil on land has disadvantage on any Dexterity-based ability check or saving throw.

ACTIONS

Claw: *Melee Weapon Attack*: +3 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) slashing damage.

Sea Devil Gun: *Ranged Weapon Attack:* +3 to hit, range 30/60 ft., one creature. *Hit:* 3 (1d6) lightning damage.

ENCOUNTER LEVEL MODIFIERS

Beneath the Surface: Sea Devils are highly advanced and honourable, and were on Earth long before humans.

- The Sea Devil has Improved Damage per Attack.
- The Warrior Sea Devil never has an Armour Class lower than 18.

"We're reclaiming what was ours. It is our right and it is our time. It's done, Doctor."

REPTILIAN MONSTERS

The Silurians cared for and domesticated dinosaurs during their reign over the Earth. They sometimes altered these creatures to create their own variants as servitor creatures; on other occasions they discovered and captured creatures that humans never knew about, such as the Myrka. You can find stats for a whole plethora of dinosaurs in fifth edition sources, and you could use any of those as creatures employed by the Silurians too.

In addition, the aquatic Silurians, or Sea Devils, make use of the Myrka, a deep sea creature distantly related to mosasaurs that was modified by aquatic Silurians as a weapon of war, especially when ranged attacks weren't as common beneath the waves.

In its original state, the Myrka (dubbed a 'myrkasaur' by 30th century Earth zoologists after a reestablishment of communications with the Silurians), was a scavenger, with six powerful limbs designed to help it move along the ocean floor and grasp large prey. It also had the ability to generate an electrical field that helped it stun prey. Silurian enhancements have made the Myrka as deadly on land as in the sea, and increased the strength of its electrical field.

"I'm afraid the Myrka takes quite a lot to impress..."

MYRKA

Large Beast

Armour Class: 14 (Natural Armour)
Hit Points: 68 (8d10 + 24)
Speed: 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	3 (-4)	12 (+1)	5 (-3)

Skills: Athletics +6, Perception +3
Damage Vulnerabilities: radiant
Damage Immunities: emotional, lightning, logical
Senses: darkvision 120 ft., passive Perception 13
Challenge: 3 (700 XP)

Amphibious: The Myrka can breathe air and water.

Electric Body: The Myrka's body continually generates an electrical field. Any creature touching it or hitting it with a melee attack must make a DC 14 Constitution saving throw, taking 14 (4d6) lightning damage on a failed save, or half as much on a successful one. This damage is also applied if the Myrka hits a creature with its claw attack. This is included in the claw damage.

Ultraviolet Hypersensitivity: The Myrka takes 40 radiant damage (the Myrka's vulnerability is already included) when it starts its turn in sunlight. This includes any light source that projects ultraviolet light. The Myrka also suffers the blinded condition while exposed to sunlight or ultraviolet light.

ACTIONS

Multiattack: The Myrka makes two claw attacks.

Claw: *Melee Weapon Attack*: +6 to hit, reach 5 ft., one creature. *Hit:* 9 (2d4 + 4) piercing damage. The creature must also make a DC 14 Constitution saving throw, taking 14 (4d6) lightning damage on a failed save, or half as much on a successful one.

ENCOUNTER LEVEL MODIFIERS

Prehistoric Predator: The Myrka is a modified and enhanced sea creature capable of shocking attacks.

- The Myrka has Improved Damage per Attack.
- The Myrka never has an Armour Class lower than 14.

SONTARANS

'It's like a potato. A baked potato. A talking baked potato.'

— Ross Jenkins

A cloned humanoid species bred to support an age-old war, the Sontarans are feared throughout the galaxy for their discipline, ruthlessness, and strength.

BACKGROUND

For reasons lost in time, the Sontarans and the Rutan Host are engaged in an all-consuming war that has lasted at least 50,000 years and continues to rage across the cosmos. While short-term superiority has been held by both sides, ultimately, the two powers are equally matched. With numerous resources so widely spread, it might be impossible for either side to ever fully crush the other.

While the Rutans have largely found Earth to be unappealing, the Sontarans have evaluated its military value on multiple occasions. The first was in the Middle Ages, when they deemed the Earth of no strategic importance. By the 21st century, however, atmospheric changes brought on by pollution were making the planet suitable as a clone world. Many centuries later, after Earth had been temporarily abandoned due to lethal solar flares, the Sontarans lured a passing ship in, then experimented on the human survivors to measure their physical strength and endurance as well as resistance to fear, starvation and dehydration.

When the Time War began, the Sontarans attempted to ally with the Time Lords against the Daleks, considering the struggle to be one of the greatest in which any Sontaran might participate. However, the Time Lords refused, having no interest in juggling the temperament of a species they looked down upon as brutish and simple.

In retaliation, the Sontarans attempted to humiliate the Time Lords by beating them at their own game. In the 49th century, they

SONTARANS AND GENDER

The Sontarans are all male and are often unable to differentiate between the sexes of other species, particularly humans.

attempted to steal time travel technology humanity was developing in the form of the Kartz-Reimer module. The Time Lords thwarted this by forcing the Doctor to intervene.

The Sontarans' next move was far more bold: an attack on Gallifrey itself. First, they manipulated a species known as the Vardans to threaten Gallifrey, disrupting the normal order of things. Through subterfuge, they managed to open the protective barrier around the Capitol, and then transmatted to the planet's surface.

However, the Doctor erased their forces from time and space with the use of a forbidden Gallifreyan weapon known as a De-mat Gun.

MOTIVES AND AGENDAS

Both sides of the Rutan-Sontaran War are utterly dedicated to crushing their opponent, with every action ultimately dedicated to that goal. While the Sontarans regularly conquer inhabited worlds, for example, it is because those worlds offer raw materials, technology and positions of tactical advantage over the Rutan Host, not because they seek to conquer for conquest's sake.

Sontarans are blunt and to the point. They engage in subterfuge only to a limited degree, preferring to meet their enemies face-to-face on the battlefield. Indeed, while Sontarans possess tremendous battle fleets, nothing brings more honour and joy than personal combat.

They are also highly dismissive of other people, seeing themselves as the foremost military force in the Universe, an overly bold claim considering the existence of such juggernaut powers as the Daleks and Cybermen. Still, in their mindset, no Sontaran fleet has ever retreated, merely regrouped to consider new tactical strategy.

This dismissive viewpoint causes Sontarans to almost never ally themselves with other powers, even when it arguably is in their best interest. Galactic coalitions forming against the Daleks and Cybermen, for example, have never included the Sontarans. One exception was their attempt at joining the Time Lords in the Time War. Another notable exception was the Alliance that amassed to defeat the Doctor.

Sontarans are suspicious of outsiders in general. After all, they have been warring with shape-shifters for thousands of years. Allowing outsiders into their confidence opens them up to infiltration.

While Sontarans are never biologically adolescent, and society makes no distinctions based on age, younger Sontarans are notably more brash than their elders, eager to gain glory and prove themselves worthy of their species. Respected elders tend toward more tactical approaches to situations.

ENCOUNTERING SONTARANS

Sontarans hail from the giant planet of Sontar, where heavy gravity created a short, stocky people with tremendous strength. Their skin is tough and leather-like, a testament to the blistering sun and harsh ultraviolet rays that bombard their homeworld. Most also bear battle scars, as Sontarans can survive considerable injury without serious disability. Each hand ends in three thick fingers, and they have no discernible neck.

Because their tactics rely on overwhelming the enemy through brute force, huge numbers of Sontarans must be constantly replenished. Soon, attrition through war overwhelmed natural reproductive rates, and they turned to cloning, selecting the hardiest of their number to be reproduced billions of times. To be selected as a new genetic line for clones is the highest honour that can be conferred upon a Sontaran.

With clones being born with similar inherent capabilities, they are divided into occupational sectors not by merit but by necessity. Thus, a Sontaran who thrives as a military scientist, for example, does so not because of natural talent but because that is what he has been trained to be since the moment he emerged from the hatching pools.

Sontarans need workers as much as any other species, and while they do engage in slavery, it can never fulfil the full needs of the empire. Instead, clones that lack the desire to fight are assigned lowly, non-military duties such as mining resources or fabricating weapons. Some are formed specifically for the task, while others are 'deficient' warrior clones.

Cloning worlds are smothered in greenhouse gases, which help nourish the developing clones. Bodies of water are transformed into a thick, greenish primordial soup, rich in amino acids, and it is in these pools where cloning racks are built: row upon row of machines feeding new life through umbilical cords attached to the probic vent at the base of the skull. The clone emerges fully matured; there is no childhood or adolescent phase for Sontarans.

Rather than eating and sleeping, Sontarans regularly attach themselves to recharging apparatus through their probic vent, which provides nutrients that replenish them. This vent is the one vulnerable point on a Sontaran. Striking it causes immense pain, and piercing it can result in death. Sontarans do not consider this a weakness. Rather, it is further motivation to face one's enemies and never turn to retreat, which would expose the vent to the enemy.

NEVER KNOWINGLY OUTGUNNED

All Sontarans warriors wear bulky, reinforced armoured suits with domed helmets. They may carry any number of different weapons, from handguns to heavy laser blasters to energy batons that can either kill or stun. While Sontarans are blunt in their militaristic intentions, they are not dumb. They gather as much information as possible about a potential enemy in order to exploit weaknesses. For example, in combating Earth forces armed with solid projective pistols and rifles, the Sontarans emitted a Cordolaine signal that caused the copper within bullets to expand, jamming the weapons.

SONTARAN TECHNOLOGY

As Sontaran war success ebbs and flows, so does their level of technology. At low points, they have struggled to maintain suitable battle-fleets. At high points, those fleets have fielded 10 million ships, including battleships transporting millions of foot soldiers and thousands of scout ships, individual fighter craft equally at home gathering info or being in the thick of battle. Each fleet is commanded by a flagship armed with enough fire-power to destroy a planet while armoured enough to withstand the entire atomic capability of 21st century Earth without a scratch.

At various stages, the Sontarans have possessed transmat technology, able to pass matter between two fixed points. Most often, these systems are used for transportation between ships within battle-fleets, or between ships and planetary outposts.

In most cases, each point needs a receiver node in order for the system to work; it cannot simply project matter to any desired target. However, at the time of the Sontaran invasion of Gallifrey, their technology was at its apex and they could project transmat beams.

Sontarans have also experimented with cloaking technology for both individual Sontarans and entire spaceships. Thankfully, the power requirements necessary for such technology limits the scale of their implementation.

Sontaran cloning technology can also be used with non-Sontaran DNA. The purpose of such is not mass production but, rather, the creation of infiltrators. The original must be kept alive and attached to an apparatus that makes their memories available to the clone, which is completely under the control of the Sontarans.

USING SONTARANS

Sontarans are driven to war with the same drive as a Dalek or a Cyberman. However, they're more relatable. They are fully biological with at least a limited range of emotions. They celebrate triumphs and become enraged at setbacks. They can even be reasoned with. They aren't mechanical in their reactions. Nor are Sontarans simple-minded. While they are absolute in their desire for victory, and their speeches about such can get repetitive, they are brilliant tacticians who can plan out complex strategies.

Be careful to balance the very real danger posed by Sontarans with the urge to make them comedic. Their short stature, potato-shaped heads, and over- the-top boasts throughout the Doctor's adventures have made for plenty of humorous moments, but remember Sontarans are more than just punchlines.

SONTARAN ADVENTURES

- The Sontarans have just invaded a research station. However, there's already something running amok that's more dangerous than Sontarans — can the characters convince the Sontaran commander to work with the scientists, not against them?
- On the edge of the Rutan-Sontaran conflict, a Sontaran commander has done the unthinkable, withdrawing from the front and striking out on his own personal mission. He has concluded the war is, in fact, unending. The only true triumph would be ending the war altogether, and that would mean wiping out Rutan and Sontaran alike.

SONTARAN

Medium Humanoid (Sontaran)

Armour Class: 17 (Body Armour)
Hit Points: 88 (10d8 + 40)
Speed: 25 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	18 (+4)	12 (+1)	13 (+1)	14 (+2)

Saving Throws: Wisdom +3
Skills: Athletics +6, Intimidation +4, Persuasion +4, Survival +3, Technology +4
Senses: passive Perception 11
Languages: Sontar
Challenge: 3 (700 XP)
Tech Level: 7

High Gravity Native: Sontar is known for its high gravity, contributing to Sontaran strength and stoicism. Sontarans do not suffer the negative effects of high-gravity environments. Additionally, Sontarans count as one size larger when determining their carrying capacity and the weight they can push, drag, or lift.

Made for War: Sontarans are proficient with all forms of weapons and armour of TL 7 or lower. Additionally, they have advantage on all saving throws made to resist or remove the Frightened condition..

Probic Vent Vulnerability: The probic vent that feeds all cloned Sontarans is a major weak point. When a Sontaran suffers a critical hit, all damage dice are maximised unless they spend a reaction to redirect the attack. The Sontaran still suffers the effects of the critical, but the damage dice are not maximised.

ACTIONS

Fist Bash: *Melee Weapon Attack*: +6 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6 + 4) bludgeoning damage.

Shock Staff: *Melee Weapon Attack*: +6 to hit, reach 5 ft., one creature. *Hit:* 3 (1d6) lightning damage. The target must make a DC 15 Constitution save or be Stunned for 3 (1d4 + 1) rounds.

Sontaran Rifle: *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one creature. *Hit:* 14 (4d6) lightning damage.

ENCOUNTER LEVEL MODIFIERS

Bred For War: Sontarans are genetically created to be the ultimate soldiers — regimented, fearless, for Sontar!

- Sontarans have Improved Damage per Attack.
- Sontarans' battle armour means they never have an Armour Class lower than 17.
- Sontarans have Improved Strength and Constitution saving throws.

THE STENZA

'A Stenza warrior wears his conquests. You may tell your children you were once privileged to encounter Tzim-Sha of the Stenza.'

— Tzim-Sha of the Stenza

Hailing from a freezing planet 5,000 galaxies from Earth, the Stenza are a species of alien warriors whose cruelty has made them feared throughout the Nine Systems. The Stenza hive mind provides a vast archive of knowledge, while their armoured suits and access to advanced technology allow them to conquer all civilisations they come across. They are driven by the desire for victory by any means, and failure only drives a Stenza to focus on revenge with single-minded fury.

The Stenza's competitive society means that they value their pride highly — riling the anger of a Stenza is unwise as they will undoubtedly lash out. They despise other species and take pleasure in taunting them into violence. Taking a path of non-violence is alien to the Stenza mindset, as they see inaction and compassion as weakness. Physically, the Stenza are strong and athletic, able to scale tall structures with ease and displaying great endurance while on the hunt. Their unique adaptations to the hostile environment of their homeworld empower the Stenza to kill other species with an icy touch.

Their society is based upon the accumulation of hunting trophies, with their leaders selected through a hunting ritual. The Stenza is challenged to locate and capture a randomly selected creature without weapons or assistance. This 'trophy' is locked into a stasis chamber for all eternity. Those who stand between the Stenza and their quarry die quickly and brutally. Stenza warriors remove items from their victims, such as teeth, and graft these onto their bodies as a symbol of pride.

The Stenza declare themselves conquerors of the Nine Systems. Many of the planets and peoples within those systems bear the marks of their cruel invasions. When the Stenza heard of the famed scientific

academies of Desolation, they held the families of kidnapped scientists hostage and forced them to develop terrible weapons. Their experiments scorched the plains of Desolation and ravaged the ecosystem.

Stenza technology is extremely advanced, including short-range teleportation, recall circuits, bio-weapons, robots, and containment stasis fields. Their SniperBots are implacable enemies, but perhaps more horrifying are the bio-engineered species such as the Remnants, creatures that feed on fear. The Gathering Coil is a mass of bio-tech cables, a semi-species that can gather data and implant DNA bombs inside living beings. A Stenza can absorb data from the Gathering Coil through physical contact but also risks absorbing any physical objects injected into the Coil, making it possible to sabotage Stenza infiltrators with DNA bombs or other small devices. Stenza warriors undertake their hunts in transport pods that bring them to a location near to their quarry, returning to their homeworld by a recall circuit.

Although the Stenza homeworld is 5,000 galaxies away from Earth, they consider the planet a game reserve for their leadership ritual. This went largely unnoticed until the ascension of the ruthless and cunning warrior Tzim-Sha. His illegal use of a Gathering Coil to track his target brought him to the attention of the newly-regenerated Doctor, who gave the Stenza the nickname 'Tim Shaw'. Tzim-Sha's ambition not only caused him to try and cheat his own leadership ceremony but to implant DNA bombs in the Doctor and her companions. Fortunately, the Doctor was able to turn the DNA bombs back on Tzim-Sha and transport him half a galaxy away to the planet of Ranskoor Av Kolos, where he began to plot his next move.

Still determined to lead, even in exile, Tzim-Sha saw untapped potential in the duospecies who lived on Ranskoor Av Kolos, the Ux. Their dimensional manipulation abilities paired with Tzim-Sha's access to the hive mind history of Stenza technology allowed him to achieve the great ambition of the Stenza: to capture whole civilisations. By convincing the Ux that he was their creator god, Tzim-Sha exploited their power and dedication to capture planets in stasis crystals that destroyed their populations.

TZIM-SHA (STENZA)

Medium Humanoid

Armour Class: 16 (Body Armour)
Hit Points: 90 (12d8 + 36)
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	16 (+3)	12 (+1)	14 (+1)	15 (+2)

Saving Throws: Constitution +6
Skills: Athletics +6, Intimidation +5, Medicine +4, Perception +4, Persuasion +5, Technology +4
Condition Immunities: charmed, frightened
Senses: passive Perception 15
Challenge: 5 (1,800 XP)
Tech Level: 6

Stenza Hive Mind: The hive mind provides access to the collective knowledge of the Stenza. If Tzim-Sha makes an Intelligence- or Wisdom-based ability check that the hive mind has knowledge of, Tzim-Sha may take a full minute to contact the hive mind to make the check with advantage.

Teleport (3/Day): Tzim-Sha has a short range teleporter that functions as the SRD spell dimension door.

ACTIONS

Fist Bash: *Melee Weapon Attack*: +6 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) bludgeoning damage.

Gathering Coil: *Melee Weapon Attack*: +6 to hit, reach 5 ft., one creature. *Hit:* 7 (2d6) piercing damage. The target must make a DC 15 Constitution saving throw or be infected by a DNA Bomb.

Sniper Rifle: *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one creature. *Hit:* 7 (2d6) piercing damage.

Detonate DNA Bomb: All creatures infected by a DNA bomb (see Gathering Coil) suffer 2d6 acid damage.

ENCOUNTER LEVEL MODIFIERS

The Perfect Hunter: Stenza hunt for sport and to prove themselves to their peers. Nothing matters more than claiming that kill.
- Stenza have Improved Damage per Attack.
- Stenza armour means they never have an Armour Class lower than 16.
- Stenza have an Improved Athletics modifier.

THARIL

'The masters descended out of the air riding the winds and took men as their prize, growing powerful on their stolen labours and their looted skills.'

— Gundan

The Tharils are a species of lion-headed humanoids with the ability to shift across time tracks. They built an empire based on slaves, and then were overthrown and reduced to slavery themselves, before finally achieving a more enlightened freedom.

BACKGROUND

Tharils originated in E-Space, the negative mirror to the positive N-Space of Earth and Gallifrey. They discovered an ability to cross the bounds of time and became temporal raiders, living like kings on the plunder and slaves of dozens of worlds. They established a great dominion with a great castle at the crossover point.

However, the Tharils were not as indomitable as they believed. While their prey was unable to follow them across time, they managed to build robot warriors who could. These Gundan robots slaughtered many Tharils, forcing the survivors to flee. The scattered Tharils were themselves exploited and enslaved when their ability to see the layers in time and space came to light: this was invaluable for warp drive navigation, making them valuable time-ship navigators.

Eventually an enslaved Tharil named Biroc returned to the Gateway fortress with his owners' ship, where he freed many slaves in a complex plan that made some use of the TARDIS. Romana elected to join Biroc and help him free other Tharils, offering technology to finally give his species a full understanding of time.

ENCOUNTERING THARILS

If N-space is positive and E-space negative, then the Gateway is the point of absolute zero. The Tharils built a castle and estate here, but after their empire fell the castle shrunk away to almost nothing. (Tharils, with their ability to slip back and forth through the striations of time, can step into the shadow of their lost castle and gardens at will.)

To any normal observer, there is no way out of this null point. If you find your way here, you are trapped. For time-sensitive beings, however, there are hidden gates, such as the mirror in the dining room of the Tharil's castle. This gate allowed access to E-Space, to N-Space, and into the Gateway's past. The time-sensitive Tharils could simply walk through the mirror to wherever they desired, but other beings could not — unless they discovered the secret. In fact, the mirror could not be damaged by any physical force.

The mirror gateway made the Tharil empire all-powerful, at least until the Gundan robots also discovered the secret of the mirror. More recently, Romana and K-9 joined Biroc in setting up a home in the shadowed memories of the lost castle, then used the mirror to travel throughout E-space in search of enslaved Tharils.

Passing through the mirror has some additional effects. It resets the temporal state of any individual. This means they heal any recent wounds, but also it removes anything else that doesn't belong, such as manacles. Even robots and machines are repaired by transitioning through the mirror, but these repairs will be reversed should they pass back out of the mirror once again.

Given the shifting nature of reality in the Gateway, a gate could take on many other forms besides a mirror, such as an upside-down waterfall, a calm pool of black oil, an archway made of bones and circuitry, a huge old book on a lectern, an enormous escalator, or a green devil face with a circular black mouth.

TIME NAVIGATION

'You must use Tharils. How can you navigate if you can't see where you're going?'

— Crewmate Packard

Tharils can perceive space-time directly, so they are excellently equipped to serve as navigators for advanced space ships with warp drives. Extremely complicated navigational calculations can be made instinctively by Tharils, allowing warp ships to jump across timelines.

They can visualise the path ahead of a warping spaceship, and even detect the image and structure of another timeship in its path. The Tharils built an empire on this power, but after the empire fell it made them valuable slaves.

TIME AND THE THARILS

Tharils aren't furry TARDIS-people who can zip through time at will. However, they perceive space-time directly, which does give special powers. They can bend space-time, moving slightly forward or back, in or out of phase. The exact limits of the Tharils' power over time are unclear, and it's probable that even they themselves don't really know the limits of their strangeness, since to them it all seems perfectly natural and ordinary. In practical terms, when Tharils are around, unusual things happen. The Tharil could pass through the scene on a different timeline, appearing as a silent spectral figure, leaving behind a trail of ghost images that take a moment or two to fade.

USING THARILS

If you want some time travel complexity in your game, Tharils give you just what you need. They are also at a crossroads in their moral history: they have been guilty of great evil, and have also suffered enormously. What choices will they make now? These two features together make Tharils unusually potent additions to your stories.

"Only the Tharils can enter your universe that way and that's a talent they're born with. The talent that you hunt them for."

There is a lot of ambiguity over exactly what the Tharils can actually do in regards to time. Use this to your advantage, and make the Tharils in your game do exactly what you want them to do for your adventure. If you want Tharils who can sense a time distortion and track it like a predator, then they can. If you want Tharils who can take someone's hand and lead them into their own past to witness a childhood trauma, then they can. As long as you remember that Tharils walk through time as if born to it, then you can do more or less anything.

The Tharils are time-sensitive creatures who established a great citadel and saw themselves as the mightiest and most important beings in the universe. If that sounds like the Time Lords to you, you aren't wrong. Although Tharils don't nearly have the same command of time as the Time Lords, they are still interesting counterparts. What became of the Tharils after the Time War? With the Time Lords gone, would they be tempted to step into the power vacuum? What would Tharil domination of time look like?

There is another overwhelmingly important aspect of Tharils: their involvement with slavery. They were cruel to their slaves, and were victims of cruelty from their masters. They tend to consider their enslavement balances the moral ledger, but others may disagree with them, and adventures that engage with the legacy of slavery can expect some differences of opinion here.

In any case, the Tharils have adopted a more enlightened ethos, and it was with this perspective that Romana and K-9 joined Biroc in setting out to free the other Tharil slaves. Just how enlightened the Tharils have become, and how widespread that enlightenment might be, is a question to be answered in your games.

THARIL ADVENTURES

- On a small, boring colony world, some young outsiders befriend an old drunken Tharil. Then the old Tharil starts making psychic connections with the youths during his blackouts, and dragging them back into the colony's past. On these vision quests they discover proof of an awful crime dating from the colony's foundation. When the youths start digging around, they find themselves targeted for destruction by unknown enemies who would prefer the past to stay buried. Can the characters save them and uncover the truth about the colony?

- A heavily laden time freighter skids into N-space when its Tharil has a strange, overwhelming vision. The Tharil knows he can only free his mind by meeting with the source of the vision, and so the freighter crew venture out into Russia, 1914, where a wild-haired man welcomes them. He claims to have summoned their ship of treasures through time and space with the power of his will. His name is Rasputin, and he means to change the future.

- On an isolated island a Tharil lives alone, guarding a treasure from a steady stream of brave young men and women seeking to make their fortunes. The treasure is hidden between layers of time, and the Tharil cannot convince the fortune-seekers to stay away. Instead he must catch each intruder himself, although every day someone pushes closer to the truth: the treasure is a silver heart of the greatest of the Great Vampires, and if it were ever taken, it would transform the thief into a new avatar of old silver-heart. Finally, one young seeker catches him in a time bomb, which blasts him right out of the island's reality and into the TARDIS console room.

DWARF STAR ALLOY

Enslaving the Tharil may seem like an impossible idea due to their time sensitivity and ability to phase temporally, but all of their powers can be nullified by dwarf star alloy, a rare material mined from white dwarf stars. Any creature touched by dwarf star alloy cannot travel through time or use any kind of time-bending abilities, which may include some clairvoyant psychic powers at the Gamemaster's discretion.

THARIL

Medium Humanoid (Tharil)

Armour Class: 11
Hit Points: 58 (9d8 + 18)
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	14 (+2)	12 (+1)	16 (+3)

Skills: Insight +3, Intimidation +5, Perception +3, Persuasion +5, Technology +4, Vehicles (Temporal) +6
Senses: passive Perception 13
Civilisations: Tharil
Challenge: 3 (700 XP)

Foresight: The Tharil can glimpse the future of a creature it sees. It receives an accurate vision of a likely action that creature will take within the next 24 hours. Once it has used this trait on a creature, it cannot do so again for 24 hours.

Keen Sight and Hearing: The Tharil has advantage on Wisdom (Perception) checks involving sight and hearing.

Networked: The Tharil can sense other Tharils within 500 yards (even if separated by time) and knows when they are in trouble.

Teleport (Recharge After a Short or Long Rest): As an action, the Tharil can cast the SRD spell misty step.

Temporal Phasing: As an action, the Tharil can shift out of phase, moving and sensing proper time but unable to affect or be affected by it. Other creatures see the Tharil like they would a ghostly hologram, but they cannot affect it nor can the Tharil affect them. The Tharil is still subject to environmental conditions whilst temporally phasing, so it cannot survive in space.

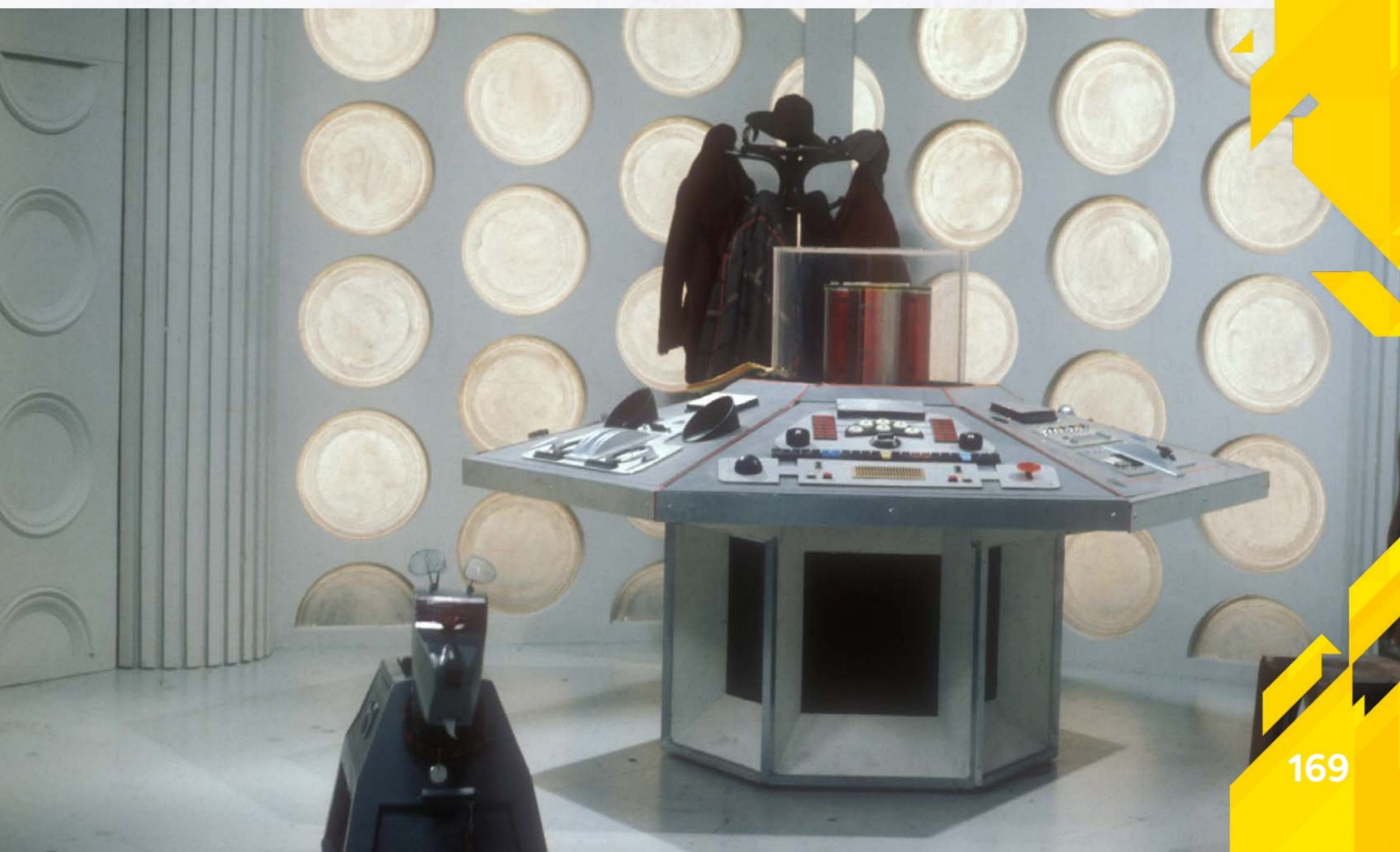
Time Travel (Recharge After a Long Rest): A Tharil can travel through time using the Vehicles (Temporal) skill as though it were a time machine.

Vortex Sensitive: Tharils are sensitive to the flow of time itself. Whenever a Tharil makes an ability check, attack roll, or saving throw associated with time travel, they have advantage on the roll. A Tharil can use this ability twice and regains all uses of this feature when they complete a long rest. Additionally, a Tharil adds triple its proficiency bonus on Vehicles (Temporal) checks.

ACTIONS

Multiattack: The Tharil makes two melee attacks.

Unarmed Attack: *Melee Weapon Attack*. +5 to hit, 5 ft., one creature. Hit. 5 (1d4 + 3).



THIJARIAN

'This is now the Thijarian mission, to bear witness to those alone. To see, to bear pain, honour life as it passes.'

— Kisar

The Thijarians were feared assassins — a tall and intimidating species with bat-like ears, greyish-blue skin, tusks and multiple sets of eyes. In ancient times, the Thijarians honed their species into the perfect assassins. They have an eerie stillness and the ability to communicate telepathically, though this causes pain to many other species.

They were the ultimate assassins — able to transmat into locations, as silent as the stillest night, and dispatch their target so quickly, so painlessly, that their skill became the stuff of legend and folklore. They hunted across the stars, while on their homeworld of Thijar the various hives remained locked in feudal disputes for territory.

A sudden cataclysmic event utterly destroyed the planet of Thijar, leaving only dust and debris. No one knows what happened. It could be the Thijarians themselves as the result of a feudal war. Legends say it was destroyed by the Great Vampires. Only the Thijarians who were travelling survived the destruction of their homeworld — a small percentage of their species. They spent a hundred generations sifting the dust of their homeworld to honour their dead.

They were changed to their very core. The remaining Thijarians thought of all those who had died unwitnessed and unmourned — without being honoured. They ventured out into the stars, through time and space, to preserve the memories of those who die unmourned. Thijarians bear witness to fields of battles, massacres, and plagues. They do not interfere, only witness, for trying to save the dead would dishonour them. They are now the silent witnesses to those who would fall alone and unacknowledged. They recover the bio-signatures of the dead to store in their memorial hive ship, data ghosts that will be remembered and honoured forever.

THIJARIAN ASSASSIN

Medium Humanoid

Armour Class: 16 (Body Weave)
Hit Points: 97 (15d8 + 30)
Speed: 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	14 (+2)	12 (+1)	18 (+4)	14 (+2)

Saving Throws: Dexterity +9, Wisdom +8
Skills: Athletics +6, Acrobatics +9, Deception +6, Insight +8, Perception +8, Stealth +9, Survival +8
Damage Resistances: force, lightning, poison; bludgeoning, piercing, and slashing
Condition Immunities: charmed, exhaustion, frightened
Senses: truesight 120 ft., passive Perception 18
Languages: Telepathic
Challenge: 10 (5900 XP)
Tech Level: 6

Alert: Thanks to their many eyes and ears, a Thijarian cannot be surprised.

Assassinate: During its first turn, the Thijarian has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the Thijarian scores against a surprised creature is a critical hit.

Evasion: If the Thijarian is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the Thijarian instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Keen Sight and Hearing: The Thijarian has advantage on Wisdom (Perception) checks involving sight and hearing.

Sneak Attack (1/Turn): The Thijarian deals an extra 17 (5d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the Thijarian that isn't Incapacitated and the Thijarian doesn't have disadvantage on the attack roll.

Thijarian Body Weave: As perfect assassins, the Thijarian's body weave silences their footsteps, meaning they have advantage on Dexterity (Stealth) checks made to move silently. Additionally, the Thijarian can activate the Body Weave's camouflage filter to turn invisible. The camouflage filter can function for a maximum of two hours before it needs to be recharged over a long rest.

ACTIONS

Multiattack: The Thijarian makes three attacks with its still blade.

Still Blade: *Melee Weapon Attack*: +9 to hit, reach 5 ft., one creature. Hit. 8 (1d6 + 5) piercing damage and 7 (2d6) thunder damage. On a hit, the still blade casts the SRD spell silence on the target.

REACTIONS

Shiv: As a reaction, the Thijarian may use its reaction to make a still blade attack against a creature within 5 feet that has just attacked it.

ENCOUNTER LEVEL MODIFIERS

Silent Witnesses: Thijarians were once the ultimate assassins, but now prefer to observe and reflect.

- Thijarians never have an Armour Class lower than 16.
- Thijarians have Improved Athletics and Stealth modifiers.

THIJARIAN ADVENTURES

- In rural England, the characters hear about a local legend: a strange moor where wanderers find themselves having lost time. Some claim to have seen a demonic dog roaming the moor by night, while others have heard voices in their minds telling them to flee. Investigations lead the characters to the Thijarians, who have travelled to the moor for one last hunt. They have set up transmat locks around the moor to keep humans safe from the legendary Shuck, a teleporting alien hound that consumes the souls of those it encounters.
- The characters come across a young pilgrim on a space station who is being chased by a group of assassins. She is secretly the Empress of one of the nine systems, recently crowned following the tragic murder of their father. The young Empress has run away from home to seek out the Thijarian hive and speak with whatever remains of the old Emperor, in the hopes of discovering who killed her father. Can the characters protect the young ruler long enough for her to get the answers she seeks?

THE TOCLAFANE

'We made ourselves so pretty!' — *Creet*

A corrupted species of sadistic cyborgs, the Toclafane are humanity's final evolution. As the Universe collapsed, the last, lost humans sought survival in the cold embrace of technology, and in their desperation reduced themselves to gurgling iron spheres.

BACKGROUND

The Toclafane are humankind's ultimate fate within this Universe. With the Doctor's help, the humans of Malcassairo built a rocket to follow a faint and distant transmission to its source: '*Come to Utopia.*' They invested all their hope and faith in this beacon but did not arrive to sweeping vistas nor skies of diamonds; just the same cold darkness they'd been running away from. Within 18 months, the humans had cannibalised themselves and regressed into children.

When the Master arrived in a big blue box and promised them salvation, they gleefully accepted and capitulated to their every whim, slaying their ancestors on 21st century Earth without a moment's regret. The name Toclafane was chosen by the Master, a bogeyman in Gallifreyan fable.

MOTIVES AND AGENDAS

The Toclafane are humanity's own madness, our species' verdant ingenuity and keen survival instincts turned inside out by fear of the impending darkness.

Six billion humans destroyed themselves in a desperate bid to survive the end of the Universe. They will never hesitate to do anyone's dirty work, if it might buy them another tomorrow.

Not that they have any qualms about committing atrocities. The Toclafane have no empathy, no moral compass; everything that was good about humanity has been edited out in the name of survival. Murder is sport, it's fun; the Toclafane don't understand that

their victims' lives have value, they've lost whatever part of their mind helped them think like that.

They have no individual ambitions beyond self preservation, so their pliant minds are highly susceptible to the villainous schemes of others. As they saw the Master as their saviour, they were taught to share his ambitions, and readily — even joyously — slew their human ancestors in the name of a new Time Lord empire.

Effectively, the Toclafane are hedonists. Without a tomorrow to plan for, they do everything they want to immediately with no regrets or consideration: what repercussions could possibly be worse than the encroaching darkness, and what is there left to do but murder?

ENCOUNTERING THE TOCLAFANE

Each Toclafane is a perfect metal sphere with a band of blinking lights around its middle. Four panels on the surface of the sphere can retract to reveal an emaciated human head within. Inside the sphere, a Toclafane's face is leathery and hairless, its eyes pale and milky without pupils, and its nose and mouth replaced with a metal respirator that lights up when they speak. Although they speak with adult voices, the Toclafane's childlike state has left them with a babyish, murdery-wurdery vernacular.

TECHNOLOGY

Although cobbled together at the end of time and space, the Toclafane are still the very last word in human technology and were built with the sum total of human knowledge. Each shell is highly robust, concealing a variety of weapons. Retracting claws are hidden in the base of the Toclafane, and an array of spikes and blades can be deployed as close-range weapons. Toclafane also have lasers concealed in their armour.

The Toclafane the Master first brought with him to Earth can appear and disappear at will, although it's not clear whether they're cloaking, teleporting over a short range or using a remote TARDIS link to travel through time. Before the remaining six billion arrived on Earth, the Master dismissed one of their four Toclafane saying, '*Tell your people the world is waiting*', suggesting that she vanished back to Utopia. Ultimately, though, the extent of this power is left to the Gamemaster's discretion.

Toclafane spheres can fly across huge distances and keep their occupants alive even at high altitudes or in the depths of space.

THE PARADOX MACHINE

The Toclafane cannot invade Earth unaided. In slaying humanity, the Toclafane would be murdering their own ancestors, which would prevent their own birth, which would mean the Toclafane never existed to invade Earth (or New Earth, or Messaline, or the Library...) and it all collapses in a puff of logic. A paradox can be sustained, however, by a Paradox Machine. This might take a number of forms; the Master chose to make his by gutting the Doctor's TARDIS but a highly intelligent engineer may be able to create one from scratch. So long as the Paradox Machine is running, you can take a few more liberties with causality – but it takes some genius-level space time wizardry to set one up, and the second it's destroyed the whole plan falls apart. Presuming, of course, that the Toclafane are actually killing people.

USING THE TOCLAFANE

The Toclafane represent mankind at its worst. They are the monster that we might become if all hope for the future was lost — and that breaks the Doctor's hearts. A good Toclafane story should play on that guilt: the humans that they couldn't save!

When you're planning your encounter, you need to consider their accomplice. Who are they working with? Because on their own, the Toclafane are somewhat ineffective. Stranded at the end of the universe without access to time travel technology, they have no mobility whatsoever and neither the means nor motive to seek, conquer or destroy another culture.

The Toclafane can't really invade anyone without the dubious charity of a malevolent time traveller — and if that time traveller has their eye on Earth, they'll need to cook up a machine to cancel out the paradox of murdering their ancient ancestors. The giddy Toclafane aren't cut out for Machiavellian schemes of their own, anyway; the best idea is to donate them to a time traveller who wants an army, probably has aspirations of universal domination, maybe wants to rub salt in the Doctor's wounds... and this really does keep coming back to the Master, doesn't it?

If you're really keen to make a 'pure' Toclafane adventure, you could have time itself shift them elsewhere. Perhaps the end of the universe is too full, so the fabric at the weak end of the universe just sort of rips like a wet paper bag, and the Toclafane spill out into history. It can work. But honestly, they're basically pets. Exceptionally good pets: they never considered betraying the Master and obeyed their orders down to the letter, killing a tenth of the human species at their command, but, yes. The Toclafane are a force of pointless chaos, best wielded by a smarter and more advanced foe.

TOCLAFANE ADVENTURES

- St Isidore of Seville is a small planet in the SN Wilson system that humans colonised in the 43rd century. The settlers broke into nation states, and those nation states into frequent, bloody wars, but at the tensest moment of the iciest cold war, an opportunistic time traveller declared war on the entire planet with ten thousand Toclafane at her fingers. The nations of St Isidore of Seville joined as a team to defeat the Toclafane and forged ties that would bind for a hundred years — until a little light started blinking in the defeated time traveller's grimy old ship. A century of peace and harmony rests upon a single LED in an impossible spacecraft: 'Paradox Machine: Battery Low.'

DEFEATING THE TOCLAFANE

The Toclafane are impervious to most 21st century weaponry, but one patrolling South Africa was felled by a lightning strike. The bolt was measured at 58.5 kilo-amperes transferring a charge of 510 mega-joules and if you can reproduce such an electrical charge you can use it to incapacitate — but not kill — a Toclafane sphere. Once incapacitated, it is relatively easy to disengage the magnetic clamp and reveal the vulnerable head within. You could kill it, disconnect it from the armour to let it die of (un)natural causes, or keep it alive for interrogation, although it is not known how long a Toclafane can survive in an orb that's been electrically disabled.

Advanced or future civilisations may be able to design lightning or plasma weapons that can take Toclafane in a toe-to-toe fight, but citizens of Earth in and before the 21st century will find electrical combat rather cumbersome, particularly against a full force of several billion spheres. In this scenario, the only choice is to attack the Toclafane at their source — the Paradox Machine that sustains their assault (see above). It's a highly sensitive piece of equipment that must run continuously in order to sustain the paradox; as soon as it stops working the laws of time will reassert themselves and the timeline will snap back to the moment the laws were first broken. However, destroying a Paradox Machine may have unintended consequences, so a prudent time traveller must fully understand the nature of the paradox before going in with all guns blazing.

One thing to consider is that there is no such thing as a civilisation that is prepared for a Toclafane invasion. All the civilisations of this universe had already risen, lived and fallen by the time the Toclafane were born — even the Time Lords didn't go that far. Nobody except Martha Jones knew that a 58.5 kA 510 MJ pulse will disable a Toclafane orb, so this information must be discovered anew. Note also that if the Toclafane are invading an alien planet instead (such as, say, Gallifrey), no Paradox Machine is required, so it may not be possible to snap the timeline back to before the Toclafane invaded.

- Earth has fallen, with the Toclafane enslaving, injuring, paralysing... but, never killing! Their leader, a rogue time agent, claims that life is too precious a resource to waste in anger, but the characters think they're bluffing. The characters don't think they've got a Paradox Machine at all. If they're right, Earth may yet be saved. But how much are they willing to risk on a blind hunch?

- The TARDIS picks up a distress call from the end of the Universe. The Toclafane have evolved, and spheres the size of cities are making the last embers of civilisation their playground. But is there any point in the characters risking their life to save a planet that's already doomed?

REPACKAGED FAMILIARITY

As written, the Toclafane are one-note baddies, creatures created by the Master that were entirely loyal to them. A cursory examination of the Toclafane, however, reveal great similarities to Cybermen and Daleks. All three are formerly humanoid species that opted for 'evolution' and integration into machinery and fight for both survival and dominance. Thus, it is very easy to reimagine the Toclafane as more cunning adversaries, perhaps from an alternate dimension or another human world that had to make hard choices, and have them threaten modern Earth or another unsuspecting place and time to conquer and propagate their species. In short, the Toclafane could be substituted for any Cyberman or Dalek plot you have in mind!

One good way to use them is to have them utilise human agents while giving themselves a more suitable mobile platform. Perhaps your Toclafane may make use of android bodies where they park their spheres in the abdomens, or you might go full body horror and allow the Toclafane to burrow into the stomachs of corpses and reanimate them through advanced technology!

TOCLAFANE

Tiny Cyborg (Toclafane)

Armour Class: 18 (Toclafane Armour)
Hit Points: 104 (16d4 + 64)
Speed: 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	18 (+4)	12 (+1)	18 (+4)	12 (+1)

Saving Throws: Dexterity +8, Wisdom +7
Skills: Acrobatics +8, Perception +7, Stealth +8, Survival +7, Technology +4
Damage Vulnerabilities: lightning
Damage Resistances: emotional; bludgeoning, piercing, and slashing
Damage Immunities: cold, poison, radiant
Condition Immunities: charmed, exhaustion, frightened, paralysed, petrified, poisoned, prone
Senses: darkvision 120 ft., passive Perception 17
Challenge: 7 (2,900 XP)
Tech Level: 7

Psycho-magnetic Manipulation: While a Toclafane lacks digits and limbs, it can lift and manipulate objects through a combination of psychic energy and magnetics. It may hold and use any object within 5 feet of it as if it had two hands.

Toclafane Armour: Whilst armoured, a Toclafane does not require air, food, sleep or water, and has advantage on saving throws to resist any Condition. Additionally, a Toclafane in armour is immune to any type of inhospitable atmosphere, including the vacuum of space.

ACTIONS

Multiattack: The Toclafane makes three attacks in any combination of blades and energy pulses.

Blade: *Melee Weapon Attack*: +8 to hit., reach 5 ft., one creature. *Hit:* 14 (2d8 + 5) slashing damage.

Energy Pulse: Ranged Weapon Attack. +8 to hit., range 90/270 ft., one creature. *Hit:* 16 (2d10 + 5) fire damage.

ENCOUNTER LEVEL MODIFIERS

We Like the Mister Master: The Toclafane swarm with dangerous blades and energy weapons.
- The Toclafane have Improved Damage per Attack.
- The Toclafane are encased in tough armour, meaning they never have an Armour Class lower than 18.
- Toclafane have an Improved Acrobatics modifier.

VASHTA NERADA

'Almost every species in the Universe has an irrational fear of the dark. But they're wrong, because it's not irrational. It's Vashta Nerada.'

— The Tenth Doctor

The Vashta Nerada (literally, 'the shadows that melt the flesh') are tiny carnivorous creatures who gather in swarms and live in darkness. They are found throughout the Universe, infesting the shadows of a billion worlds. Their home planet is unknown. How they spread is unknown. Almost everything about them is unknown. Except this: when they gather, you run or you die.

BACKGROUND

The Doctor met a huge, ravenous swarm of Vashta Nerada in the Library, a planet-sized repository of books. After human technology gave the Vashta Nerada a rudimentary group consciousness, the Doctor was able to successfully negotiate with the swarm, using his own reputation (as recorded in countless books) as a reason to come to agreement.

ENCOUNTERING VASHTA NERADA

Vashta Nerada are most commonly found in forests, where they reproduce by infecting trees with microscopic spores. The spores hatch into tiny swarming creatures. Small swarms are almost invisible, but larger swarms actually swallow light. A great swarm can look very much like a moving shadow.

In most places there just aren't enough Vashta Nerada to allow a large swarm, but in the right circumstances they can hatch suddenly in vast numbers. Potential environments where an unusually large swarm of Vashta Nerada might hatch:

- A spaceship using a dense internal forest as an atmosphere generation system.
- A wooden planetoid inhabited by bald, penitent monks.

- Tōdai-ji, a Buddhist temple in Nara, Japan, at one time the largest wooden building in the world.
- A 14th century woodcarver's workshop, filled with the fittings for a Gothic cathedral.
- The biggest Christmas tree sales lot in the Universe.

HIDING IN SHADOWS

The relationship between Vashta Nerada and shadows is unique in all the Universe. The swarms hate light so they naturally congregate in darkness. More spectacularly, if they have gathered in sufficient numbers, they can actually pretend to be shadows, and many of their hunting techniques take full advantage of this unnerving ability.

SHADOWY SIGNS OF THE VASHTA NERADA:

- A hallway nearby goes dark as a swarm approaches.
- Someone suddenly has a second shadow (a swarm, grabbing hold of its next meal)
- One corner of the room is significantly more shadowy than the others.
- A shadow suddenly starts stretching out over the ground, reaching for its next victim.
- Someone's shadow sprouts horns, or wings, or some other unusual modification.

PRECAUTIONS TO TAKE AGAINST THE VASHTA NERADA:

Don't trust any shadow, anywhere.

- Don't let your shadow touch any other shadow — any Vashta Nerada hiding there can slip across while they touch.
- Make a circle or wall of bright light, they won't want to cross. (Probably.)
- Use any light you can, as bright as you can; it won't stop them but it might slow them down.

HUNTING FOR MEAT

The Vashta Nerada eat meat. In the low density of their usual populations, they feed on any animals that die in the shadows. They do pursue living victims but they can only scour off a few layers of skin; targets might feel a tingling sensation on their neck, or a sensitive rash on their arms. In their great swarms, however, they can eat much faster. The swarm can strip a falling chicken leg to bare bone before it hits the floor, and reduce a person in protective clothes to bones in under a second.

An active swarm of Vashta Nerada is a busy hunter. Once it has marked a quarry, it will not be distracted. It will patiently wait for a distraction or for the victim to be left alone. Then it will strike and in an instant it will be done.

Its appetite is not constant. Sometimes it will latch on to a food source even though it isn't hungry, appearing as an extra shadow. It will accompany its prey until it is ready to eat.

CHATTING WITH THE SWARM

'That's not darkness down those tunnels. This is not a shadow. It's a swarm. A man eating swarm.'

— The Tenth Doctor

The Vashta Nerada are not really intelligent in any meaningful sense of the word. They don't have a psychic group mind or any goals more complex than hanging about in forests eating meat. Yet when the Doctor met the great swarm in the Library, the intrusion of psychic technology did allow communication. The swarm expressed its reluctance to let any meat escape, but it also checked the Doctor's threatening reputation and agreed to comply. This degree of negotiation was extraordinary for the Vashta Nerada, but an even more surprising behaviour had preceded it, where the swarm had pretended to be a human being for a while to lull the meat into a false sense of security. It is clear that there is a great deal of potential for new behaviour from the Vashta Nerada, if these kinds of higher functions can be accessed by a swarm.

USING VASHTA NERADA

The Vashta Nerada are an evocative and spooky danger, but in their basic form, they are rather limited in the adventure options they provide. They make people want to stay out of the dark, and run away if possible. Adventure, of course, is about the exact opposite: venturing into the dark, and pressing on ahead instead of running away. If you put the Vashta Nerada into your game without care, then you're essentially encouraging your players to quit the adventure entirely and start something else. If they can run, they will! That's what the Doctor said to do!

You can get around this problem by trapping the characters in a Vashta Nerada-filled shadowy environment. That will definitely provide some tense excitement as the players work through the challenges of keeping the shadows at bay. Unfortunately, it won't be long before this type of scenario runs out of surprises for the players.

A more flexible approach is to use the Vashta Nerada as a complication for an adventure with an unrelated focus:

- A military space station has developed a fault, and its computer is preparing to rain down nuclear destruction on the planet. Someone has to dock with the station and convince the computer to abort the launch. Unfortunately, the station is infected with Vashta Nerada.

- A team of scientists has unlocked a dimensional gateway, earning endless grant money and prestigious rewards. But one by one they are found dead, stripped of their flesh. A witness claims to have seen a tall man with a briefcase. He opened his briefcase and a hungry shadow came pouring out.

Using them as a complication means you can provide reasons why simply running away is not a good idea. It also means you can move on to other elements of the adventure before the players get bored with shadow-dodging.

VASHTA NERADA ADVENTURES

- In the 51st century, a new craze spreads rapidly through stylish society: custom shadows. People line up at shadow salons to refit their shadows into amusing or dramatic shapes. It's very hip, very elite, very on trend, and very very dangerous. The characters soon discover these custom shadows are actually Vashta Nerada. Who is behind this scheme? And if the Vashta Nerada are really as dangerous as the Doctor fears, why haven't they killed or even hurt a single person?

- Over the centuries, the great swarm on the Library has retained its psychic connection... and read a lot of books. The Doctor receives a message on the psychic paper: 'Return to the Library.' The swarm wants them to escort their spacesuit-wearing delegate to the centre of galactic civilisation. They want to announce themselves to the Universe, and become full members of interstellar society. Can they be trusted? Can a carnivorous swarm ever become a citizen of the Universe, and a gentle-being to boot? Or is there something more sinister happening here? Has someone been manipulating the Vashta Nerada by writing just the right books and depositing them through history, all so they could read them in the Library and learn how to do... what? And what kind of devious time-travelling maniac would want the Vashta Nerada roaming free throughout the Universe, anyway?

"Stay out of the shadows. Not a foot, not a finger, 'til you're safely back in your ship. Stay in the light. Find a nice bright spot and stand."

VASHTA NERADA

Medium Swarm (Vashta Nerada)

Armour Class: 12
Hit Points: 78 (12d8 + 24)
Speed: 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	14 (+2)	10 (+0)	14 (+2)	1 (-5)

Saving Throws: Dexterity +6
Skills: Stealth +6, Survival +6
Damage Vulnerabilities: fire, radiant
Damage Immunities: acid, cold, emotional, logical, necrotic, poison; bludgeoning, piercing, and slashing
Condition Immunities: charmed, exhaustion, frightened, grappled, paralysed, petrified, poisoned, prone, restrained
Senses: darkvision 120 ft., passive Perception 12
Challenge: 9 (5,000 XP)
Tech Level: 1

Damage Transfer: When in the same space as a creature, the Vashta Nerada takes only half damage dealt to it (round down), and the other creature takes the other half.

Deadly Touch: The Vashta Nerada deals 4 (1d8) necrotic damage to any creature that attacks it with a melee attack, touches it, or that is in the same space as the Vashta Nerada.

Frightful Presence (page 11): DC 14 Wisdom saving throw, Range 60 feet.

Networked: While made up of a swarm of creatures, the Vashta Nerada think and act as one.

Shadow Invisibility: The Vashta Nerada are invisible when hiding within a shadow.

Swarm: The Vashta Nerada can occupy another creature's space and vice versa, and the Vashta Nerada can move through any opening, even a crack. The Vashta Nerada can't regain hit points or gain temporary hit points.

Light Weakness: While in sunlight, the Vashta Nerada has disadvantage on ability checks, attack rolls, and saving throws. It also takes 1d6 fire damage (which is doubled due to its vulnerability) each turn it spends in a lit area. This weakness does not apply if it is touching a shadow or has attached itself to a target.

ACTIONS

Devouring Shadows: +5 to hit, reach 5 ft., one creature. *Hit:* 20 (4d8 + 2) necrotic damage. This damage reduces the target's hit point maximum by the amount inflicted until the target finishes a short or long rest. A creature that dies from this damage is consumed by the Vashta Nerada, which enables the Vashta Nerada to use technology that the creature knew (see Spacesuit Zombie).

ENCOUNTER LEVEL MODIFIERS

Hold the Shadow: The Vashta Nerada are flesh-eating shadows that can devour a target in seconds.
- Vashta Nerada have Improved Damage per Attack.

SPACESUIT ZOMBIE

Medium Construct (Spacesuit Zombie)

Armour Class: 15 (Natural Armour)
Hit Points: 19 (3d8 +6)
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	14 (+2)	10 (+0)	14 (+2)	1 (-5)

Skills: Stealth +1, Survival +4
Condition Immunities: charmed, exhaustion, frightened, grappled, paralysed, petrified, poisoned, prone, restrained
Senses: darkvision 120 ft., passive Perception 12
Challenge: 2 (450 XP)
Tech Level: 1

Clumsy: Due to the bulk of the environmental suit that makes up the Spacesuit Zombie, it has disadvantage on Dexterity (Stealth) checks.

Vehicle: The Vashta Nerada may manipulate the spacesuit as well as any weapons or objects with which the victim was familiar. The Vashta Nerada may also use any of its own traits normally and the death of the suit does not impact the creature inside.

ACTIONS

Slam: *Melee Weapon Attack*. +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Devouring Shadows: +4 to hit, reach 5 ft., one creature. *Hit:* 20 (4d8 + 2) necrotic damage. This damage reduces the target's hit point maximum by the amount inflicted until the target finishes a short or long rest. A creature that dies from this damage is consumed by the Vashta Nerada, which enables the Vashta Nerada to use technology that the creature knew.

ENCOUNTER LEVEL MODIFIERS

Z The Vashta Nerada are flesh-eating shadows that can devour a target in seconds.
- Vashta Nerada have Improved Damage per Attack.

"Hey! Who turned out the lights?"

WEEPING ANGELS

'Fascinating race, the Weeping Angels. The only psychopaths in the Universe to kill you nicely.'

— The Tenth Doctor

Silent in their attacks and undetectable by most technology, Weeping Angels are feared throughout the galaxy for their ability to displace people in time. On many worlds they have taken on mythological status as unstoppable forces that might be lurking around any corner or hiding in plain sight.

BACKGROUND

The Weeping Angels came into existence in the first moments of the Universe, when time itself was in flux. Then the Universe coalesced into an orderly existence bound by physical laws. Time became ordered, one moment progressing predictably into the next. The Angels, creatures of unfixed time, became trapped within linear space-time.

Angels primarily feed off potential energy, the sum total of everything an individual is meant to accomplish. This is accomplished by sending the victim backward in time, releasing all of their potential in the current day. The Doctor and Martha Jones experienced this first hand when the Weeping Angels transported them from 2007 back to 1969.

The Angels also fed off numerous locals, including Kathy Nightingale and Billy Shipton. The Doctor tricked the Angels into looking at one another by dematerialising the TARDIS as they converged on it from all sides.

A second Angel incursion happened in New York City, where multiple Angels had set up a potential energy 'battery farm' in the form of an apartment building called Winter Quay. Here, the Angels repeatedly trapped and transported their victims further back in time, each instant releasing and consuming more potential energy.

Rory Williams, who had already witnessed his own death as an old man, destroyed most of the Angels when he attempted to kill himself, thereby creating a paradox that disrupted the time-sensitive Angels.

Another encounter with Angels happened in the distant future on Alfava Metraxis. Here, a Weeping Angel crashed the spaceship Byzantium so that the radiation leaking from its engines would regenerate the many starving Angels on the planet. The Angels were destroyed when dragged into a crack in space-time, which then closed due to the temporally disruptive nature of Angels.

MOTIVES AND AGENDAS

Angels are predatory creatures bent on devouring energy. While they possess intelligence, they have nothing that could be labelled a civilisation. Instead, the need to feed dominates their existence. They are not, however, solitary hunters. Communicating telepathically with one another allows them to hunt in packs as well as aid one another over great distances, as was evidenced at Alfava Metraxis.

This evident connection between Angels underscores the irony of their existence. Dubbed the 'lonely assassins,' Angels are frozen in place in a process called quantum locking whenever they are observed, even by one another. As such, they cover their faces with their hands at nearly all times, unable to gaze upon their fellow Angels.

ENCOUNTERING WEEPING ANGELS

As creatures of time, Weeping Angels interact with regular space-time in a unique and abstract manner difficult to comprehend by most people. All living things have active energy — kinetic energy of motion, biological heat energy, electrical energy of the nervous system and so on — that affects things in the present. Weeping Angels, on the other hand, feed upon potential energy: the energy that will be generated in the future. They accomplish this by removing the victim from the current time stream and placing them earlier in history. While predators normally kill their prey, the victim of a Weeping Angel continues to live out their life in their new time stream.

Weeping Angels slip between moments of time, but they can only do so unobserved. Under direct observation, Angels become quantum locked, unable to move and taking on the properties of stone. They are still fully conscious in this state, able to see, hear, feel and telepathically communicate with other Angels.

Quantum locking is partially a defence mechanism. If an Angel is incapacitated (most commonly by starvation), the quantum lock protects the Angel from harm. Even if the stone form is badly damaged, the Weeping Angel can still regenerate when energy is available.

A quantum lock also allows an Angel to conserve their strength. Manipulating and traversing through moments of time consumes huge quantities of energy. Left unchecked, Angels would devour the potential of entire planets in months, then be left to starve.

Obviously, a quantum lock is also of great benefit to would-be victims, as it is the only way of slowing down a well-fed Angel. It also keeps Weeping Angels out of heavily populated areas where there are always eyes open and everything is being observed by someone.

The extended presence of active Angels in one place is intensely damaging to the fabric of time as more and more victims get forced backward through it. The damage disrupts the function of time machines, making navigation and materialisation difficult if not impossible in the affected areas of time and space.

> **"The Angels are feasting. Soon we'll be able to absorb enough power to consume this vessel, this world, and all the stars and worlds beyond."**

PHYSICAL APPEARANCE

Angels have a slick, grey appearance outside of quantum lock, although only a stasis field or similar technology allows anyone to witness it. Because they do have corporeal form, they can be imprisoned. Chains will hold them as long as they can resist the significant strength of an Angel, and sealed rooms will imprison them. Likewise, they are subject to the same physical laws as every other being, although their amazing speed may create the illusion they aren't. Quantum-locked Angels may be found in a variety of guises:

- Winged, adult, human-like female figures dressed in flowing ancient Grecian-style gowns. This is their most common appearance and roughly mimics their true form.

- Small, pudgy babies with tiny wings resembling cherubs, called Laughing Angels. Unlike the silent, adult Weeping Angels, Laughing Angels give off high-pitched, audible giggles and the sound of tiny, running feet. Whether these are the young forms of a Weeping Angel is unknown.

- Possessed statues. Angels can inhabit actual statues, including those not made of stone, such as the Statue of Liberty. Possessed statues suffer the same limitations as other Weeping Angels, being unable to move when observed.

While lying in wait, Angels position themselves in innocuous manners, such as among other statuary or in places where would-be victims would expect to find statues. Angels cannot directly communicate with non-Angels, even telepathically. However, they have been known to strip the vocal cortex from the recently dead and speak through them.

ENERGY FEEDING

Without energy on which to feed, Weeping Angels become dormant, their forms slowly breaking down just as statues would: limbs crumbling, details eroding. Left to decay for long enough, they lose the appearance of Angels entirely, which can be deadly for those who stumble across such a scene without realising what it is.

Luckily, dormant Angels cannot seize a victim to feed upon their potential energy, even if the victim brushes against an Angel. They need to be subjected to large quantities of active energy such as radiation or electricity to reactivate. Feeding on these forms of energy causes measurable disruptions: radioactive reactions slow, lights flicker, engines fail, and so on. On most worlds, solar energy is too diffuse to be effective.

Weeping Angels cannot consume these other forms of energy nearly as efficiently, which is why Angels do not primarily feed upon them. Regeneration takes anywhere from hours to years to complete, depending on the amount of energy and the Angels' state of decay, during which time they gradually regain their detailed forms.

A TARDIS is an exception to the rule. They draw down such an immense amount of temporal energy — essentially potential energy throughout all moments of time — that a single TARDIS could feed many Weeping Angels for eternity. Time Lords were aware of this vulnerability and installed a variety of safety measures. However, these protocols are not completely impervious, particularly on older and more damaged TARDIS models.

DESTROYING AN ANGEL

Angels are incredibly difficult to kill. Breaking the stone form of an Angel is not sufficient, although the more damage it receives, the longer it takes to regenerate. Submitting it to an overwhelming amount of energy, such as plunging it into the sun or a time breach, will cause its destruction. As such, the preferred method for dealing with Angels is to contain them rather than destroy them.

Placing two Angels face-to-face is a common method, so long as they are secured and permanent lighting can operate. Placing a mirror in front of an Angel accomplishes the same result, trapping them in their own quantum lock.

A final possibility is to place an Angel into a situation from which it simply cannot escape, such as beyond the event horizon of a black hole.

CAMERAS

While it is tempting to think cameras could either slow a Weeping Angel down or perhaps observe them outside of a quantum lock, neither is the case. This is because the image of an Angel is still an Angel. The image is frozen when observed by a living being, but, unobserved, it is free to move about the frame or exit the image entirely.

Prolonged direct eye contact with an Angel can also cause an Angel to imprint upon the soul of a person and transform them into a new Angel.

USING WEEPING ANGELS

Weeping Angels make complicated adversaries. Social interaction between the characters and the Angels is only possible if an Angel is willing to speak through an animated corpse. This requires the Angel to be motivated by more than a simple need to feed.

Physical interaction is likewise limited. Long chase scenes become increasingly less plausible against foes that can move at the speed of thought. Even with a coordinated effort to always have eyes on their surroundings, there is only so long characters can reasonably elude a healthy Angel. Remember, even the Doctor fell victim to them.

The solution is to limit the Angels' involvement in a plot, even if the plot is primarily about them. The first time we encountered the Weeping Angels, the plot might have been initiated by the Angels (when the Doctor was sent back in time), and it was the Angels that ultimately needed to be defeated, but much of the story didn't directly involve them. Instead, it primarily centred on Sally Sparrow's investigation into the disappearance of her friend, which crossed paths with the Doctor's attempt to retrieve the TARDIS. The Weeping Angels were instead an indirect menace, the threat of them looming over the adventure without necessarily having to appear directly.

So, when constructing a story, consider all of the things that can be happening in relation to the Angels. Consider the setting, NPCs and events that can occupy and interest the players above and beyond the threat of a Weeping Angel. They may only learn of Angel involvement late into the story; while there is clearly something wrong and a mystery to be solved, the situation is more complicated than people vanishing and then showing up dying of old age.

The Angels' ability to transport people through time also complicates story writing. They can easily split a party between time periods. If this happens, there needs to be continued involvement in each of those moments in time. Otherwise, the players will be left simply waiting to be rescued by the Doctor.

The complication of plots running in multiple time periods can also create interesting and engaging stories. The Gamemaster should have a rough idea how he would like things to unfold and then keep good notes so the plot stays on track. This is particularly important if people in earlier time periods are communicating with people in later ones (such as leaving information in time capsules). Losing track of how events in different time periods interact quickly muddles the plot and limits what the players can figure out for themselves.

Angels can also be used to introduce an entirely new plot, transporting the characters to a specific time and place in the past where the rest of the story occurs. Only after that issue is dealt with do they manage to regain access to the TARDIS to return to their own time.

Weeping Angels are excellent adversaries for horror-themed storylines. The actual encounter with them can be momentary, but the dread of Angels is a force in and of itself. Knowing something is off but not knowing what, recognising the presence of an Angel without knowing its agenda or current location, fearing what might be lurking around the corner, these can all be elements of a good thriller.

WEEPING ANGEL

Medium Construct (Weeping Angel)

Armour Class: 17 (Natural Armour)
Hit Points: 76 (8d8 + 40)
Speed: 0 (see **Unobserved Movement**)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	20 (+5)	11(+0)	12 (+1)	12 (+1)

Saving Throws: Strength +4, Constitution +8
Skills: Technology +3
Damage Resistances: bludgeoning, piercing, and slashing
Damage Immunities: emotional, poison
Condition Immunities: charmed, exhaustion, frightened, paralysed, petrified, poisoned
Senses: blindsight 120 ft., passive Perception 11
Challenge: 8 (3,900 XP)

Force Blink: As a Free Action, the Weeping Angel can attempt to make anyone within 500 ft. who can see it blink. The target must make a DC 11 Constitution saving throw. On a failure, the creature blinks. If this means that the Weeping Angel is not observed, it may use its **Unobserved Movement** as a Reaction, and then take an Action.

Lights Out (Recharge 5-6): As a Bonus Action, the Weeping Angel can cause an electrical short, snuff out candles, or otherwise turn off any light sources within 60 feet of it without moving.

Observed Statue: When a Weeping Angel is observed it cannot move or take any Actions other than **Lights Out** and **Force Blink**. While observed, the Weeping Angel has all the characteristics of a stone statue, but retains its AC and Plot Points. If a Weeping Angel is grappling a target and is observed, the target must succeed on a DC 18 Athletics check to escape.

Unobserved Movement: When a Weeping Angel is not observed it can move freely, and may use its movement to teleport up to 30 feet in any direction.

ACTIONS

Multiattack: The Weeping Angel makes two melee attacks.

Bite: *Melee Weapon Attack*: +7 to hit, reach 5 ft., one creature. *Hit:* 9 (1d10 + 4) piercing damage.

Claws: *Melee Weapon Attack*: +7 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8 + 4) slashing damage.

Temporal Consumption: The Weeping Angel may touch a target within 5 feet and send them into the past. The target makes a DC 17 Dexterity saving throw. On a success, the target dodges the Weeping Angel's touch. On a failure, the victim is drained of temporal energy. If this reduces the target to 0 Plot Points, the target is thrown back in time. It appears at the same spot, but is a number of years displaced in the past depending on how much of their lifespan was left on a one-to-one ratio (so a creature that was due to die in 62 years (relatively speaking) would find itself 62 years in the past).

REACTIONS

Reactive Movement: If a creature stops observing a Weeping Angel and the Weeping Angel is unobserved, it may use its Reaction to use Unobserved Movement. .

ENCOUNTER LEVEL MODIFIERS

Stone Form: Weeping Angels often appear to be statues, and their seemingly immutable and unmoving forms are very resilient.
- Weeping Angels never have an AC below 16.
- Weeping Angels have Improved Plot Points.
- Weeping Angels have Improved Strength and Constitution Saving Throws.
- Weeping Angels automatically fail Dexterity saving throws while observed.

Don't Blink: Weeping Angels are powerful, delivering punishing blows and able to transport their opponents backwards through time.
- Weeping Angels have Improved Attack rolls and damage with their Bite and Claws.
- The Saving Throw DC of a Weeping Angel's **Temporal Consumption** is Reduced.

WEEPING ANGEL ADVENTURES

- While taking in the sights and sounds of the Universe on board an interstellar cruise, the characters discover two Angels packed facing each other in a shipping crate. Why would someone possibly risk such dangerous cargo, and what are they planning on doing with them once they reach their destination?

- A lack of coal holds up the maiden voyage of the Titanic by a week, and it arrives safely in New York. Archduke Ferdinand of Austria survives an assassination attempt, delaying World War I. Somewhere, a victim of the Angels is using his knowledge of the future to avert disasters in the past. Despite good intentions, the ramifications of such changes are far broader than the time-travelling Samaritan can understand. Now he needs to be found and somehow convinced to let the course of history play out.

- The inhabitants of a far-flung world are long dead, but the remnants of their civilisation have been the subject of study for decades. Unbeknownst to the archaeological team, dozens of recovered, worn stone blocks are actually the remnants of starving Angels. For the moment, they are safe, as there's no power source large enough to reactivate them. However, it's an entirely different story as they prepare to ship the blocks off-world for further study.

- A distant planet hosts a peculiar sight: a ring of Angels. A central energy signature with no obvious cause explains why the Angels have not decayed, but not why they are quantum locked, as their hands cover their faces. The ring has survived for centuries, and a cult known as the Angelic Choir has grown up around it. Then, one day, an Angel changes position, as if attempting to flee.

ZYGONS

'With UNIT's help, twenty million Zygons have been allowed to take human form, been dispersed around the world, and are now living amongst us.'

— Dr Petronella Osgood

A civilisation of nomadic shapeshifters, the Zygons were waging full blown cosmic wars when humanity was still in its cradle, but have been left without a home planet by the Time War. Their search for a new home led the Zygons to infiltrate humanity and attempt to take over, but eventually peace and diplomacy won through.

BACKGROUND

Many years ago, long before humanity even dreamt of walking on its own moon, the Zygon homeworld was destroyed and its inhabitants fled across the cosmos in search of a new homeworld. As the Zygon ships dispersed across the galaxies, a few found their way to the forests of Tudor England. This first wave, comprising no more than a handful of Zygons, deemed Earth to be poorly developed and unfit for Zygon habitation. However, they did see its potential, and hid themselves away in suspended animation until the planet was ripe for conquest.

Hundreds of years later, in the mid 20th century, another Zygon ship landed in Scotland. The six Zygons on board found Earth to be imperfect but nonetheless useful, and aimed to enslave the human species for the benefit of a new Zygon empire. These Zygons were thwarted by the Doctor.

In 2013 the Zygons emerged from suspended animation, deeming the Earth ready for conquest. These were apprehended by UNIT, who threatened the Zygons with mutually assured destruction, but no less than three incarnations of the Doctor were at hand, and forced the humans and Zygons to form the perfect truce.

Since the truce was formed, an entire hatchery of Zygons — some twenty million — has been born and allowed to settle on Earth, adopting human guises and identities to live in peace alongside the humans. Although the truce was threatened by radicals who sought to provoke open war between Zygons and humans, with the help of the Doctor and Osgood common sense prevailed and the truce still stands.

MOTIVES AND AGENDAS

With their home planet obliterated, the Zygons have been left to live as nomads, drifting through space in a fleet of enormous starships. The Zygon fleet's primary aim is to find a new home, either by colonising or annexing a new planet. As a species, they are proud of their technological prowess, and consider it to be a symbol of high status. They expect humans to be in awe of them, and believe that this justifies enslaving them. However, the Zygons are desperate, rather than instinctively ruthless. Although they can be vicious, they can be reasoned and negotiated with.

The Zygons have long given up on finding a perfect planet, and are happy to settle for a rough diamond. Earth is a fixer-upper — the temperature needs increasing and those ice caps will have to go — but it's a decent likeness for their late homeworld Zygor, and is a very appealing conquest. Such modifications will take a long time, but the Zygon fleet is many centuries away from the Earth. Warlord Broton's scouting party believed that with the aid of Zygon technology, a few generations of human labour could feasibly ready the Earth for Zygon habitation just in time for the fleet's arrival.

With the creation of a truce, Zygon thoughts of conquering Earth might be at an end, replaced by peaceful co-existence. But can there truly be peace in our time?

ENCOUNTERING THE ZYGONS

Undisguised Zygons are rubbery red humanoids with tentacle-like suckers lined up in neat rows all across their skin. Their heads are roughly conical, with their faces relatively small beneath the heavy brows of their enormous foreheads. They have humanoid hands and feet, with opposable thumbs ideal for manipulating controls with delicate precision.

Each Zygon has a couple of tricks at its disposal. Most obvious are the teeth, fierce and jagged, like a shark's, but a Zygon also conceals venom sacs within its tongue. When facing Zygons, it is common sense to stay well away from the mouth.

They can also zap their victims with a blast of energy from their hands, either stunning them for capture or reducing them to little more than a ball of hair.

SHAPESHIFTING

Although shapeshifting is seen as a signature Zygon ability, Warlord Broton boasted that it was a technological process rather than a natural adaptation. When a Zygon captures a victim, it can take a body print, then use that image to become an exact copy of its prey. This ability is not limited to humanoids either — a Zygon could adopt the shape of a horse, for example.

A transformed Zygon copies all of its target's attributes, clothes included. Just as the Zygon who copied Elizabeth I became, in the Queen's own words, a weak and feeble woman, a Zygon who copied one of her knights would be wearing a full suit of armour. Traits are also duplicated, both positive and negative, but non-wearable objects that comprise the rest of a character's inventory cannot be copied. This can give characters with negative traits a small advantage when facing Zygons – UNIT scientist Osgood is asthmatic, which is a negative trait, but one that could be easily mitigated by using an inhaler. When a Zygon took her form, it copied her labcoat, jacket and scarf but failed to recover the inhaler, leaving Osgood with the upper hand over her duplicate.

Zygons do not remain linked to their bodies' owners once they have captured a form, and indeed have to keep refreshing the imprint or else it will be lost for good, but the imprints they take do include psychological data.

Osgood, again, is a fine example: the Zygon who captured her likeness noted some horrible memories, not least her envy of her pretty sister. Particularly strong-willed individuals might be able to maintain a link with the Zygon stealing their shape, perhaps even influencing their actions – much as Clara did with Bonnie.

Although Zygon disguises look authentic, each Zygon has a different personality, and a different proclivity for getting into character. The Zygon who impersonated Harry Sullivan did not bother to adjust its personality at all and was soon identified as a copy, but the Zygon that would imitate Kate Stewart a few decades later got rather carried away, and exposed sensitive information about UNIT's Black Archive from the shade of deep cover.

A character who has encountered the Zygons several times before may be able to pick up on subtle physical inaccuracies. The Doctor criticised Queen Elizabeth I for her odour, her unconvincing hair, calling them out as tell-tale signs of a ropey Zygon copy.

Note, however, that the Doctor is not the ace Zygon hunter they would like to believe they might be: the woman was, in fact, the real Queen. This was their third botched identification of the day; only that afternoon they had been levelling interplanetary threats at a rabbit.

THE ZYGON FLEET

The Zygon fleet is the home of the Zygon species. Although the majority of Zygons live together in the main fleet, other crafts drift off in all directions, probing the depths of space in search of a new homeworld. Zygon scouting ships are large, but only a few soldiers occupy each craft.

ZYGON TECHNOLOGY

Although they are highly advanced, Zygons do not have access to time travel technology: Broton lamented that it would take several hundred years for Zygon fleets to reach Earth, and when an Elizabethan era invasion task force arrived to an Earth that wasn't ready, they couldn't hop forwards in time but instead had to rely on Stasis Cubes: the time travel equivalent of sitting and waiting.

That said, Zygons are nothing if not patient, and may use any number of sophisticated bugs and surveillance devices to keep watch of the surface as they bide their time and wait for an opportune moment to strike. They have also been known to deploy nerve gas or disintegrate their victims when there is a danger of their plans being witnessed – a savvy move, as some of their technology would certainly draw public attention...

USING THE ZYGONS

A Zygon encounter is all about disguise, concealment and uncertainty. Zygons are among the most advanced shapeshifters the Doctor has encountered, and the Zygons are wily enough to play this to their advantage.

DEEP COVER

From a practical point of view, you need to consider who the Zygons are most likely to abduct. They will want to possess creatures of tactical significance, and if a group of Zygons are hounding a Time Lord, the single most valuable strategic target will be one of their companions. The issue with this is that in a game this will normally be one of the player's characters.

If you're feeling devious, you could conspire with the player before you begin the adventure and construct a Zygon character, with a backstory and a key motive that you will withhold from the other players until a key moment in the plot or until the other players work it out for themselves. If you do choose this path, be sure to give the other characters an apparently unrelated scheme to foil in the meantime. This doesn't necessarily have to be a Zygon adventure — indeed, the Zygon 'companion' might genuinely want to help the characters. It's up to you how far you go down this path. The Doctor reckons they can tell a Zygon from the genuine article — why not tip one of the players off? Alternatively, why not take everyone aside before the adventure and tell them each, individually, that they are the only Zygon? Three Zygons, separately disguised as time travellers, each playing at being the hero!

LET ZYGONS BE ZYGONS

To design an encounter that is perhaps a little easier to control, you may want to play the Zygons yourself, and will therefore need to include lots and lots of guest characters.

If the Zygons really are after the characters, look to their extended family. They may have friends in UNIT, in Paternoster Row, at home; any characters your players aren't playing are easy prey for a Zygon.

Alternatively, a Zygon who has no beef with the characters would have no reason to impersonate their families and friends, so a broader story would give you the option to cast the net a little wider. In Tudor England, a Zygon disguised himself as Elizabeth I as part of his world-conquering scheme – but before that, he was Elizabeth I's horse. On its opening night, half the staff at the Savoy Hotel were Zygons. This suggests that Zygons are happy to work their way up through the ranks, impersonating menial workers so that they can gain access to people who are more closely guarded.

If they were after the UK Prime Minister, they might first become a cleaner at Westminster, then an intern, gaining status with each new form until they find a body with some serious clout. And as such, your cast grows bigger!

An ensemble cast with a clear power structure will make a Zygon encounter far easier to helm but the trick is always to not give the game away. Hide your Zygons, don't play them as vicious psychopaths or moustache-twirling designated villains; that kills the jeopardy stone dead. There's no reveal. Instead, find reasons for them to be helpful, and try to make them beyond suspicion — beneath suspicion! Don't be Elizabeth I; be her horse!

ZYGON ADVENTURES

- Their long lifespans and proclivity for deep cover would make the Zygons excellent antagonists in an 'enemy within' style plot. It is relatively easy for a Zygon to claim a position of influence and start exercising their power.
- Just as Alfred Nobel was horrified to see dynamite weaponised, could the same be true of the Zygon who invented shapeshifting? Body copy technology might, originally, have been a potent diagnosis tool, a clever way for doctors to experience their patient's maladies first hand. In the early days of the fleet, in the wake of the war we know the Zygons lost, the fleet's hospitals would have been overrun with tides of weary and wounded Zygons, and the generals, with their egos bruised and their armies in tatters, would be desperate to get their hands on anything they could use as a weapon. Imagine the proud Zygon civilisation at its most rash and impulsive as it copes with the loss of its homeworld, picture the tension between Zygon warriors and healers, and then throw the characters in the middle of it all, snarling and raging at those disgraced commanders. What of all those scouting ships, drifting so many centuries away from the fleet? Was Broton an explorer, or an exile?
- Perhaps the most terrifying Zygon skill is one of the less explored: the body copy process takes a perfect imprint of its subject's memory! The blackmail, the scandals, the top secret weapons, what secrets could the Zygons unearth? And for that matter, where exactly did they get those Stasis Cubes?
- Zygons and humans negotiated the perfect peace treaty, and now tens of thousands live among us. As the years pass, how are Zygons influencing our lives? Are they swinging elections, are they sharing technology, are they getting rid of those pesky ice caps? Is their population static and sustainable, or are they breeding? Are more Zygons on the way, and do they come in peace? Equally, does humanity now owe the Zygons a favour?

ZYGON

Medium Humanoid (Shapechanger)

Armour Class: 13 (Natural Armour)
Hit Points: 45 (7d8 + 14)
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	14 (+2)	14 (+2)	16 (+3)

Saving Throws: Wisdom +4
Skills: Athletics +5, Deception +5, Medicine +4, Persuasion +5, Stealth +3, Survival +4, Technology +4
Senses: passive Perception 12
Languages: Any they are synchronised with
Challenge: 1/2 (50 XP)
Tech Level: 6

Shapeshifter: A Zygon can use the *disguise self* and *alter self* SRD spells at will without material components.

ACTIONS

Hand Stinger: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit*: 7 (1d8 + 3) lightning damage. If this attack hits, the target must make a DC 12 Constitution saving throw or be Stunned until the end of the Zygon's next turn.

Hand Blast: *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one target. *Hit*: 14 (4d6) lightning damage.

ENCOUNTER LEVEL MODIFIERS

Identity Thief: The Zygon's greatest strength is being able to assume another's identity to manipulate others.

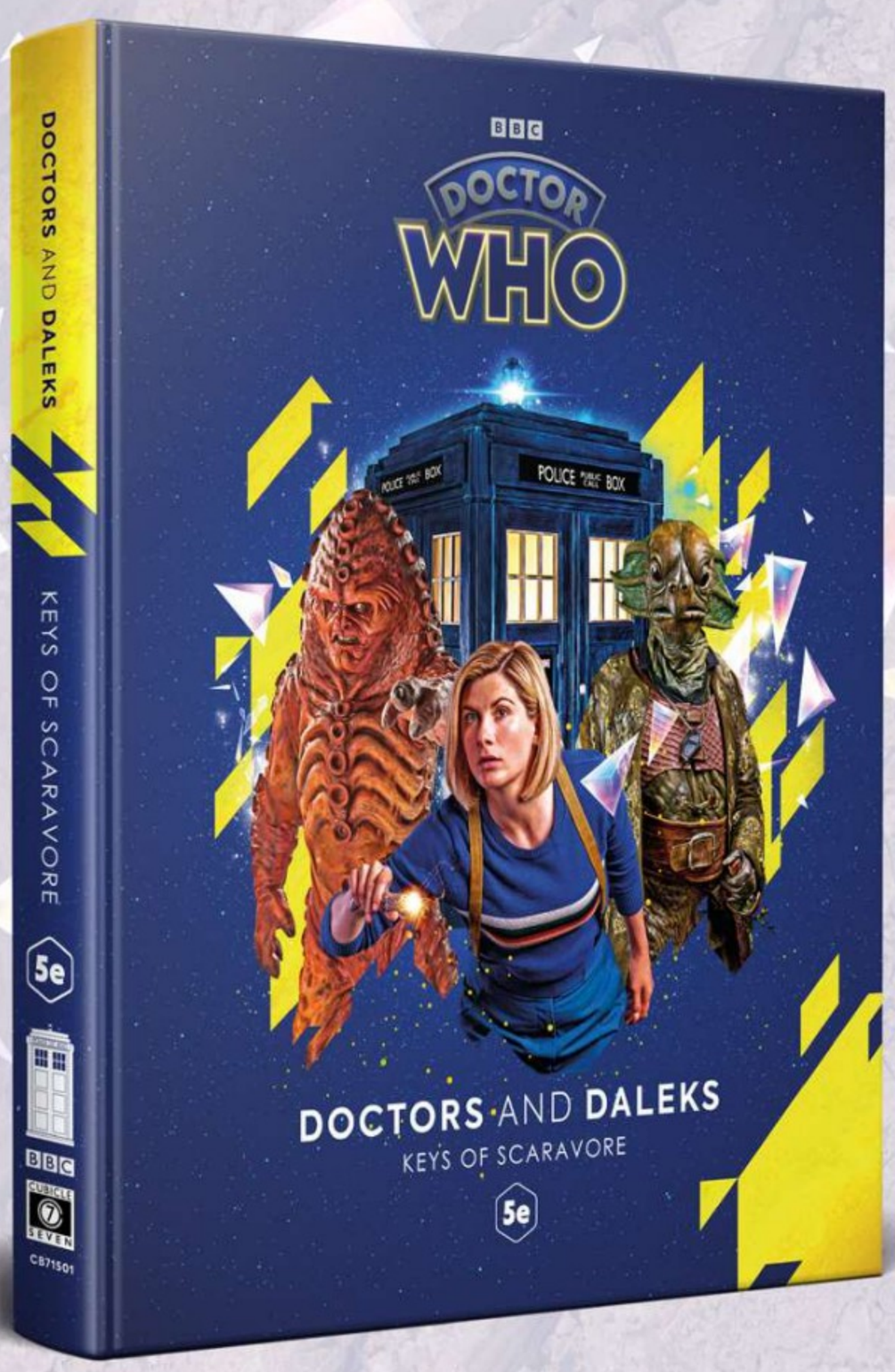
- Zygons have Improved Damage per Attack.
- Zygons have Improved Deception, Persuasion, and Stealth modifiers.

"We are now the Zygon High Command. All Traitors will die. Truth or consequences."

BBC

DOCTOR WHO

DOCTORS AND DALEKS



KEYS OF SCARAVORE

From distant planets, to modern London, something ancient is stirring. A complete Doctors and Daleks campaign for characters level 1-5.

CUBICLE 7 SEVEN

www.cubicle7games.com

BBC, DOCTOR WHO, TARDIS, DALEK, AND CYBERMAN (WORD MARKS AND DEVICES) ARE TRADE MARKS OF THE BRITISH BROADCASTING CORPORATION AND ARE USED UNDER LICENCE. BBC LOGO © BBC 1996. DOCTOR WHO LOGO © BBC 1973. THIRTEENTH DOCTOR IMAGES © BBC STUDIOS 2018. DALEK IMAGE © BBC/TERRY NATION 1963. CYBERMAN IMAGE © BBC/KIT PEDLER/GERRY DAVIS 1966. LICENSED BY BBC STUDIOS.

OPEN GAME LICENSE VERSION 1.0A

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute;(d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement. Not for resale. Permission granted to print or photocopy this document for personal use only. System Reference Document 5.0

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, nonexclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Contentdoes not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document 5.0 Copyright 2016, Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.