

BBC



DOCTOR WHO

ROLEPLAYING GAME



THE SILURIAN AGE
DINOSAURS AND SPACESHIPS

CREDITS

WRITING: Will Brooks, Andrew Kenrick, John Snead and Alasdair Stuart.

ADDITIONAL WRITING: Gareth Ryder-Hanrahan, John M. Kahane, Ken Spencer and Kieran Turley.

EDITING: Andrew Kenrick

COVER: Paul Bourne

GRAPHIC DESIGN AND LAYOUT: Paul Bourne

CREATIVE DIRECTOR: Jon Hodgson

PUBLISHER: Dominic McDowall

PROOFREADERS: Ian Finney, Peter Gilham and Brian Swift

SPECIAL THANKS: Ross McGlinchey and the BBC team for all their help.

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INTRODUCTION

'I KNOW. DINOSAURS! ON A SPACESHIP!'

The Doctor and his companions often venture forwards in time, into the far future of humanity, where spaceships ply the stars and adventure can be found on even the smallest moon. But what about... backwards? To a time before there was any humanity, to a time when dinosaurs roamed Earth and another species laid claim to it: the Silurians.

The Silurian Age is about those adventures: adventures set in space, adventures set in the distant past and adventures featuring Silurians and dinosaurs – and sometimes all of those things at once!

The Silurian Age is divided into four distinct chapters:

PREHISTORY REPEATING ITSELF

This chapter contains all the background and rules you need for venturing back into the farthest reaches of Earth's history. It includes an overview of the various geological epochs and eras and the sorts of things a time traveller might find there. It also includes advice for what to do if you get stuck in the distant past, and even rules for playing a primitive character. Finally this chapter is packed full of loads and loads of dinosaurs, and advice for using them in other settings other than prehistory. There's also a selection of new traits and gadgets too, so you can be properly equipped when you go dinosaur hunting.

THE SILURIANS

This chapter is all about the Silurian Age itself, covering the history of the Silurian race, the end of their civilisation and what happened to them next. A complete Silurian city – Deep Crag – is described, ready for your characters to discover. It also describes the vast Silurian Arks, complete with several unusual vessels that might serve as the inspiration for an entire adventure. The chapter also includes rules for playing a Silurian as well as ready-made Silurian NPCs to encounter, including several famous Silurians. Finally, a selection of plot hooks offer ready-made adventures featuring the Silurians.

SPACESHIPS

This chapter contains a complete set of rules for handling spaceships in your game, including spaceship combat and chases. It's also packed full of spaceships from *Doctor Who* too, from Dalek Saucers to Cybermen Warships, as well as rules for designing your own spaceship.

ASTEROID DAY

Operation Ticktock has been experimenting with time travel and the first explorers have gone missing into the distant past. The characters have to go after them, finding themselves in the midst of a Silurian coup. With a rogue planetoid threatening to destroy Earth, time is running out!



PREHISTORY
REPEATING ITSELF

PREHISTORY REPEATING ITSELF



'A giant dinosaur from the distant past has just vomited a blue box from outer space. This is not a day for jumping to conclusions.'

dictates the size and activity cycles of animals. Evolution selects for creatures that can survive in the ever-changing conditions of planet Earth.

WE GO WAY BACK

Although the Doctor tends to travel about within human history – with a few notable exceptions – a time traveller might decide to turn the dial on their TARDIS way back into the past, hundreds of millions of years before humanity's ancestors began to evolve, let alone humans themselves. So what can you expect to find when you fling open the door in the dim and distant past?

Well, being able to identify when you are is vital – for one thing, *when* you are determines what sort of creatures you're likely to meet. Luckily the TARDIS has an app for that. Over the 4.5 billion years of our planet's history, Earth has cycled through climatic states. Ice ages and greenhouse eras have come and gone. The continental plates move continuously, creating and then destroying vast supercontinents, raising up mountains then grinding them down again. The continents affect oceanic currents and wind patterns.

Life, too, changes the world; when CO2 levels are high, plants thrive, while the available oxygen

STUCK IN THE PAST!

If you find yourself stuck in the past without a working time machine (hey, it happens to the best of us, the Doctor included) you're trapped there. Welcome to your new life.

If you're in a time period before the appearance of humanity (more than 200,000 years ago), then you are utterly, utterly alone as no other human has ever been before. If you were trapped on a desert island in the middle of the Pacific, you would at least know that there was someone else on the planet. If you're trapped in prehistory, then you are the only human being in existence, divided from the rest of your kind by the span of millions of years.

Assuming you don't go mad from loneliness, you'll need to survive. The Survival skill lets you find food and water, but depending on when and where you're stuck, you may be able to forage for food easily, or starve to death. Surviving in the wilderness of the past is more difficult than living off the land in the modern day, as plants and animals may be unexpectedly poisonous. Having the Science skill, especially with

a useful Area of Expertise like Biology or Botany can help. Surviving in the prehistoric wilderness is Hard (Difficulty 18).

If you're lucky enough to be stuck somewhere with other humans, then you have a choice. You can either stay in the wilderness and avoid contact with historic or prehistoric humans (and maybe become a myth yourself), or you can try to integrate yourself into their society. Humans are social animals; we work best when part of a tribe. It's a lot easier to survive if you have other people around you. However, you have to convince the local humans to accept you. That takes a very good Convince roll; you must beat a Difficulty of Very Difficult (24) at least. Skills like Knowledge of the relevant historical period can make that Convince roll much easier. Giving the locals a reason to trust or fear you can also help you join a community. A character who is part of a community may still have to make Survival rolls, but only if the whole community is in trouble.

Using improvised tools is covered on pg. 40. If you're lucky enough to end up in a period where humans have invented tools, you can use those, but at a penalty. Craft checks can have a -4 or more penalty when using basic tools, and Technology is really useless as a skill for most of human history.

Science (and Medicine) for that matter, measure a character's understanding of two things: the

fundamental concepts underlying the topic, and their grasp of current knowledge. Leonardo da Vinci, for example, had Science 6 (and probably Ingenuity 7!), meaning he was one of the greatest scientists of his day, and that he had an intuitive understanding of physics. That doesn't mean he could whip up a Sonic Screwdriver, however – the whole concept of electromagnetism has yet to be discovered. Da Vinci would have a huge penalty to making Science checks pertaining to modern science. However, if a time traveller from the present day tutored Da Vinci, he would rapidly get up to speed on 500 years of science thanks to his innate genius and existing training. In short, Science, Knowledge and Medicine are a mix of talent and learning, and while talent is universal, knowledge is tied to a specific time period, and the Gamemaster should apply penalties on characters trying to use their skill outside their home Tech Level as normal (see the **Doctor Who Roleplaying Game**).

All of this goes without mention of the Silurians, of course – if you find yourself far enough back in time (65 million to 100 million years ago), you might have a whole other different set of problems to contend with.

TELLING YOUR ERAS FROM YOUR EPOCHS

Geologists divide Earth's history into aeons, then eras, then periods and epochs. There are four aeons, each lasting billions of years. Eras are many



hundreds of millions of years long, periods several hundred million years long, and epochs are tens of millions of years long. These vast, vast stretches of time are geological time, Deep Time, so long we really can't comprehend them.

Just to put it in perspective, humans as we know them have been around for only 200,000 years at most... or less than a twentieth of a percent of the full span of Earth's time. We're an eyeblink, geologically speaking. All of human history barely registers on a geological time scale, even if our effects on the climate and environment are disproportionate to our time on Earth. Even the Silurians, who ruled Earth for millions of years, have been in hibernation for far longer than they ever walked it.

One thing to remember when playing the **Doctor Who Roleplaying Game** is not to get too hung up on the historic details; this is a prehistory populated not just by dinosaurs but also by aliens (well, Earth-liers) and in which a crashed spaceship wiped out the dinosaurs, not an asteroid. Those points alone should give you enough freedom to mess about with history as you see fit.

That said, it'll still prove useful to have some sort of grasp on the real prehistory, if only to use as a backdrop to your time-travelling shenanigans. This book uses periods and epochs to break time into different sections, in the same way we do with different centuries or decades in more recent history. Each section's entry describes the terrain, the state of the planet and the notable flora and fauna, but remember that these time periods are millions of years long. Conditions change radically from one point in a section to another. Summing up 50 million years of geology and zoology in a single paragraph is about as accurate as trying to describe the entire modern world in a single sentence – and the Doctor has certainly tried!

PRECAMBRIAN

(4.5 billion-542 million years ago)

The Precambrian covers a vast span of time, from the formation of Earth 4.5 billion years ago (around the hull of a Racnoss Webstar, if you recall) to 542 million years ago, when animals first evolved. 87% of Earth's history falls into the Precambrian. Life evolved during the Precambrian, but consisted of only single-celled organisms and bacteria for billions of years. There were no plants, no animals, nothing but microscopic creatures. These tiny organisms were responsible for the biggest change in Earth's atmosphere; through photosynthesis, they added oxygen to the

planet's atmosphere, making it possible for larger, more complex life to evolve. The 'oxygen catastrophe' wiped out much of the existing life on Earth that could not tolerate the new oxygen-rich conditions. A creature or disease from the Precambrian would be as incomprehensible and bizarre – and possibly as dangerous – as an alien.

Signs you're in the Precambrian:

- Atmosphere is heavy in sulphur and low in oxygen.
- No visible life, or the life is utterly unknown to modern science.
- No oxidised minerals — there isn't enough oxygen for iron to rust.

Alien Encounters:

- The Racnoss hid away in the middle of the embryonic Earth, but perhaps at the dawn of the planet the Empress returns to check on her brood (see *The Runaway Bride* in **The Tenth Doctor Sourcebook**).
- Hila Tacorien travelled back in time to the very beginning of Earth's history, becoming trapped in a pocket dimension (see *Hide* in **The Eleventh Doctor Sourcebook**).
- Scaroth's ship explodes in this epoch, the radiation causing the first life to evolve (see *City of Death* in **The Fourth Doctor Sourcebook**).



CAMBRIAN

(542 million to 488 million years ago)

The start of the Cambrian period is known as the 'Cambrian Explosion' of life; after billions of years of single-celled organisms, evolution now gave rise to thousands of species of hard-shelled multicellular creatures, most of which lived on the floor of the warm shallow seas that dominated the globe. There were three main continental groups: Laurentia and Baltica in the north and Gondwana in the south, but the only life on the surface consisted of lichen and algae; plants would not evolve for millions more years.

Signs you're in the Cambrian:

- Oxygen 60% of present-day levels, CO2 1600% of present-day levels.
- Temperature 7° above present day.
- The landscape is a rocky wilderness.
- No plants, no land animals.

Alien Encounters:

- A character keeps falling victim to a Weeping Angel, ending up further and further back in time each time until they arrive in the Cambrian. Can they survive in this geologically distant age long enough to be rescued, and why is this Weeping Angel intent on pursuing them back through time?

ORDOVICIAN

(488 million to 443 million years ago)

This period begins and ends with extinctions. The Cambrian-Ordovician extinction event was likely due to a change in sea level, flooding portions of the two super-continents.

The cause of the second set of extinctions is less clear, with hypotheses ranging from more glaciation to a change in carbon dioxide levels, or even a gamma ray burst from a dying star that destroyed the ozone layer. It could even have been the result of alien meddling... sounds like a mystery worth hopping back in time to check out.

The dominant lifeforms throughout the Ordovician are hard-shelled sea creatures such as trilobites, brachiopods, sea stars and corals. Between ice ages, the atmosphere is hot and heavy in carbon dioxide, together with plenty of sulphur. During the glaciated periods, the temperature drops radically.

Signs you're in the Ordovician:

- Oxygen 68% of present-day levels, CO2 1500% of present-day levels.

- Temperature 2° above present day.
- Surface plants may include fungi and algae.
- You're in an icy landscape without visible fauna.

Alien Encounters:

- A mysterious pair of mass extinction events sounds like it might have its origins with aliens, doesn't it? Perhaps a Tritovore scientist unwittingly causes a gamma ray burst that wipes out all life on Earth.
- Or maybe the mass die off is the result of a very early alien invasion – the Sycorax, for example, have a tendency to take what they need from a planet with little heed for the consequences.



SILURIAN

(443 million to 416 million years ago)

The Silurian Age was a period of comparative stability; the first true plants migrated onto land, as did the first insects. In the oceans, the first bony fish evolved, to be preyed on by primitive squid and huge

sea scorpions. There was a single large continent in the south, which was mostly desert. The atmosphere had only 70% as much oxygen as the present day and had a much higher carbon dioxide content. You could breathe in the Silurian, but you wouldn't enjoy it.

Signs you're in the Silurian:

- Oxygen 70% of present-day levels, CO2 1600% of present-day levels.
- Temperature 3° above present day.
- Lots of flat deserts and bare rocks.
- Mossy forests by freshwater lakes and rivers.

Notable creatures: Arthropleurid (see pg. 24).

Alien Encounters:

- Fun fact! Contrary to expectations, there are no Silurians in the Silurian Period! They come a few hundred million years later.

DEVONIAN

(416-359 million years ago)

Named after the rocks of Devon, this period is notable for the sheer variety of aquatic species (it's also, excitingly, called the 'Age of Fish') and the migration of lobe-finned fish onto the land. These amphibious creatures were the first terrestrial vertebrates. Huge sharks evolved in the oceans of Panthalassa; seed-bearing plants evolved on the land, giving rise to the first forests.

The Devonian climate was warm and arid for the most part, but became more temperate over the course of time. The smaller continent of Euramerica crashed into Gondwana, forcing up huge mountain ranges.

Signs you're in the Devonian:

- Oxygen 75% of present-day levels, CO2 800% of present-day levels
- Temperature 6° above present day
- Huge forests
- Volcanic activity and earthquakes

Signs you're in Devon:

- Clotted cream

Alien Encounters:

- There are Saturnynians swimming about the Devonian seas, survivors who escaped through the Crack in Time and plan to build a new world in Earth's distant past (see *The Vampires of Venice* in *The Eleventh Doctor Sourcebook*).

CARBONIFEROUS

(359-299 million years ago)

Carboniferous means 'coal-bearing'; it was during this period that the great coal beds of the world were laid down. Coal is made from the compressed remains of the vast forests that dominated the supercontinent of Pangaea. The huge forests boosted the oxygen content of the atmosphere, allowing larger animals to thrive. Insects and arthropods grew to tremendous sizes, as did the descendants of the lobe-finned fish, which evolved into four-legged amphibians like Hylonomus and Archaothyris.

Signs you're in the Carboniferous:

- Oxygen 160% of present-day levels, CO2 300% of present-day levels.
- Temperature roughly equivalent to present day.
- Huge forests, giant insects.



Notable Creatures: Arthropleurid (pg. 24),
Giant Arachnids (pg. 26).

Alien Encounters:

- Gigantic alien species such as the Macra would be right at home in the Carboniferous era (see ***The Macra Terror*** in ***The Second Doctor Sourcebook***).

PERMIAN

(299-251 million years ago)

Over the course of the Permian, the primitive Tetrapods of the Carboniferous period evolved along several divergent paths, giving rise to primitive dinosaurs, mammals like the savage Gorgonopsids, lizards and turtles. Modern trees like conifers also evolved. The supercontinent of Pangaea continued to dominate the globe; the range of habitats across this massive landmass ensured that different species thrived in different regions. The inner portions of the continent were deserts, with forests and swamps closer to the coasts.

The Permian period ended with the single largest extinction in history, known as the P-T extinction event or the 'Great Dying'. The cause of this event is unknown – scientists have suggested an asteroid impact or massive volcanic eruptions or the release of methane from the sea-bed. There is a bizarre lack of coal in the P-T transition strata, suggesting that whatever killed off most of the planet's life wiped out the forests so quickly that the remains were devoured by fungi instead of being laid down as sediment.

Signs you're in the Permian:

- Oxygen 115% of present-day levels, CO2 300% of present-day levels
- Temperature 2° above present day, growing considerably warmer towards the end of the era
- Swamps and forests, with some modern plant species
- Primitive dinosaurs and some large mammals

Notable Creatures: Coelurosauravus (pg. 24),
Gorgonopsid (pg. 27), Scutosaurus (pg. 33).

Alien Encounters:

- The Doctor encountered a similar phenomenon in the 21st century, wherein Earth's forests sacrificed themselves to protect the planet (see ***In the Forest of the Night*** in ***The Twelfth Doctor Sourcebook***). Perhaps the characters fancy popping back to solve a similar mystery in the distant past – perhaps it's the characters who cause the mystery in the first place...

TRIASSIC

(251-200 million years ago)

The Triassic is the beginning of the Age of Dinosaurs, although they were not the dominant group of species during this period. All forms of life were still recovering from the massive trauma of the P-T event; population numbers were very low and biodiversity was minimal. Most early dinosaurs were small, nimble creatures who scavenged from the leavings of larger creatures; it was not until the end of the Triassic period when another extinction event opened up more ecological niches for the dinosaurs, who would rule the next two periods until their own extinction. Violent volcanic activity continued throughout the period. The first pterosaurs soared on the hot thermals from the volcanoes.

The atmosphere in the Triassic was lower in oxygen, but higher in CO2. It was oppressively warm, averaging three degrees warmer than the present; only the poles had a temperate climate. There were no ice caps, so sea level was considerably higher than the present day.

Signs you're in the Triassic:

- Oxygen 80% of present-day levels, CO2 600% of present-day levels.
- Temperature 3° above present day.
- Swamps and forests, filled with some modern plant species.
- Many volcanoes and other tectonic activity.
- Flying Pteranodon, many small creatures.

Notable Creatures: Pterodactyl (see pg. 32).



Alien Encounters:

- The SS *Marie Antoinette* crashed on Earth at some point in the distant past, and its crew of Clockwork Robots – led by the Half-face Man – survived by cannibalising parts of dinosaurs and, later, humans (see ***Deep Breath*** in ***The Twelfth Doctor Sourcebook***).

JURASSIC

(200-145 million years ago)

Pangaea broke up into Laurasia and a new Gondwana continent, divided by what is now the Gulf of Mexico. Ichthyosaurs swam in the warm waters of the new sea; on the land, mighty Sauropods grazed on the ferns and cycads of the Jurassic jungles. As the continent broke up, the deserts retreated. Jungles and grasslands expanded to take their place, and the oxygen content rose.

Despite their incredible size, the Sauropods were not invulnerable; they were preyed on by large Theropods such as the Allosaurs. Hundreds of different dinosaur species evolved during the Jurassic period; the first bird-like Archaeopteryx joined the pterosaurs in the air.

Signs you're in the Jurassic:

- Oxygen 130% of present-day levels, CO2 700% of present-day levels.
- Temperature 3° above present day.
- Jungles with ferns and trees.
- Large Sauropods and Theropods, small mammals.

Notable Creatures: Anurognathus (pg. 24)

Alien Encounters:

- The Xeraphin fled through time and built their citadel in Earth's Jurassic period, where they might be encountered with their Plasmaton servitors and their treacherous ally, the Master (see *Time-Flight* in **The Fifth Doctor Sourcebook**).

EXTINCTION EVENTS

Life on Earth is both resilient and fragile. Time and again, cataclysms of various kinds (like asteroid impacts) have wiped out the majority of species on the planet, and the surviving species then expand and take over. The dinosaurs rose to dominate the globe after the Permian extinctions; the Silurians created a vast civilisation before hiding in hibernation to escape the Moon's impending impact; and mammals got their chance after the K-T impact destroyed the dinosaurs.

Now, humanity is dominant, but the next potential cataclysm is always just around the next corner and the Doctor won't always be there to save us.

CRETACEOUS

(145-65.5 million years ago)

Gondwana split into South America, Antarctica, Australia and India; in the north, Laurasia began to split into what would become North America and Asia. The diverging continents gave rise to diverging species of dinosaurs. Pterosaurs lost their dominance in the skies to the growing numbers of birds. Insects of various kinds evolved, including bees that pollinated the newly-evolved flowering plants.

The Cretaceous was the warmest period in Earth's history since the Devonian; the atmosphere was hot and dense, allowing land creatures to reach sizes never seen before or since. Tiny mammals survived in minor ecological niches, scavenging much like the ancestors of the dinosaurs did during the Triassic.

This period ended with another extinction event, referred to as the K-T event. An asteroid struck the Yucatan peninsula in Mexico, throwing up a thick cloud of dust that blocked out the sun. Temperatures fell across the globe. In the ensuing winter, the larger animals died out, leaving the planet to the smaller, more adaptable survivors.

Signs you're in the Cretaceous:

- Oxygen 150% of present-day levels, CO2 600% of present-day levels.
- Temperature 4° above present day.
- Jungles filled with trees, ferns and flowering plants.
- Many large dinosaurs.

Notable Creatures: Dracorex (pg. 25), G-Rex (pg. 26), Mosasaur (pg. 29), Pterodactyl (pg. 32), Titanosaur (pg. 36), Tyrannosaurus Rex (pg. 38), Utahraptor (pg. 39), Velociraptor (pg. 39).

Alien Encounters:

- This is likely the era in which the civilisation of the Silurians rose and fell – but they have a chapter all to themselves (see pg. 43).
- The Rani visited this era, building a Time Brain to attempt to thwart the K-T event, as well as capturing embryonic dinosaurs to study (see *The Mark of the Rani* in **The Sixth Doctor Sourcebook** and *Time and the Rani* in **The Seventh Doctor Sourcebook**). While we've only ever seen the precursor or aftermath to her plans for the Cretaceous, she might be encountered in the middle of implementing her plot (see pg. 18).
- Operation Golden Age was a plot foiled by UNIT to restore Earth to a prehistoric state, part of which involved using Time Eddys to the Cretaceous



Period to bring dinosaurs to modern-day London (see *Invasion of the Dinosaurs* in **The Third Doctor Sourcebook**). UNIT might send a team through to explore the past, or to make sure all the dinosaurs are returned to their rightful era.

- The K-T event was not an asteroid at all but a freighter filled with anti-matter crashed into Earth by the Cybermen, inadvertently wiping out the dinosaurs and making the evolution of the human race possible (see *Earthshock* in **The Fifth Doctor Sourcebook**). Were all the Cybermen destroyed in the crash? Perhaps a lone Cyberman survives and begins to upgrade the Silurians it finds...

PALEOCENE

(65-56 million years ago)

This is the epoch immediately after the K-T extinction event. With the destruction of so many species, other species evolved to take their place. The early Paleocene forests were dominated by ferns; later in the epoch, the ferns give way to larger plants – the absence of grazing herds of vegetation-hungry Sauropods meant that plants could grow bigger. Small mammal-like creatures competed with the surviving reptiles and birds for food.

Signs you're in the Paleocene:

- Huge fern forests.
- Oxygen 130% of present-day levels, CO2 200% of present-day levels.
- Temperature 5° above present day.

Notable Creatures: Terror Birds (pg. 35).

Alien Encounters:

- What if the Krynoids crashed to Earth earlier than the Pleistocene, arriving in a hot climate where they could find root? Left unchecked, the Krynoids could grow to crowd out all other lifeforms, turning Earth into one giant hive (see *The Seeds of Doom* in **The Fourth Doctor Sourcebook**).

EOCENE

(56-34 million years ago)

This is the 'dawn era' when creatures recognisable as the direct ancestors of modern mammals evolved. It was a hot epoch, rich in CO2 which gave rise to vast jungles, planet-girdling forests and high seas. The temperature gradient was unusually gentle, with only small differences between conditions at the equator and at the poles. In this hothouse, small mammals thrived, as did large reptiles. Eocene mammals were smaller than both their Paleocene ancestors and their descendants, while some reptiles approached the size of the vanished dinosaurs. In the seas, the first whales appeared.

Signs you're in the Eocene:

- Gentle weather due to low temperature differentials.
- Oxygen 140% of present-day levels, CO2 200% of present-day levels.
- Temperature 6° above present day.

Notable Creatures: Terror Birds (pg. 35), Pristichampsus (pg. 31).

OLIGOCENE

(34-23 million years ago)

Cooling temperatures across the globe meant forests died back in places, to be replaced with open plains, and mammals grew in size to take advantage of the new feeding grounds. The largest land mammals of all time, Paraceratherium, lived during the Oligocene. The continent continued to drift apart, resulting in curious local evolutionary paths, like the 'Terror Birds' of South America.

Signs you're in the Oligocene:

- Plains and smaller woods.
- Oxygen 120% of present-day levels.
- Temperature 4° above present day.

Notable Creatures: Paraceratherium (pg. 31), Terror Birds (pg. 35).

MIOCENE

(23-5.3 million years ago)

The Miocene epoch was even warmer than the present day. In this epoch, the continents approached their current configuration. India slammed into Asia, raising the Himalayas. In Western Europe, geological activity blocked off what we now call the Straits of Gibraltar, sealing off the Mediterranean, which dried up, leaving a salty plain. Towards the end of the Miocene, the Atlantic broke through and refilled the basin in a cataclysmic flood.

Signs you're in the Miocene:

- Average temperature 2-3° above present day.
- Earth looks kind of familiar from above.

Notable Creatures: Terror Birds (pg. 35), Sabre-toothed Tiger (pg. 32).

Alien Encounters:

- The Fendahl fled to Earth at this time, influencing the development of humans (see *Image of the Fendahl* in **The Fourth Doctor Sourcebook**).

PLIOCENE

(5.3 to 2.5 million years ago)

The Pliocene epoch was hotter and wetter than today, but cooler than the warm period of the previous epoch. Forests still covered much of the globe, but in this epoch they gave way to vast savannahs and grasslands. Sea levels were lower; land bridges linked modern-day Alaska to Asia, North and South America

joined for the first time, and the Mediterranean was a shallow lake. For the most part, though, the Pliocene wilderness was very similar to the modern world.

Signs you're in the Pliocene:

- Terrain resembles the present.
- Average temperature 2-3° above present day.

Notable Creatures: Hominid (pg. 27)

Alien Encounters:

- The Eternal known as 'Light' came to Earth at some point during this epoch as part of his Catalogue of Life. He grew frustrated and returned to the future when he found life kept evolving (see *Ghost Light* in **The Seventh Doctor Sourcebook**). He might see other time travellers as meddlers to be dealt with before they can ruin his catalogue... again.

PLEISTOCENE

(2.5 million years ago-12,000 years ago)

The Pleistocene was an ice age. Glaciers covered much of the planet; so much water was locked up in these glaciers that the sea level was hundreds of metres lower. Beyond the glaciated regions were hundreds of kilometres of icy permafrost. The temperature over much of the planet was well below freezing. Travel back to the Pleistocene, and you find yourself in a landscape of ice and snow. Cold winds whip off the glaciers and howl across the tundra. To survive in the Pleistocene, you had to be able to keep warm. Many of the big creatures of this epoch were furred or hairy to retain body heat; this is the time of the sabre-toothed tiger, the woolly mammoth, and the giant sloth.

Signs you're in the Pleistocene:

- Temperature 3° below present day.
- Icy landscape, glaciers and tundra.

Notable Creatures: Mammoth (pg. 28), Neanderthal Man (pg. 30), Sabre-toothed Tiger (pg. 32), Stone Age Tribesman (pg. 35).

Alien Encounters:

- The First Doctor brought Susan Foreman, Barbara Wright and Ian Chesterton to visit the Tribe of Gum, a tribe of primitive humans some 102,000 years ago (see *An Unearthly Child* in **The First Doctor Sourcebook**). What if one of the Doctor's companions accidentally left a piece of future tech there – the consequences could be vast, and someone will have to return to retrieve it.
- An Ice Warrior spaceship crashed on Earth during the Pleistocene, becoming trapped beneath the

ice until the modern day (see *The Ice Warriors* in **The Second Doctor Sourcebook**). But what if not all the Ice Warriors were trapped – what if some donned their armour and tried to escape?

- The ruler of the Urbankans, Monarch, came to Earth in 35,500 years ago, kidnapping a number of aborigines to convert into androids (see *Four to Doomsday* in **The Fifth Doctor Sourcebook**). The characters might find themselves kidnapped whilst sight-seeing in early Australia.
- Krynoid seed pods landed on Earth 20,000 years ago, becoming frozen in the ice beneath Antarctica (see *The Seeds of Doom* in **The Fourth Doctor Sourcebook**).

massive influence on Earth’s climate and terrain that we have entered a new era, the Anthropocene) is a warm interval in an ongoing ice age that has lasted for 2.5 million years.

Human civilisation developed in this brief window of warmth. The climate for most of the Holocene is broadly similar to the present day. The continents have shifted only around 100 kilometres over the course of the Holocene; glaciation and sea level rise have had a bigger effect on the landscape.

Step out of your TARDIS in the early Holocene and you might recognise your surroundings – more or less.

HOLOCENE

(12,000 years ago-present)

The current geological epoch (although some geologists argue that humanity has had such a

The most dangerous and notable species of the Holocene is humanity; most of the big creatures from the Pleistocene were driven extinct around 12,000 years ago, probably by disease or the changing climate or by overhunting by humans.

LOW-TECHNOLOGY COMPANIONS

Most of the Doctor’s companions come from the present day (Tech Level 4 or 5) with a few from other time periods, usually the future. However, it is possible to play a primitive tribesperson like Leela of the Sevateem. Maybe Za and Hur of the Tribe of Gum could have joined the Doctor instead of returning to the tribe.

A Tech Level 1 companion presents an interesting challenge to both the player and the Gamemaster.

On one hand, it’s certainly a distinctive character trait! The character has no understanding of any technology more complex than a knife or a bow and arrow – even the most primitive vehicle is a thing of wonder, so a phone booth is just as magical as a TARDIS (“yes, it is small on the inside, but this mouth speaks with many voices!”). On the other hand, this can get very annoying if overplayed. It’s no fun if the character holds up play all the time because they get stuck on the most trivial examples of technology. (“She pushed, and the wall opened! What magic is this thing you call ‘door’?”)

The best approach is to emulate Leela – she may not have understood everything she saw, but she was quick to translate it into terms she could work with. Play the character’s unfamiliarity with technology as a source of humour or commentary on society, instead of making it a handicap.

For example, if the characters go undercover at a hotel, then don’t slow the game down by roleplaying your character’s confusion about the concepts of ‘money’ or ‘carpets’ or ‘glass windows’, but have fun describing how you build a lean-to shelter out of your bed, or flood the bathroom because you can’t stop the magic stream of water.



This is referred to as the Quaternary Extinction Event. Other species went extinct more recently, like the dodo.

Signs you're in the Holocene:

- Oxygen 100% of present-day levels, CO2 100% of present-day levels.
- Temperature around that of the present day.
- Signs of human habitation.

Notable Creatures (for relative values of 'notable'):
Stone Age Tribesmen (pg. 35).

Alien Encounters:

- A shard of Scaroth lived amongst primitive man at the start of the Holocene, inventing the wheel and teaching them how to use fire (see *City of Death* in **The Fourth Doctor Sourcebook**).
- Earth's twin planet, Mondas, drifted away into outer space around 7000 years ago, beginning the rise of the first Cybermen (see *The Tenth Planet* in **The First Doctor Sourcebook**). What if the Mondasians could somehow be saved – might the galaxy be spared the threat of the Cybermen, or is that too much tampering with time?

IDENTIFYING A TIME PERIOD

Travelling back into Deep Time is like travelling to an alien landscape. There are few physical clues to tell you when you are; a savannah or a mountainside in the Eocene looks broadly similar to one in the Triassic. Working out when you are requires investigation. The characters need at least one of the following clues to be present before they can make a roll to identify the time period unless, like the Doctor, they can smell what year it is.

- **Flora:** Trees, flowers, ferns, fungi and other plants can give useful clues about the current time period. For example, if there are flowering plants visible, then you're in the Cretaceous or a later period. Unless you're a palaeobotanist, it can be difficult to discern subtle differences in plant species.
- **Fauna:** The best giveaway is the native fauna – animals, birds, fish, insects, dinosaurs and other living beings. A sabre-tooth tiger indicates you're well within the Cenozoic era; if you see a dinosaur, you are sometime before the K-T extinction event.
- **Atmospheric Composition:** A higher partial pressure of oxygen in the atmosphere makes fires burn brighter; higher CO2 means more and bigger plants. Taking samples of the atmosphere for analysis can accurately pin down the current time period.
- **Geological Samples:** Getting out the rock hammer and taking samples can help identify the current time period.

Identifying a time period requires a Science + Ingenuity roll. The Difficulty level is (Hard [18] or even Difficult [21] with only one piece of information, dropping by one category for every extra piece of information. Science + Ingenuity is used to identify a time period. If you're in a time period with a human presence, Knowledge can be used instead of Science.





STORY HOOKS AND PLOT SEEDS

Here follows a series of brief plot seeds for adventures set in Earth's distant past.

DINOSAURS ON A CLOCKWORK SPACESHIP

When the SS *Marie Antoinette* crashed into Earth's past, its crew of Clockwork Robots made the best they could of the local lifeforms to upgrade and repair themselves. At first they used components harvested from dinosaurs, later from early humans, until the Doctor eventually thwarted their leader, the Half-face Man, late in the 19th century. But another group of robots, led by the Woman-with-no-Face, took a markedly different path through history. They've not just been using bits of dinosaur to repair themselves, but also bits of clockwork to upgrade the dinosaurs too – but to what end? And eventually, someone in the future is going to notice some very odd-looking fossils, aren't they?

The Mission: Travel back to the time of the dinosaurs to find evidence of Clockwork Robots in Earth's past, and stop them before they cause irreparable damage.

What's Going On: The Doctor is not the only Time Lord who's visited Earth's past. The Time Lady known as the Rani spent time experimenting on dinosaur embryos back in the Cretaceous period, attempting to find a way to negate the K-T extinction event so that the dinosaurs might reach their full potential. In the course of her research, she encountered the crew of the SS *Marie Antoinette* and her experiments took a rather different turn. With her help, the Clockwork Robots are repairing their spaceship and preparing to launch both the robots and the dinosaurs they need to survive back into space. If the dinosaurs cannot survive extinction on Earth, perhaps they can reach their full potential somewhere else in the galaxy!

Antagonists: The Woman-with-no-Face, Clockwork Robots, Clockwork Dinosaurs, the Rani.

Tasks: Find where the strange clockwork fossils have come from, spy on the Clockwork Robots, release their captured dinosaurs, sneak onboard the SS *Marie Antoinette* and stop its launch, escape in the Rani's TARDIS.

Problems: The Rani's been making improvements of her own to the Clockwork Robots, upgrading them with Time Lord technology to network them into a new Time Brain to give her control over Earth's history – and to thwart the Doctor when he inevitably shows up to thwart her experiments once more.

1 MILLION YEARS BEFORE CLARA

One of the companions is missing. They're accidentally left behind on an alien world or presumed dead after a mission goes wrong or the TARDIS burps and they're just gone. Very sad, but moving on: have you seen today's news? There's been a fantastic discovery that's threatening to upturn the field of palaeontology as we know it – evidence for human life far, far earlier than anyone suspected. But wait, isn't that a fossil of the companion's iPhone? And doesn't that cave painting show the TARDIS?

The Mission: Travel back in time to find the companion in the distant past and rescue them before they do too much damage.



What's Going On: Somehow the missing companion has fallen through a crack in time to Earth's Jurassic period. They're using the fossil record to communicate with their companions in the future.

Antagonists: Dinosaurs, other prehistoric species.

Tasks: Find the companion, avoid getting eaten by a dinosaur, run back to the TARDIS!

Problems: The past is an awfully big place for someone to get lost in. The companions are going to have to analyse the evidence to find out exactly when the companion is, then navigate the TARDIS to the right geological epoch, perhaps enjoying a hair-raising tour of prehistory in the process.

THE DAWN OF (CYBER)MAN

The companions arrive on modern day Earth to find it shiny and chrome, everything neatly ordered and coldly efficient. If they didn't know any better they'd say it was Mondas, but the scanners clearly locate

them on Earth. A quick hop into the past and it's the same story; all of human history, overwritten by Cyberman civilisation. To save the future, they're going to have to go much farther back in time.

The Mission: Travel back to humanity's early years to find out when the Cybermen first invaded – and stop them!

What's Going On: The Cybermen have meddled in prehistory before, unwittingly causing the extinction of the dinosaurs by crashing a spaceship. While the Doctor's loyal companion Adric was killed in the crash, along with the Cybermen, some of their technology survived, lying dormant for millions of years. Then, during Earth's last great ice age, it was discovered by Stone Age tribesmen. Detecting a compatible biological species, the technology reactivated and began to upgrade the very first humans.

Antagonists: The Cybermen, as well as hostile Stone Age tribesmen and sabre-toothed tigers.

Tasks: Find the point at which the Cybermen invaded the past, bring rival tribes and Neanderthals together to stop them.

Problems: The Cybermen have not been idle and send future-Cybermen back into their past to prevent meddling time travellers from stopping their moment of triumph.

DINOSAURS AND OTHER PREHISTORIC MONSTERS

'A dinosaur tooth to take home. Dinosaurs ahead, a lady at my side, about to be blown up. I'm sure I've never been happier.'

Right now, you are living in the safest period in the history of humanity. If you're reading this book, you're unlikely to starve to death, or die from a common disease, or get eaten by a predator. Compared to 99.9% of your ancestors, from modern humans all the way back to the primitive Eomaia that scurried in the shadow of the dinosaurs, you're very, very lucky.

Modern humans are slow and weak. Civilisation has dulled our reflexes and our senses; we don't need as much strength or speed or endurance as we once did. To a prehistoric predator, our modern world is an all-you-can-eat buffet filled with tasty, easy prey. Worse, the predators and dangerous animals that humans evolved alongside are nowhere near as dangerous as the worst evolution has to offer.

What's that? You're not planning on going back into Deep Time any time soon? That's fine, as there have been plenty of occasions when dinosaurs and other prehistoric monsters have been encountered elsewhere – say, wandering through a Time Eddy and into Central London, or on a Silurian Ark hurtling towards Earth. This next section contains a few ideas for just such an occasion, followed by dozens of dangerous prehistoric monsters and predators from Earth's past to use in your own games.

DINOSAURS OUT OF TIME

'I believe these dinosaurs are being used purely as a terror weapon in order to clear central London.'

As *Deep Breath* showed, big cities are awfully robust places and can take single examples of the impossible appearing, being corralled and then purposely burnt to death pretty much in their stride.

Maybe the arrival of that T-Rex is what inspired Conan Doyle to write *The Lost World*? Maybe Conan Doyle's novel is reportage rather than fiction, about his adventures with a Torchwood unit sent to that particular plateau.



Of course, one dinosaur can be dismissed as a curiosity. Any more is a history-altering disaster. In any city, at any time on Earth, an invasion of dinosaurs will cause nothing less than a catastrophe. Pterodactyls will head for high ground and act like predatory birds, apex predators like a T-Rex will rampage about eating people while huge herbivores like Titanosaurs will panic and cause incredible amounts of damage quite by accident. No dinosaur will go unnoticed and none of them will be safe, or easy, to get under control.

Dinosaurs in the present day are a great indicator of something being badly wrong. Maybe a Silurian outpost has woken early and some of its dinosaurs have been released to colonise the valleys of south Wales? Maybe UNIT have, very ill advisedly, decided to clone dinosaurs to use as time eddy 'sniffer dogs'? Perhaps the Daleks are mining Earth's past and a pair of Stegosaurus have wandered across their increasingly unstable time bridge. Think of the dinosaurs as large, fanged, angry breadcrumbs leading to a larger plot.

Alternatively, make the dinosaurs the point by ramping up the scale and threat they pose. An attempt to create a fusion reactor in Earth's upper atmosphere has opened a rift to the past and a flock of thousands of Pterodactyls are now dive-bombing the people of Bristol. A UNIT experiment has gone horribly wrong, causing a rift in time in the Thames and there's a Megalodon menacing the Queen's yacht. You can still use the dinosaurs as the start of a larger adventure but by scaling up the threat they pose, you've got lots more interesting places to go next. And, odds are, some very large animals to find a new home for...

ANIMAL HANDLING

A character with the Survival skill can try to get the creature to obey. Well, 'obey' may be an exaggeration, but a placid, calm creature can be carefully crept past. This roll is resisted by the creature's Resolve + Survival, optionally modified depending on if the creature is hungry, angry or both (hangry).

NEW DINOSAUR TRAITS

Well, they're technically Alien Traits, but dinosaurs aren't any more alien than you or I (unless you are an alien, in which case please accept our apologies for any disrespect caused).

Gulp! (Major Good Trait)

Prerequisite: Size – Huge or Colossal

This creature swallows prey of Average size or lower in one gulp. The creature makes a standard Fighting roll to swallow its target. This horrible attack automatically kills the target but costs 2 Story Points to use.

Size (Major or Minor Bad or Minor or Major Good)

Just like aliens, prehistoric monsters come in all shapes and sizes. When facing gigantic creatures

such as a Tyrannosaurus rex or a Woolly Mammoth, or tiny foes such as Compsognathus, the Gamemaster may wish to include some additional rules to take their size into account.

- **Tiny (Major Bad):** Only a few centimetres long. Tiny creatures are things like most insects and vermin, as well as mice, rats, most lizards and snakes—anything that's small enough to hide in your boot or pocket. Tiny creatures have a maximum Strength of 1, and a single point of damage is enough to squish a Tiny creature. Marksman-based attacks on Tiny creatures suffer a -4 penalty (or more—you try shooting a mosquito out of the air with a sniper rifle!) and -8 to notice them.
- **Small (Minor Bad):** These creatures are noticeably smaller than an adult human. It covers most cats and dogs as well as a great many dinosaurs. Human children are also Small. Small creatures have a maximum Strength of 4; most will have a Strength of only 1-2.
- **Average:** We're being a bit self-centred by calling the human species 'average', but anyway, this covers adult humans as well as any creature that's roughly our size, like apes, big wolves, crocodiles, raptors... Average creatures have a maximum Strength of 7. This isn't a trait at all, really, but it's here out of a sense of completeness.
- **Big (Minor Good):** This is a creature roughly the size of a horse or gorilla, like a bear or a Dracorex or a Gorgonopsid. If it's bigger than a human, but can still hide from you, it's Big. Big creatures have Strength scores of up to 12.
- **Huge (Major Good):** Huge creatures are really big. Elephants are Huge, for example, as are most of the big dinosaurs used by the Silurians like the T-Rex or the Triceratops. Huge creatures have Strength scores up to 16.



- **Colossal (Special Good):** There aren't any Colossal creatures in the modern day outside the oceans, but during the Age of the Dinosaurs there were titans like the Apatosaurus. These creatures have no upper limit on their Strength scores, and attacks on them are like shooting a barn door – you get a +6 bonus when shooting at a Colossal creature (but it probably won't notice).

	MODIFIER TO EFFECTIVE		MODIFIER	
	STRENGTH	SPEED	TO BE HIT	TO BE SEEN
Tiny (Major)	-4	-2	-4	-8
Small (Minor)	-2	-1	-2	-4
Human	0	0	0	0
Big (Minor)	+2	+1	+2	+4
Huge (Major)	+4	+2	+4	+8
Colossal (Special)	+6	+3	+6	+12

Size has one key effect on combat: if there's more than one size category between attacker and defender, the bigger creature has to use Coordination when making melee attacks. That means that even if an Apatosaurus has a Strength of 16, it can't automatically squish a tiny human. Instead, it has to roll Coordination + Fighting to hit. It can, however, bring its full Strength to bear on a bigger target; like, say, a T-Rex. Or a tank. This also applies to humans; you can't just use your Strength to attack a Tiny creature, you have to use Coordination.

Snap! (Minor Good)

If it spends a Story Point, the creature makes an additional Bite attack this round.

Swarm (Special Good)

This trait is used to represent lots of small creatures – say, a hundred crawling Cybermites or hundreds of Vashta Nerada – where it's easier to treat the whole group as a single creature, called a Swarm. The value in brackets after the Swarm trait determines how dangerous it is – the higher the number, the more attacking creatures there are in the Swarm. A Swarm makes one attack roll each round, and then makes a number of hits equal to its trait value. Furthermore, add this score directly to its Coordination + Fighting.

Each hit inflicts normal damage for a creature in the Swarm. It can hit a single target multiple times, or split its attacks. Characters attacked can make Resistance rolls as normal (remember there's a penalty for multiple reactions in a round, so a character trying to dodge or parry a Swarm will be rapidly overwhelmed.)

If a character is wearing armour, it only applies against half the Swarm's attacks (unless it is some sort of full-body armour).

If a character gets hit by 5 or more attacks in one round, and their armour isn't strong enough to protect them, then don't bother rolling – that's 'covered in carnivorous beasties and skeletonised' territory unless the character spends Story Points to escape.

Most attacks on a Swarm are pointless – a character might be able to squish one bug, but that does no good if you're being attacked by hundreds of them.

HIGH STRENGTH

Normally in the **Doctor Who Roleplaying Game**, a creature's Strength attribute only goes up to 7 – but that hardly seems right for a creature the size of several double decker buses, so some of the creatures in this section go much higher. But what can a creature do with a high Strength? Use this table as a guideline for Strength + Athletics difficulties.

DIFFICULTY EXAMPLE

- 15 Break down a wooden door.
- 18 Snap a rope, smash through a plaster wall.
- 21 Flip over a small car, break a steel chain, tear someone limb from limb.
- 24 Tear the door off a car, dent a reinforced security door.
- 27 Tear the roof off a car, flip a landrover.
- 30 Smash through a concrete wall.
- 33 Smash through a reinforced steel door.
- 36 Flip a tank.
- 39 Crush a tank.

Unless you've got a flamethrower or another area-effect weapon handy, the best strategy is to run.

Trample (Major Good Trait)

Prerequisite: Size – Huge or Colossal

The creature walks over smaller creatures. It inflicts Strength damage on all creatures that it runs over. Characters can dodge a trample attack with a successful Coordination + Athletics. This trait costs a Story Point to use.



⚙️ A BESTIARY OF DINOSAURS

ALLOSAURUS

Allosaurus is a highly aggressive theropod predator that won't hesitate to attack even large, well-protected creatures such as Stegosaurus. Ranging in size from 9 to 12 metres, this fearless creature usually attacks its prey from ambush, hooking them with powerful claws and then tearing off strips of flesh with its shredding bite.

Allosaurus teeth constantly replace themselves and investigators may find discarded teeth buried in the carcasses of its prey before encountering the beast itself.

Allosaurus is similar in appearance to Tyrannosaurus Rex, but has much stronger forelimbs used to hold onto its prey, much like a modern lion. It is not as fast as a T-Rex, and its vision is poor in comparison. It's not that bright either, so an Allosaurus that latches onto a victim won't let go, even if that victim is a vehicle or a piece of machinery that the dinosaur mistook for prey.

ALLOSAURUS

AWARENESS	3	PRESENCE	3
COORDINATION	3	RESOLVE	4
INGENUITY	1	STRENGTH	12

SKILLS

Athletics 3 (Rending 5), Fighting 4, Survival 4.

TRAITS

Armour (2): Reduce all damage by 2.

Fear Factor (1): +2 to rolls when trying to intimidate prey.

Natural Weapon – Bite: The rending bite of an Allosaurus inflicts Strength +2 damage (7/14/21).

Natural Weapon – Claws: Allosaurus hooked claws cause terrible wounds inflicting Strength damage (6/12/18).

Size – Huge: 8-12m in length, 2-3m tall.

Snap! If it spends a Story Point, Allosaurus makes an additional bite attack this round.

Special – Dino Hug: Allosaurus grabs its opponent with its powerful claws, holding and rending it. Allosaurus must make a successful Fighting attack to grab on, and inflicts claw damage in the first round it hits. In every subsequent round, it automatically inflicts the lower end of its Claw damage on the victim. If the target is of Huge or larger size, the Allosaurus also gets a free Bite attack. The victim suffers a -5 penalty to all actions while the monster impales him. Squirring free requires a successful Fighting or Athletics contest. This trait costs a Story Point to use.

STORY POINTS: 2-3


ANKYLOSAURUS

Ankylosaurus is one of the ankylosaurids that are found in North America, primarily in what is now Montana, Wyoming, the Western USA, and Alberta, Canada some 68-65 million years ago, whereas most of the other ankylosaurids are found in what is now eastern Asia. Roughly 10 metres long, some 1.4 metres high, and massing around 6 tonnes, Ankylosaurus is not a dinosaur to mess with. Quadrupedal and with the hind limbs longer than the forelimbs, the dinosaur is covered from head to tail in sheets of thick, bony Armour, with sharp spines sticking up along the back and tail. Large triangular horns project from the back of its skull, and it has a blunt snout and a beak with cheek grinding teeth.

The most impressive part of the Ankylosaurus is the heavy, bony club at the end of its tail, consisting of fused osteoderms. This tail can be swung from side to side and used to make devastating attacks.

It is a herbivore that feeds on low-lying plants, shrubs and trees. Dwelling in well-watered forests, Ankylosaurus shares its environment with Edmontosaurus, Triceratops, Tyrannosaurus Rex, and Albertosaurus, so it needs all that Armour and its bony tail club to survive. The only true weak spot that Ankylosaurus has is its underside, which is not armoured, and thus the creature tends to crouch down to protect this vulnerable region. When defending itself, Ankylosaurus turns sideways to face its enemy so as to bring its tail to bear on them.

ANKYLOSAURUS



AWARENESS	2	PRESENCE	2
COORDINATION	2	RESOLVE	3
INGENUITY	1	STRENGTH	16

SKILLS
Athletics 2, Fighting 3, Survival 3.

TRAITS
Armour (6): The Ankylosaurus is extremely well armoured with thick plates, and can reduce all damage by 6 points.
Fear Factor (2): +2 to rolls when trying to intimidate prey.
Natural Weapon – Tail Slam: Ankylosaurus can swing its tail club to the left or right, inflicting terrible damage to its enemy, usually Strength +2 (9/18/27). Anyone struck by the club is sent flying.
Size – Huge: 6m long, 1.5-2m tall.

STORY POINTS: 1-2

ARCHAEOPTERYX

Archaeopteryx is the earliest and most primitive bird known to exist. With other dinosaur finds, it is considered the transitional state between reptiles and birds, and has feathers as well as some features more commonly associated with theropods. About the size of a crow/raven, some 30-50 centimetres long and weighing around 500 grams (1 pound), Archaeopteryx has short, broad wings (a wingspan of some 60 centimetres) and a long tail. While its feathers are similar to those of living birds, Archaeopteryx has jaws lined with sharp teeth, three fingers ending in curved claws, and a bony tail.

Living in the Late Jurassic in what is now Germany (at the time consisting of salty lagoons separated from the warm, tropical seas by coral reefs), Archaeopteryx lived primarily on insects and very small creatures that it could manage to grasp in its claws. Not as good at flying as modern birds, Archaeopteryx cannot manage to swoop down and pluck fish out of the sea.

ARCHAEOPTERYX

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

SKILLS
Athletics 2 (Flight 4), Fighting 1, Survival 2.

TRAITS
Natural Weapon – Bite: The bite of an Archaeopteryx inflicts Strength damage (1/2/3).
Natural Weapon – Claws: The claws of Archaeopteryx are surprisingly effective, inflicting Strength +1 damage (2/3/4).
Flight: While Archaeopteryx is capable of flying, it is not as good a flyer as birds are. Reduce Coordination by 1 while the creature is in flight.
Size – Small: 0.5m long, 60cm wingspan.
Special – Dive-Bomb! Archaeopteryx is capable of making attacks similar in style and feel to that of the modern-day hawk. To make the attack, Archaeopteryx rolls Coordination + Athletics (Flight) versus the target's Awareness + Survival or Fighting; if Archaeopteryx succeeds in the attack, then it has plucked the target in its talons, and does Strength + 2 damage (2/4/6). This costs a Story Point to use.

STORY POINTS: 0-1

ANUROGNATHUS

Anurognathus is a small Pterosaur with an unusually short tail. The creatures nest in the jungles of the Jurassic, feeding primarily on insects and small dinosaurs, but their razor-sharp jaws allow a large flock of Anurognathus to behave like flying piranhas, stripping a victim of flesh in a matter of seconds. They have a keen sense of smell and are drawn to weak or wounded prey.

Some subspecies have a symbiotic relationship with larger Sauropods, cleaning small parasites off the hide of the larger dinosaurs.

ANUROGNATHUS

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

SKILLS

Athletics 3 (Climbing 5, Flying 5), Fighting 2, Subterfuge 3 (Hiding 5), Survival 2.

TRAITS

Natural Weapons – Bite: An Anurognathus deals Strength +2 damage (2/3/5) with a bite.

Size – Tiny: 9cm long, 50cm wingspan.

Swarm (6): If there are lots of Anurognathus, they can be treated as a Swarm (see pg. 21).

Flight: Anurognathus can fly at high speeds over short distances.

Keen Senses: Anurognathus can smell blood over a huge distance.

Special – Flying Piranhas! (Swarm Only): If the Anurognathus Swarm, the Swarm's value increases by 1-6 per round up to a maximum of 18.

STORY POINTS: 0-1

ARTHROPLEURID

Arthropleura is a gigantic millipede that lived during the Carboniferous period, around 300 million years ago. Fossilised remains have been found measuring 1 to 2.5 metres, but some specimens might grow even larger. Arthropleura lives in the wet swamps, feeding on plant matter like bark, as well as small vermin and whatever carrion it could find. The creatures are amphibious, capable of breathing under water and swimming with great speed. They have no

known predators, making them over-confident and aggressive hunters; even though they feed primarily on plant matter, their jaws are strong enough to snap your leg in two.

ARTHROPLEURID

AWARENESS	4	PRESENCE	3
COORDINATION	4	RESOLVE	4
INGENUITY	1	STRENGTH	5

SKILLS

Athletics 3 (Squeezing 5), Fighting 3, Subterfuge 3 (Hiding 5), Survival 4.

TRAITS

Additional Limbs x2: Arthropleura is mostly legs, gaining +4 to its Speed.

Climbing (Major): Arthropleura can crawl up walls and along ceilings.

Fear Factor (2): +4 to rolls when trying to intimidate prey.

Natural Weapon – Bite: The Arthropleura is more used to eating small vermin and plants, but it can still deliver a nasty bite for Strength +1 damage (3/6/9).

Natural Weapon – Venomous Jaws: If the Arthropleura hits with a Bite attack, it can spend a Story Point to inject venom into the victim. The poison inflicts 4 damage, with a Difficulty of 21 to resist.

Size – Big: 0.5m to 2.5 metres long.

Special – Hard Target: Arthropleura are long and sinuous and hard to target; by spending a Story Point, the creature automatically reduces one Ranged attack to a normal Failure.

Run for your Life! The insect can crawl through small spaces and burrow into soft ground; if there's anywhere for the Arthropleura to slither away, it can run away from a fight pretty easily.

STORY POINTS: 1-2

COELUROSAURAVUS

Coelurosauravus is a reptile that lived in the Permian era. They live in the trees, clinging to the branches with their sharp curved claws. They are the earliest known flying reptiles, predating the pterosaurs by millions of years. Coelurosauravus flies (or at least glides enthusiastically) using 'wings' that are actually extensions of its ribcage. The creatures are inquisitive and friendly. Their diet is primarily

insects, but they also eat carrion, plant matter and whatever else they can find.

COELUROSAURAVUS

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

SKILLS
Athletics 3 (Flying 5, Climbing 5), Fighting 2, Subterfuge 2, Survival 3.

TRAITS
Flight (Minor)
Size – Small: 40cm long.
Natural Weapons – Sharp Teeth: A
Coelurosauravus bite inflicts Strength +1 (1/2/3) damage.

STORY POINTS: 0-1

COMPSOGNATHUS

Compsognathus is a small Theropod dinosaur around the size of a turkey. The creatures are fast-moving predators, chasing down lizards and other small prey. They use their tails as counterweights when running, and the distinctive swish of the dinosaur's tail as it banks at speed is instantly recognisable. Compsognathus is one of the most common dinosaurs; thousands of specimens scurry through the undergrowth of Jurassic jungles.

COMPSOGNATHUS

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

SKILLS
Athletics 4, Fighting 2, Subterfuge 3, Survival 2.

TRAITS
Natural Weapons – Bite: A Compsognathus deals Strength + 1 damage (1/ 2/ 3) with a bite.
Size – Small: 1m long.
Run for your Life!

STORY POINTS: 0-2

DRACOREX

Dracorex Hogwartsia, to give it its full Latin name, is a bipedal herbivore with a bony, spiky skull and a back lined with small horns. It stands about two metres tall, is three metres long from bony snout to the tip of its tail, and bears an astonishing resemblance to the common depiction of a mythical dragon.

Dracorex's wide, flat teeth are adapted for chewing plant matter, not devouring maidens, but if it lowers its head and charges, it can slam into a foe with enough force to crush someone's ribcage.

DRACOREX

AWARENESS	3	PRESENCE	4
COORDINATION	2	RESOLVE	3
INGENUITY	1	STRENGTH	7

SKILLS
Athletics 3, Fighting 2, Survival 3.

TRAITS
Armour 3: Reduce all damage suffered by 3.
Fear Factor (1): +2 to rolls when trying to intimidate foes.
Natural Weapon – Claws: Dracorex's claws do Strength damage (4/7/11).
Natural Weapon – Headbutt: The Dracorex slams its bony head into its enemy, driving its spikes in deep. This attack does Strength +1 damage (4/8/12) and knocks the target prone.
Size – Big: 3m long.
Special – Charge: If a Dracorex has enough space to lower its head and charge, it can do an especially damaging headbutt to anyone unfortunate enough to be standing in the way, hitting for Strength +3 damage.

STORY POINTS: 1-2

ELASMOSAURUS

Plesiosaurs are a whole family of aquatic predators that terrorised the oceans for millions of years. Plesiosaurs have round bodies, short tails, and four flippers. The creatures come in long and short necked species and vary wildly in length from 3 to 20 metres.

Elasmosaurus is one of the largest Plesiosaurs measuring about 14m in length and weighing 2.2

metric tons on average. With a mouthful of wicked teeth and incredible manoeuvrability, Elasmosaurus is a dangerous predator. The creature's main weakness is its neck, which it can only raise above the water in the shallows where it can push its body down against the sea floor as leverage.

Ravenous creatures, the Elasmosaurus can devastate the fish stocks in a region and aren't above taking a bite out of larger prey such as a human swimmer. The creature prefers to wait in ambush and attack from below; therefore murky waters are its favourite hunting ground.

It's possible that, alongside the more exotic Myrka, the Sea Devils also tamed Elasmosauruses to use as weapons too. It might not be safe to go into the water...

ELASMOSAURUS

AWARENESS	3	PRESENCE	3
COORDINATION	3	RESOLVE	2
INGENUITY	1	STRENGTH	12

SKILLS

Athletics 3 (Swimming 5), Fighting 3, Survival 3, Subterfuge 2.

TRAITS

Aquatic: Movement is reduced to 1 on land.

Armour (2): Reduce all damage by 2.

Natural Weapons – Bite: Elasmosaurus' toothy bite inflicts Strength +1 damage (7/13/20).

Size – Huge: 14m long (6-7m of which is neck).

Snap! If it spends a Story Point, an Elasmosaurus may make an additional bite attack this round.

STORY POINTS: 2-4

GIANT ARACHNID

Technically, these creatures are Mesothelae, but 'big giant spider' is more descriptive. They are a primitive order of spiders, measuring almost a metre across. While at first Giant Arachnid might not seem all that 'giant' - it's certainly no Racnoss - just take a moment to think about a spider that's bigger than a dog, bigger than your dining table. Scared now, aren't we? Unlike modern spiders, they lack venomous bites or spinnerets, so they cannot make webs.

They do have huge jaws to bite their prey, and hunt by pursuing or ambushing smaller creatures. Despite their horrific appearance and alarming size, a lone Megarachnid poses little danger to a grown human.

Of course, you might not meet a lone Megarachnid. The creatures might be encountered in Swarms of hundreds of creatures!

GIANT ARACHNID

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

SKILLS

Athletics 3 (Climbing 5), Fighting 2, Subterfuge 3 (Hiding 5), Survival.

TRAITS

Climbing (Major): Megarachnids can crawl on walls and ceilings.

Fear Factor (1): +2 to rolls when trying to intimidate prey.

Natural Weapon – Bite: A Megarachnid deals Strength + 1 (1/2/3) damage with a bite.

Size – Small

Swarm: If there are lots of Megarachnids, they gain the Swarm (4) trait (see pg. 21). Their Swarm rating increases by 1D6 each round to a maximum of 12.

Weakness – Scared of the Light

Special – Death from Above: If a Megarachnid drops down on a foe from above, it gets a + (1-6) bonus to its attack roll.

STORY POINTS: 0-1

GIGANTOSAURUS

Half a ton heavier, several metres taller and with even more jaw strength, Gigantosaurus is possibly even more dangerous than its better known Tyrannosaurus cousin (see pg.21). Its brain, though, is only half the size of that of a T-Rex, implying that the Gigantosaurus is an intellectual lightweight.

A character confronted by a Gigantosaurus might be able to escape becoming dinner by taking advantage of this. Throwing a stone into a nearby bush might do it, as might creating a bright pattern of flashing lights with a Sonic Screwdriver.

The Giganotosaurus has larger and stronger forearms than most Theropod dinosaurs, but its primary weapon remains its mighty teeth. Giganotosaurus preys on hundred-ton Titanosaurus herbivores, although it is possible that it is more of a scavenger than a killer. Giganotosaurus tracks have been found in groups, implying they sometimes moved in packs – as if one wasn't dangerous enough...

GIGANOTOSAURUS

AWARENESS	3	PRESENCE	4
COORDINATION	2	RESOLVE	4
INGENUITY	1	STRENGTH	16

SKILLS
Athletics 4 (Rending 6), Fighting 3, Survival 4.

TRAITS
Armour (4): Reduce all damage taken by 4.
Fear Factor (2): +4 to rolls when trying to intimidate prey, and humans need to make a Fear test when they first meet the monster.
Natural Weapon – Bite: The Giganotosaurus's huge jaws do Strength + 4 damage (10/20/30).
Natural Weapon – Stomp: If the dinosaur stomps on you, it hits for Strength damage (8/16/24).
Natural Weapon – Tail Swipe: The Giganotosaurus makes an attack that inflicts half Strength (4/8/12) damage, but can attack any number of targets as long as they're all within a few metres of each other. Anyone hit by the tail swipe is knocked over.
Size – Huge: 13.5-14.5m long, 4m tall.
Special – Not That Bright: If the Giganotosaurus is distracted by something like a loud noise or flashing lights, it may go after that instead of attacking. The Giganotosaurus can ignore a distraction by paying a Story Point.

STORY POINTS: 4-6

GORGONOPSID

The 'wolves of the Permian', Gorgonopsids are savage predators with sabre-like fangs – in fact, they are the first species known to possess such lethal sabre teeth. Different sub-species of Gorgonopsids were found across the globe. They hunt by stalking their prey until an opportunity arises, then chasing it down with a vicious charge. Gorgonopsids are

extremely aggressive and brutal predators, who use their long teeth and claws to rend their prey apart.

Gorgonopsids usually hunt on their own, but form small packs to bring down larger prey. They detect prey primarily by scent.

GORGONOPSID

AWARENESS	2	PRESENCE	5
COORDINATION	3	RESOLVE	6
INGENUITY	1	STRENGTH	12

SKILLS
Athletics 3 (Rending 5), Fighting 4, Survival 4.

TRAITS
Armour (3): Reduce all damage suffered by 3.
Fear Factor (2): +4 to rolls when trying to intimidate prey.
Natural Weapon – Bite: The Gorgonopsid's bite does Strength +2 damage (7/14/21).
Size – Big: 2.5m long, 1.5m tall.
Special – Tearing Bite: If the Gorgonopsid spends 2 Story Points before attacking, the wound continues to bleed, causing the victim to suffer 1/2/3 damage each round until the creature dies or the wound is treated.
Special – Charge: The Gorgonopsid charges, trampling anyone and anything in its path, then grabs one victim and runs off. It makes one attack on everyone it runs over; if it hits, it inflicts Strength damage on most of them, and Strength +4 (8/16/24) damage on the unfortunate victim who gets carried off.

STORY POINTS: 2-4

HOMINIDS

These are our ancestors. *Australopithecus afarensis* lived in Africa around three million years ago. They were one of the first primates to walk upright.

Their brains are still comparatively small and undeveloped, but their upright gait frees their hands to hold tools and weapons, and those tools will transform their descendants into the human race. *Australopithecus* is believed to have used primitive stone tools even at this early stage, like sharpened rocks for cutting meat and breaking bones.



PREHISTORY REPEATING ITSELF

HOMINIDS

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

SKILLS

Athletics 3, Craft 1, Fighting 3, Survival 3.

TRAITS

Natural Weapons – Punch, Claw and Bite:

Hominids attack by clawing and biting their enemies. This does Strength damage (3/5/8). Some hominids carry stone clubs for Strength +1 damage (3/6/9).

STORY POINTS: 1-2

The larger Hyaenadon species were the apex predators of their day and ranged across Africa, Europe, Australia, Asia, and North America. Despite the name and rough appearance, Hyaenadons are related to neither modern hyenas nor dogs. With strong builds and large jaws capable of crushing human bone with ease, these creatures present a terrible threat to those encountering them. They hunt in packs, using their superior numbers and coordination to bring down almost any prey.

MAMMOTH

The last known Mammoth died in North America around 7500 years ago. This is one of the largest species of Mammoth, standing four metres tall and weighing up to 10 tons. The Mammoth's most distinctive quality, other than its sheer size, is its huge tusks. These spiralled tusks are two or more metres long, making them formidable defensive weapons.

The Mammoth also possesses a long and agile trunk, which it uses to shovel food into its mouth – a typical Mammoth consumes more than 120 kilograms of food every day.

HYAENADON

Hyaenadons are a family of canine-like predators that ranged in size from 5kg to 500kg.

HYAENADON

AWARENESS	3	PRESENCE	2
COORDINATION	3	RESOLVE	3
INGENUITY	1	STRENGTH	6

SKILLS

Athletics 4, Fighting 3, Survival 3, Subterfuge 2.

TRAITS

Natural Weapon – Bite: The crushing bite of a Hyaenadon inflicts Strength +2 damage (4/8/12).

Size – Big: 2.5m long, 1m tall.

Special – Huge Leap: The Hyaenadon springs and leaps onto an enemy. It gains a +4 bonus to all Athletics checks.

Special – Pack Hunter: Hyaenadon attack prey larger than themselves in packs, to maximise their odds. By spending a Story Point, the Hyaenadon coordinates its attacks with its pack-mates. For every Hyaenadon after the first that joins the attack, they each receive a +1 bonus to the attack in this action round.

STORY POINTS: 1-2

MAMMOTH

AWARENESS	3	PRESENCE	5
COORDINATION	3	RESOLVE	5
INGENUITY	1	STRENGTH	16

SKILLS

Athletics 3, Fighting 3, Survival 4.

TRAITS

Armour (4): Reduce all damage by 4.

Fear Factor (1): +2 to rolls when trying to intimidate prey.

Natural Weapon – Bash: Swinging its tusks, the Mammoth can swat smaller creatures for Strength+2 damage (9/18/27).

Trample: The Mammoth walks over smaller creatures. It inflicts Strength damage (8/16/24) on all creatures that it runs over. Characters can dodge a trample attack with a successful Coordination + Athletics.

Size – Huge: 5-7.5m long, 2.5-3.5m tall.

STORY POINTS: 4-5

MEGALODON

Megalodon is the biggest marine predator in the history of planet Earth, measuring up to 20 metres long and weighing a staggering 100 metric tons. The titanic shark has teeth bigger than your whole hand and the most powerful bite of any creature that has ever existed; over five times more powerful than that of Tyrannosaurus Rex.

MEGALODON

AWARENESS	3	PRESENCE	4
COORDINATION	3	RESOLVE	5
INGENUITY	1	STRENGTH	36

SKILLS

Athletics 3 (Swimming 5), Fighting 3, Survival 3.

TRAITS

Aquatic: This creature cannot survive on land.

Armour (15): Reduce all damage suffered by 15.

Fear Factor (5): +10 to rolls when trying to intimidate prey.

Natural Weapon – Bite: Megalodon inflicts Strength +2 damage with a bite (19/38/57).

Special – Blood in the Water: The Megalodon gains a +4 to Survival checks to find food when their prey is bleeding.

Size – Colossal: 18-20m long.

Snap! If it spends a Story Point it can make an additional Bite attack.

Special – Disable: Megalodon aims for the target's means of propulsion and either tears it off or bites through it. This is handled as a standard Fighting roll with success; if it hits, it inflicts half normal Bite damage, but all the damage targets the victim's Coordination (or, in the case of vehicles, reduces Speed to 0). Megalodon only uses this attack when faced with a foe of Huge size or larger. This includes ocean-going vessels where it targets engines and rudders. If Megalodon tries chewing on a boat, it takes damage from the propellers, but still succeeds in crippling its prey.

Gulp! Megalodon swallows prey of Average size or lower in one gulp. Megalodon makes a standard Fighting roll to swallow its target. This horrible attack automatically kills the target but costs 2 Story Points to use.

STORY POINTS: 6-10

Megalodon is a killing machine that fed on anything it wished, including prehistoric whales, ripping off their flippers and biting through major joint bones to prevent them from getting away before tearing through their remaining bone and flesh with equal ease. The shark is fully capable of destroying a watercraft... you don't need a bigger boat, you need a battleship.

Megalodon roams all of Earth's oceans, though as temperatures get colder it confines itself to tropical, sub-tropical, and temperate oceans. Adult Megalodons rarely stray into shallow waters near the shore, beaching is one of the few things that threaten it.

As with the Elasmosaurus, it's possible that the Sea Devils tamed a number of Megalodons, using their colossal size to control their territory.



MOSASAUR

Mosasaurs are aquatic predators who live in the warm, shallow waters of the Cretaceous period. They are closely related to snakes, and resemble a cross between a huge shark and a conger eel. The first – and only – sight most prey will have of a Mosasaur is of its huge jaws snapping at them as it explodes out of the water. Mosasaurs often lurk near watering holes or on the shoreline, hoping to ambush some unwary land creature when it lowers its guard to drink.

Mosasaurs vary greatly in size, growing larger and larger over the course of their long lives. The average Mosasaur was 10-12 metres in length, but bigger examples have been found in the fossil record. Mosasaurs have nostrils instead of gills, and need to surface to breathe, just like whales.

MOSASAUR

AWARENESS	2	PRESENCE	3
COORDINATION	1/3*	RESOLVE	3
INGENUITY	1	STRENGTH	14

SKILLS

Athletics 4 (Swimming 6), Fighting 4, Subterfuge 2, Survival 3.

TRAITS

Armour 3: Damage is reduced by 3.

Aquatic: Movement is reduced to 1 on land.

Fear Factor (2): +4 to rolls when trying to intimidate prey.

Natural Weapon – Bite: You're not walking away from a Mosasaur bite, which does Strength +2 (8/16/24) damage.

Size – Huge: 10-12m long.

Special – Boatsmasher: The Mosasaur slams its huge weight into a boat, rocking it. The boat must be roughly equal in size to the Mosasaur (so, it can smash a dinghy or a rowing boat, but not a battleship or a submarine). The boat takes 24 damage, and anyone on board must make a Coordination + Athletics test (Difficulty 24) or be knocked over. Anyone near the sides of the boat falls overboard and into the water with the Mosasaur...

Special – Catch: If the Mosasaur hits a creature with a Bite attack, it can drag them back into the water with it. This pits the Mosasaur's Strength + Athletics against the Strength + Athletics of the target. If the Mosasaur wins, the victim is pulled into the water.

Special – Massive Leap: Mosasaurs are capable of sudden bursts of immense speed, exploding out of the water to bite prey, then sliding back down into the sea. The massive leap attack allows the Mosasaur to attack characters who aren't in the water, but are close enough to the shoreline to be reached by the monster. This attack is resolved at the start of the round, before even Talkers can act...

STORY POINTS: 2-4

limbs and barrel chests. They are stronger than their Cro-Magnon neighbours and have adaptations that allow them to survive in colder conditions. However, Neanderthals are slower-moving than Cro-Magnons and require more energy to survive, which may lead to their eventual decline.

Neanderthals use simple tools and cook their food. These early humans live in groups and use language. Neanderthals reach physical maturity a lot faster than Cro-Magnons and their children can be productive members of the community in half the time.

NEANDERTHAL MAN

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

SKILLS

Athletics 3, Convince 2, Craft 3, Fighting 4, Medicine 1, Subterfuge 2, Survival 4.

TRAITS

Tough: Reduce all damage suffered by 2.

Keen Senses – All: +2 to Awareness.

EQUIPMENT: Hides (Armour 1), stone club or axe (Strength +2 damage (5/7/10)). Note that Neanderthals rarely throw spears or axes since their joints are unsuited to the required movement.

TECH LEVEL: 1 **STORY POINTS:** 4-5

PACHYRHINOSAURUS

Pachyrhinosaurus is a ceratopsid dinosaur from the Late Cretaceous period, found in what is now Alberta and Alaska. Standing 2 metres high, Pachyrhinosaurus weighs some two tons and measures 6 to 8 metres in length. Like other ceratopsids, Pachyrhinosaurus has massive flattened bosses instead of horns, the largest one being over the nose with a smaller one over the eyes. In the case of this particular dinosaur, these bosses/frills are quite solid and strong, and are used in butting for dominance within the herd and possibly to attack enemies. They also have a pair of horns growing from the frill and extending upwards, and the skull also has several smaller horn ornaments that vary between individuals and

NEANDERTHAL MAN

Neanderthals exist across Europe and Asia over a time span of approximately 100,000 years. They stand about 1.68m tall and are heavily built with stocky

between species. Both the shape and the size of the frill are highly individualised, reliant possibly on gender, species of Pachyrhinosaurus, and other factors. They are herbivores with teeth that allow them to chew tough, fibrous plants. They are also herd animals, travelling in large groups that care for their young. These creatures have a jagged beak, and the Pachyrhinosaurus is able to move at prodigious speed, perhaps close to 32 kilometres per hour, which enhances the defensive capabilities of these dinosaurs. When threatened, Pachyrhinosaurus is somewhat aggressive towards its opponents, in the same manner as modern rhinoceroses are today. They favour well-watered, forested floodplains, and coastal swamps and marshes.

PARACERATHERIUM

These huge creatures are the largest land mammals ever to live. The largest Paraceratherium specimens found were 12 metres long and massively built, weighing nearly three times as much as an African bull elephant. Paraceratherium's name – 'near horn animal' – comes from its resemblance to a rhinoceros, but it lacks a horn. Instead, it possesses twin downward-pointing incisor teeth that it uses to efficiently strip leaves and branches from trees. Paraceratherium herds consume tons of plant matter every day, and so roam constantly from one section of woodland to the next in search of food. The sheer size of the Paraceratherium means it has no significant predators – the only things that can bring down this prehistoric titan are disease, starvation and old age.

PACHYRHINOSAURUS

AWARENESS	3	PRESENCE	4
COORDINATION	3	RESOLVE	4
INGENUITY	1	STRENGTH	14

SKILLS

Athletics 3 (Running 5), Fighting 3, Survival 3.

TRAITS

Armour (4): The size and sheer physicality of the Pachyrhinosaurus reduces damage by 4.

Natural Weapon – Horn Attack: The Pachyrhinosaurus can make an attack with its horns, but the size of the horns limits the damage to Strength -4 damage (5/10/15).

Natural Weapon – Head Ram: The Pachyrhinosaurus rams and head butts a single opponent, hitting for Strength +2 damage (8/16/24).

Size – Huge: 8m long, 3m tall.

Special – Swift of Foot: These creatures are extremely swift for such a huge animal. A Pachyrhinosaurus can move 4 extra areas each action round when running.

Trample: The Pachyrhinosaurus can trample over smaller creatures than itself. It inflicts Strength damage (7/14/21) damage on all creatures that it runs over. Characters can dodge the Trample attack with a successful Coordination + Athletics roll. This attack costs a Story Point to use.

STORY POINTS: 4-5

PARACERATHERIUM

AWARENESS	2	PRESENCE	3
COORDINATION	2	RESOLVE	4
INGENUITY	1	STRENGTH	20

SKILLS

Athletics 2, Fighting 2, Survival 3.

TRAITS

Armour (6): Reduce all damage suffered by 6.

Fear Factor 1: +2 to attempts to terrify other creatures.

Size – Colossal: 7-12m long, 5m tall.

Rear and Pound: By spending 2 Story Points, the monster rears back on its hind legs and then brings its forelegs smashing down with its full weight behind them. This attack has a -4 penalty to hit, but inflicts Strength+6 damage (13/26/39!).

Trample: The creature walks over smaller creatures.

STORY POINTS: 2-3

PRISTICHAMPSUS

Pristichampsus is a relative of the crocodile; with the extinction of the dinosaurs at the end of the Cretaceous, there was an opening for top predator, and Pristichampsus took that role in some regions. While it resembles a crocodile at first glance, Pristichampsus's feet are more like hooves and its limbs are more suited to running, suggesting it

spends more of its time on land than in the water. It is even capable of rearing up on its hind legs and walking for short distances as a biped, to bite at tall creatures or to shake trees. Its primary weapon is a mouth full of serrated teeth, perfect for tearing flesh. It is a single-minded predator, prone to focusing on one particular target and ignoring other prey unless somehow diverted from its hunt.

then it sees you as a potential threat or rival (or a mate), and they are drawn to similarly-coloured objects.



PREHISTORY REPEATING ITSELF

PRISTICHAMPSUS

AWARENESS	3	PRESENCE	5
COORDINATION	3/5*	RESOLVE	5
INGENUITY	1	STRENGTH	10

* Land /Sea

SKILLS

Athletics 4 (Running 6, Swimming 6), Fighting 4, Survival 3.

TRAITS

Armour (3): Damage taken by the Pristichampsus is reduced by 3.

Fear Factor 1: +2 to rolls when trying to intimidate prey.

Natural Weapon – Bite: The Pristichampsus bites its victim; a bite does Strength + 4 damage (7/14/21).

Natural Weapon – Claws: A slash from a Pristichampsus claw does Strength +2 damage (6/12/18).

Size – Big: 3m long, 0.5m tall.

STORY POINTS: 4-6

PTERODACTYL

More properly called a Pteranodon, Pterodactyls have a wingspan of up to six metres. Huge flocks of these creatures soared through the skies of the Cretaceous period. They are among the most common flying reptiles in that era. Pterodactyls have long, sharp beaks they use to scoop or spear prey. Their primary diet is fish and squid harvested from the surface of the ocean, but they also eat insects and small lizards or mammals.

Pterodactyls, especially males, have a large reddish crest at the top of the skull, which is used partly as a rudder in flight, but mainly as a sexual display. If a Pterodactyl is enthusiastically displaying its crest,

PTERODACTYL



AWARENESS	3	PRESENCE	4
COORDINATION	2	RESOLVE	3
INGENUITY	1	STRENGTH	8

SKILLS

Athletics 4 (Flying 6), Fighting 2, Survival 3.

TRAITS

Flight (Major): Pterodactyls can fly; they are not very agile flyers, but are capable of gliding immense distances.

Natural Weapon – Bite: A Pterodactyl's beak does Strength -2 damage (3/6/9) on a successful hit. They rely on forward momentum (see Swoop, below) when fighting bigger creatures.

Natural Weapon – Swoop: The Pteranodon swoops down on its prey. This attack has a +4 bonus to hit and does Strength +2 damage (5/10/15).

Size – Big: 1.5m-3m long, 6m wingspan.

Special – Circle Threateningly: If a Pterodactyl circles over its prey looking for an opening it gains Fear Factor (2).

STORY POINTS: 1-2

SABRE-TOOTHED TIGER

While it is commonly called a sabre-toothed tiger, the Smilodon (to give it its proper name) is actually closer to the panther family. Smilodon is an extinct predator that lived between 1.6 million and 10,000 years ago, and is best known for its huge canine

teeth. These sabre-teeth can be up to 28 centimetres in length, and were used to stab its prey. Smilodon's bite is actually weaker than that of other big cats, but once it grabbed on with those huge teeth, it could put its whole upper body strength into shaking and tearing victims to pieces. Smilodon's teeth and build suggest it is primarily adapted for preying on larger animals, such as big herbivores like bison and ground-sloths. The Smilodon wrestles its prey to the ground, and then tears out the throat with a bite from its huge jaws.

long, and massing around two tonnes, the dinosaur is best known for its cranial crest, which is long and spike-like, and projects upward and backwards at a 45-degree angle starting from over the eyes. This is used for mating purposes and to alert other members of the herd to danger. The dinosaur has a spoon-shaped beak, and dwells in well-watered forested or woodland areas, flood plains, and some coastal swamps and marshes. It is a herbivore at home both bipedally and quadrupedally, and can forage up to a height of 4 metres. It is competitive with other plant eaters such as Edmontosaurus and Hypacrosaurus.

SABRE-TOOTHED TIGER

AWARENESS	5	PRESENCE	5
COORDINATION	4	RESOLVE	4
INGENUITY	1	STRENGTH	8

SKILLS

Athletics 4 (Climbing 6, Jumping 6, Rending 6), Fighting 4, Subterfuge 4, Survival 3.

TRAITS

Size – Big: 1.5-2m long, 1m tall.

Natural Weapon – Bite: A Smilodon bites does Strength +2 damage (5/10/15).

Natural Weapon – Claw: The Smilodon's smaller claws do Strength damage (4/8/12).

Fear Factor (1): +2 to rolls when trying to intimidate prey.

Special – Grab: The Smilodon has to make a successful bite attack to use this ability, and then spend a Story Point. It sinks its teeth into its prey, grabbing on. The victim needs to beat the Smilodon in a contest of Strength + Fighting to escape the grab. While it's got a victim grabbed, the Smilodon can't make any more bite attacks.

Special – Piercing Fangs: The Smilodon's fangs ignore up to 5 points of armour.

Special – Shake: The Smilodon has to have a victim grabbed to use this ability, and then spend a Story Point. The grabbed victim is automatically hit for Strength +6 damage (7/14/21).

STORY POINTS: 2-4

SAUROLOPHUS

AWARENESS	2	PRESENCE	2
COORDINATION	2	RESOLVE	3
INGENUITY	1	STRENGTH	10

SKILLS

Athletics 2 (Running 4), Fighting 1, Survival 3.

TRAITS

Cowardly: Saurolophus' first instinct is to flee from any danger.

Natural Weapon – Stomp: The Saurolophus can stomp on any opponent that is smaller than itself, inflicting Strength damage (5/10/15).

Run for your Life!

Size – Huge: 10-12m long, 4m tall.

Special – Herd Trample: When agitated or frightened, Saurolophus charge through the area of terrain in the direction opposite to the threat, heedless of any creatures in their way. The herd is able to trample any being smaller than themselves in the area, inflicting Strength damage (5/10/15) as they flee.

STORY POINTS: 0-1

SAUROLOPHUS

Typical of many hadrosaurs (duck-billed dinosaurs), Saurolophus is a four-legged, ground-hugging herbivore with a prominent crest on its head found in Asia, Mongolia and North America. Some 10 metres

SCUTOSAURUS

Scutosaurus is a large reptile that lived towards the end of the Permian era. It is a herbivore, migrating across the arid landscape in search of plants. Scutosaurus travels in large herds which must keep moving constantly, as the ravenous reptiles can quickly denude an entire forest of vegetation. Scutosaurus is slow-moving and tires easily, but its heavy armour plating protects it from most predators.

SCUTOSAURUS

AWARENESS	2	PRESENCE	2
COORDINATION	2	RESOLVE	3
INGENUITY	1	STRENGTH	10

SKILLS

Athletics 3 (Brute Force 5), Fighting 2, Survival 3.

TRAITS

Armour (Major): Scutosaurus has 10 points of Armour.

Natural Weapon – Headbutt: Scutosaurus attacks by slamming its bony head into enemies. Its headbutt attacks do Strength damage (5/10/15).

Size – Big: 3m long, 1m tall.

Trample: The Scutosaurus attempts to use its massive bodyweight to crush enemies.

STORY POINTS: 2-3

SPINOSAURUS

Spinosaurus is probably the largest theropod dinosaur ever to have lived, beating out even Tyrannosaurus Rex and Giganotosaurus. The creature's most distinctive feature is the sail that rises from its back supported by spines of bone. It's likely that the sail was mostly used for courtship displays and intimidation. Spinosaurus spends equal amounts of time in and out of the water, though it is primarily a land-based creature.

Spinosaurus is an opportunistic predator, mainly preying on fish, but happy to kill and eat anything that crosses its path. The creature is extremely territorial, and will hunt down and kill anything that enters its territory. Unfortunately for most creatures Spinosaurus is quick to stake out new territories and rarely takes the time to check if there are already residents.

It's a good thing for the residents of Victorian London that it was a T-Rex that gobbled up the TARDIS and not a Spinosaurus; the Doctor and Madame Vastra would have had a much harder time placating such a large and vicious dinosaur, especially if it had taken a fancy to a dip in the River Thames...

SPINOSAURUS

AWARENESS	2	PRESENCE	3
COORDINATION	2	RESOLVE	4
INGENUITY	1	STRENGTH	16

SKILLS

Athletics 3 (Rending 5), Fighting 4, Survival 4.

TRAITS

Armour (3): Reduce all damage by 3.

Fear Factor (2): +4 to rolls when trying to intimidate prey.

Natural Weapon – Bite: Spinosaurus' massive bite inflicts Strength +2 damage (9/18/27).

Gulp! Spinosaurus swallows prey of Average size or lower in one gulp. Spinosaurus makes a standard Fighting roll to swallow its target. This horrible attack automatically kills the target but costs 2 Story Points to use.

Size – Huge: 15-18m long, 7m tall (including spines).

Snap! Spinosaurus may make an additional bite attack this round if it spends a Story Point.

STORY POINTS: 4-6

STEGOSAURUS

Stegosaurus is a heavily built dinosaur with a back protected by twin rows of kite-shaped bony plates. It has a small head, a humped back, and a tail with long spikes that it carries high in the air. Stegosaurus measures about 12 metres long and weighs roughly 5 metric tons.

Stegosaurus has a remarkably small brain for a dinosaur and relies on its impressive tail spikes rather than cunning to keep it alive - this so-called 'thagomizer' comprised four sharpened spikes, more than enough to give would-be predators pause for thought. The creature is quite nimble for its size, capable of using its spiked tail to terrible effect.

Stegosaurus is a grazer and usually feeds on mosses and ferns common to the Jurassic period. Stegosaurus prefers the company of others of its kind, travelling in herds whenever possible.

STEGOSAURUS

AWARENESS	1	PRESENCE	3
COORDINATION	3	RESOLVE	3
INGENUITY	1	STRENGTH	14

SKILLS

Athletics 2, Fighting 2, Survival 2.

TRAITS

Armour (5): Reduce all damage by 5.

Natural Weapon – Tail Slap: Stegosaur lashes out with its powerful spiked tail causing Strength damage [7/14/21].

Size – Huge: 8-9m long, 2.5-3m tall.

Special – Tail Flail: Stegosaurus flails its tail wildly, making a single attack on everything behind or beside it. Anyone struck takes half Strength damage [4/7/11].

STORY POINTS: 1-2

STONE AGE TRIBESMAN

This is an example of an early human tribesman, one of the first anatomically modern humans that inhabited Europe some 35,000 years ago. By our standards, he looks almost like we do, but the skull is slightly larger and the eye sockets are more rectangular. His physique also bears testament to his environment; early humans are stronger, faster and fitter than modern humans.

They are semi-nomadic hunters and gatherers, using stone tools and weapons like spears and axes to bring down Mammoths and cave bears. They wear ragged clothes made from fur or flax, and dwell in tents or crude shelters. They have their own spoken languages, but writing will not be invented for another 30,000 years.

They have primitive superstitions, attributing power to certain dangerous creatures as well as the weather and sacred places, but they have only the beginning of a culture. In time, they will come to make paintings of ochre, and make clay statues to bring fertility and good hunting.

The First Doctor and his companions encountered one such tribe of early humans, the Tribe of Gum, during one of their adventures. They had to flee to the TARDIS to escape!

STONE AGE TRIBESMAN



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

SKILLS

Athletics 5, Convince 2, Craft 3, Fighting 4, Marksman 2, Medicine 1, Subterfuge 2, Survival 4.

TRAITS

Keen Senses: +2 to Awareness tests to notice danger.

Sense of Direction: +2 to any roll to work out which way to go.

Tough: Reduce all damage by 2.

Technically Inept (Minor Bad): -2 to any attempts to operate or repair technology.

EQUIPMENT: Animal Furs, Knife (Strength +2 damage)

TECH LEVEL: 1 **STORY POINTS:** 2-4

TERROR BIRD

Commonly known as 'Terror Birds', Phorusrhacids were the dominant predators in South America during much of the Cenozoic era. These ferocious avians stand three metres tall on their long, nimble legs. They are flightless, but are capable of running with tremendous speeds of up to fifty kilometres an hour. Once a Phorusrhacid catches its prey – and with that running speed, very few creatures can escape a pursuing Terror Bird – it pins it with meat-hook claws and slam its beak into the victim's skull, punching through flesh and bone to destroy the brain.

Terror Birds are extremely aggressive, attacking on sight. They have no fear of humans, mistaking us for the monkeys they feed upon in the jungle. Phorusrhacid is primarily carnivorous, but also scavenges for fruits, nuts and roots to supplement its diet.

Titanoboa is comfortable in warm water and proto-crocodiles are one of its favourite meals though it will happily devour a man whole as a snack. Titanoboa is surprisingly stealthy for its size, lurking patiently in wait until something edible happens along.



PREHISTORY REPEATING ITSELF

TERROR BIRD

AWARENESS	4	PRESENCE	4
COORDINATION	4	RESOLVE	6
INGENUITY	1	STRENGTH	9

SKILLS

Athletics 4 (Running 6), Fighting 4, Survival 3.

TRAITS

Natural Weapon – Claw: A slash from a Terror Bird’s claw does Strength +1 damage (5/10/15).

Natural Weapon – Beak Slash: A solid peck or bite from the Phorusrhacid’s wicked beak does Strength +3 damage (6/12/18).

Size – Big: 2m long, 1-3m tall

Special – Pin: Instead of clawing an enemy, the Terror Bird can pin it down with a foot instead. Only creatures smaller than the Phorusrhacid can be pinned. If the pin attack hits, then the victim can’t move until the bird lets him go or he wins a Strength + Athletics contest against the bird.

Special – Head-Crack: This attack can only be used on creatures pinned by the Terror Bird; the bird drives its beak into the victim’s brain, dealing Strength +6 damage (8/15/23).

Special – Burst of Speed: If the Terror Bird spends a Story Point it can sprint, gaining a +4 bonus to any Athletics checks and increasing its Speed by +4.

STORY POINTS: 1-2

TITANOBOA

AWARENESS	3	PRESENCE	2
COORDINATION	3	RESOLVE	3
INGENUITY	1	STRENGTH	16

SKILLS

Athletics 3, Fighting 4, Survival 3, Subterfuge 4.

TRAITS

Natural Weapon – Bite: Titanoboa bites a target inflicting Strength damage (8/16/24).

Armour (3): Reduce all damage suffered by 3.

Size – Huge: 15m long, 1m thick.

Special – Grab: The Titanoboa must make a successful Bite attack to grab hold. If successful, it clamps down with its jaws, holding the victim in place. Breaking free of a grab means overpowering Titanoboa in a contest of Strength + Athletics or Coordination + Subterfuge.

Special – Constricting Coils: This power can only be used on a victim who is already Grabbed. The snake wraps its sinuous coils around its prey, inflicting damage equal to half its Strength every round. Escaping requires defeating Titanoboa in a contest of Strength + Athletics (you can’t slip out using Coordination). It can only constrict one victim at a time.

Weakness – Cold: Cold will drive Titanoboa back. A CO2 fire extinguisher or some other source of extreme cold can be used as a weapon against the monster.

STORY POINTS: 4-5

TITANOBOA

Titanoboa is the largest snake ever to have lived, measuring up to 15 metres in length and 1 metre thick. Native to the Palaeocene era, Titanoboa stays in tropical areas with temperatures below 30 degrees Celsius making it uncomfortable. If trapped in a colder location, Titanoboa will immediately seek out some source of heat. This massive snake attacks by wrapping itself around its prey and crushing it to death.

TITANOSAUR

Titanosaurs are a family of huge Sauropods that thrived during the late Cretaceous period. There was no one species called a Titanosaurus; this entry covers lots of similar gigantic herbivores, like Saltasaurus and Ampelosaurus.

They are stockier and heavier but slightly shorter than the Sauropods that preceded them. Titanosaurs are herbivores, devouring tons of vegetation every

day. Their hind legs are strong enough to bear the full weight of the creature, allowing a Titanosaurus to rear up to feed from the upper branches of trees.

Titanosaurs varied in size; the biggest was likely Argentinosaurus, which was around 30 metres long and weighed more than 70 tons, although some fossils suggest the existence of even bigger creatures.

TITANOSAUR

AWARENESS	2	PRESENCE	4
COORDINATION	1	RESOLVE	6
INGENUITY	1	STRENGTH	20

SKILLS
Athletics 2 (Brute Force 6), Fighting 2, Survival 2.

TRAITS

Armour (5): Damage taken by the Titanosaurus is reduced by 5.

Natural Weapon – Crush: The Titanosaurus's default defensive approach is to slam its tail into enemies. A tail hit does Strength damage (10/20/30). The Titanosaurus must have room to swing its tail at the enemy.

Natural Weapon – Rear and Pound: The Titanosaurus rears back on its hind legs and then brings its forelegs smashing down with its full weight behind them. This attack has a -4 penalty to hit, but inflicts Strength + 6 damage (13/26/39!). This attack costs 2 Story Points to use.

Natural Weapon – Stomp: For annoying creatures of Big Size or smaller, the Titanosaurus can just use its bulk to step on them. A stomp attack does Strength damage (10/20/30).

Size – Colossal: 15m long, from head to tail.

Special – Tail Crack: The Titanosaurus cracks its tail, creating a loud noise that alerts other Titanosaurs nearby. Anything or anyone else nearby will be unable to act for their next action. This trait costs a Story Point to use.

Special – Tail Sweep: The Titanosaurus swings its tail in a wide arc. Any creatures nearby may get slapped by the swinging tail. The Titanosaurus makes one tail attack on anything in the path of the tail and inflicts Strength (10/20/30) damage. This trait costs a Story Point to use.

Trample: The Titanosaurus walks over smaller creatures. It inflicts Strength damage (10/20/30) on all creatures that the dinosaur runs over. Characters can dodge a trample attack with a successful Coordination + Athletics reaction. This trait costs a Story Point to use.

STORY POINTS: 1-2

Like other Sauropods, Titanosaurs have long tails that can be used as a defensive weapon. The tails of some species can be cracked like a whip fast enough to make a sonic boom; the tail is also used to help support the creature. Some species have protective osteoderms (bony plates), but most rely on their sheer size to protect them. There are very few predators large enough to tackle an adult Titanosaurus, and the mass of the herd protects the more vulnerable juveniles. Herds contain dozens or even hundreds of adults, moving in a stately procession through the jungles of the Cretaceous, the largest creatures ever to walk the earth.

TRICERATOPS

Triceratops is a large herbivorous quadruped dinosaur. Weighing as much as 12 tonnes it is native to the Cretaceous period. Triceratops is most famous for its broad crest, beaked mouth, and triple horns. The massive creature uses its horns and crest primarily for mating displays, but they also serve as potent defensive weapons, making life very difficult for potential predators like Tyrannosaurus Rex. Like the modern rhinoceros, Triceratops does not hesitate to charge when confronted with danger.

Triceratops is mostly found roaming the plains that would later be North America and Canada. The creature is highly protective of its young, and attacks any potential threat until convinced it is dead.

The Doctor and his companions encountered a tame Triceratops onboard the Silurian Ark, but Solomon the Trader killed it to prove he was serious.



TRICERATOPS

AWARENESS	3	PRESENCE	3
COORDINATION	2	RESOLVE	3
INGENUITY	1	STRENGTH	14

SKILLS

Athletics 3, Fighting 2, Survival 3.

TRAITS

Armour (4): Reduce all damage by 4.

Natural Weapon – Gore: Triceratops gores a single target with its horns, inflicting Strength damage (7/14/21).

Size – Huge: 8-9m long, 3m tall.

Special – Charge: Triceratops charges a single target, incidentally trampling and goring anyone of smaller size that it in its path. It makes one attack on everyone in its path; if it hits, it inflicts Strength damage on most of them, and Strength +4 (10/18/26) damage on the unfortunate target.

STORY POINTS: 2-4

TYRANNOSAURUS REX

Perhaps the best known of all dinosaurs, the 'king of the dinosaurs' was one of the largest Theropod carnivores, measuring up to 13 metres in length with teeth the size of daggers. Some Tyrannosaur tooth fossils were up to 30 centimetres long; the teeth were designed to rend and tear the monster's prey.



Some scientists believe that T-Rex was a scavenger, but the balance of evidence now suggests that it was an apex predator, a hunter who chased down big

Sauropods, the lion of the Cretaceous period, but a lion the size of a school bus.

The Twelfth Doctor and Clara had a memorable encounter with a T-Rex when the Doctor's TARDIS was swallowed by a female member of the species when they went back to the Cretaceous period soon after his regeneration, the time machine inadvertently transporting it back to Victorian London. Luckily the Doctor could speak T-Rex and calmed it down before it could do any damage; unfortunately, the Half-face Man killed it to harvest its optical nerve.

TYRANNOSAURUS REX

AWARENESS	3	PRESENCE	4
COORDINATION	3	RESOLVE	3
INGENUITY	1	STRENGTH	14

SKILLS

Athletics 3 (Rending 5), Fighting 3, Survival 4.

TRAITS

Natural Weapon – Bite: A T-Rex's Bite attack does Strength +2 damage (8/16/24).

Fear Factor (2): +4 to rolls when trying to intimidate prey.

Armour 3: Reduce all damage by 3.

Size – Huge: 12m long, 4.5-7m tall.

Snap! If it spends a Story Point, the T-Rex can make an extra bite attack this round. The T-Rex can use this ability in addition to another attack.

Special – Tail Swipe: The T-Rex makes an attack that inflicts ½ Strength damage (3/7/10), but can attack any number of targets as long as they're all within a few metres of each other. Anyone hit by the tail swipe is knocked over. This costs a Story Point to use.

STORY POINTS: 4-6

UTAHRAPTOR

Like the Velociraptor (see opposite), Utahraptor is a member of the dromaeosauridae family, and shares many of the same Traits, like the sharp curved claws, the long balancing tail and the nasty attitude.

Unlike its smaller cousin, though, Utahraptor is bigger and heavier than a grizzly bear, with some specimens being up to ten metres long and weighing the best part of a ton.

UTAHRAPTOR

AWARENESS	4	PRESENCE	5
COORDINATION	4	RESOLVE	5
INGENUITY	1	STRENGTH	11

SKILLS

Athletics 3 (Climbing 5, Jumping 5, Rending 5), Fighting 4, Survival 4.

TRAITS

Natural Weapon – Bite: The terrible bite of a raptor does Strength +2 damage (7/13/19).

Natural Weapon – Claws: Raptor claws are usually used only for climbing and holding prey, but they can disembowel a human. The claws inflict Strength -1 damage (5/10/15).

Fear Factor (1): +2 to rolls when trying to intimidate prey, and humans need to make a Fear test when they first meet the monster.

Size – Big: 7m long, 2m tall.

Special – Leaping Attack: The Utahraptor jumps onto an enemy and clings on with its claws. The raptor must make a successful Fighting attack to grab on, and inflicts claw damage in the first round it hits. In every subsequent round, it automatically inflicts the lower end of its claw damage on the victim, and gets to make a bite attack too. The raptor's victim suffers a -4 penalty to all actions while it's clinging to him. Knocking the Utahraptor off requires a successful Fighting or Athletics contest. It must spend a Story Point to use this trait.

Snap! If it spends a Story Point, the raptor can make an extra Bite attack this round.

Keen Senses – Smell: Flaring its nostrils, the raptor sniffs the air. It gets a +4 bonus to its Awareness when searching for prey using its sense of smell.

STORY POINTS: 2-4

VELOCIRAPTOR

These small dinosaurs are better known in the popular imagination as raptors. They are fast-moving predators. Their name 'terrible claw' refers to the sickle-shaped claw on each foot. While these claws can be used to stab prey, they are more often used for climbing and for clinging onto larger creatures. Velociraptors prey on larger herbivores

like Tenontosaurus; the raptors leap onto their prey and hold on with their claws, while biting and tearing with their incredibly powerful jaws.

VELOCIRAPTOR



AWARENESS	4	PRESENCE	3
COORDINATION	4	RESOLVE	4
INGENUITY	1	STRENGTH	7

SKILLS

Athletics 3 (Climbing 5, Jumping 5), Fighting 4, Survival 3.

TRAITS

Fear Factor (1): +2 to rolls when trying to intimidate prey.

Keen Senses – Smell

Natural Weapons – Bite: The terrible bite of a raptor does Strength +2 damage (5/9/13).

Natural Weapons – Claw: Raptor claws are usually used only for climbing and holding prey, but they can disembowel a human. The claws inflict Strength -1 damage (4/6/9).

Size – Average: 1.5m long, 1m tall.

Special – Leaping Attack: The raptor jumps onto an enemy and clings on with its claws. It must make a successful Coordination + Fighting attack to grab on, and inflicts claw damage in the first round it hits. In every subsequent round, it automatically inflicts the lower end of its claw damage on the victim, and gets to make a bite attack too. The raptor's victim suffers a -4 penalty to all actions while the monster's clinging to him. Knocking the raptor off requires a successful Fighting or Athletics contest.

Snap! If it spends a Story Point, the raptor can make an extra Bite attack this round.

STORY POINTS: 1-2

Raptors have a long tail, used for balance when running and jumping. They can climb trees or other obstacles with their claws. They have a very keen sense of smell, but their vision is optimised for spotting moving prey, so they tend to ignore stationary objects that do not smell like food. They hunt in packs, searching for carrion or vulnerable prey. They are intelligent enough to use quite clever tactics, and have surprisingly dexterous hands that can pick up items or examine objects of curiosity. When not hunting, Velociraptors are inquisitive creatures, eager to push the boundaries of their territory.

WOOLLY RHINO

The Woolly Rhino roams the northern reaches of Eurasia up until 10,000 years ago. At 4 metres in length and 2-3 tons in weight the creature is an impressive sight.

WOOLLY RHINO

AWARENESS	2	PRESENCE	4
COORDINATION	2	RESOLVE	4
INGENUITY	1	STRENGTH	14

SKILLS

Athletics 3, Fighting 3, Survival 4.

TRAITS

Armour (3): Reduce all damage suffered by 3.

Natural Weapon – Slash: The Woolly Rhino swings its horn swatting a target and inflicting Strength damage [7/14/21].

Natural Weapon – Impale: The Woolly Rhino can impale enemies with its horn. An impale attack inflicts Strength+2 damage [9/18/27].

Size – Huge: 4m long, 2m tall.

Special – Charge: The Woolly Rhino charges a target, trampling anyone and anything in its path. It makes one attack on everyone it runs over; if it hits, it inflicts Strength damage [7/14/21] on most of them, and can make an Impale attack against its target.

Trample: The Woolly Rhino walks over smaller creatures. It inflicts Strength damage [7/14/21] on all creatures that it runs over. Characters can dodge a trample attack with a successful Coordination + Athletics.

STORY POINTS: 1-2

The Woolly Rhino gets its name from the thick coat of hair that covers its body, protecting it from the cold of the tundra it calls home. The creature is usually solitary, except when travelling with its young or migrating during the seasons.

Woolly Rhino horns grow to about a metre in length and are used both as defences and in attracting mates. These mighty beasts are herbivores and eat almost constantly to keep up their strength.

NEW EQUIPMENT AND GADGETS

If you're going to head back in time to go on a dinosaur safari, it pays to be well equipped. After all, you can hardly rely on local technology now, can you (except Silurian technology, of course – see pg. 68).

IMPROVISING EQUIPMENT

If you're stuck in the distant past, of course, you're unlikely to find a handy hardware store to tool up at. The Craft or Survival skills can be used to improvise basic equipment and to build shelter. To use the Craft skill, you need the appropriate tools, but you can build improvised tools out of basic materials in a pinch.

You can also improvise modern equipment, turning your sat-nav into a tracking system or your radio into an ad hoc scanner. Improvising modern gear uses the Technology skill.

When using improvised equipment, any 'Yes, But', or 'No, And' results probably mean that your improvised gear has broken.

Cage (Minor Gadget)

Cages come in all shapes and sizes. For a small creature, the cage is light enough to be carried in one hand, and has a hatch through which you can pop the pesky critter into its new home. Larger cages come in sections and have to be assembled in the field – it's hard to find a cage big enough to hold a Mammoth or a Tyrannosaurus rex that can be easily transported.

Traits: Entrap.

Story Points: 1

Oscilloscope (Minor Gadget)

An audio oscilloscope is used to analyse sound waves; zoologists use them to examine animal cries. Oscilloscopes can detect sounds outside the range

of human hearing, such as the ultrasonic screeches used by bats and other creatures that hunt by echolocation.

Traits: Scan.
Story Points: 1

Tracking Beacon (Minor Gadget)

A small radio transmitter whose signals can be detected and homed in on with a suitable detector. Beacons come in a variety of shapes and sizes; bigger ones have a longer range. It is even possible to purchase darts for a dart gun or tranq rifle that contain miniature beacons for tracking beasts in the wild.

Traits: Transmit.
Story Points: 1

Tranquilliser Darts

Tranquilliser darts can be filled with a variety of chemical compounds and drug cocktails to knock out the target. They're designed for use on animals, not people – if you shoot someone with a strong animal tranquilliser, it can be lethal. They're particularly useful for taking a dinosaur hunting trip back to the Cretaceous where the aim is not to actually kill anything.

If a tranquilliser hits, the target must make a Strength + Resolve roll against a Difficulty determined by the type of dart. This works like a normal Marksman attack — an Average success means the Difficulty is the first number, a Good success uses the second

value, and a Fantastic success uses the third number. Armour reduces this 'damage' as normal.

For example, John Riddell shoots a Pteranodon with a dart gun. The Pteranodon has Armour 2, and the dart gun deals 6/9/12 tranquilliser damage. He gets a Fantastic success, so that means the third value (12) is used, -2 for the creature's Armour. The Pteranodon has to make a Strength + Resolve roll against Difficulty 10.

TRANQUILLISER RESISTANCE

SUCCEEDED BY EFFECT

- 9 + You made him mad... The creature is unaffected by the tranquilliser, and regains 1D6 Story Points.
- 4 - 8 No effect. The creature shrugs off the drug.
- 0 - 3 Slows him down... The creature gains the Slow Trait.

FAILED BY EFFECT

- 1 - 3 He's Woozy. The creature loses a Story Point and gains the Slow Trait. If it already has the Slow Trait, it falls unconscious.
- 4 - 8 Out like a light! The creature falls unconscious.
- 9 + Uh-Oh! The creature falls unconscious, and is in need of urgent medical attention. It's stopped breathing.



Subsequent tranquilliser shots force the creature to make another Strength + Resolve check, adding half the damage from the most recent tranquilliser shot onto the Difficulty.

Different types of tranquilliser are available.

TRANQUILLISER	DIFFICULTY
Small Animal Tranquilliser	3 / 6 / 9
Horse Tranquilliser	6 / 12 / 18
Elephant Tranquilliser	8 / 16 / 24
Huge Tranquilliser	10 / 20 / 30

Sedatives

Sedatives work just like tranquillisers (see above), if you can get a creature to eat them.

NEW TRAITS

Pet (Minor Good Trait)

The character has a trained pet!

Effect: This Trait gives you a faithful, loyal companion – it could be a cat or a parrot, or perhaps even a small dinosaur. A small, harmless creature won't be much good in a fight, but it could distract a bad guy at the

right moment, screech a warning or track a monster. Alternatively, your pet could be a bigger creature – a guard dog, a horse or a pterodactyl that lives in your attic – that can attack people on command or carry a rider. The downside of a big pet is that it's hard to bring it with you to most places. Few restaurants admit wolfhounds, let alone dinosaurs.

Animal Lover (Minor Bad Trait)

The character can't stand to see animals hurt.

Effect: If you stand by and do nothing when an animal is being injured or in pain, you lose Story Points. How many is up to the Gamemaster. You can still fight back to save your life, or the lives of innocents, but you must always try to find non-harmful solutions first. This might make it somewhat difficult when trying to survive in the dinosaur-infested past.

Fresh Meat (Minor Bad Trait)

Something about the character smells good to meat-eating predators. Dinosaurs and other alien predators can't help but want to eat them.

Effect: Firstly, any attempts to use Subterfuge to hide from predators suffer a -2 penalty if they can smell the character. Secondly, given a choice, any hungry monster is going to snack on the character instead of anyone else nearby; they're always target number one.





THE SILURIANS

THE SILURIANS



'They're not aliens. They're Earth-liens. Once known as the Silurian race, or, some would argue, Eocenes, or Homo reptilia. Not monsters, not evil ... The previous owners of the planet, that's all. Look, from their point of view, you're the invaders.'

Although humanity might not realise it, their civilisation was not the first to rise on Earth – far from it. 100 million years ago, a race of sentient reptiles called the Silurians evolved from dinosaurs, their civilisation growing to encompass prehistoric Earth. But 65 million years ago Silurian rule of Earth came to an abrupt end as the planet was threatened by the impact of a rogue planetoid. In the face of this impending disaster, the Silurians built huge underground enclaves and cities deep beneath the planet's surface and entered a state of artificial hibernation, planning to re-emerge when the threat had passed. Yet they slept too long, and only now that humans have risen to conquer Earth have they begun to awaken...

The Silurians are one of the Doctor's oldest foes, but one that he has allied with almost as much as he has stood against. Because the Silurians might be encountered by any time traveller venturing back into Earth's prehistory or in the far-future as their hibernating cities and Space Arks return to life, their chapter is included slap-bang at the heart of this book.

SILURIAN BIOLOGY

Although there are many differences between the various species and subspecies of Silurians, there are also many similarities. Silurians are all carnivorous, cold-blooded reptiles who lay large eggs. Silurians can eat some fruits and vegetables, but most of their diet must consist of meat. Like many reptiles, Silurians can gradually regenerate lost limbs, but the process often takes more than a year unless sped up by Silurian medical technology. They are naturally quite long-lived. Even before the development of advanced technology they regularly lived to be 200, and their technology allowed them to increase this so that many live to be as old as 300.

There are also important differences between different types of Silurians. Land-dwelling Silurians are most comfortable in warm or hot climates, where temperatures are between 30 and 50°C. These Silurians become lethargic and slow when temperatures fall below 5°C. However, aquatic Silurians prefer colder climates because they are adapted to the cool ocean depths, and they require no protection from the cold in temperatures as low as -10°C.

A DIVERSITY OF REPTILES

There is no single species of Silurian; instead, the Silurians are a collection of related species of intelligent reptiles that all evolved from a common ancestor. Almost 20 million years before the Silurians developed writing or built their first cities, their distant ancestors evolved on the shores of Jurassic seas, where they gathered crabs and shellfish, hunted aquatic and shore-dwelling dinosaurs, and first learned to make spears and other tools. At this time, their species divided; some spent more time in the water, while others began to hunt more on land. After a few million years, one breed had become fully amphibious, able to breathe both water and

air, but had adapted sufficiently to life under the sea that they were somewhat clumsy and slow on land, but had learned to tame and control various fierce aquatic reptiles and dinosaurs. Meanwhile, the land dwelling species gradually learned to master metal and fire, while also learning to tame dinosaurs.

THREE-EYED SILURIANS



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

SKILLS

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

TRAITS

Alien

Alien Appearance

Alien Senses - Infrared Vision

Armour (5)

Environmental (Minor): A Silurian suffers no ill effects from extreme heat.

Special - Third Eye: See pg. 78.

Weakness - Cold: -2 to rolls when operating in cold conditions.

TECH LEVEL: 6 **STORY POINTS:** 3-5

SILURIAN WARRIOR



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

SKILLS

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

TRAITS

Alien

Alien Appearance (Major)

Armour (5): Silurians have incredibly tough, lizard-like skin. Silurians reduce all damage made against them by 5.

Climbing

Environmental (Minor) - Extreme Heat

Natural Weapon (Major) - Tongue: A Silurian's long lizard tongue can be fired out from its mouth at incredible speed and to a distance of three metres.. If it comes in contact with a human, it injects poison into them. The infected person must make a Strength + Resolve check once every hour to avoid mutation or death.

Weakness (Minor): Cold.

EQUIPMENT: Silurian Gun (see pg. 69), Warrior Mask (see pg. 68).

TECH LEVEL: 6 **STORY POINTS:** 3-5

Both on land and under the waves, the two species of Silurians continued to evolve, driven by the pressures of the chaotic and dangerous era they lived in. In different regions both above and under water, more than a dozen different sub-species Silurians evolved. Some land-dwelling Silurians changed so that their vestigial third eye became fully functional and allowed them see in the infrared, helping them to hunt at night or underground. Others evolved deadly natural weapons, such as long, poisonous tongues, to allow them to become even deadlier hunters.

Most of the different species and sub-species of Silurians were specifically adapted to particular environments and so had little reason to compete with other Silurian sub-species. Instead, the Silurians found cooperation to be far more effective than competition. Well before they began building cities, Silurian traders braved raptor-filled jungles and deadly swamps to carry valuable items between widely separated and often biologically distinct groups.

However, Silurians were not pacifists; even after they achieved a high level of civilisation, herds or hunting packs of dinosaurs occasionally threatened small settlements, and Silurians were both prepared and well adapted to defending themselves and their territories. Sometimes Silurians belonging to the same sub-species came into conflict over territory or natural resources. While not a warlike species, all Silurians are brave and capable warriors when the need arises.

Once their civilisation developed microelectronics and genetic engineering, some Silurians began using advanced biotechnology and electronics to modify living species. They perfected implants and gene therapies that transformed various dinosaurs and aquatic reptiles into creatures that they could precisely control, using them for simple labour and as weapons and guards. Other Silurians used similar technology to further diversify their species. One group of Silurians greatly enhanced their third eyes, transforming them into weapons and devices for communicating with others or controlling electronic devices. Other Silurians enhanced their speed or natural armour, or acquired a variety of other advantages. Most Silurians regard such enhancements in much the same way they consider their many different species and subspecies: as a useful form of diversity that allows them to more easily accomplish their goals.

This acceptance of diversity only applied within their own species. Almost all Silurians considered their species to be the pinnacle of evolution. When they first encountered other intelligent species, most Silurians regarded them as inherently inferior, and this prejudice was most extreme when meeting intelligent species that were not reptilian.

Like many other reptiles, female Silurians are slightly stronger and more aggressive than males and, while Silurians possessed little gender-based prejudice, most Silurian soldiers and peacekeepers were female. However, male soldiers and peacekeepers were not uncommon.



Also, because the seas are an even more dangerous and chaotic environment than the land, aquatic Silurians are on average slightly more aggressive than their land-dwelling cousins. As a result, many aquatic Silurians joined the ranks of the acclaimed Sea Devil Warriors, an amphibious military legion whose membership was restricted to aquatic Silurians. The Sea Devil Warriors were highly trained soldiers who could operate equally well on land and underwater. They commanded fear and respect among all who knew of them.

GOVERNMENT

Since the earliest days of their species, groups of Silurians have been governed by a Triad. A Triad always consists of three exceptional Silurians. The first Triads traditionally contained a hunter, a crafter and a dinosaur tamer, and ever since that long-ago era, each Triad member must be drawn from a different profession. In some cases, especially when the Triad rules a mixed group of Silurians subspecies, the Triad is made up of different types of Silurian.

A Triad should be composed of three intelligent, well-educated and honourable Silurians, each with a different set of experiences and point of view. Triads make decisions by a vote amongst its members; while the ideal outcome is consensus, the structure of the Triad ensures that all votes win or lose by a two to one majority. Silurians used Triads at all levels of government, from running small cities and outposts to the leadership of their entire civilisation.

At different points in their history, and among different groups, Silurians chose members of their ruling Triads differently. Most often, peers chose an individual from their profession to represent them in a Triad; scientists would choose a fellow scientist, just as soldiers would choose a fellow soldier. Individuals in that profession voted on the Silurian who both excelled at their profession and who they regarded as having sufficient intelligence and wisdom to excel at being a leader. Typically, Triad members served fixed terms of between three and nine years. Which professions were represented in a Triad changed after each of these terms.

LAWS AND POLITICS

While all Silurians recognise that individual acts of violence may sometimes be necessary, most avoid violence unless they have no other choice. This abhorrence of violence is also part of their doctrine of Defensive War. Silurian law and custom always recognises the right of self-defence for both individual and entire civilisations and so accepts that going to war might sometimes be the only way to preserve this right. However, most Silurians firmly believe that fighting a war fought for any reason other than self-defence is unacceptable. Unfortunately, as with humans, the difference between theory and reality can sometimes be vast.

In practice, leaders that abhor violence interpret the doctrine of Defensive War as meaning that the Silurians can never start a war, but that they will fight if attacked. However, more aggressive or paranoid

SEA DEVILS



AWARENESS	3	PRESENCE	4
COORDINATION	2 (Land) 5 (Water)	RESOLVE	4
INGENUITY	4	STRENGTH	4

SKILLS

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

TRAITS

Alien

Alien Appearance

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

Environmental (Major): They can live underwater.

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

Weakness (Minor) – High frequency sound:

High frequencies make Sea Devils unable to take any other actions than walking slowly.

Weakness (Minor): Primarily aquatic, Sea Devils suffer -3 to Coordination when on land.

EQUIPMENT: Sea Devil Gun (see page 69).

TECH LEVEL: 6 **STORY POINTS:** 3-5



THE SILURIANS



Silurian leaders maintain that even a potential threat is sufficient justification for a Defensive War. Aggressive leaders who are skilled orators can often make anything appear to be a potential threat.

As a result, both among their own people and in their dealing with other species, most of their interactions have been entirely peaceful, but like humanity, the Silurians occasionally give in to fear and hatred and make war. The Silurians are overall less warlike than humanity, and in almost all cases they start wars because of fear rather than out of greed or envy, but these fears are sometimes entirely unjustified and often the reasons for a war matter far less than the reality of the death and destruction. The tragedies that resulted from interactions between Silurians and humans in the 20th and 21st centuries were in part due to both human and Silurian fears overcoming their desire for peace.

LIZARDS OF THE PAST

The Silurians are a truly ancient species. They first evolved 100 million years before the 21st century, in the mid Cretaceous era. For 20 million years, they remained stone age primitives, and for more than 10 million years after that, all of the many species and sub-species of Silurians had various forms of pre-industrial civilisation. They domesticated various species of dinosaurs, learned to work metal, build

small cities and created elaborate trade networks that spanned the entire world. However, in this era, most of Earth was a wilderness controlled by large predatory dinosaurs like the Velociraptor and the enormous Tyrannosaurus rex. During this time, the Silurian population remained less than 50 million.

Local empires grew and were conquered by newer empires or overrun by barbarians, and on several occasions, huge volcanic eruptions, asteroid impacts and similar catastrophes caused Silurian civilisation to collapse back to a stone-age level. On one occasion, a vast series of volcanic eruptions almost wiped out the entire Silurian species. However, the species endured and always recovered.

After some 30 million years, the Silurians learned to harness external sources of power. Soon, they were using solar and geothermal power, and eventually they learned to harness atomic power. Although their pre-industrial period lasted for 35 million years, their mastery of advanced technology took only a few centuries, as each new advance in science or technology gave birth to even more advances.

After this era of rapid development, the pace of their technological advancement slowed. They had learned all of the secrets of the universe that were relatively easy to master and further advances required expensive and often somewhat dangerous

research. The Silurians now possessed a single global civilisation, and the ruling Triad saw little need for further advances, since the Silurians were already masters of their world and possessed a thriving sustainable civilisation that was able to survive for millions of years.

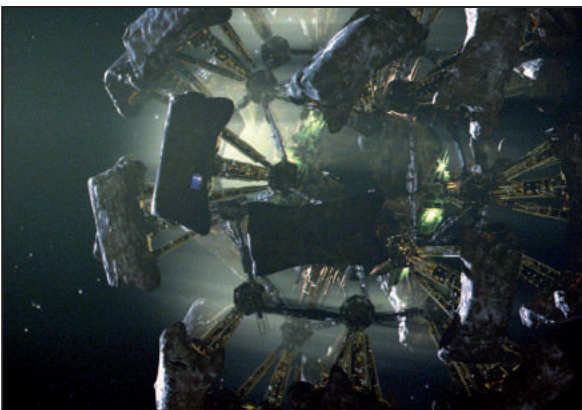
This civilisation endured for another five million years, until 65 million years ago. During this time, they built hundreds of great cities, enhanced themselves and their domesticated dinosaurs with advanced technology, and explored the entire solar system.

THE END OF THE SILURIAN AGE

65 million years ago, after several million years of high tech civilisation, the Silurians suddenly faced the possibility of extinction. Silurian astronomers detected a huge planetoid on a collision course with Earth. Knowing that an impact of this magnitude would destroy all life, they began constructing refuges deep beneath the surface, intending to enter hibernation until the threat had passed, and gigantic space arks, intending to flee to other planets.

Most Silurians continued to work tirelessly up to the end to ensure that as many of them as possible would survive, but in the final weeks before the impact, war broke out between different factions. Some Silurians armed themselves and attempted to conquer several of the refuges by force, in a desperate attempt at survival, while others defended the refuges with their lives.

All of these attacks failed, as other Silurians who were equally doomed gave their lives to protect the refuges. Hours before the impact as Earth's surface began to quake from the gravity of the approaching planetoid, they closed the last refuges and launched the last Space Arks.



Sealed away in their chambers, no Silurian remained on the surface to witness what happened next: the planetoid missed. Instead of impacting Earth, it became ensnared in Earth's gravity and began to orbit it. It became Earth's Moon.

Tens of millions of years of geologic activity wiped away all traces of Silurian civilisation from the surface of Earth, so that when humanity appeared 65 million years later, they found no evidence of the Silurians or their once great civilisation – until the hibernation chambers began to open...

THE CHRONICLE OF AWAKENINGS

The basic design of the Silurians' hibernation process was faulty. As a result, almost all of the Silurians remained asleep for millions of years. In that time, earthquakes, rockfalls or simply time damaged or destroyed the machinery, and a few of the hibernation chambers failed in a manner that allowed a handful of Silurians to awaken in a weakened and dazed condition, surrounded by dozens or hundreds of their dead comrades. In almost all cases, these failures occurred in relatively small hibernation chambers that were built immediately before the planetoid's impact.



In many cases, the systems in place to awaken the sleeping Silurians during an emergency were considerably more reliable than the time-lapse systems. When an emergency occurred, the computer controlling the hibernation chamber was able to awaken most of the Silurians within. Such emergencies ranged from natural problems such as earthquakes, to human miners accidentally breaking into a hibernation chamber.

In all cases, the lot of the awakening Silurians was dismal. No more than three dozen residents of the

same hibernation refuge survived, and in some cases only a single Silurian escaped. The manner of their awakening ensured that they had little or no access to working Silurian technology beyond a few objects they had on their person. Even those who were awakened by emergency systems were confronted with either a badly damaged hibernation chamber or a mob of scared and hostile human miners.

Because of the aeons that had passed and the many geological changes that had occurred, these Silurians had no knowledge of where other hibernation chambers were located. Most either died within a decade or two, or at best managed to eke out a primitive existence for no more than a century. Some Silurians encountered humanity and a few were even awakened by humans who accidentally damaged or destroyed their hibernation chambers.

These Silurians often declared vengeance on all of humanity and they and the few tame dinosaurs that also managed to survive were responsible for legends of dragons and other monsters. The large buried Silurian cities were far sturdier and more durable and most were considerably deeper

underground. Almost none of these cities were found by humans or destroyed by natural disasters, but similarly they remain dormant.

OF APES AND LIZARDS

At the height of their civilisation, Silurians domesticated primitive monkey-like creatures. Some were trained to pick fruit or perform other simple tasks, while others were bred for their meat or fur. Almost all Silurians considered these creatures to be far too noisy and smelly to be pets. Most Silurians who awaken and meet humans immediately recognise that they are related to these monkeys and all but the most thoughtful and broad-minded Silurians decide that this means that humans are simple minded, violent and foul creatures, just like their small and furry distant ancestors. These assumptions, along with the revulsion many humans feel towards reptiles, proves to be the most serious obstacles Silurians and humans face to building a peaceful coexistence.

THE SILURIANS



⚙️ THE DOCTOR'S ENCOUNTERS WITH THE SILURIANS

The Doctor has had a number of encounters with the Silurians. What follows is a brief description of his adventures, listed in chronological order from the 19th century onward.

ENCOUNTERS IN THE 19TH CENTURY

Madame Vastra: The first Silurian to learn to peacefully coexist with humans was Vastra, who woke in the late 19th century, beneath London. She awoke when workers excavating a new line of the Underground accidentally destroyed a small Silurian refuge, killing everyone inside but Vastra. She began to kill humans in revenge, but the Doctor found her and convinced her that her people were killed by accident and that she must atone for the deliberate murders she had committed. She first appears in ***A Good Man Goes to War*** (although this is not her first adventure with the Doctor) along with several dozen other Silurian warriors who are working with the Doctor. She has a central role in ***The Snowmen***, ***The Crimson Horror*** and ***Deep Breath***, where she works with her wife Jenny Flint and their Sontaran nurse and butler Strax to help the Doctor solve various problems that arise in 19th century Britain. She also travels with the Doctor to Trenzalore in ***The Name of the Doctor***. See **The Eleventh Doctor Sourcebook** for more about the Doctor's adventures with Madame Vastra.



ENCOUNTERS IN THE 20TH CENTURY

In the second half of the 20th century, contact between humanity and the Silurians became more frequent because human mining, construction and power generation had greatly improved. Humans could now dig down to the more deeply buried Silurian settlements and in turn Silurian technology could begin to tap human generators for the extra power it required to awaken the hibernating reptiles. This was also an era when the Silurians had extensive contact with the Doctor.

Doctor Who and the Silurians: The Doctor first encountered the Silurians during his third incarnation. His first interaction was one of many tragic misunderstandings between Silurians and humans. A group of Silurians awakened when their equipment covertly drained power from a nearby nuclear power plant. The Silurians were horrified to see Earth, which they still regarded as their planet, overrun by "apes", and attempted to wipe out humanity using a plague.



The Doctor foiled their plan and tricked them into returning to hibernation for 50 years, at which time he hoped to make peace between humans and Silurians. Unfortunately, the Brigadier destroyed the entire Silurian base, killing all of the inhabitants. See **The Third Doctor Sourcebook**.

SILURIAN PLAGUE

The Silurian Plague is an extremely potent bacteria that is capable of wiping out millions of human beings. Should a character become infected then they lose 1 Resolve point per hour until she dies (this can be temporarily resisted with a Resolve + Strength roll, Difficulty 18) and anyone that comes in contact with her becomes infected. Creating a cure requires a Ingenuity + Science roll (Difficulty 21).

The Sea Devils: The Doctor's second interaction with the Silurians was even less hopeful. The Master duped a group of aquatic Silurian warriors, known as the Sea Devils, into helping him. The Master convinced the Sea Devils that humanity would destroy them, and offered to help lead them to victory in a war against humanity. The Doctor again attempted to make peace between the Silurians and humanity, but the Master convinced the Sea Devils that humanity could not be trusted and neither could the Doctor, so these efforts at peace failed. Also, like many of the Master's allies, the Silurians all ended up dead, while the Master escaped unharmed. See **The Third Doctor Sourcebook**.



Silurians back in hibernation for 1000 years, by which point humanity would finally be ready to accept the Silurians. See **The Eleventh Doctor Sourcebook**.



Warriors of the Deep: The final interaction between the Silurians and humanity in the 21st century occurred in 2084, when a group of Silurians, led by Ichtar, the sole surviving member of the Triad who once ruled the entire Silurian species, awoke and planned to exterminate humanity with its own weapons. To this end, the Silurians first woke up several dozen Sea Devil Warriors, and used them and an aquatic reptile known as a Myrka to attack a secret undersea installation that was being used as a concealed missile base by one of the two major power blocs in that world.

The Silurians attempted to conquer this sea base and launch its missiles at its foe. They hoped to provoke a counter-attack and to plunge the world into nuclear war. The Fifth Doctor and his companions Tegan and Turlough were only able to stop the Silurians by releasing hexachromite gas, which was harmless to humans and Time Lords but deadly to reptiles, resulting in the death of all of the Silurians on the sea base. See **The Fifth Doctor Sourcebook**.



SILURIANS IN THE 21ST CENTURY

By the 21st century, information about the Silurians' first, hostile encounters with humanity was known to several other Silurian bases and cities. As a result, the interactions between humanity and the Silurians were even more hostile than before.

The Hungry Earth/Cold Blood: In 2020, a drilling operation in Wales above a vast Silurian city awakened some of the inhabitants due to the threat the drilling posed to the city's oxygen pockets. These Silurians responded swiftly and aggressively, first by capturing several humans, then by isolating the town with a force field, and then by planning to kill all humans in the area. The Eleventh Doctor, and his companions Amy Pond and Rory Williams, noticed the odd events. After Amy was captured and brought to the Silurian city, the Doctor followed her, both to rescue her and attempt to make peace between humans and Silurians. The peace process failed after one of the humans guarding their Silurian prisoner killed the Silurian, and the Silurians begin waking their entire military force. The Doctor worked with Eldane, the leader of the Silurians, to place all of the

LATER ENCOUNTERS

***Dinosaurs on a Spaceship*:** In the 24th century, a ruthless space pirate, Solomon the Trader, discovered a Silurian Ark. Solomon and his murderous robots killed all of the Silurians and took over the space ark to steal its cargo of dinosaurs. However, he was unable to prevent the vessel from being targeted by missiles when it approached Earth too closely. The Doctor and a number of companions boarded the Ark, defeated Solomon and saved the vessel. Then, the Doctor helped find a refuge for these dinosaurs in a wildlife preserve he named Siluria. See **The Eleventh Doctor Sourcebook**.



⚙️ EARTH REPTILES OF THE FUTURE

By the late 23rd century, humanity had travelled to the stars and was encountering new alien species. During this century, humans who were performing geological or oceanographic surveys also discovered several Silurian enclaves. However, records of previous contacts with *Homo reptilia* convinced the governments of Earth not to revive them. However, in 2367, the discovery of the first Silurian Ark, and of the fact that the ruthless space pirate Solomon the Trader had murdered the tens of thousands of Silurians onboard, created an outpouring of public sympathy for *Homo reptilia*, and a team of scientists deliberately revived the Silurians in three previously discovered enclaves.

Humanity nervously greeted their reptilian neighbours as equals. Human diplomats experienced at first contact scenarios helped make this the first long-term successful interaction between the two species. This was made easier by the fact that the hibernation enclave contained only 15,000 Silurians. The Silurians searched for additional enclaves of their kind, but were hampered by the lack of any reliable method of detecting their own hidden

enclaves. Over the next two centuries, the Silurians and their human allies found several more land-dwelling and aquatic Silurian enclaves, increasing the total Silurian population to almost 40,000.

During this era, most humans had little contact with and less interest in the Silurians. The Silurians spent much of this era working to develop more effective and less expensive methods for detecting sealed Silurian enclaves, including deeply buried cities. However, their small number of researchers and limited funds hampered them. While their human allies urged various human governments and other organisations to devote significant effort to this problem, a number of powerful humans feared that a massive increase in the *Homo reptilia* population would lead to attacks by Silurians interested in retaking Earth. Other human leaders simply worried that the presence of several million Silurians could lead to massive human unemployment and might threaten Earth's political and economic stability. As a result, a substantial minority of human leaders covertly worked to block all such research.

However, tensions between the two species gradually eased. As contact between humans and *Homo reptilia* continued, old names like Silurians and Sea Devils were increasingly regarded as inaccurate and pejorative. By 2600, the proper term for Silurians of all sorts was "Earth Reptiles". Some Silurians only half-jokingly referred to humans as "Earth Mammals".

During this era, the Silurians also began travelling to the stars. The number of Silurians interesting in colonising other worlds was too small to found their own colony, but two colonies composed of both humans and Silurians were established, including one on the water world of Denebula IV, where humans settled on the world's many islands and aquatic Silurians colonised the seas. Silurian space exploration also received a further boost with the discovery of a second Silurian Ark in 2864, which contained thousands of aquatic dinosaurs as well as some 10,000 aquatic Silurians.

The issue of developing technology to locate Silurian cities continued, until 2990, when a minor fault in their revival clock caused the inhabitants of the Silurian city under central Wales to revive 30 years early. The sudden awakening of more than one million Silurians completely transformed human Silurian relations.

Suddenly, the Silurians went from being 80,000 refugees to a small nation of almost a million and

a half. In return for some of the city's advanced technology, human researchers agreed to help develop technology to locate other Silurian cities and enclaves. Within 25 years, most surviving Silurians had been located and revived, increasing the number of Silurians to almost 23 million. In 3020, in honour of the planned date for the revival of the Silurian city, humanity and the Silurians signed a historic treaty.

In the aftermath of this treaty, Silurians spread to the stars in earnest. Some joined or helped found colonies with humans, while others ventured off to found their own colonies. Because their numbers were still relatively small and they bred more slowly than humanity, the absolute numbers of Silurians remained low, but many human worlds have some Silurians living there and alien species from all across the seven galaxies soon learned that Earth had given birth to two star-travelling species, humans and Silurians. As the centuries and then millennia passed, some Silurians founded their own colonies far from any humans, in one case creating the 46th century Reptilian Empire – a collection of 19 worlds all inhabited solely by Silurians. Other Silurians continued to live and work alongside humans, founding numerous joint colonies.

SILURIAN BASES AND CITIES

For most of their exceedingly long history, the cities of land-dwelling Silurians were mainly built above ground. The Silurians enjoyed fresh air and sunshine as much as any human, and their architecture was both functional and elegant. However, once they learned of the planetoid headed towards their world, the Silurians understood that the earthquakes, tsunamis falling debris and firestorms following its potential impact would destroy any settlements on the surface.

To preserve their civilisation, they knew that they must build underground cities in locations that were exceptionally geologically stable. Protected under hundreds or thousands of metres of solid rock, these settlements would survive all but the worst catastrophes. Although they needed to build these underground cities as quickly as possible, the Silurians did their best to give these subterranean settlements various touches that make them distinctly Silurian. To many, these aesthetic considerations were of utmost importance, because these cities would be the only surviving examples of their civilisation's accomplishments. They

SILURIAN TECHNOLOGY

The following technologies are found in most Silurian bases, cities and Space Arks.

DINOSAUR CONTROL DEVICES

The Silurians began domesticating dinosaurs around the time they first learned to work metal. As their technology advanced, they developed far more advanced methods of controlling dinosaurs. They use sonic technology to calm dinosaurs and also to keep them in or out of various areas. They also implant semi-biological implants into dinosaur nervous systems, allowing Silurians with a wrist device (see pg. 69) or a similar piece of technology to see and hear through the dinosaur's eyes and ears. This technology also allows the user to control the dinosaur's movements and to make it docile or aggressive in an instant.

FORCE FIELDS

The Silurians can generate large force fields, capable of covering an area of several square kilometres within a transparent, nearly impenetrable dome. They can also create walls of force inside their cities



GRAVITY TECHNOLOGY

The Silurians excel at gravity control. Their Space Arks have artificial gravity, they use anti-gravity platforms as elevators inside their cities, and they can surround a small area with a bubble of artificial gravity to allow it to swiftly, easily and safely travel through solid rock at speeds of up to 300 kilometres per hour. Gravity bubbles allow inhabitants of even the most deeply buried Silurian city to easily reach the surface.

understood that the planetoid's impact would wipe out all of the other wonders of their civilisation in an instant.



Most Silurian hibernation bases are relatively small, with between several dozen and several thousand residents. These bases contain hibernation chambers for the Silurians, as well as automated machinery designed to awaken a handful of Silurians, who can then awaken the remainder. These bases also contain laboratories, machine shops, stores of a variety of useful goods, ranging from tools, to weapons, to food, and often one or more trained dinosaurs in hibernation. These small bases are usually built into deep natural caverns, and even the smallest contained a minimum of three large rooms; including a large chamber where all of the Silurians are in hibernation, a smaller chamber that is a workshop, clinic and hibernation revival station, and a third room where their stores were and where one or more hibernating dinosaurs were also kept.



Most of these hibernation bases contain a single species or sub-species of Silurian. However, a few of the largest hibernation bases contained multiple types. The Silurian hibernation bases were widely scattered around the globe, in the hope that even if

their larger buried cities were destroyed, at least a few bases would survive, allowing at least a small remnant of this species to survive.

Most Silurian cities were surrounded by between two and ten such bases. These bases all contained detailed plans of the city, so that if anything went wrong with the city's hibernation or revival system, hopefully, the Silurians in one of the nearby bases could assist them. Because they only had a decade's warning before the planetoid's anticipated impact, the Silurians were able to build less than 20 cities. Each city contained between half a million and two and a half million Silurians.



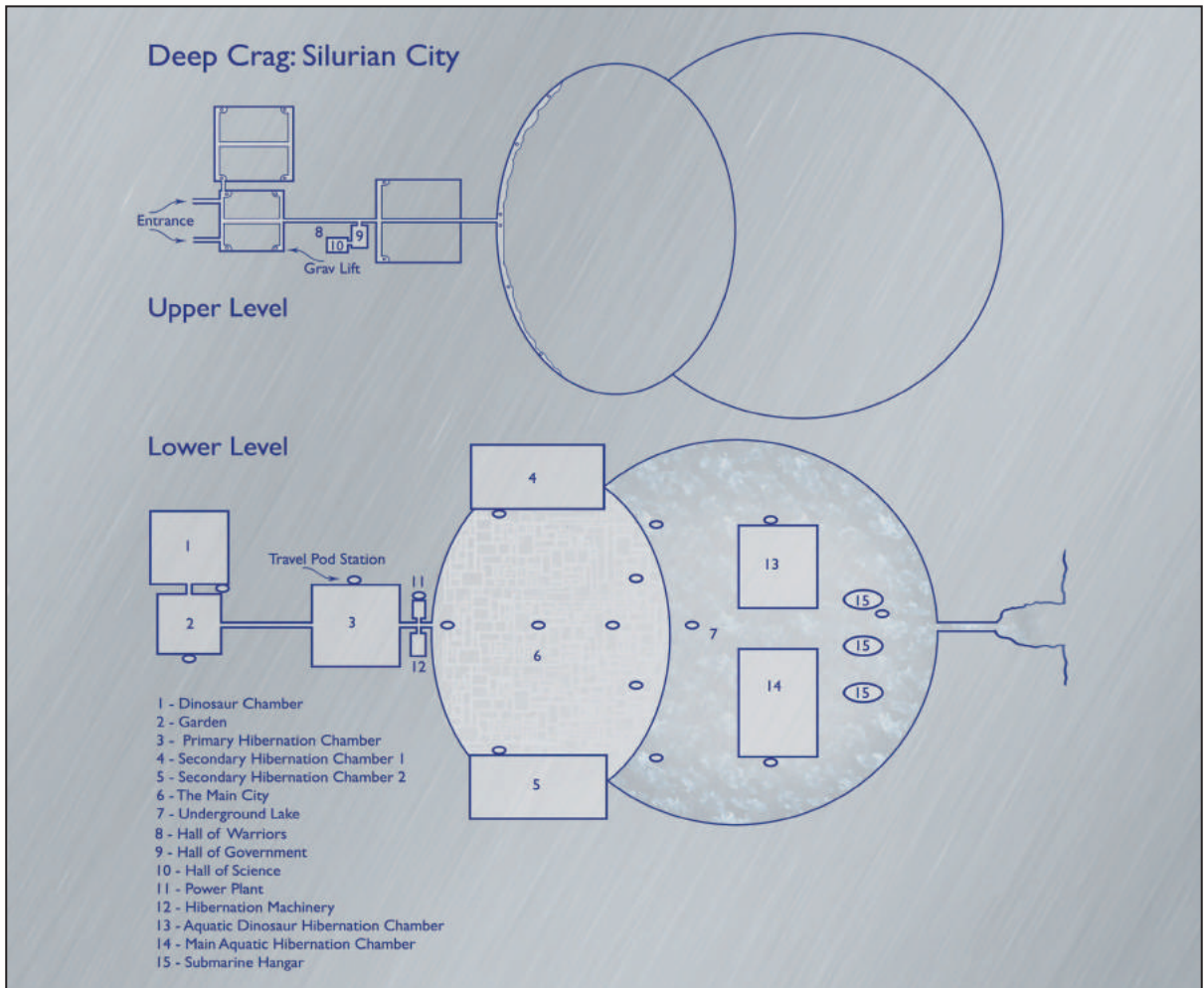
DEEP CRAG – A SILURIAN CITY

The following is a sample Silurian city, Deep Crag, which is home to 1 million land-dwelling Silurians and 250,000 aquatic Silurians (including Sea Devil Warriors). Its exact location is left intentionally vague, so that you can use it in your own games however you like. Descriptions are provided for the city both under hibernation and awake. The city is located four kilometres from the coast, where it connects to a series of undersea caverns. These caves are all filled with water, and are sufficiently large that several divers or a small mini-sub could enter them and travel to the Silurian city. The landward side of the city connects to a series of deep, relatively dry natural caves that eventually reach the surface through a complex of long and unmapped caverns.

This city is slightly less than a kilometre underground and, like most Silurian cities, consists of entirely artificial caverns and passages. Like all settlements inhabited primarily or exclusively by land-dwelling Silurians, it's also quite warm – the temperature is a constant 35 degrees C. Silurian cities are not too hot for humans to spend large amounts of time in, but any human visiting one constantly feels overly warm. The city has two entrances from the caves



THE SILURIANS



above the city that lead to the surface and a larger entrance from the undersea caves. The undersea entrance leads to a large underground lake at the edge of the city. All three entrances are fitted with concealed sensors that alert the inhabitants to the presence of any living intruders. Unless a character disables these sensors, any Silurians who are awake will instantly become aware of intruders and, if all of the inhabitants are asleep, the city's computer will immediately awaken a dozen Silurians, six of them warriors, to deal with the intruders.

THE CITY ON LAND

The city's two land-based entrances are roughly half a kilometre apart. Each is three metres across and two and a half metres high. Each entrance is a rectangular carved stone doorway leading into a similarly sized tunnel that is obviously artificial. These tunnels, like all those in the city, contain dim, geothermal powered lights that brighten when someone moves inside the tunnel. Once someone passes through either of these entrances, it is

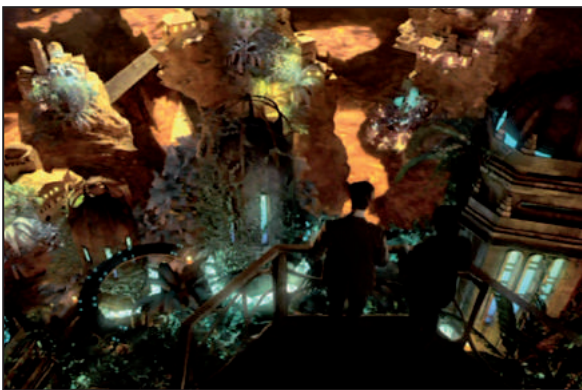
instantly clear that they are no longer in a natural cave and are instead in an artificial structure. The first 50 metres of each tunnel is smooth and featureless. After this distance, each tunnel begins to be covered in elaborate carvings and elegant mosaics of Silurian life before the arrival of the asteroid. These two tunnels then converge in a large chamber.

The tunnels emerge on a large balcony, some 10 metres above the chamber's floor. At either end of the balcony, there is both a spiral staircase down to the chamber floor and a grav lift, which consists of a hole in the floor completely filled with a floating disk. There is a large glowing spot at the centre of each disk. If anyone touches or steps on it, the disk moves from the balcony to the chamber floor or back up 20 seconds after it was touched. A faintly glowing ring also surrounds each grav lift. Touching the ring summons the disk.

On the far left, this balcony connects to a short tunnel leading to a balcony above the dinosaur chamber. This balcony also has both spiral staircases and

grav lifts leading down to the dinosaur chamber. The ceiling is another 10 metres above the balcony and glows with a uniform light that varies according to a day night cycle.

The Garden: The chamber below the balcony is a large garden filled with Cretaceous plant and animal life, including dragonflies with wingspans of almost half a metre. If visitors to this city arrive before any Silurians have awakened, these plants, animals, and insects will all be in hibernation too. However, if any Silurians are awake, then the plants and insects will be awake too. This garden contains a forest of tree ferns as well as smaller vegetation, small animals and insects. None of the creatures living here are dangerous and none are larger than a cat or a chicken. However, visitors won't know that!



The garden contains stone-paved paths leading from each of the pairs of stairs and grav lifts to the main entrance on the other end of the garden. This entrance leads to a corridor containing a series of doors to storerooms, workshops and manufacturing

facilities that will be closed and powered down unless at least some Silurians are awake. All of these doors are closed and have locks that only someone who has an electronic key or who can pick an electronic lock can open. This corridor ends at the primary hibernation chamber. There are also two other paved paths in the garden. One leads off to the left, to a travel pod station. The other path leads to a large passage on the right that leads to the dinosaur chamber.

The Dinosaur Chamber: To the right of the garden a square corridor leads to a chamber one kilometre on a side. This is the dinosaur zoo and hibernation chamber. Here there are a series of roomy enclosures for a variety of land-dwelling dinosaurs, including several breeding pairs of Tyrannosaurus rex, a small herd of Triceratops, a pack of Velociraptors and a flock of Pteranodons (see **Chapter One: Prehistory Repeating Itself**, pg. 22 onwards, for stats). Each species of dinosaur is kept in its own enclosure, which also contains growing plants and a relatively naturalistic environment. All of the enclosures are walled off using transparent force fields, and are fitted with sonic control devices designed to keep the dinosaurs calm. They provide all of the dinosaurs with fresh water and nutritious artificial food.

Someone with an electronic key or the ability to pick electronic locks could open any of these chambers and let the dinosaurs out into the Garden. In addition, each enclosure also has a grav bubble transport system capable of swiftly and safely transporting the dinosaurs inside to the surface. This system is designed to transport a single large dinosaur at a time, but it can also transport several smaller

TRAVEL PODS

This city is relatively large and stretches both above and below the water. The Silurians used travel pods to move rapidly around their cities and this city contains a travel pod network. There are travel pod stations at the garden, the dinosaur chamber, the main hibernation chamber, the power plant, and at seven points in the main city. There are also six travel pod stations under the lake, at the submarine dock, at the main hibernation chamber for the aquatic Silurians, at the hibernation chamber for aquatic dinosaurs and at three different locations in the primary habitation area for the aquatic Silurians. Each station is an oval chamber with one door leading to the city and a second oval door leading to the travel pod tunnel. The door leading to the travel pod can only be opened when a travel pod is present. Touching the glowing ring around this door summons a travel pod in between 30 seconds and 3 minutes. Each travel pod is an ovoid four metres wide and seven metres long across fitted with rows of comfortable seats. Travellers enter at the front of the pod and there is an aisle between the seats. The pod has no controls except a glowing map of its route labelled in Silurian script. Travel pods stop at each of their 17 stops. They remain at each stop for three minutes and require roughly two minutes to travel from one stop to another.

dinosaurs, like the Velociraptors, in one trip. Sonic controls in front of each enclosure can be used to call a single dinosaur to the grav bubble platform and cause it to remain calm for the duration of the transport. All of these dinosaurs are fitted with control implants that allow Silurians with a control station or wrist controller to see and hear what the dinosaur does and to direct it.

The Hall of Warriors: The balcony above the Garden extends across the entire length of the chamber and connects to a skywalk that extends across the Garden and connects to a similar balcony on the chamber's other side.

At the centre of the balcony on the far side of the Garden is an entrance to the Hall of Warriors. The walls of the corridor contain a series of round chambers, each containing a single armed and equipped Silurian warrior. These chambers are transparent and can be opened from the outside. Controls beside each chamber allow someone outside to awaken the warrior within.



All of these warriors are in hibernation and each stands on a grav bubble transport device. In an emergency – or at the orders of at least two members of the city's ruling Triad – these warriors can be awoken and swiftly sent to the surface to deal with any threats. The warriors also carry electronic keys that allow them to locate and operate the grav bubble transport system from the surface, so they can easily return to the Silurian city. The Hall of Warriors contains a total of 240 Silurian warriors who are ready to deal with emergencies and threats either within the city or on the surface.

At the end of the corridor a large door impressively decorated with carvings of Silurians in elaborate formal robes leads into the Hall of Government.

Stats for Silurian warriors can be found on pg. 45.

SILURIAN COMMANDER



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

SKILLS

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

TRAITS

Alien

Alien Appearance (Major)

Armour (Minor): The Silurian commander's reptilian scales provide them with 5 points of armour.

Brave (Minor)

Environmental (Minor) – Extreme Heat

Military Rank

Obligation (Major): The security and safety of the city is the responsibility of the commander.

Special – Tongue Attack: Victims poisoned by this attack must make Strength + Resolve checks (Difficulty 12) every hour. Each failure raises difficulty by 3 and causes a mutation. Use 1/day.

Weakness (Minor) – Cold: Silurians suffer -2 to all rolls when operating in cold conditions.

EQUIPMENT: Sonic Blaster (3/6/9), Stun Gas Rifle (S/S/S), Mask (Major Gadget: Scan, Transmit).

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

The Hall of Science: The Hall of Science is an adjunct to the Hall of Government (see below), where the Silurian scientists and engineers work feverishly to perfect the technology that will save their race. The

laboratory is packed full of thrumming machinery dug deep into the earth, as well as monitors and sensors for observing the incoming planetoid.

A number of glass cells line one side of the laboratory. This is also where the scientists conduct experiments on other lifeforms captured by the Silurian Warriors – sometimes while they are still alive.

member. On the left side of the room a pair of doors lead to a private conference room and the other to a series of small rooms where computerized records are kept and where the Triad’s assistants work. Opposite the entrance is a large, heavily reinforced doorway with a particularly elaborate electronic lock. This room contains hibernation chambers for each of the three Triad members, their six assistants and a dozen well-armed and expertly trained warriors who act as their personal guards.

SILURIAN SCIENTIST

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

SKILLS
Convince 2, Craft 6, Knowledge 4, Medicine 6, Science 4, Survival 5, Technology 4.

TRAITS
Alien
Alien Appearance (Major)
Armour (Minor): The Silurian’s scales provide it with 5 levels of armour.
Climbing
Empathic: Silurian scientists are sensitive to the well-being of others.
Environmental (Minor) – Extreme Heat
Obligation (Major): The Silurian scientists are responsible for all scientific development and investigation in the city. The Silurians’ advanced, highly technological society demands much from them, and has done their whole life.
Special – Tongue Attack: Victims poisoned by this attack must make Strength + Resolve checks (Difficulty 12) every hour. Each failure raises difficulty by 3 and causes a mutation. Use 1/day.
Weakness (Minor) – Cold

TECH LEVEL: 6 **STORY POINTS:** 2-4

The Hall of Government: The Hall of Government is both where the city’s ruling Triad and their assistants work, and also where they remain in hibernation. The first room inside the doorway is a large hall with elaborate fittings decorated with carvings of scenes from Silurian history on the walls. There is a long, rectangular table in the centre. This is where the Triad meets to discuss events and plans, consult with outsiders or render justice to criminals and other offenders. On the right side of this room, three doorways lead to the private offices of each Triad

SILURIAN OFFICIAL

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

SKILLS
Convince 4, Fighting 1, Knowledge 3, Marksman 2, Medicine 3, Science 3, Subterfuge 3, Survival 3, Technology 3.

TRAITS
Alien
Alien Appearance (Major)
Armor (Minor): The Silurian official’s reptilian scales provide him with 5 points of armour.
Climbing
Code of Conduct (Major): Silurian officials must maintain and demonstrate the nobility and fairness expected of a leader.
Environmental (Minor) – Extreme Heat
Obligation (Major): Silurian officials are often the leader of their people and bear the weight of their fate and well-being.
Special – Tongue Attack: Victims poisoned by this attack must make Strength + Resolve checks (Difficulty 12) every hour. Each failure raises difficulty by 3 and causes a mutation. Use 1/day.
Voice of Authority: Silurian leaders excel at commanding others and gain the immediate respect of any Silurian they encounter.
Weakness (Minor) – Cold

TECH LEVEL: 6 **STORY POINTS:** 2-4

The Primary Hibernation Chamber: This chamber contains all of the essential personnel among the land-dwelling Silurians. All of the Silurians here are warriors, engineers, physicians, scientists, judges and peacekeeping officials. 200,000 Silurians all stand in hibernation in one of 1600 smaller

transparent chambers, each of which can swiftly fill with hibernation gasses. This chamber is roughly one kilometre on a side. The balcony above the chamber connects to both the Hall of Warriors and the Hall of Government. Anyone on the balcony can reach it using a pair of grav lifts or staircases. The Hibernation Chamber can also be reached by walking through corridor leading from the Garden, containing storerooms, workshops, and manufacturing facilities.

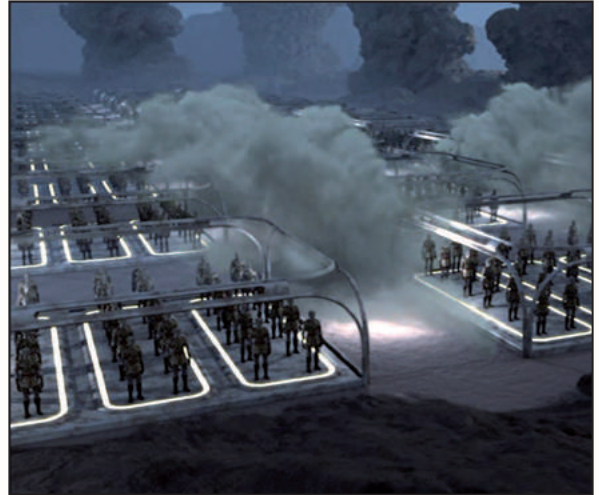
The hibernation chamber is fitted with a security system. Anyone who steps off the grav lift disk or sets foot in the chamber sets off a loud alarm that sounds throughout the Silurian city. If the alarm continues for more than five minutes without someone in authority shutting it off (from either the main city or the Hall of Government), then the city's automated systems awaken a group of 120 Silurian warriors in this chamber and another group of 60 Silurian warriors from the Hall of Warriors.

All of these warriors have orders to secure the Primary Hibernation Chamber and prevent anyone from harming any of the sleeping Silurians. The easiest way to avoid setting off the alarms is to carry an electronic key that permits the bearer to be in this chamber. However, anyone who notices the concealed circuitry around the entrances to the chamber could also attempt to disable it (Awareness + Technology, Difficulty 12).

The Power Plant & Hibernation Machinery: A corridor leads from the Primary Hibernation Chamber into the main city. Like the Primary Hibernation Chamber, this corridor also has an extensive security system, including alarms and locked doors at either end. It also contains several sturdy locked doors on either side. The doors on the left lead into the city's geothermal Power Plant. This Power Plant has been operating ever since the city was constructed; it maintains the lights, the force fields keeping people from falling off the balcony's and skywalks, as well as providing power for the travel pods and grav lifts. This Power Plant requires extensive effort to disable, including entering a special code at a computer station in the Hall of Government. If someone turns off the power plant or manages to destroy it, the entire city is plunged into darkness, and the grav lifts, travel pods and protective force fields all immediately cease working.

The door on the right of this corridor leads to the life support and Hibernation Machinery. These mechanisms draw on oxygen pockets to keep the

city's air pure and at a comfortable temperature for Silurians. They can also disperse toxic fumigation gas into the entire city as well as awakening Silurians in any section. Activating the fumigation gas also starts a loud alarm blaring through all parts of the city, warning all Silurians (in Silurian) to return to their hibernation chambers.



The Main City: The primary living area for the Silurian city is a large open area approximately nine kilometres wide and six kilometres long. It can house up to 700,000 land dwelling Silurians and contains shops, small factories, clinics, and all of the other facilities necessary for the functioning of a small city.

Most buildings in this city are between two and 10 stories high and all buildings more than three stories high have grav lifts. The ceiling of this chamber is 100 metres high and glows. During the day, the ceiling provides light similar to a cloudy day on Earth, at night it dims and is covered in an abstract pattern of glowing swirls that provide as much light as a well-lit urban street at night. In contrast to the straight corridors and severe elegance of the city's more official regions, the main city has gently winding streets and many small gardens.

The Secondary Hibernation Chambers: The secondary hibernation chambers are located to the left and right of the main city. Each of these chambers is a kilometre on a side and contains 400,000 Silurians in hibernation. These Silurians are not warriors, leaders, physicians or scientists, but simply ordinary citizens who will only be awakened once the ruling Triad has decreed that conditions are sufficiently safe to begin awakening them and constructing accommodations on the surface for the Silurians who wish to move there immediately.



THE CITY BENEATH THE WAVES

A large undersea cavern in the coast leads to a circular entrance, which leads to a similarly sized tunnel illuminated by a series of blue lights. This tunnel is two kilometres long and leads to a freshwater underground lake a kilometre and a half long, two kilometres wide and one kilometre deep. The lake is in an artificial cavern 1100 metres high, with only the top 100 metres or so metres above the water. In this lake is a large building containing hibernation facilities for 250,000 aquatic Silurians and a separate building containing hibernation facilities for close to 1000 large aquatic reptiles, all of which can be used to guard the facility or to attack outsiders. These reptiles include two breeding pairs of Myrka as well as several Mosasaurs and Plesiosaurs. These aquatic reptiles are housed in pens that can safely contain them once they awaken. All of the aquatic hibernation facilities are housed in large, sturdy warehouse-like structures that are armoured against both attack by animals and the ravages of time. All of these buildings have sturdy electronic locks that require either a special electronic key to open.

the underwater cavern are three large warehouses, each containing a pair of fully operational submarines. These are designed so that they can accommodate and be operated by both land-dwelling and aquatic Silurians.

The shore of the lake opposite the tunnel to the undersea caverns adjoins the city of the land-dwelling Silurians. On this shore of the lake are a series of docks, as well as buildings constructed so they contain both underwater and above-water sections, so as to be comfortable for both land-dwelling and aquatic Silurians. The bed of the lake near this shore has several thousand buildings that form an underwater city suitable for aquatic Silurians. This city has accommodation for up to 150,000 aquatic Silurians. The remainder of the hibernating aquatic Silurians were only to be awakened once the Silurians had begun reclaiming the surface world.

Stats for Sea Devil Warriors can be found on pg. 47.

SILURIAN ARKS

Although they developed advanced technology and had explored their solar system, the Silurians had never colonised other worlds before the approaching planetoid forced them to retreat underground. The Silurians never colonised the rest of the solar system because the planets were unsuitable for supporting life or the inhabitants were sufficiently hostile that they would be forced to live in sealed caverns or domed cities, a life few of these intelligent reptiles considered appealing.

Long before the end of their civilisation, Silurian astronomers had identified more than half a dozen habitable worlds circling other stars, but the Silurians never mastered the secrets of travelling faster than light. However, when their impending doom was discovered, some groups of Silurians feared that the planetoid might render Earth lifeless or destroy even the most secure underground chambers. They sought another path to survival.

These ambitious lizards constructed a series of vast Space Arks and filled each with many hundreds of species of animals and plants, as well as many hundreds of thousands of Silurians. The Silurians were all placed in hibernation chambers similar to those used on Earth. Some of these Space Arks also placed the plants and dinosaurs in hibernation, but others had a series of large habitat pods. Each pod was designed to replicate a specific environment and dozens of species of animals and plants lived in each pod. The advanced life support machinery in

MYRKA

AWARENESS	3	PRESENCE	3
COORDINATION	4	RESOLVE	4
INGENUITY	1	STRENGTH	12

The Myrka is a deep sea creature modified by the Sea Devils as a weapon of war. The Myrka obeys their commands as would an obedient pet.

SKILLS

Athletics 3, Fighting 4, Survival 4.

TRAITS

Armour (Minor): Due to the Myrka's thick hide, reduce damage by 5.

Fear Factor (2): Grants a +4 bonus to inspire fear.

Special – Electrical Field: The Myrka generates an electrical field that is lethal (4/L/L) to the touch.

Weakness (Major Bad): Strong bursts of ultraviolet light are lethal to the Myrka, causing (4/L/L) damage.

STORY POINTS: 5-7

Exploring this lake reveals a series of sunken buildings that were designed for use by the aquatic Silurians. Also, relatively near the tunnel leading into



these pods was designed to keep tens of thousands of generations of plants and animals in good health. To give their species the best possible chance of survival, some of these Space Arks were sent out on long elliptical orbits where they would travel out far past the farthest planet, out to where the most distant comets orbited the Sun. Here, they were in no danger of colliding with asteroids or other space debris. These orbits were designed so that the Space Ark would then return to Earth some 20,000 to 100,000 years later, once Earth had recovered.

Other Silurians saw the danger of staying on Earth at all, and plotted courses for other habitable worlds. Each of their Space Arks travelled to a potentially habitable planet that Silurian astronomers had seen through their telescopes. However, all of these worlds were many light years from earth, and so even the closest would take an Ark many tens of thousands of years to reach.

Unfortunately, even the best Silurian technology became unreliable after such a great length of time in deep space with no one to maintain it. As a result, one Ark reached its destination but failed to awaken its inhabitants, and instead the Silurians and dinosaurs remained in hibernation for millions of years, orbiting a habitable world. A few of the other Arks were destroyed by mechanical failures, but most simply failed to reach their destination and continued their endless voyage through deep space, with their precious living cargo in hibernation.

DESIGN

Each Ark was constructed by a different group of Silurians and each was unique. However, all of the Space Arks used the same basic technology and had a similar basic design. Each was a vast structure between several hundred and several thousand kilometres across, which utilised artificial gravity to provide all of the habitation pods and corridors with normal Earth gravity. Every Ark had advanced life support systems capable of maintaining habitable environments for many millions of years.

The ships consisted of a series of between several dozen and several hundred habitation pods. Each pod mimicked a single environment, such as an ocean and shoreline, a swamp, a jungle or a vast stretch of savannah. At first glance, there is nothing to indicate that someone in one of these pods is not on a similar environment on the prehistoric Earth. However, each pod is actually a huge, carefully constructed environment.

Beneath the soil or sea floor lies the pod's metal hull, while vast holograms projected on the walls and ceiling make them look like sky and land or water stretching to the horizon, the sky changing in what appears to be a normal day-night cycle. Within each pod, dinosaurs and other native animals live comfortable lives, surrounded by what seemed to be a similar landscape to Earth. Force fields, sonic barriers and carefully constructed features of the landscape help keep animals from running into the walls.

The fact that each habitation pod is actually part of a vast ship is easy for visitors to uncover. Data terminals can be found inset into rocks, built into the trunks of large trees or otherwise incorporated into the natural landscape. Also, anyone digging a few metres down will quickly strike the pod's metal floor, and openings that seem to lead to natural caves actually lead into corridors connecting to other portions of the Ark. All of these caves contain automated doors or sonic barriers constructed to allow intelligent beings through, but to keep dinosaurs in.

The corridors and the other portions of the ship away from the habitation pods have the sturdy, utilitarian look common to spacecraft all across the universe, but with one major difference. Some of the corridors and all of the major hallways are large enough to allow dinosaurs to move safely through them. This was done so that dinosaurs could be moved for medical treatment or to allow them to be transferred from one habitation pod to another. In addition to connecting the different habitation pods together, these corridors also contained maintenance bays, workshops, medical facilities, and storage rooms.

In addition to the habitation pods and connecting corridors, all Silurian Arks contain docking facilities for other spacecraft, a control room for directing the ship's course, as well as up to a dozen hibernation pods that each contain between several thousand and several tens of thousand Silurians. Although none of the Silurian Arks are armed, the builders of

most of these vast ships did take some precautions to prevent the vessel from falling into the wrong hands. As a result, the control rooms all contain various security features.

Some of the Arks use paired controls, which can only be used by two members of the same genetic line; others were designed so that only certain subspecies of Silurian can use them. None of these Arks contain any protections against piracy, armed mutiny or the problems that species more experienced with space travel regularly protect their ships against. This lack of security can also be seen in the data terminals, which lack any requirement for passwords or gene scans. These terminals can be used for both teleportation and information gathering by anyone who can gain access to one of them.

COMMON PROBLEMS

The Space Arks were well built, but they were not impervious to the ravages of time. After several million years, systems failed; some portions of these Arks were more prone to failure than others. One of the most common systems to fail are the force fields and doors designed to prevent dinosaurs from leaving their habitation pods and wandering the Ark's corridors.

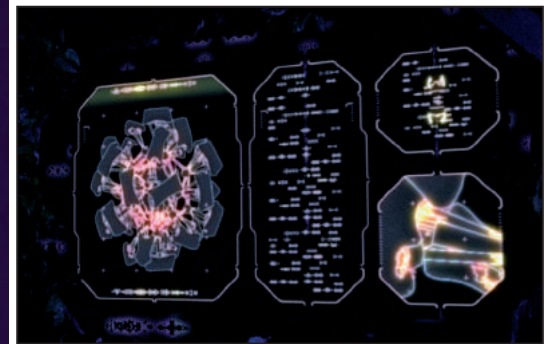
Teleportation units are another system that was prone to failure. Occasionally, transmats malfunction, and while safety devices prevent them from harming



DATA TERMINALS AND THE IN-SHIP TRANSMAT NETWORK

To avoid the necessity of walking dozens of kilometres, transmat teleportation units provide rapid transport from one habitation pod to another and between other distant portions of the Ark. Each teleportation unit is located next to one of the ship's many data terminals, so that the passengers and crew can teleport between them.

These terminals are also connected to the Arks' extensive network of internal sensors, allowing users to locate different types of life forms and even specific individuals in an instant or to access detailed information about the ship.



users or teleporting them into deep space, users might find themselves teleported somewhere very different from their desired destination, such as being teleported to a data terminal in a jungle habitation pod that is the home of a hungry Tyrannosaurus rex, rather than into the control room they intended on arriving in.

Also, while the lights and life support in the habitation pods are exceptionally robust, lights in the connecting corridors sometimes fail, leaving only dim emergency light or, in a few cases, pitch darkness. On rare occasions, individual corridors might experience a cascading series of failures that leave them with little or no light, erratic or non-existent artificial gravity, and few, if any, working data terminals.

ARRIVAL PROCEDURES

When a Silurian Ark is a month away from arriving at a habitable planet, the ship is supposed to automatically wake up several dozen members of the crew, including the ship's captain and its commanding Triad. These Silurians then investigate the planet and decide whether to settle there or seek another more suitable world. If they decide to colonise that planet, then the captain puts the ship in orbit around the planet and sends down some of the Ark's several dozen landing craft to the planet's surface. Then, the crew begins waking up passengers and transporting equipment to the surface.

Scientists locate suitable sites for transporting down various types of dinosaurs and other life forms, while engineers and workers begin to plan and build colonies. The Space Ark would remain in orbit and would remain a major settlement where thousands of Silurians would continue to live and work.

Alternatively, if the world proves to have useful raw materials but isn't suitable for habitation, the crew might awaken a few hundred workers and engineers and use the landing craft and transmats to mine the raw materials, before sending the ship on to another more habitable planet around another star.

SILURIAN LANDING CRAFT

These organic-looking ovoids range in size from small fast landing craft slightly larger than a delivery van to large landing craft the size of a jumbo jet. Each landing craft is capable of landing on a planet and returning to the orbiting Silurian Ark many times, each journey only taking an hour or two.

Every landing craft has advanced sensors and communications equipment to allow it to keep in touch with the Silurian Ark, the other landing craft and any Silurians on the surface carrying communications devices. All landing craft contain transmat units capable of teleporting personnel between the landing craft and any teleportation unit on the Space Ark, and also between different landing craft.

The larger landing craft also contain large-scale transmat units capable of teleporting large dinosaurs and massive equipment. All of these transmat units are designed to be removed from the landing craft, allowing the colony to offload passengers, dinosaurs and large equipment swiftly and easily once installed on the surface.



THE SILURIANS



UNUSUAL ARKS

Most of the Silurian Arks that were not destroyed or captured by unscrupulous pirates still fly between the stars with the dinosaurs living their lives and the Silurians in their timeless stasis. However, a few suffered very different fates.

A World Called Ark

One group of Silurians distrusted hibernation technology; their vessel did not include any hibernation pods. Instead, the entirety of its 90,000 passengers and crew lived in the various habitation pods, alongside the dinosaurs and plants. The Ark's voyage was originally expected to last 12,000 years, so even with their long reptilian lifespans, the trip would have led to hundreds of generations of Silurians being born and dying before reaching its destination.

Automated medical facilities were built to keep the Silurians in good health, and rigorous training ensured that each generation was equipped for their life on the Ark and could perform all of the necessary maintenance. Unfortunately, the vessel drifted off course and over the next hundred thousand years, the beliefs of the inhabitants changed as many hundreds of generations grew up on the ship, never seeing the surface of a planet.

Eventually, the inhabitants of this Ark revered the simple-minded education and maintenance computer as a benevolent deity that provided spiritual instruction and issued repair commandments. To these reptiles, the planets the lessons mentioned in the computer's lectures were realms inhabited by divine beings where the spirits of the dead went.

These Silurians tamed some dinosaurs and hunted others, just like their forbears on Earth, and they lived in similar settlements, but their science became myths and their technology barely understood magic that they operated by rote. They use the same tools and wear the same clothes as their more technologically advanced ancestors, and the automated learning tapes has kept their language from changing too much, but words like "artificial gravity", "life support" or "computer" are the names of the different deities that they pray to. The one place where their primitive nature is most apparent is their weapons.

The Silurians on this Ark brought along a limited number of advanced weapons and their primitive descendants were eventually unable to repair them. Instead, the primitive Silurians use spare bits of pipe as clubs or sharpen them into spears, just as they have sharpened flat bars of metal into swords.

These Silurians cannot mine metal, because there is no metal ore on the ship, but they excel at reworking spare parts and broken bits of advanced technology into weapons and simple tools.

With no knowledge of anything beyond their vast Ark, the arrival of any visitors will have vast repercussions for their society. None of the inhabitants have ever seen a creature that came from outside their Ark and have no experience with other intelligent species. Depending upon how they meet, outsiders might be revered as gods, feared as demons or perhaps welcomed as other intelligent beings from a previously inaccessible habitation pod.

Dinosaur Space Pirates

Human space pirates raided this Ark, seeing the Ark with its sleeping inhabitants as easy prey. However, the Silurians overwhelmed and defeated the pirates because the computer's emergency protocols awoke the Ark's security force. After capturing the surviving pirates, the Silurians discovered that their ship had been in flight for more than 65 million years. It had missed its original destination, but was otherwise in excellent condition.

The Silurians captured the pirates' vessel and, after studying its drive, eventually managed to create a far larger faster-than-light drive that allowed their Ark to travel between the stars swiftly and easily.

Upon learning that humans, who they considered to be little more than clever apes, had attacked their vessel and that most nearby worlds were inhabited by these apes, these Silurians began raiding human worlds and ships. They captured a dozen more ships alongside the pirates' vessel and, using their Ark as a vast and highly mobile port, they began looting ships across the galaxy, seeking new and better technology to improve their Ark and to protect themselves from other raiders. The Ark was soon bristling with weaponry and had docking facilities to accommodate up to two dozen small, heavily armed attack vessels.

Like Silurian military forces on Earth, the Silurian pirates use trained and technologically controlled dinosaurs as part of their attack force. The attack ships typically persuade their target vessel to dock with them by claiming engine trouble, and then release a swarm of dinosaurs through the air lock to attack the vessel's crew. The Silurians then capture any survivors and loot the vessel. Most of the captured crew are freed, because the Silurian pirates take great pride in having their victims spread tales of how easily the apes were defeated.

The Ark of Heaven

One Silurian Ark went far off course and, in 2420, ended up in orbit around a dry and dusty, but marginally habitable world. The automated machinery awoke the crew a full month before the Ark arrived, and they were able to awaken the remainder of the 90,000 Silurians as the Ark came into orbit around the planet. The Silurians were surprised to find a small, struggling human colony already occupying the world. The Silurians decided to conquer the human colony and claim the world as their own. The Silurians had more advanced technology, a huge Space Ark and tame dinosaurs, so they were easily able to conquer the impoverished human colony.

The year is now 2460, and an entire generation of humans have grown to adulthood under Silurian rule. On the world, prosaically called Dust, the 100,000 human colonists are second-class citizens. They are not slaves, but have fewer rights than Silurians and the entire society is structured so that Silurians have greater access to wealth and power. The Silurians have one additional benefit – they all have free access to their starship, which the humans nicknamed *The Heaven*, since conditions within the various lush, warm and tropical habitation pods are preferable to conditions on Dust.

Using the more advanced Silurian technology, the colonists and the Silurians are working on an ambitious project to create a vast network of canals fed by the polar ice caps to bring water to the scrublands, causing them to bloom. Although both the Silurians and the humans are working on the canal building project, the humans end up doing most of the dangerous work.

Tensions between humans and Silurians are coming to a head as a major sandstorm is due to sweep over the construction sites. If conditions become dangerous, the Silurians



will retreat to their Ark, but the human workers will need to survive on the surface in crude, temporary structures. Amidst this rising resentment, group of human terrorists are planning to sneak aboard the Space Ark and plant a bomb to blow it up. As well as killing more than a third of the 100,000 Silurians, this would also destroy much of the colony's infrastructure and result in the remains of the Ark crashing down on the planet.

SILURIAN TECHNOLOGY

The following are some of the more common items of technology used by the Silurians. Some of these devices are sufficiently limited in use that they do not cost Story Points to possess – these devices are listed as (free gadget).

Electronic Key (Free Gadget)

This device is a flattened oval roughly the size of a large grape, containing one or two buttons. Each key is designed to access a specific secure Silurian installation or city, opening doors and turning off alarms. Some keys also contain locator devices that can help bearers find their way about.

Electronic Keys are normally only available to Silurians trusted by the local Triad. Normally, an Electronic Key will only work for a single installation or city, but characters with the Boffin trait may be able to alter a key so that it works on installations it wasn't designed for.

Traits: Open/Close, Restriction (Specific location only).

Story Points: 1

Perception Filter (Minor Gadget)

This device was developed by the Silurians during the 31st century, once they had become a part of the larger galactic community. It allows the Silurian to appear as an ordinary, unremarkable human, or as a member of another alien species. This transformation is an illusion and can't pass any sort of detailed scan or medical examination. Primitive versions of this device and miniaturized versions that are built into other devices often have the additional limitation that the disguise they provide is purely visual, and someone touching the character will feel scales and not skin. Most Perception Filters take the form of belts, pendants or wrist watch-like devices.

Traits: Face in the Crowd, Shapeshift (Minor), Restriction (Visual transformation only).

Story Points: 1

Sonic Lantern (Minor Gadget)

These softly glowing devices are each the size of an orange, with four antenna that must be extended to turn the device on. Each sonic lantern emits an ultrasonic signal designed to keep dinosaurs calm. If a series of sonic lanterns are placed around the dinosaur no more than seven metres apart, the sound they produce keeps dinosaurs from crossing the boundary between them. Sonic lanterns have no effect on humans or Silurians.

Traits: Entrap, Hypnosis (Minor), Restriction (Dinosaurs only).

Story Points: 1



Warrior Mask (Major Gadget)

In addition to making the wearer look even more fearsome than normal, this high-tech mask allows the wearer to see in complete darkness, detect a variety of energy signatures and communicate with any Silurian communicators, including those built into other masks. These devices allow Silurian warriors to operate at night or underground and to easily keep in touch with one another. They can also be tuned to communicate with cellphones and other communication devices not made by Silurians.

Traits: Alien Senses, Scan, Transmit, Restriction (Silurians only).

Story Points: 2



Wrist Device (Minor Gadget)

This device is used to control Silurian technology at a distance and also to control, direct and tap into the eyes and ears of dinosaurs and large sea creatures fitted with control implants. The wearer operates this device using buttons, voice commands or via an interface that allows it to be controlled by a cybernetically enhanced third eye.

Traits: Scan, Transmit, Restriction (Transmit only to Silurian devices and dinosaurs that have been fitted with Silurian implants).

Story Points: 1

SILURIAN WEAPONS

In addition to the natural weapons that some subspecies of Silurians possess, their soldiers also wield powerful advanced weaponry.

Sea Devil Gun (Major Gadget)

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

Traits: Special (Cuts through material).

Story Points: 2

Silurian Gun

This deadly weapon inflicts (4/L/L) damage, but also has a stun setting, firing out a cloud of incapacitating gas.

Sonic Blaster (Minor Gadget)

Although not quite as deadly as the weapons used by the Sea Devil Warriors, sonic blasters can still cut through most obstacles (3/6/9 damage).

Traits: Special (Cuts through material), Restriction (cannot cut through extremely tough or durable materials).

Story Points: 1

Stun Gas Rifle

This somewhat awkward weapon is relatively small, with a tube connected to a reservoir of knock-out gas, allowing it to be used repeatedly without running out of gas. The weapon inflicts Stun damage, and will affect any living target not protected by a space suit or a similarly sealed form of protection.

HEXACHROMITE GAS

Harmless to humans and Time Lords, hexachromite gas is deadly to reptiles – including Silurians and their ilk. The Doctor intended to use it to drive the Silurians off Sea Base 4, but the vengeful humans used it to kill them instead.

Breathing hexachromite gas inflicts 4 levels of damage to a reptile every minute. Silurian Warrior Masks negate the effect of the gas.



STORY HOOK AND PLOT SEEDS

The following are a series of brief plot seeds for adventures involving Silurians.

THE ROGUE TIME AGENT

Rohram, a Silurian awakened in the 51st century has stolen a Vortex Manipulator from a Time Agent and fled back to the middle of the Cretaceous Era, 80 million years ago. In her wake, the future begins to change – gone are the worlds previously inhabited by humanity, replaced by a vast Silurian empire.

The Mission: Travel back in time to stop the Silurian time traveller and restore the future.

What's going on: The rogue Silurian plans to give the ancient Silurians the science and technology to allow them to develop advanced technology 10 million years earlier than history would have it. Her hope is for the Silurians to develop interstellar travel and escape Earth long before they are threatened with extinction, leading to a vast interstellar empire in the future.

Antagonists: The rogue Silurian time traveller, Rohram.

Tasks: Stop Rohram before she can change the past. Survive the Cretaceous era. Find some way of returning to the future.

Problems: No sooner have they arrived in the past than their time machine is swallowed up by a chasm – or a huge dinosaur!

THE ANGRY ARK

In the year 2480 on the human colony of New New Delhi a rogue asteroid is detected heading towards the planet. What's particularly strange is that this asteroid seems to have come from out of nowhere and any attempts to destroy keep getting thwarted – laser beams are deflected and missiles explode prematurely. In 4 days the asteroid will collide with the planet, wiping out the colony.

The Mission: Journey to the asteroid and find some way to stop it.

What's going on: That's no asteroid, but a Silurian Ark! The Silurians designated this world as a potential future colony, and as the inhabitants of the Ark awaken ahead of arrival they are annoyed to find the planet infested with apes. They're taking extreme

measures to wipe out the colonists so they can settle it themselves.

Antagonists: The Silurian Triad in charge of the Ark is made up of a Chief Scientist, an Engineer and a General, but the warrior has taken the lead in dealing with this problem.

Tasks: Discover the Silurian Ark, negotiate with the Triad and, possibly, defeat the General.

Problems: The colonists are prepared to take extreme measures to protect their colony, and they will become angry to learn that the asteroid threat is the work of aliens. No matter what the characters negotiate, some of the colonists might be out for revenge and try to destroy the Ark all the same.

COLD-BLOODED COLD WAR

In the 31st century, one of the first joint human-Silurian colony worlds is facing a problem. The colony recently had their first election. The new human leader, Walter Jasp is a cunning demagogue who distrusts the Silurians and is seeking to advance his power by turning the human colonists against their Silurian neighbours.

Concern about the threat he represents has caused a growing number of the older Silurians to fear attack by the humans and to begin preparations for defence. For one group of Silurian warriors, these preparations include planning a pre-emptive strike against the human colonists...

The Mission: Lead negotiations between the Silurians and the humans.

What's going on: Tensions have recently increased because two children – one human and one Silurian – have disappeared. The two were close friends and have been captured by an alien that captures prey to eat at a later date. The humans believe that the Silurians have kidnapped the human child and the Silurians believe that Walter Jasp has orchestrated the entire event. If the children are not found soon, violence could erupt in this previously peaceful colony.

Antagonists: Walter Jasp, the human demagogue riling up tensions between the humans and the Silurians, and the Silurian warriors preparing to take matters into their own hands.

Tasks: Find some way to undermine Jasp or encourage him to work with the Silurians, stop the Silurian warriors, rescue the children.



THE SILURIANS

Problems: Whilst it wasn't his doing, the kidnapped children suits Jasp's goals just fine – he sends some of his men to thwart the characters' rescue attempt.

SOVIET SILURIAN ROCKETRY

After a short hop through time, the characters arrive back in the 21st century to find much of Earth a post-atomic wasteland. Searching through history books for the source of this drastic and terrible change reveals that the United States started a nuclear war with the USSR in 1989. The US started the war because it continued falling further behind a series of seemingly fantastic Soviet advances in space technology, including the construction of a moonbase in 1981 and a series of large, advanced space missile platforms in 1986. The history books reveals that most of these advances came from a Soviet research base in Kazakhstan.

The Mission: Travel back in time to Kazakhstan and find out how the Soviets gained such a technological edge.

What's going on: What the history books do not reveal is that these advances are all due to the discovery of a small Silurian base beneath northern Kazakhstan. The base was disturbed by a pulse of artron radiation, causing a single Silurian warrior to awaken to investigate. Soviet troops led by Colonel Vasily Savin captured the Silurian and although she refused to reveal anything about her people she was carrying an Electronic Key that gave Colonel Savin access to the Silurian base.

While Soviet technicians studied the advanced technology inside, he awakened several Silurians until he found one with technical knowledge who would cooperate. Under coercion by the Soviets, this Silurian scientist has worked with Colonel Savin to create Silurian-Soviet wonder weapons.

Antagonists: Colonel Savin, a Soviet commander who is using Silurian technology to give the USSR the edge over the USA. Kamlar, a Silurian scientist who plans to use the technology to incite war between the power blocs.

Tasks: Gain access to the Soviet base, find a way to destroy the Soviet-Silurian technology, prevent Kamlar from inciting nuclear war.

Problems: If it looks like his plans are going to be foiled, Kamlar will awaken as many Silurian soldiers as he can, taking the Soviet base by force and deploying the weapons himself.

COWBOYS & DINOSAURS

Scotts Bluff, Nebraska, 1851. Caravans of settlers travelling west along the Oregon Trail keep getting attacked, leaving neither living nor dead bodies. A lone survivor reports being attacked by "strange hostile natives" using even stranger lizards in their raids. As a large caravan nears Scotts Bluff, tensions rise high.

The Mission: Join the caravan and try to find out who these "strange natives" are and what they want.

What's going on: A small settlement of Silurians has awoken. After a frightened settler shot and killed a Silurian, the warriors began ambushing caravans of settlers. The Silurians use a pack of tame Velociraptors as part of their attacks, capturing cattle and horses to feed these hungry dinosaurs.

Antagonists: The Silurian warriors, led by Commander Veloh, who believe they are justified in defending themselves against "invading apes". General Weston, commander of a large cavalry regiment, who has been dispatched to escort the caravan – and more importantly, wipe out these natives.

Tasks: Uncover the Silurian raiders, make peace with Veloh and stop General Weston from escalating the conflict further.

Problems: General Weston is planning on using the caravan as bait for the Silurians, and will then track them back to their own settlement. If he finds it, he intends to personally lead the charge against it, possibly resulting in a massacre on both sides.

THE LIZARD KHAN

The Golden Horde was the terror of Europe and the Middle East in the 13th century. They frequently slaughtered or enslaved all of the inhabitants of cities that refused to surrender to them. However, one branch of the Golden Horde was worse than any of the others. A minor warlord named Altdi has been conquering cities faster and more brutally than any of the other Mongol khans and warlords, aided by a strange advisor whose face and body is always concealed in elaborate robes and several fearsome masked warriors wielding strange weapons that seem to shoot fire.

The Mission: Find out who Altdi's advisor really is.

What's going on: Altdi's strange and deadly allies are half a dozen Silurians who are the only survivors of a Silurian base that once contained almost 100

Silurians. A group of human amber miners uncovered the Silurian settlement and destroyed it, thinking the Silurians were demons. The few survivors swore vengeance on humanity, but before they could attack the miners' village, it was overrun and burned by Altdi's raiders.

The Silurians were impressed with the brutality of these "mounted apes" and the leader of the Silurians, Nostra, snuck into Altdi's camp that evening. After using her weapons to slay several captives, she promised the aid of her warriors in return for a promise for Altdi to be even more brutal in his conquests.

Antagonists: Khan Altdi, an especially brutal Mongol warlord, and his horde of warriors. Nostra, a Silurian warrior intent on using the Mongols as her instrument of revenge against the humans.

Tasks: Sneak into the Mongol camp or escape after being taken prisoner, unmask the Silurians, try to make her see reason.

NOTABLE SILURIANS

The following Silurians are just some of the more notable characters that the Doctor has encountered in his adventures.

SAUVIX

AWARENESS	4	PRESENCE	4
COORDINATION	2 (Land) 5 (Water)	RESOLVE	5
INGENUITY	4	STRENGTH	4

Sauvix was a senior military commander of the elite Sea Devil Warriors. Fearing that the Silurians might face unknown threats and dangers when they awoke, Sauvix went into hibernation along with a large number of his warriors, so that they could be ready to defend his people when they awoke.

Ichtar woke him and his warriors in 2084 and told them that their species' only chance for survival was to conquer a human sea base so that Ichtar could start a global nuclear war that would allow the Silurians to reconquer Earth. Sauvix obeyed his orders, but most of the Silurians involved were killed. Sauvix might have escaped into the ocean, however, but he lost most of the Sea Devil Warriors under his command.

SKILLS

Convince 3 (Leadership 5), Fighting 5, Marksman 5, Science 2, Technology 3, Survival 3.

TRAITS

Alien

Alien Appearance (Major): Sauvix is an aquatic Silurian.

Armor (Minor): His tough reptilian hide provides Sauvix with 5 points of armour.

Brave (Minor): Sauvix is a brave and experienced soldier.



Environmental (Major): Sauvix can breathe both air and water, and can endure extreme cold, like that found in the deep sea.

Fear Factor (2)

Military Rank

Weakness (Minor) – High Frequency Sound:

High frequency sound prevents Sauvix from taking any actions but walking or swimming slowly.

Weakness (Minor): Because he is primarily aquatic, Sauvix suffers a -3 to Coordination on land.

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

COMMANDER RESTAC

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

Commander Restac rose to the rank of commander through her bravery and determination. She became the chief of the security and defence force for the Silurian city buried beneath the Welsh village of Cwmstaff. Her twin sister Alaya was a member of the city's security and defence force. When their city's emergency systems woke them up,

Restac worked with Alaya to attempt to start a war with humanity, so that her people could retake Earth. Like many experienced military leaders, Restac is brave, suspicious and inclined to take risks if they look to offer a chance at total victory. She is also fiercely loyal to her sister Alaya and to the warriors under her command. However, she shows no mercy towards others who get in her way, even other Silurians.

She considers humanity to be a threat to her people and as such she is firmly convinced that they must be exterminated. She also believes that military rule is superior to rule by civilians. Although she has no problem expressing emotions like anger or hatred, Commander Restac is exceedingly unlikely to express emotions like concern or caring, because she considers them to be weak and wishes to always appear strong and in control of herself.

When Alaya was accidentally killed by a human, Restac was overcome with grief and anger and ordered her people to hunt down and kill all of the inhabitants of Cwmstaff. Eldane (see overleaf) foiled this attempt when the gases he released returned his city to hibernation. All of Restac's troops fled back to the hibernation chamber.

Despite being poisoned, Restac refused to flee and attempted to kill the Doctor. She seemed to die from the poison, but it is possible that she survived.

SKILLS

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

TRAITS

Alien

Alien Appearance (Major): Restac is a two-eyed land-dwelling Silurian.

Armour (Minor): Restac's reptilian scales provide her with 5 points of armour.

Brave (Minor): Heedless of danger, to the point of recklessness at times.

Climbing

Environmental (Minor)

– **Extreme Heat:** Restac suffers no ill effects from extreme heat.

Impulsive: She reacts quickly and without second-guessing herself.

Indomitable

Military Rank

Obligation (Major):

The security and safety of the city is her responsibility.

Obsession (Major):

Deeply worried about the threat posed by the apes, she tends to overestimate any threat.

Special – Tongue

Attack: Victims poisoned by this attack must make Strength + Resolve checks (Difficulty 12) every hour. Each failure raises difficulty by 3 and causes a mutation. Use 1/day.

Weakness (Minor) – Cold: Restac suffers -2 to all rolls when operating in cold conditions.

EQUIPMENT: Sonic Blaster (see pg. 69), Stun Gas Rifle (see pg. 69), Mask (see pg. 68).

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



ELDANE

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

Eldane was part of the ruling Triad of the Silurian city located beneath the small Welsh village of Cwmtaff. He was one of the Silurians who was automatically awakened when a drilling project threatened to disrupt the oxygen pockets above his city. After discovering Commander Restac's plan to kill the humans in Cwmtaff and start a war with humanity,

Eldane worked with the Doctor and Amy Pond to attempt to negotiate a strategy of peaceful coexistence with humanity. However, when he learned that humans had accidentally killed the Silurian soldier Alaya, he realised that peace would be impossible for the moment and put his city back to sleep for 1000 years, hoping that by then the world would have changed sufficiently that humanity and the Silurians could live together in peace.

Eldane is one of the most open-minded and thoughtful Silurians. He is inclined to consider alternatives and attempt to find peaceful solutions. He enjoys open discussions of ideas and possibilities and is inclined to reject simple solutions, especially if they look like they might have unfortunate long-term consequences. Eldane is also exceptionally patient and is almost always willing to give someone a second chance.

SKILLS

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

TRAITS**Alien**

Alien Appearance (Major): Eldane is a two-eyed, land-dwelling Silurian.

Armor (Minor): His reptilian scales provide Eldane with 5 points of armour.

Climbing

Code of Conduct (Major): Eldane maintains and demonstrates the nobility and fairness expected of a leader.



Environmental (Minor) – Extreme Heat: Eldane suffers no ill effects from extreme heat.

Obligation (Major): Eldane is the leader of his people and bears the weight of their fate and well-being.

Special – Tongue Attack: Victims poisoned by this attack must make Strength + Resolve checks (Difficulty 12) every hour. Each failure raises difficulty by 3 and causes a mutation. Use 1/day.

Voice of Authority: Eldane excels at commanding others and gains the immediate respect of any Silurian he encounters.

Weakness (Minor) – Cold: Eldane suffers -2 to all rolls when operating in cold conditions.

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

MADAME VASTRA

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

Madame Vastra was awakened in the early 1880s, when engineers excavating tunnels for the London Underground accidentally destroyed a portion of a Silurian hibernation facility buried deep under London. Madame Vastra was the only survivor and began hunting down the men who had inadvertently caused this cave-in.

The Doctor found her and, after preventing her from killing a pair of tunnel-diggers she had discovered, he informed her that “anger is always the shortest distance to a mistake.” and asked her to atone for the men that she had already killed. Since then, she has hunted down mass murderers, alien threats, and similar problems, and put an end to both the problem and the perpetrators.

Madame Vastra might be a Silurian warrior, but the Doctor taught her the value of restraint. Her work has given her an appreciation for the mammals known as humans and so she lacks most of the prejudices common to her species. Although she still enjoys a good hunt, she’s now much more careful about who she is hunting. She now heads up the Paternoster Gang, along with her human wife Jenny and their Sontaran butler Strax, assisting Scotland Yard solving murders – as well as teaming up with the Doctor during his jaunts to Victorian London.

SKILLS

Athletics 3, Convince 3, Fighting 4, Knowledge 4, Marksman 3 (Tongue 5), Medicine 2, Science 3, Subterfuge 3 (Disguise 5), Survival 3, Technology 3, Transport 1.

TRAITS**Alien**

Alien Appearance (Major): Madame Vastra is a two-eyed land-dwelling Silurian.

Armour (Minor): Madame Vastra’s scales provide her with 5 points of armour.

Code of Conduct (Minor): The Doctor has taught her not to kill humans.

Dark Secret (Major): She’s a Silurian living in Victorian London and she has an occasional taste for human flesh.

Environmental (Minor) – Extreme Heat: Madame Vastra suffers no ill effects from extreme heat.

Friends (Major): The Doctor, the Paternoster Gang and Scotland Yard.

Last of My Kind: Vastra is the only Silurian alive and awake in Victorian London.

Special – Tongue Attack: Victims poisoned by this attack must make Strength + Resolve checks (Difficulty 12) every hour. Each failure raises difficulty by 3 and causes a mutation. She can instead choose to inflict S/S/S damage. Use 1/day.

Owes Favour (Major): Shortly after she awakened in the 19th century, The Doctor showed her the error of her ways and she feels deeply indebted to him.

Quick Reflexes (Minor): She always goes first unless taken by surprise.

Telepathy (Minor): Vastra shares a limited telepathic connection with her wife, Jenny.

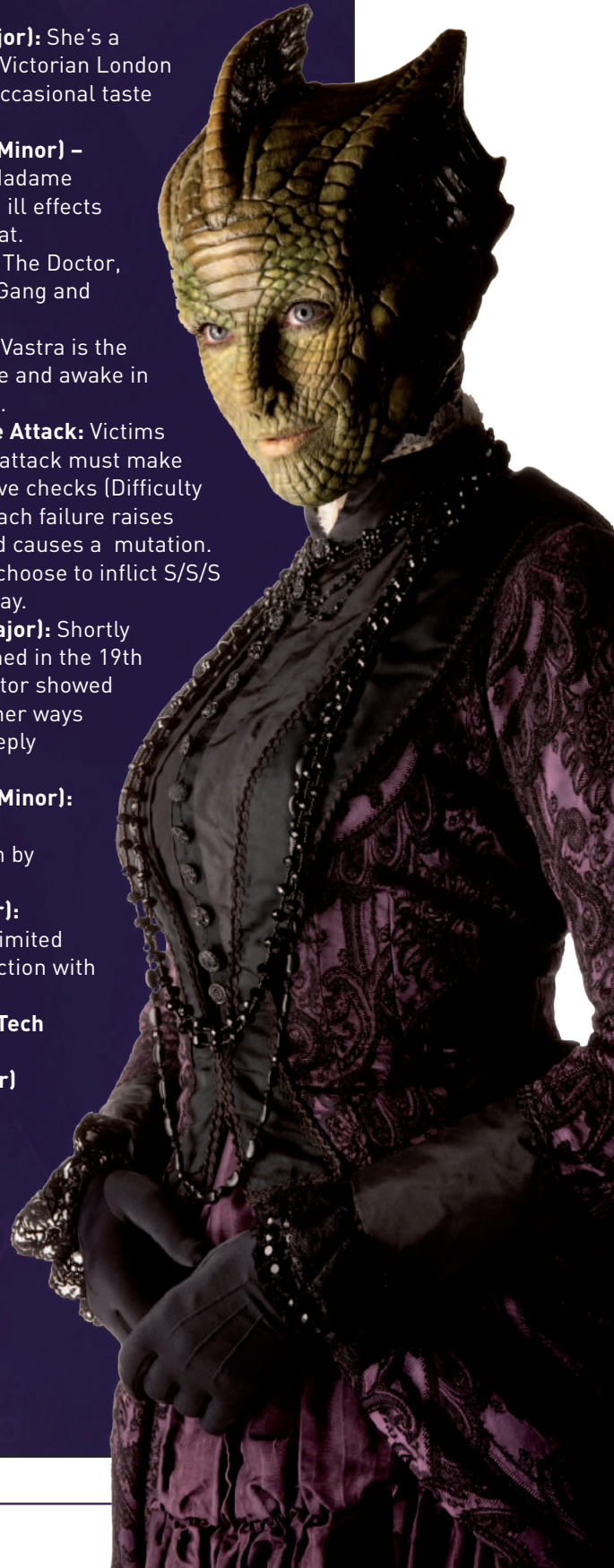
Time Traveller (Tech Level 4)

Weakness (Minor) – Cold: Madame Vastra suffers -2 to all rolls when operating in cold conditions.

EQUIPMENT: Veil, katana (4/8/12).

TECH LEVEL: 6

STORY POINTS: 5



ICHTAR

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

Ichtar is the last surviving member of the supreme Triad that once ruled all Silurians and has the authority to command any Silurian he encounters. He first awoke in the 20th century and attempted to make peace with humanity and find a way to allow his people to share Earth with them. When these efforts failed disastrously, he returned to hibernation for a century and awoke determined to cleanse Earth of humanity. His ethics and morality forbade him from starting a war with humanity or directly attempting to exterminate them, but he was willing to attempt a plan by which he tricked humanity into destroying itself by causing an undersea missile base armed with a deadly proton missile to launch an unprovoked attack at its enemies. This effort failed when the Doctor released hexachromite gas into the sea base's ventilation system, killing Ichtar and the other Silurians.

Ichtar is an intelligent and careful leader who commands the loyalty of his people. He was originally devoted to peace, but a previous encounter with humanity, which ended in the death of many Silurians, has clouded his mind and convinced him that humans and Silurians are doomed to fight over Earth. He also knows that if there's going to be a fight, he's determined to win it at any cost. Since he became the sole surviving member of the Silurians' ruling Triad, he has become increasingly certain of his own ideas and unwilling to listen to or consider ideas that conflict with his own.

SKILLS

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

TRAITS**Alien**

Alien Appearance (Major): Ichtar is a three-eyed land dwelling Silurian.

Alien Senses (Minor – Infrared Vision): Ichtar's third eye provides him with infrared vision

Armor (Minor): His reptilian scales provide Ichtar with 5 points of armour.



Code of Conduct (Minor): Ichtar is only willing to make war to deal with an immediate and deadly threat to the Silurian species and civilisation. However, he finds it relatively easy to comply with this code while attacking humanity, because he sees them as an inherently murderous species that is intellectually and morally inferior to the Silurians.

Environmental (Minor) – Extreme Heat: Ichtar suffers no ill effects from extreme heat.

Indomitable (Major): Once Ichtar makes up his mind to do something, very little can change it. He gains a +4 bonus against persuasion, possession, hypnosis, or mental control.

Weakness (Minor) – Cold: Ichtar suffers -2 to all rolls when operating in cold conditions.

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

PLAYING A SILURIAN CHARACTER

The Doctor often finds cause to ally with or help the Silurians more often than he engages in direct confrontation of them, and Madame Vastra is unlikely to be the only Silurian to have accompanied him on his adventures. If you want to play an alien character in the **Doctor Who Roleplaying Game**, Silurians make for a fine choice – they're not outright baddies, more often misunderstood, and they might have awakened from hibernation at any point in Earth's history – or future. In this section we present some rules for creating your own Silurian character.

CREATING A SILURIAN

There are many species and sub-species of Silurians. If you want to play a Silurian character, you must first pick what sort of Silurian you wish to play. You can choose one of the four known Silurian species and subspecies written up below, or create one of your own Silurian subspecies based on either the Land-dwelling Silurian template, or the Aquatic Silurian template.

Then, add between one and three additional Alien Traits to this template. Alternatively, if you want to play a minor variation on one of the known types of Silurians, you could instead add one, or at most two, additional Alien Traits to one of the three land-

dwelling subspecies written up below. (There's only one type of aquatic Silurian listed below, so that template serves as both the template for that species of Silurian and also as a template for other species of aquatic Silurians who may have additional abilities.)

Remember that you can also add ordinary or Special Traits, just like you would for any other character – traits like Boffin, Argumentative or Time Agent make as much sense for a Silurian as they do for any other character.

Another very important factor to consider is when and where your character comes from. Did they recently awaken from a hibernation chamber, did a Time Lord meet them 66 million years ago or were they born in the 34th century, at a time when humans and Silurians have been living in peace for centuries? Consider what your character thinks of humans.

Obviously, Silurians who wish to exterminate humanity and would happily kill any humans they encounter make a poor choice for a character. Better options can include everything from a character like Madame Vastra, who respects (and in one case loves) a few humans but considers many humans to be mildly inferior beings, to Silurians like Eldane who sees humans as equals and is largely free from prejudice against them.



THE SILURIAN THIRD EYE

Many sub-species of land-dwelling Silurians have three eyes. Their third eye is located in the middle of their forehead and can see in the infrared spectrum, allowing them to see heat. Some groups of Silurians with three eyes use a combination of genetic engineering and implanted electronics to enhance this third eye, allowing it to transmit infrared signals, allowing them to communicate with other three-eyed Silurians and to operate technology fitted with appropriate controls. These modifications also give this eye the ability to project energy beams, allowing it to be used as a tool or a weapon.

SILURIAN SPECIES TEMPLATES

The four templates below are all the baseline traits for the four types of Silurians so far seen on *Doctor Who*.

Silurian

Alien

Alien Appearance (Major)

Armour (Minor)

Climbing (Minor)

Environmental (Minor) – Extreme Heat

Natural Weapon (Major): A Silurian's long lizard tongue can be fired out of its mouth at incredible speed and to a distance of three metres. The Silurian can choose whether or not to inject poison into the target. Victims poisoned by this attack must make Strength + Resolve checks (Difficulty 12) every hour. Each failure raises difficulty by 3 and causes a mutation. The Silurian can instead choose to inflict S/S/S damage. Use 1/day.

Weakness (Minor) – Extreme Cold

Experienced x1 (-3 Story Points)

+1 Awareness, Presence and Resolve
+2 Strength
+1 Fighting, +2 Survival

Cost: 12 Character Points

Un-enhanced Three-Eyed Silurian

Alien

Alien Appearance (Major)

Armour (Minor)

Environmental (Minor) – Extreme Heat

Third Eye (Minor): This Silurian possesses a third eye capable of seeing in the infrared spectrum.

Weakness (Minor) – Extreme Cold Experienced x1 (-3 Story Points)

+1 to Awareness, Presence and Resolve
+2 Strength
+1 Fighting, +2 Survival

Cost: 10 Character Points

Enhanced Three-Eyed Silurian

Alien

Alien Appearance (Major)

Armour (Minor)

Environmental (Minor) – Extreme Heat

Third Eye (Special): This Silurian possesses a third eye capable of seeing in the infrared spectrum. Biological and cybernetic enhancement of this eye also allows it to project an energy beam that inflicts 4/L/L damage. This eye can instead be used to weld and cut, and it can also be used to communicate with other Silurians who possess third eyes as well as being able to contact and control Silurian technology.

It has the traits Alien Senses (Minor, Infrared Vision), Delete, Natural Weapon (Major), Transmit, Weld, Restriction (only transmit to Silurians and to Silurian or specially modified technology). This eye costs 3 Character Points and 1 Story Point, included in the cost of the template.

Weakness (Minor): Extreme Cold

Experienced x1 (-3 Story Points)

+1 to Awareness, Presence and Resolve
+2 Strength
+1 Fighting, +2 Survival

Cost: 12 Character Points, 1 Story Point.

Aquatic Silurian

Alien

Alien Appearance (Major)

Armour (Minor)

Environmental (Minor) – Underwater

Environmental (Minor) – Extreme Cold

Weakness (Major): High frequency sound prevents any actions but walking or swimming slowly

Weakness (Major): -3 Coordination on Land

+2 to Coordination
+1 to Presence, Resolve, & Strength
+1 Fighting, +2 Survival

Cost: 7 Character Points.

The following is a more generic template that can be used for any land-dwelling Silurian. This template is designed so that players can customise it by adding one or more additional Alien Traits to represent the specific adaptations or cybernetic enhancements found in that particular Silurian sub-species. Players are also free to use the Aquatic Silurian template above as a similar generic template that they then add additional Alien Traits onto.

Generic Land-Dwelling Silurian Template

Alien

Alien Appearance (Major)

Armour (Minor)

Environmental (Minor) – Extreme Heat

Weakness (Minor) – Extreme Cold

Experienced x 1 (-3 Story Points)

- +1 to Awareness, Presence and Resolve
- +2 Strength
- +1 Fighting, +2 Survival

Cost: 9 Character Points.

TECHNOLOGY LEVEL FOR SILURIAN CHARACTERS

Silurians are typically Tech Level 6, but they might be familiar with additional Tech Levels depending on the era in which they awake – this can be reflected by taking the Time Traveller trait.

ADDITIONAL ALIEN TRAITS

To reflect the diversity of possible Silurian types, the following are other Alien Traits that some species and subspecies of Silurians may have. In general, no Silurian should have more than one additional Major or Special Alien Trait.

When adding additional Alien Traits, consider if they make sense and what they might mean about that Silurian subspecies. For example, Aquatic Silurians might have the Fast trait for swimming, but are unlikely to have it on land, just like a land-dwelling Silurian is unlikely to have the Fast trait for swimming.

Alien Senses (Minor): Enhanced Smell or Infrared Vision

Alien Senses (Minor): Echo location

Armour (Major): Thick scales and bony scutes like those on a crocodile provide the Silurian with 10 points of armour.

Climbing (Minor or Major): The Major Good version of this trait gives the Silurian hands and feet like a gecko; the Minor Good version of the trait gives the Silurian short claws adapted for climbing

Fast (Minor or Major): Long legs and a gracile build that allows the Silurian to run quite rapidly.

Fast (Minor or Major): Fins allow the Aquatic Silurian to swim swiftly.

Natural Weapon (Minor): Sharp claws that inflict +2 damage.

Natural Weapon (Major): A Silurian’s long lizard tongue can be fired out of its mouth at incredible speed and to a distance of three metres. The Silurian can choose whether or not to inject poison into the target. Victims poisoned by this attack must make Strength + Resolve checks (Difficulty 12) every hour. Each failure raises difficulty by 3 and causes a mutation. It can instead be used to inflict a Stun attack. Use 1/day.

Third Eye (Special): This Silurian possesses a third eye capable of seeing in the infrared spectrum. Biological and cybernetic enhancement of this eye also allows it to project an energy beam that inflicts 2/5/7 damage. This eye can instead be used to weld and cut, and it can also be used to communicate with other Silurians who possess third eyes as well as being able to contact and control Silurian technology.

It has the traits Alien Senses (Minor, infrared vision), Natural Weapon (Major), Transmit, Weld, Restriction (only transmit to Silurians and to Silurian or specially modified technology). This eye costs 3 Character Points and 1 Story Point.

Slow (Minor Bad): This Silurian moves at half their normal Speed (round down). This trait is most common in Silurians who also possess the Armour (Major) trait.



SPACESHIPS



SPACESHIPS



“Blimey, a real proper rocket. Now that’s what I call a spaceship. You’ve got a box, he’s got a Ferrari.”

If you were to go outside in the dead of night and look up at the sky, you’d be forgiven for thinking that you were alone in the universe. Though stars may twinkle overhead, from the ground space looks like a vast, empty, void. But the truth is so much better than that – so much madder, and, well, busier.

On every populated planet, right across the universe, at some point in their lives a species will look up at the stars and dream about venturing out among them, exploring the unknown depths of space and expanding their empire beyond the confines of a single world. Some races never make it, and are destined to remain grounded on their home planets forever, while others – humanity included – grow ever more adept at striding out, constantly developing and updating their technology, until they’re able to form vast civilisations across the heavens.

The space lanes are full of ships, from the vast freighters that transport materials from world to world, to luxury passenger ships, ferrying people around. In among them, tiny little personal ships flit about, zipping across the stars.

Every species has its own unique design of spaceship, the results of different evolutionary paths taken

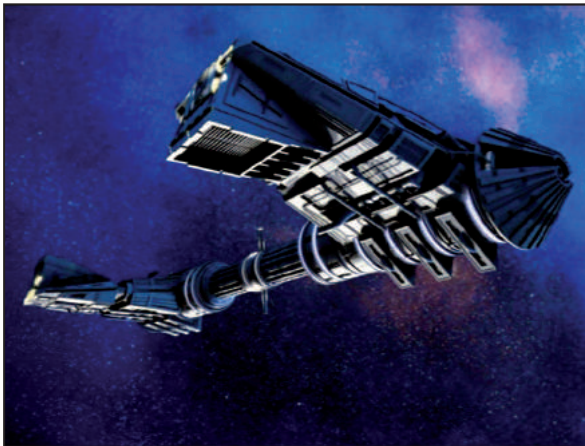
throughout their creation. Humans are often seen to travel in small ships, not a million miles away from the type of vessels used to traverse the oceans on Earth. The Nestene Consciousness breaks itself into a million tiny pieces, and travels from world to world in small ‘spheres’, crashing down to the surface in the form of a meteor shower. Some species have developed ships that do far more than simply travel from place to place: Axos was able to bury itself under a planet’s crust, absorbing power like a parasite; while the early Cybermen of Mondas were able to take control of their planet and steer it back to its rightful place.

Just like mankind taking “one small step” out into space, adding spaceships to your game can vastly open up the possibilities for storytelling within your adventures. Maybe the Doctor and his companion have been captured and transported to a planet far away from the TARDIS, and they’ll need to find and use a spaceship to get themselves back.

Perhaps the only way to win an important piece of equipment vital to the resolution of your story is to take on the championship spaceship racer in a trip round the twelve galaxies and back in time for tea. It could even be as simple as wanting to take a trip to the Moon aboard a simple rocket (although nothing is *ever* simple in the Doctor’s life, so you’d probably find a Zygon crew member stowing away...).

⚙️ “JUST ONE QUESTION. DO YOU HAPPEN TO KNOW HOW TO FLY THIS THING?”

In the **Doctor Who Roleplaying Game**, vehicles like spaceships are treated in much the same way as characters: they have attributes and traits that define them. The real difference between vehicles and characters is that of scale; some spaceships are so much larger than a person that the rules governing a character's attributes have little to no bearing on such a huge piece of equipment. Some vehicles are so important that they have their own Story Points, making them gadgets as well as vehicles; you'll find Spaceship Traits covered more thoroughly on pg. 89.



Rules for spaceships broadly follow those for vehicles such as bikes, cars, and other smaller forms of transport, as laid out in the **Doctor Who Roleplaying Game Core Rulebook**. Those types of vehicle are classed as Automobile Scale – they're on the same level as characters, and as such their attributes, traits, movement, weapons and armour can all interact freely with a character. Sure, these vehicles are big enough to carry a person (or several people), but they're still at a size where both character and vehicle can affect each other with little trouble.

A spaceship is much, much bigger than a car or a bike, however. Even the smallest personal rockets are comparable in size to a house, and some spaceships are so immense in scale that you could live your whole life on them and have a similar level of freedom as someone living in a small city. A spaceship's systems are so complex, with weapons and armour so much more powerful than you'd usually find on a smaller vehicle, that such a vessel cannot freely interact with a character, and needs its own set of rules to govern the way it behaves in the game. This type of vehicle is defined as being Ship Scale.

SPACESHIP ATTRIBUTES

Although spaceships have attributes, they're not the same ones that characters have. A ship doesn't need to have any Ingenuity or Resolve, for example, or any kind of mental attribute. Instead, all spaceships have the following attributes; **Communication, Handling, Sensors** and **Structure**. These four attributes function in the same way as any character trait, adding to the rolls made with the vehicle, taking levels of damage, and helping you to decide what a vehicle can actually do.

These four attributes are often limiting; they limit the use of any associated skill when certain systems are used. This means that any character attempting to complete a task using said system cannot apply levels of skill above the spaceship's attribute.

For example, if a character is trying to pilot a spaceship with Handling 4, they *cannot* apply more than 4 levels of their Transport skill to their Coordination + Transport rolls used to steer (even if the character has, say, Transport 5). This can often be a fun way of adding some extra obstacles to your characters; it doesn't matter how good your character might be, if they're attempting to escape danger in a clapped-out old ship, which has poor handling, bad sensors and low structure, then they're going to have a struggle to make it fly!

Communications

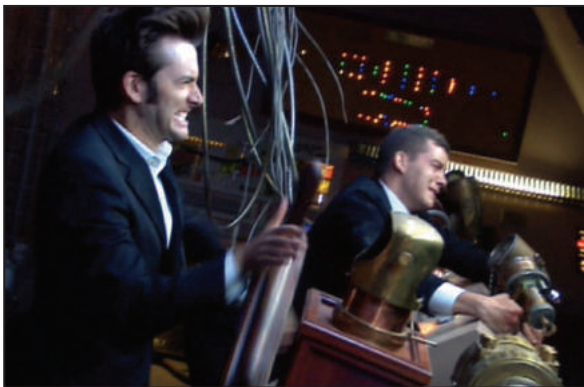
Communications is the system used to communicate with people outside of the spaceship, or on another area of a larger vessel. It's usually some form of radio or video call (either via a screen or, in more advanced ships, hologram), but some more primitive ships may even use signals, flags, or Morse code. Without at least a Radio, a vehicle cannot have a Communications attribute higher than '1'. The higher the Communications attribute, the more powerful and complex the means of communication.



If a ship's Communications attribute is reduced to 0 it is unable to send out any kind of signal, including the most primitive use of signals or flags. In essence, all radio communications are cut off, any hatches or doors are sealed shut, or the ship is damaged to such an extent, and billowing out so much smoke and debris, that any kind of visual signalling would be obscured. Communications acts as a limiting attribute for any rolls made using the ship's communications system, limiting the Ingenuity + Technology skill of the user by the current level of Communications.

Handling

Just like cars, some spaceships are faster and easier to manoeuvre than others, and this is represented by the Handling attribute. The way that spaceships are controlled can vary massively from species to species, so just because your character's a spaceship pilot from Earth's frontier years of space exploration doesn't mean they'll be perfect at flying every ship you encounter on your travels. A Dalek craft, for example, is usually designed to be operated via an advanced plunger device, and as such isn't as easy to operate with hands that don't quite fit the controls! If a spaceship's Handling is reduced to 0, it's completely out of control, and cannot be steered in any way. It'll head off in a random direction until it either runs out of fuel (in space, this may well mean you could drift on forever through the stars), or it crashes. Handling is a limiting attribute in regards to rolls of Coordination + Transport.



Sensors

A spaceship's sensors are anything that's used to keep track of the environment outside the ship itself. This could be as simple as the speedometer, altimeter, or – at its most basic level – a window, but it could also mean any number of advanced RADAR or scanner applications, tracking the position of other objects. The higher the ship's Sensors level, the more complex and detailed the system, and the information that a character can retrieve from it.

If a ship's Sensors is reduced to 0, it is effectively blind, with no way of discovering what's happening beyond the hull of the ship. Any scanners and equipment are broken or obscured, any windows covered, and any entrances sealed. Sensors is a limiting attribute that applies to Awareness + Technology rolls.

Structure

A spaceship's structure is the hull, and anything else that might be holding it together. Most of the damage a spaceship takes will be applied to its Structure (although it can also be taken on any of the other attributes, the ship remaining largely intact while crucial subsystems are damaged). Many spaceships have a high Structure rating; a Dalek Saucer built from a hull of reinforced Dalekanium might have a Structure as high as 40, while even smaller ships are likely to have a fairly hefty Structure attribute simply to cope with the day-to-day rigours of space travel.



If a spaceship's Structure is reduced to 0, then it's close to breaking apart or completely blowing up. With a Structure of 0, the ship's Armour no longer protects any occupants from damage, and it can no longer fly, regardless of its propulsion. Effectively, evacuate ship!

SPACESHIPS IN ACTION

In-game, spaceships act in much the same way as a character does; although they need someone to be actively controlling them. During an action round, each member of the crew performs their action in the appropriate phase: so the pilots operate in the Movers phase, anybody manning the weapons array will do their thing during the Fighters phase, communications would take place in the Talkers phase, and any scanning the sensors for information or repairing damage to the ship is done in the Doers phase.

If the ship takes any damage, it takes levels of damage to its attributes just like a character would, with the consequent loss of performance as more damage is taken. Although spaceships may be large and complex for your characters to fly, they're simple to include in your games. Basically, speed and playability – and most importantly, fun – trump any precision simulations!

UPGRADING YOUR SPACESHIP

'I came first in jiggery pokery, what about you?'

Although every spaceship has its own set of stats, a ship can always be modified to perform better under certain conditions. Below, you'll find a table

of modifications that can be performed to ships in order to enhance their performance, though players may wish to come up with some improvements of their own. The ability to do so will come down to whether your characters have the time needed (in some cases, you won't have time to stop and spend upgrading what might be your getaway vehicle), and the Gamemaster's discretion. Each modification takes up a number of man-hours of labour to complete, though this time can be divided amongst multiple workers. However, each of these workers will need to make a Wrenches and Welders roll, and the effects of such rolls on the project stack (if appropriate). Therefore, if you've got a character who's something of a Mickey the Idiot, they might cause more trouble than they contribute help!



SPACESHIPS

SHIP MODIFICATIONS TABLE

MODIFICATION	MAN HOURS	DIFFICULTY	EFFECT	CHASE SPEED MODIFICATION (MAXIMUM 7)	REPEATABLE/ MAXIMUM NUMBER OF REPEATS
Reduce Weight	2	12	Removes 1 trait.	+1	No
Add Weapon	10	12	Mounts 1 new weapon to the ship.	-1	Yes / 2
Add Targeting System	4	14	Ship gains Targeting System trait.	0	No
Add Ablative Armour	14	12	Ship gains the Ablative Armour trait.	-1	No
Add Armour	10	12	Ship gains 1 point of Armour.	-1	Yes / 4
Enhance Sensors	3	14	Increase ship's Sensors by 1.	0	Yes / 2
Optimise Drive	6	12	Increase max Chase Speed.	+1	No
Overcharge Drive	9	14	Ship gains the Fragile trait.	+2	No
Remove Crew Position	3	12	The ship holds one less person.	+1	Yes, but minimum crew of 1
Reduce Structural Integrity	8	14	Reduce ship's Structure by 1.	+1	Yes / 2
Increase Structural Integrity	15	14	Increase ship's Structure by 1.	-1	Yes / 2
Optimise Control Systems	4	14	Increase ship's Handling by 1.	0	Yes / 4
Increase Life Support Duration	10	14	Life Support can now last 12 hours longer before needing recharge.	-1	Yes / 2
Engine Safety Override Switch	3	14	Ship gains the Turbo Boost trait.	0	No

The Wrenches and Welders roll difficulty is given for each of the modifications in the below table, and each modification effects the spaceship's stats in some way on top of altering the speed of the craft. Some of these modifications can be repeated time and time again in order to allow their effects to stack. Others can only be done the once (although characters can always try again if they fail the first time).

Wrenches and Welders

Roll: Ingenuity + Technology (or Transport).

Difficulty: As per Modifications table opposite.

Results:

- *Fantastic:* The modification is not only completed, but it took 25% less time than expected!
- *Good:* The modification is completed, and on time.
- *Success:* The modification is complete, but it took 25% longer than anticipated.
- *Failure:* The modification is taking too long. The work can be abandoned now, or completed with the expenditure of another 50% of the expected man hours.
- *Bad:* The modifications cannot be salvaged. The time spent on them is lost.
- *Disastrous:* The work is finished, but it's not been done properly. The ship gains the Achilles Heel trait (see pg. 90). If this result occurs multiple times, reduce one of the spaceship's attribute, such as Handling, Sensors, Communications or Structure.

- *Success:* You manage to take off, but you're slightly off course, and it will take 1 action round to get back on the right route.
- *Failure:* You break away from the planet just about, but it was a little muddled. Sensors are hindered by -1 for the next action round.
- *Bad:* You stutter and shake, but do not manage to get your spaceship off the ground. It will need to be refuelled before you can try again, taking up 1 action round.
- *Disastrous:* Not only do you fail to take off, but you've managed to damage the ship in the process! The ship suffers 1 level of damage, plus an additional 1/2/3 damage based on a Coordination + Transport roll (Difficulty 12).

In cases where characters are forced to blast off under stressful conditions, such as trying to escape an enemy or with a hostile fleet moving in, you may wish to increase the Difficulty level to 15 or higher.



BLAST OFF!

'All systems online one hundred percent. Not a single delay. Don't you worry, Captain, we are going to fly.'

Flying a spaceship is, understandably, somewhat difficult. As such, they're not like a car where you can more or less jump in and go. In order for a ship to pull beyond the gravitational grab of a planet and make orbit, a designated Character will need to assume the roll of pilot, and make a Coordination + Transport roll.

Breaking Orbit

Roll: Coordination + Transport

Difficulty: 12

Results:

- *Fantastic:* You blast away from the planet with such skill and precision that you gain a +2 bonus to your next steering or speed related roll.
- *Good:* You lift off with no trouble, and successfully enter orbit.

SPACESHIP CHASES

'We're here for the race. I mean, that's all that matters!'

Chases in spaceships come in several different forms. The most common type of chase that characters are likely to encounter in a game is one where they're trying to make a quick getaway; either because they're being pursued, or because they need to get to a set destination before an opponent. Equally, they might find themselves roped into the kind of chase that the Eternals enjoy, where a set route has been declared and the ships are all racing each other for a prize.

Chases involving spaceships are conducted just like any regular chase, only on a much larger scale to accommodate their significantly bigger size. Whereas you might use an Area of 3m x 3m when engaged in a chase on foot, or even 30m x 30m in a chase using

cars or motorbikes, chases in spaceships are more likely to use an area of 3000km x 3000km! You can see some recommended Area sizes in the table below.

Even though spaceship chases are on a scale almost incomparable to the kind of chase you might have on foot, the rules are pretty much the same (see the **Doctor Who Roleplaying Game** for the rules).

RECOMMENDED AREA SIZES

EXAMPLE	AREA SIZE
Chase on foot in a built up area	3m x 3m
Chase on foot across open area	30m x 30m
Chase in vehicle in a built-up area	30m x 30m
Chase in vehicle across open area	300m x 300m
Aerial chase	500m x 500m
Chase in space	3000km x 3000km

All spaceships have a Speed in Space for use in these types of situations. In a spaceship chase, your Speed is equal to this Action Round Speed. So, if you're flying a ship with a Speed in Space of 3, then you can move 3 Areas during a chase in space. There are some Spaceship Traits that modify this, such as Gravitic Pulse Drive.

LANDING

'Something else. Something important. I'm, I'm, I'm... Ha! Crashing!'

If taking off in a spaceship is difficult, then it's nothing compared to actually bringing the thing in to land.



Not only are you trying to park a large vehicle in a relatively small area, you're also having to power down all of the equipment in the right order, while maintaining a trajectory and ensuring that you get your speed just right to avoid... well, to avoid crashing into something!

Much like **Blasting Off**, in order for a ship to make a successful landing, a designated character will need to assume the roll of the pilot, and make a Coordination + Transport roll.

Landing the Spaceship

Roll: Coordination + Transport

Difficulty: 12

Results:

- *Fantastic:* You sail down onto the landing platform and park the spaceship squarely on the target. Any scans of the immediate area are boosted by +1.
- *Good:* You land safely, if a little bumpily.
- *Success:* You manage to land, but the approach is somewhat turbulent. It will take 1 action round for all characters to get their bearings before they're able to continue.
- *Failure:* You just manage to touch down, but it's only *just* above the definition of a 'crash landing'. The ship's Communications attribute is reduced to 0.
- *Bad:* You crash into the ground with some force, causing 4 levels of damage to the spaceship, and 1 level of damage to each character.
- *Disastrous:* It's a full-on crash landing. The spaceship is put beyond repair, with all its Attributes reduced to 0. Each character sustains 2 levels of damage.

In cases where characters are forced to land under stressful conditions, such as an enemy closing in on them, you may wish to increase the Difficulty level for this roll to 15 or more.

SPACESHIP FAULTS

'I must go and check the fault locator again..'

Being big and complex pieces of technology, spaceships are prone to developing the occasional fault. On spaceships with a large crew there will normally be someone whose specific task is to identify and repair faults, although this may not always be the case with your characters. Adding a fault to a ship in your game can help to make the already difficult task of space travel even harder, while also injecting some drama into the long stretches of space between planets.

SYSTEM	EFFECT	REPAIR DIFFICULTY
Engine	The engine begins to groan and clunk before stalling, forcing the ship to run at 25% Speed until repaired.	14
Communications	The ship's Communications attribute is reduced to 0 until repaired.	12
Sensors	The ship's Sensors attribute is reduced to 0 until repaired.	12
Armament	Any weapons on the ship are disabled.	12
Life Support	The air begins to thin out, and any character not in a space suit or able to breathe in a vacuum begins to suffocate in 1 action round.	14
Controls	The ship's Handling attribute is reduced to 0 until repaired.	14

Above is a table with some ideas for the kind of faults that a spaceship might develop. Repairs must be carried out either on a planet or at a Refuelling Station, require an Ingenuity + Technology roll, and take 1 action round to complete.

Some ships are equipped with the Fault Locator trait. If so, the ship alerts the crew that something has gone wrong 2 action rounds before the fault takes effect, and any player making an Awareness + Technology roll (Difficulty 12) to check for faults will pick up on the error, receiving a +3 bonus when carrying out repairs.

FANCY MANOEUVRES

'You want moves, Rose? I'll give you moves...'

Spaceship pilots are specially trained in using their craft, and are able to pull off manoeuvres that other people could only dream of. Characters with the Transport skill and a specialisation in spaceships can perform the following Stunts to give them an advantage when flying a spaceship. These Stunts can be particularly useful during chases!

Ducking and Diving

Useful when piloting a small spaceship through an asteroid field, a Coordination + Transport roll determines the level of difficulty needed for a pursuer to follow.

Flare Blind

By dropping Speed by 25% for 2 chase rounds, a spaceship can flare its exhaust to blind pursuers with an Ingenuity + Transport roll. Anyone within 1 Area must react with a Strength + Resolve roll or be blinded (1/2/3 chase rounds).

Force Off Course

A spaceship can try to force a ship ahead of it off course with a Coordination + Transport roll. The

target must resist with a Coordination + Transport roll, or suffer 1/2/3 damage.

Hard Reverse

By flipping the engines into a 'hard reverse', a spaceship may effectively shoot back past any pursuer or to avoid an approaching obstacle. This requires an Ingenuity + Transport roll (Difficulty 14), and runs the risk of causing damage to the vessel. A failed roll reduces the maximum speed to the vessel to 1/2/3 chase areas.



Loop de Loop

Less risky than performing a hard reverse, but trickier to do right, a loop de loop brings a vessel up and out of its course, before setting it back down again behind a pursuer. A Coordination + Transport roll (Difficulty 15) is required, and the ship loses 25% Speed for 2 chase rounds.

U-Turn

With a successful Coordination + Transport roll (Difficulty of 12), the pilot may reverse the spaceship's course and head in the opposite direction. This manoeuvre will reduce the ship's Speed by 25% for 2 chase rounds (or for 3+ chase rounds for a failed roll).

SPACESHIP WEAPONS

'You've got asteroid lasers!'

The universe isn't always a safe place, so almost all spaceships are fitted with some kind of weapons system. Conventional ammunition such as bullets and gunpowder is outlawed in most sectors of space, as a missed shot would leave the round floating on through space at great speed, potentially causing harm to someone or something else further down the line (not to mention the mess it would cause – imagine a universe teeming with long forgotten bullets and shells!). Instead, the vast majority of spaceship weapons are based around laser beams and sonic pulses.

The table below gives a range of various weapons that you might find installed on the spaceships you'll encounter throughout the universe. These ranges represents the weapon's accuracy at different ranges, expressed in metres. Light Laser Cannons for example, have range increments of 1500/3000/6000, meaning up to 1500 meters is short range, up to 3000 is medium range, and up to 6000 is long range. Weapons can generally fire a maximum distance up to twice their maximum range, after which it is difficult enough to hit that it is pointless to check for success.

For each range increment, a weapon suffers a cumulative -2 to hit its target, plus an additional -2 beyond its long range. Thus, the Light Laser Cannon suffers no penalty up to 1500 meters, -2 out to 3000 meters, -4 to 6000 meters, and -6 up to 12000 meters away, after which it is impossible to hit a target. The ranges given are for when these weapons are used out there in space, with none of that pesky gravity or atmosphere to obstruct them.



If you're firing these weapons inside the atmosphere of a planet – either while taking off, preparing to land or simply travelling at a lower-than usual altitude – then halve all the ranges to take that into account.

WEAPONS TABLE

WEAPON	DAMAGE	RANGE INCREMENTS (METRES)	TRAITS
Heavy Laser Cannon	8/16/24	4550/8900/ 17800	Armour Penetration, Slow, Spaceship Scale, Beam, Disintegrate, Power Up (2)
Light Laser Cannon	3/6/8	1500/3000/6000	Armour Penetration, Slow, Spaceship Scale, Beam, Disintegrate
Heat Ray Cannon	12/24/36	4000/8000/16,000	Energy Drain, Fragile, Overheats, Spaceship Scale, Slow
Asteroid Blaster	18/36/54	6000/12,000/18,000	Energy Drain, Overheats, Spaceship Scale, Slow
Orbital Defence System	12/24/36	12,000/24,000/ 48,000	Slow, Spaceship Scale
Short-Range Laser Blaster	4/8/12	4000/6000/ 8000	Beam, Spaceship Scale
Sonic Disruptor Beam	12/24/36	12,000/24,000/ 48,000	Beam, Energy Drain, Fragile, One Shot, Spaceship Scale
Medium Laser Cannon	5/10/15	3000/6000/12,000	Armour Penetration, Slow, Spaceship Scale, Beam, Disintegrate
Rocket Pod	3/6/9	250/500/1000	Slow, Spaceship Scale, Spread
Targeted Missile	12/24/36	3000/6000/12,000	-

Armour Penetration

The weapon ignores 4 points of the target's armour.

Beam

The weapon fires an energy beam. Energy beams are difficult to dodge and increase the difficulty of dodging them by +2.

Disintegrate

If this weapon strikes an armoured target, then 4 points of armour are permanently lost.

Overcharge

This weapon has variable setting that can be adjusted to generate higher levels of damage. By spending a Story Point, a character can double the range or increase the damage by 4 levels. In the case of Lethal weapons, the damage value for penetrating armour is increased to 12, and the weapon gains Armour Penetration if it does not already have it. Stun weapons are -2 to resist.

Overheats

This item generates a great deal of excess heat that must be allowed to bleed off. Any time a Disastrous result is rolled the weapon has overheated and needs to cool off for 1d6 action rounds before it can be used again.

Slow

The weapon is slow to reload or recharge and can only be fired once per action round.

Spread

This weapon fires a spread of shot that can easily hit two adjacent targets at ranges less than 100 metres, but the spread loses power quickly, dropping its damage rating by two levels per 50 metres after that.

SPACESHIP TRAITS*'The best ship in the universe'*

Just like characters and gadgets, spaceships can have traits, but unlike characters, these traits are not 'purchased': they're simply an inherent part of the vehicle, and therefore don't have any levels. Any spaceship can have these traits, within the bounds of reason. Some of these traits might also be added to vehicles or gadgets, at the Gamemaster's discretion. Conversely, you might like to add some of the Base Traits from **Defending the Earth: The UNIT Sourcebook** to a spaceship, turning it into a flying headquarters. This is particularly appropriate for a space station (see pg. 93).

Abduction Beam

Ships with an Abduction Beam are able to pick up items and transport them aboard without having to land first. Characters wishing to use the Beam must make a successful Coordination + Transport roll, with the Difficulty determined by the size, weight, and speed of the item they're trying to pick up. See the table on the following page for some suggested difficulty ratings.





ITEM	DIFFICULTY TO 'ABDUCT'
A human being standing still	2
A human being moving at speed	4
A small, stationary vehicle	6
A small, moving vehicle	8
A large, stationary vehicle	8
A large, moving vehicle	10
A small spaceship close by	12
A large object moving at fast speed	12

Ablative

This armour is proof against even Laser Cannons and Heat Rays. When struck by an energy weapon, the armour loses one permanent point of armour value, but negates the hit.

Achilles Heel

An item with this trait has a weakness a skilled attacker can exploit. By increasing the Difficulty needed to hit the target by 2, an attacker can ignore the target's armour, if any.

Agile

This vehicle is quick and easy to pilot and grants a +2 bonus to any manoeuvres made with it.

Airship

This trait allows a spaceship to operate in the dangerous upper atmosphere of gas giant planets. A

ship with this trait must also have propellers, granting it an air speed of 65 kph. The ship also gains the Fragile and Achilles Heel traits.

Complicated Controls

The controls of the ship are so complex, that any character with a Technology Level of 7 or less suffers a -2 penalty on any attempt to operate the craft.

Concealed

The spaceship is easily hidden, either through clever construction or a device of some kind. Any attempts to discover it are at -2.

Crew (X)

The ship or weapon requires a crew to operate, the number of the crew being equal to (X).

Emergency Backup System

This spaceship has emergency backup systems, allowing it to continue to operate even when damaged, although at a reduced efficiency. When any of the vehicle's attributes are reduced to 0, a Story Point can be spent to bring the emergency backups online, restoring 1 point to the damaged attribute.

Energy Drain

This spaceship has incredible energy needs, and its cells are drained completely when an attribute is reduced to 0, rendering the craft useless.

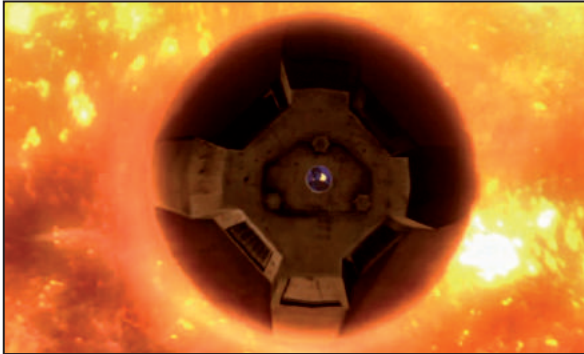
Environmentally Sealed

The spaceship has its own self-contained environment including air supply, food, waste extraction and climate control, and as such can be used to explore otherwise unappealing areas.



Escape Pods

This spaceship has escape pods that allows the crew to exit safely in the case of its destruction. Each crew member escaping must spend a Story Point, allowing them to leave the immediate blast area of the destroyed vehicle unharmed.



Extra Fingers

Controls designed for use by one species may not be universally adaptable for everyone else to use. For example, a Dalek would have trouble operating touch-screen technology, just as a human would struggle to fly a Zygon craft. The Extra Fingers trait must specify a species, and characters of any other species suffer a -2 penalty to all rolls involving the use of this ship.

Fault Locator

The ship has inbuilt systems designed to pick up on any faults within its workings. Ships with this trait will alert the crew to an impending fault 2 action rounds before the effects of the fault take hold (see pg. 87 for more about faults).

Fragile

This ship is delicate, and any Disastrous result in its use will break it, rendering it useless until repaired.

Gravitic Pulse Drive

A spaceship equipped with a Gravitic Pulse Drive is capable of making astounding manoeuvres and reaching high speeds in seconds. At the cost of 1 Story Point, the vehicle can make a free move action in the action phase to accelerate or make manoeuvres.

Hardened Armour

This spaceship has a type of armour that is impervious to all but Armour Piercing weapons, and against them it is treated as having 8 points of armour.

High Signature

This ship is poorly designed or sends out so much heat or other energies that it is easy to detect with sensors, giving a +2 bonus on rolls to do so.

Hover

The vehicle can maintain a stationary position above the ground. If a number is listed after the Hover trait, then this indicates the number of metres above the ground that the vehicle can hover. Vehicles with this trait can move over obstacles and difficult terrain lower than their Hover rating without reducing their speed.

Interstellar

This ship is capable of travelling beyond its immediate planetary system, allowing occupants to travel vast distances across the universe.

Low Signature

The ship is designed in such a way to make it difficult to detect using sensors, making any attempts to do so at a -2 penalty.

Outdated Technology

The ship is of such an old fashioned design, that it's only just capable of keeping up with modern spacefaring demands. Any character attempting to use the ship will suffer a -2 penalty to all rolls.

Neural Interface

Through the use of a Neural Interface, a spaceship can be more accurately handled. On the up side, the pilot can use Ingenuity in place of Coordination for any rolls involving the handling of the vehicle, using its weapons, sensors or communication systems. Also, all rolls involving the spaceship that the pilot makes are at +2. On the downside, the pilot takes 1 point of damage through psychic and electrical feedback any time the vehicle itself is damaged.

Personal

The ship is so small and compact that it can be flown even in the tightest of spots, such as a city or a scattered asteroid field. These ships gain +2 on all rolls involving Manoeuvrability.

Power Up (X)

A spaceship with this trait takes some time to come to full power before it can be used (be it for flight, weapons, communication or scanning). The ship needs a number of action rounds equal to (X) rating to come to full power, before which it cannot be used or operated.

Propellers

The spaceship has propellers to drive it through the atmosphere, but cannot fly through space nor can it remain stationary. It must move at least one quarter its base Speed per action or chase round.

Radiation Leakage

While the ship is in flight, it leaks a little radiation every 1d6 action rounds, causing 1/2/3 damage to the crew.

Radiation Shielding

This trait protects its wearers or occupants from damage caused by radiation.

Shielding

Shields provide complete protection against beam weapons at the cost of 1 Story Point per use.

Spaceship Scale

This vehicle is of such a large size and high complexity that it counts as being a different scale than characters or other vehicles. Weapons of smaller scale cannot harm it, and targets and cover of smaller scale have little defence against them. If a weapon with this trait is fired at a normal-sized target, multiply the damage caused by 10.



Scan (Full)

Can be used to detect objects at a distance, pinpointing their location, range and nature.

Scan (RADAR)

Can be used to detect objects at a distance, pinpointing their location and range.

Self-Destruct System

This vehicle can be set to self-destruct; creating a massive explosion that obliterates the vehicle, but keeps it from falling into enemy hands. A character must spend a Story Point to activate the self-destruct sequence, setting how long until the vehicle explodes. When it explodes, it causes Lethal damage with the Armour Penetration trait to everything within its undamaged Structure x 10m if of vehicle scale, or x 100m if of Spaceship Scale.

Steady

A ship with this trait is an unusually stable firing platform, granting +2 to any rolls made to shoot a weapon from it.

Story Points

This trait gives the spaceship a pool of Story Points that can be used to activate the item's Traits or spent on rolls involving the item (actually, they can be used for any normal Story Point expenditures as long as the item is affected). The amount of Story Points the item has is listed after this trait in the item's description.

Targeting System

A built-in targeting system makes it easier to aim the vehicle's weapons. Any Marksman rolls made from this vehicle gain a +2 to the attack roll. Alternatively, the vehicle's Story Points can be spent to add dice to the roll or increase the level of success.

Thrill Ride

This vehicle is flat out dangerous to drive; it is fast, lightly constructed, with very sensitive controls. A character can spend a Story Point to perform an extra Stunt during a chase.

Tyres

This vehicle rides on tyres, allowing it to traverse most land terrain save those that are particularly soft or muddy.

Transmit

This item transmits data over a great distance.

Treads

This vehicle has treads, allowing it to roll over most land terrain and small obstacles, but making it slow and ungainly, levying a -2 penalty to any rolls made to drive it.

Turbo-Boosters

The vehicle has extra boosters that feed more power to the engines. By spending a Story Point, the pilot can increase the vehicle's Speed by +4 for one action or chase round.

JANE'S SPACECRAFT OF THE UNIVERSE

'Judging by design and size I'd say it had intergalactic range and time warp capability. Origin almost certainly star system 4X alpha 4.'

Every space-faring species has their own design of spaceship, though you'll often find that it doesn't matter where in the universe or when in time you

venture to, many of the craft will retain several of the same basic design traits. It's simply a process of races upgrading their technology, and taking the best bits of other designs to help improve their own. The majority of spaceships tend to conform to one of three 'common' types: the rocket, the saucer and the station. Each of these types have their own advantages and disadvantages for use. Rockets are simple enough – they're the kind of ships we've been using here on Earth for the last century or so, as we take our first steps out into space. The term rocket doesn't cover only the traditional rocket shape, but also similarly-designed craft, such as shuttles. These craft are particularly aerodynamic, and can achieve great speeds in open space, but are sometimes not as receptive to quick manoeuvres.

Saucers are, equally, simple to get a hold on: round disc-shaped craft of varying sizes and, to a small extent, shape. This type of ship has been used by many species throughout the years; whereas humans began their space exploration with a rocket-shaped craft, other worlds began with the saucer. Saucers aren't perhaps as fast as the traditional rocket design, but they feature a range of manoeuvrability unmatched by other spaceships, making them particularly useful in tight and tricky spots or for planning out battle formations.

Stations are spaceships on such a vast scale that they're barely even 'ships'; just huge, floating communities. Often, such structures are created to be towed into place, or else constructed where they will remain, and have only the most basic levels of movement. We won't be focusing much on this type of ship in this chapter, but using some of the spaceship rules (such as systems developing faults) can help to make an adventure set in a space station feel more like your characters really are on a specially-constructed vessel, as opposed to just another location. You can find details of one such station – the Silurian Ark – on pg. 62.

A FLOTILLA OF SPACESHIPS

Here, we'll be looking at a number of the spaceships that you might encounter in the **Doctor Who Roleplaying Game**. By all means, we won't be covering every spaceship seen in *Doctor Who* over the years, but we'll be touching on some of the most prominent or unusual examples by species.

CYBERMEN SPACESHIPS

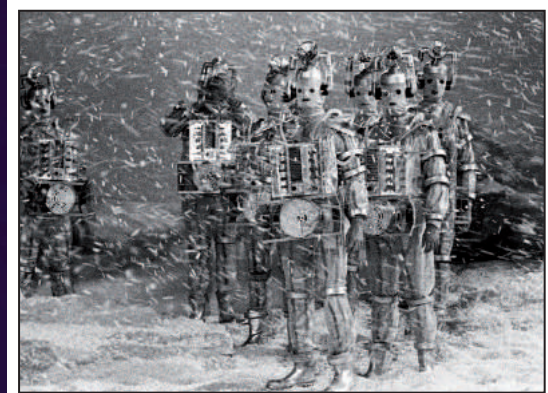
Over the aeons, the Cybermen have undergone countless upgrades and modification to their own bodies and design. Similarly, they've used a huge

MONDAS

The most famous Cyberman spaceship of all might well be their planet of Mondas. In antiquity, Mondas and Earth were twin worlds, rotating in orbit around each other, as well as around the Sun, until some vast cosmic event interrupted this union and sent Mondas drifting off to the very edges of the universe. It was this event that led to the creation of the Cybermen; as their world grew colder and less hospitable in the depths of space, the inhabitants devised ways to upgrade their bodies to continue living.

After many millennia of aimlessly drifting among the stars, scientists devised a plan to bring an end to their suffering, and to return Mondas to its proper place in the universe. The planet was hollowed out, and the largest engine ever constructed was substituted for the planet's core. With the engine in place, the Cybermen were able to steer Mondas back across the galaxies towards Earth, which they intended to drain of power to replenish their own world.

The majority of this plan can be considered largely a success. Mondas made it back to the Solar System and, along the way, small advance ships of Cybermen were deposited throughout the universe, beginning the mission to upgrade all species into Cybermen. However, things fell apart once the power drain of Earth began. Tricked by the First Doctor, the Cybermen absorbed too much power too fast, and their vast engine was unable to cope with the sudden surge. The engine at the heart of the planet overloaded and exploded in the skies above Earth, taking the majority of the Mondas Cybermen with it.



range of spacecraft during their quest to upgrade the universe. Almost every Cyberman ship contains at least one conversion unit that can be used to perform upgrades on any suitable species they come across during their travels, and the biggest ships at the heart of Cybermen war fleets are designed solely for this purpose, with hundreds of conversion units working continuously in the heat of battle.



The first Cybermen spaceships were somewhat primitive affairs. While the engine at the heart of their home-world Mondas was vast and complex, these ships were cramped and functional. Each ship was roughly 12 metres in height, and constructed as a tight, round unit. The first level contained only enough room for three Cybermen, and all the life support that they needed to remain alive, while the second level was given over entirely to a primitive conversion chamber.

The ships were designed to travel only short distances through space, 'depositing' a party of Cybermen on various worlds as Mondas sailed past them. The Cybermen on these small crafts would then begin upgrading this new world, working towards their ultimate goal of converting the entire universe into creatures like themselves.

As some of these Cyber-outposts grew larger, engineers worked to create a more efficient way of transporting Cybermen to their neighbouring worlds. A second version of the craft was developed, with the capacity to hold up to 12 Cybermen alongside three or four conversion chambers, facilitating a much swifter upgrade of the local populace once planetfall had been made. These ships would often travel in formations of six, creating a small but efficient squadron with which to take more hostile worlds.

These formations would often be headed by a small advance party of Cybermen in a reconnaissance ship, which would travel on ahead to identify worlds suitable for upgrade. While these advance ships did not contain any conversion chambers, they were

stuffed with scanners and radars, manned by a crew of two Cybermen, enabling quick mapping of the worlds they passed.

CYBERMAN SAUCER MK. I

Speed in Space: 2
Communications: 4
Handling: 5
Sensors: 3
Structure: 4
Armour: 4
Traits: Fragile, High Signature, Outdated Technology, Power Up
Armament: 1x Light Laser Cannon
Crew: 3

This type of ship appeared in *The Tenth Planet* (see **The First Doctor Sourcebook**).

CYBERMAN RECONNAISSANCE SHIP

Speed in Space: 3
Communications: 9
Handling: 9
Sensors: 12
Structure: 8
Armour: 6
Traits: Spaceship Scale, Low Signature, Self Destruct System, Scan (Full), Interstellar
Armament: 2x Light Laser Cannon
Crew: 2

This type of ship appeared in *The Wheel in Space* (see **The Second Doctor Sourcebook**).



CYBERMAN SAUCER MK. II

Speed in Space: 3

Communications: 4

Handling: 6

Sensors: 4

Structure: 7

Armour: 6

Traits: Spaceship Scale, Energy Drain, Gravitic Pulse Drive, Hover (10m)

Armament: 2x Medium Laser Cannon, 1x Light Laser Cannon

Crew: 12

This type of ship appeared in *The Moonbase* (see *The Second Doctor Sourcebook*).

This new type of Cyberman fleet quickly led to many systems falling to the power of the Cybermen, and their army growing larger and ever more efficient. The more worlds the Cybermen successfully converted, the more feared their forces became. Slowly, other planets became aware of the growing threat of the Cybermen, and began to resist. For the first time, the Cybermen were forced to abandon their simple system of 'hopping' from world to world slowly upgrading the populace, and instead prepare a proper battle force. Several different factions of Cybermen banded together to create the largest single force in the universe, and set to work creating a fleet of ships better suited to this new war-like purpose.



The Cryoships became the most recognisable of all the Cybermen vessels, comprising two huge 'wheel' structures, connected by a series of gangways, with the engines suspended in the centre. These ships were used to transport vast numbers of Cybermen in suspended animation to be ready for the attack. A number of these ships were hidden behind the Moon

in 1975, waiting for the activation signal to be sent for the Cybermen to be deployed for an attack on Earth. Although these ships had a small active crew and a number of weapons systems, they were effectively large freighters for ferrying the army about.

Small warships were the real heart of the Cybermen's war fleet. Each holding a maximum of 50 Cybermen alongside several conversion chambers, these ships would often travel in formations of hundreds of ships, using their sheer number to intimidate the enemy, despite the relatively small number of Cybermen aboard each one. Often, these fleets would be accompanied by one or two Cryoships as backup, leaving the enemy in no doubt that there were hundreds more Cybermen waiting for the signal to awake.



CYBERMAN CRYOSHIP

Speed in Space: 2

Communications: 3

Handling: 1

Sensors: 10

Structure: 17

Armour: 14

Traits: Spaceship Scale, Low Signature, Emergency Backup System, Environmentally Sealed, Self Destruct System, Interstellar

Armament: 2x Targeted Missile, 1x Heavy Laser Cannon

Crew: 50

This type of ship appeared in *The Invasion* (see *The Second Doctor Sourcebook*), *The Pandorica Opens*, *A Good Man Goes to War*, and *The Time of the Doctor* (see *The Eleventh Doctor Sourcebook*).

CYBERMAN WARSHIP

Speed in Space: 4
Communications: 8
Handling: 6
Sensors: 6
Structure: 8
Armour: 9
Traits: Spaceship Scale, Low Signature, Hover (20m), Self Destruct System, Crew, Interstellar
Armament: 2x Light Laser Cannon
Crew: 8

This type of ship appeared in *Silver Nemesis* (see **The Seventh Doctor Sourcebook**) and *Closing Time* (see **The Eleventh Doctor Sourcebook**).

DALEK SPACESHIPS

Among the most prevalent of spacefarers are the Daleks, who through their centuries of impassioned attacks on the rest of the universe have used many different varieties of spacecraft.

Dalek Saucers

The most common type of Dalek spaceship is the saucer; perhaps the closest ships in the universe to what could be called a 'flying saucer' in design. Built from reinforced Dalekanium, the ships are bronze

in colour and feature a vast and powerful weapons array on the underside.

Each Time War-era ship is capable of carrying around 2000 Daleks, and is commanded by a Black Dalek who sits in the control dome at the top of the ship, relaying orders to its troops.

Although the saucers look identical from the outside, they each serve a specific function within a Dalek battle fleet. Some are used simply as transportation for troops, while others are home to Dalek Strategists (who analyse their enemy's tactics and relay updated strategies to the other craft), factories, and repair units.

At the heart of some Dalek battle fleets sits an Emperor-class Saucer, larger than the others in the fleet, and home to one of the Daleks' leaders, such as the Dalek Emperor or Davros. Aside from scale, the design of this saucer is identical to that of the regular class, although the hull is specially reinforced to further protect such a powerful and important member of the Dalek hierarchy.

An especially large example of these craft (even by the standards of the Elite Class), is the saucer of the Dalek Parliament, from which the Dalek Prime Minister commands the assorted fleets. The Parliament does not usually approach battle zones, but instead occupies an area of space near to Skaro, only venturing further afield for special missions.



DALEK SAUCER MK. I

Speed in Space: 3
Communications: 5
Handling: 5
Sensors: 4
Structure: 6
Armour: 5
Traits: Spaceship Scale, Hover (30m), Self Destruct System, Extra Fingers (Dalek).
Armament: 2x Light Laser Cannon.
Crew: 20

This type of ship appeared in *The Dalek Invasion of Earth* (see **The First Doctor Sourcebook**).

TIME WAR SAUCER

Speed in Space: 5
Communications: 9
Handling: 9
Sensors: 7
Structure: 20
Armour: 20
Traits: Spaceship Scale, Self Destruct System, Targeting System, Story Points (2), Low Signature, Extra Fingers (Dalek), Interstellar.
Armament: 2x Heavy Laser Cannon, 1x Targeted Missile.
Crew: 10

This type of ship appeared in *The Parting of the Ways* (see **The Ninth Doctor Sourcebook**), *The Stolen Earth* (see **The Tenth Doctor Sourcebook**), *The Day of the Doctor* (see **The Eleventh Doctor Sourcebook**) and *Into the Dalek* (see **The Twelfth Doctor Sourcebook**).



EMPEROR CLASS SAUCER

Speed in Space: 5
Communications: 9
Handling: 9
Sensors: 9
Structure: 22
Armour: 24
Traits: Spaceship Scale, Self Destruct System, Targeting System, Story Points (2), Low Signature, Extra Fingers (Dalek), Interstellar.
Armament: 2x Heavy Laser Cannon, 1x Targeted Missile, Orbital Defence System.
Crew: 15

This type of ship appeared in *The Parting of the Ways* (see **The Ninth Doctor Sourcebook**).



DALEK SAUCER MK. II

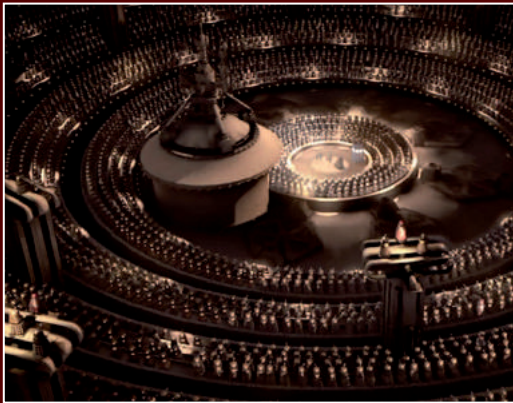
Speed in Space: 3
Communications: 7
Handling: 6
Sensors: 6
Structure: 8
Armour: 8
Traits: Spaceship Scale, Hover (40m), Self Destruct System, Extra Fingers (Dalek).
Armament: 2x Medium Laser Cannon.
Crew: 10

This type of ship appeared in *Death to the Daleks* (see **The Third Doctor Sourcebook**).

DALEK PARLIAMENT'S SAUCER

Speed in Space: 2
Communications: 8
Handling: 6
Sensors: 9
Structure: 20
Armour: 20
Traits: Spaceship Scale, Self Destruct System, Targeting System, Story Points (2), Low Signature, Extra Fingers (Dalek), Interstellar.
Armament: 2x Heavy Laser Cannon, 1x Targeted Missile, Orbital Defence System.
Crew: 12

This type of ship appeared in *Asylum of the Daleks* (see **The Eleventh Doctor Sourcebook**).



Although Saucers are the most common type of Dalek spaceship, and the ones most commonly used in their battle fleets, Daleks do use a range of other craft for select missions. Dalek Battle Cruisers are a more heavy-duty form of transport, specifically designed to dispatch a small squadron of Daleks with heavy firepower for a set mission. Such ships are used when they need to obliterate a small outpost, or free their creator from a human prison ship.

As well as these powerful battle cruisers, Daleks also make use of a range of smaller shuttle craft. Usually only large enough for a small party of Daleks, these ships are rarely used due to their low firepower, and are only sent because of their speed, allowing them to cross vast distances of space in much less time than it would take to travel in a Dalek Saucer. During the Dalek Civil War, these ships became a useful tool for slipping past the enemy lines, and both sides had their own versions with varying statistics. These

smaller shuttlecraft usually return to a mothership, where there might be four or five of the craft ready to dispatch for missions at any time.

DALEK BATTLE CRUISER

Speed in Space: 3
Communications: 7
Handling: 5
Sensors: 6
Structure: 9
Armour: 8
Traits: Spaceship Scale, Extra Fingers (Dalek), Targeting System, Low Signature, Energy Drain, Escape Pods, Crew, Interstellar.
Armament: 2x Medium Laser Cannon, 1x Heavy Laser Cannon.
Crew: 8

This type of ship appeared in *Resurrection of the Daleks* (see **The Fifth Doctor Sourcebook**).

IMPERIAL DALEK SHUTTLE

Speed in Space: 6
Communications: 7
Handling: 4
Sensors: 5
Structure: 7
Armour: 7
Traits: Extra Fingers (Dalek), High Signature, Hover (15m), Neural Interface, Shielding.
Armament: 2x Medium Laser Cannon.
Crew: 8

This type of ship appeared in *Remembrance of the Daleks* (see **The Seventh Doctor Sourcebook**).



RENEGADE DALEK SHUTTLE

Speed in Space: 7
Communications: 6
Handling: 7
Sensors: 5
Structure: 6
Armour: 5
Traits: Extra Fingers (Dalek), Low Signature, Escape Pods, Fragile, Hover (15m),
Armament: 2x Light Laser Cannon.
Crew: 4

This type of ship appeared in *Revelation of the Daleks* (see *The Fifth Doctor Sourcebook*).

IMPERIAL DALEK MOTHERSHIP

Speed in Space: 4
Communications: 9
Handling: 4
Sensors: 6
Structure: 8
Armour: 8
Traits: Extra Fingers (Dalek), High Signature, Neural Interface, Shielding, Escape Pods, Self-Destruct System, Interstellar, Spaceship Scale.
Armament: 2x Heavy Laser Cannon, Targeted Missile.
Crew: 8

This type of ship appeared in *Remembrance of the Daleks* (see *The Seventh Doctor Sourcebook*).

diving down onto colonies and wiping out the resistance. These ships are immensely powerful, but only hold enough room for a small amount of fuel; meaning they often need to be returned to a base for refuelling.

DALEK BATTLE POD

Speed in Space: 8
Communications: 1
Handling: 12
Sensors: 7
Structure: 3
Armour: 5
Traits: Extra Fingers (Dalek), Low Signature, Neural Interface, Shielding, Targeting System, Thrill Ride, Hover (20m), Fragile, Concealed, Agile, Crew, Personal.
Armament: 3x Medium Laser Cannon.
Crew: 3

This type of ship appeared in *The Day of the Doctor* and *The Time of the Doctor* (see *The Eleventh Doctor Sourcebook*).



In the final days of the Time War, Daleks developed a small craft for use in the attack on Gallifrey. These small battle pods weren't really spaceships at all in the usual sense (although they could travel outside of the atmosphere, they didn't contain enough fuel to travel even the short distances between planets, let alone through the depths of space), but were used alongside their battle fleets to attack closer to the ground.

Covered with Dalek sensors and a huge amount of firepower, each of these battle pods was crewed by three Daleks, working together to cause the maximum destruction in tight spaces, such as

HUMAN SPACESHIPS

Humans have been surprisingly adept at venturing out among the stars. Some might argue that of all the species in the universe, it's humanity that has had the most success when it comes to space travel.

Their war fleets may not have ever reached the size and strength of those formed by the Cybermen or the Daleks, and they may not have been as technologically advanced as the Time Ships created by the Time Lords, but human ships have flown out to the very reaches of the universe and back again – and will still be doing so until the final spark of life blinks out of existence at the very end of time.

Presented below are a number of different examples of human ships from the first thousand years of human space exploration. These thousand years spans everything from standard Rockets, to Exploration Ships, War Vessels, Personal Craft, Colony Ships and even Cruise Liners. The thousand years from about 1950 cover humanity's first steps out into the wider universe, their first intergalactic wars, the rise (and fall) of the First Great and Bountiful Human Empire, and the dawning of the second great age of space exploration. You'll see how some ships evolve further and further before being abandoned for the next big thing, and get some idea of where to take designs of your own spaceships for adventures set outside of this period.

Don't forget, though, sometimes there's a whole level of added drama in forcing your character to work with technology that isn't quite as advanced as they would like! The Second Doctor, Jamie and Zoe were forced to fly an antiquated rocket to the Moon in the early 21st century (see *The Seeds of Death* in **The Second Doctor Sourcebook**), because no one was making any new forms of space travel, and several years later, another group of humans had to do much the same thing when the Moon began to break apart (see *Kill the Moon* in **The Twelfth Doctor Sourcebook**). As much as it's fun to have the latest

model, with loads of bells and whistles, sometimes it makes a better story if your characters have to pilot their ships in adversity, without all the systems they need!



Exploration Era - c1950 - c2100

Humans took their first steps out into space using the rocket ship system, and the Space Race between Russia and the United States dominated headlines throughout the 1950s and 60s. While Russia succeeded in putting the first person in space – Yuri Gagarin in 1961 – America was the first country to

THE BROOKE LEGACY

"Imagine it, Adelaide, if you began a journey that takes the human race all the way out to the stars. It begins with you, and then your granddaughter, you inspire her, so that in thirty years Susie Fontana Brooke is the pilot of the first light speed ship to Proxima Centauri. And then everywhere, with her children, and her children's children forging the way. To the Dragon Star, the Celestial Belt of the Winter Queen, the Map of the Watersnake Wormholes. One day a Brooke will even fall in love with a Tandonian prince, that's the start of a whole new species!"

When the Tenth Doctor encountered the doomed Adelaide Brooke during the Bowie Base One mission on Mars (see *The Waters of Mars* in **The Tenth Doctor Sourcebook**), he told her how her death would go on to inspire her relatives for generations to come, ensuring that there would always be a member of the Brooke family at the very forefront of space travel. The wonderful thing about having access to a time machine is that your characters can go and meet all of these brilliant men and women, and travel the stars with them down the centuries.

Throughout this section, you'll find a number of Adventure Hooks with one thing in common: they all feature a member of the Brooke family. These adventures can be enjoyed in isolation, as one-offs as part of your own ongoing campaign, or they can form their own miniature campaign, with characters travelling up and down time to meet the members of this extraordinary family.



Although space travel in *our* world was dominated by Russia and the United States throughout the 20th century, in the world of *Doctor Who* it was a different story. Britain was just as much a player on the international space stage, sending rockets on missions to Mars by the time the Third Doctor began working for UNIT in the 1970s (as seen in both *The Ambassadors of Death* and *The Android Invasion* – see *The Third Doctor Sourcebook* and *The Fourth Doctor Sourcebook*). By the time of the Tenth Doctor's first adventure in *The Christmas Invasion*, though, Britain's space programme had fallen back in line with the world as we know it – with the dispatch of a probe sent out towards space and mankind as yet unaware of what might be lurking on the Red Planet. There's no easy way to reconcile these two accounts of how space travel evolved in the *Doctor Who* universe, so it's usually best to just ignore the inconsistency. If you want, you can always imagine that the Time War has caused alterations to time (certainly, any battle being fought on a huge temporal scale like that is going to have effects – even to the Doctor's favourite planet), or perhaps Britain *did* really send those ships to Mars in the 1970s, and UNIT have since covered it up to avoid knowledge of what was found there?

ADVENTURE SEED: TRESPASS IN SPACE

The year is 2191, and the experimental Light Speed Ship *Farah* is making its maiden voyage to Proxima Centauri, the next star closest to our own Solar System. It's the first time humans have ventured this far out into space, and the mission is being led by Captain Susie Fontana Brooke.

The entire project is one of danger: probes have sent back a relatively detailed map of the route, but no one really knows what they're going to find out there. Each day is a mixture of sheer wonder and terrible fear that something could go wrong. This far out, there's no hope of rescue.

On this particular day, though, the fear has overtaken the wonder. The ship has found itself surrounded by a small fleet of six other ships. When the TARDIS arrives, they find themselves in the middle of a tense stand-off between Captain Brooke and the head of a Draconian fleet. The *Farah* has unwittingly travelled into Draconian space, and while the two species have been unable to communicate, they've come dangerously close to declaring war on one another!

The Mission: Get the humans and the Draconians talking, and negotiate a safe passage for the *Farah* to its destination. Failing that, flee this sector of space in a high speed chase, before the Draconian ships can catch up with you!

What's going on: The Draconians have been keeping an eye on the evolution of human space travel, but hadn't considered that they might begin to encroach on Draconian space.

Antagonists: Draconians

Ships: Human Light Speed Ship (Late-21st Century), 3 Draconian Exploration Vessels

Tasks: Negotiate a peace, or run for your life!

Problems: The humans and Draconians can't usually communicate with each other – that's how the situation has escalated so fast!

The Draconians are clearly angry, and the natural human response is to go on the defensive. Both sides are riling each other up, and both sides have at least one hot-headed member on their team, just waiting for an excuse to pull the trigger!

Tricky Bits: If the best solution is to flee Draconian space, then it's going to take a particularly skilled pilot to pull ahead. The human and Draconian ships are fairly well matched in speed, so it's going to mean pulling off some tricky Stunts to gain the upper hand...

DRACONIAN EXPLORATION VESSEL (LATE-21ST CENTURY)

Speed in Space: 5

Communications: 6

Handling: 4

Sensors: 4

Structure: 7

Armour: 6

Traits: Low Signature, Crew, Shielding, Power Up, Scan (Full), Steady.

Armament: 1x Heat Ray Cannon.

Crew: 6

Cost: P

land a man on the Moon, when Neil Armstrong took his “one small step” in the summer of 1969, with no small amount of help from the Doctor and the Silence...

Rocket ship technology, and later shuttle craft, served the human race well in the early centuries of space exploration, and throughout the middle years of the 20th century, several more trips to the Moon were executed, and probes were sent drifting off into deep space to discover what might be out there.

Although rockets had been the foundation of humanity’s small steps into the wider universe, they were riddled with limitations preventing them from fulfilling the dreams of scientists on Earth. Suitable for travelling to our closest celestial neighbours, their low fuel storage systems combined with a high energy drain stopped them from being useful in longer missions.

Although interest in travelling to the stars took a downward turn in the early 21st century, the formation of a new Moon in 2049 led to a rekindled interest in getting out there, leading to ‘The Scramble for Space’.

By the end of the 21st century, there were bases on both the Moon and Mars, and space agencies in the United States, Russia, Spain, India and Australia had begun to create experimental new ships that allowed humans to stride further out into the depths of space for the first time, far beyond our own Solar System.

Ships capable of travelling at the speed of light, developed in the latter half of the 21st century by scientists in India proved to be the answer when it came to looking beyond our immediate Solar System. Operating on a hybrid system that combined more traditional fuels with solar energy, and cleverly aligned systems conserving power where possible, these ships were able to carry humans further than ever before.

Although the trips were still long (crew members knew they would never see Earth again, and would quite possibly die before the mission was complete), they paved the way for humanity’s later expansion across the universe, identifying planets suitable for colonisation and discovering the best routes to get there.

Ships in this era are slow and cumbersome; they are very much designed to get people and equipment from place to place in the most efficient way

technology allows (which isn’t often very much). They’re certainly not designed to be a pleasure to drive; they’re functional machines, not exciting toys!

HUMAN ROCKET (MID-20TH CENTURY)

Speed in Space: 1
Communications: 2
Handling: 3
Sensors: 2
Structure: 4
Armour: 1
Traits: High Signature, Outdated Technology, Crew, Fragile, Fault Locator, Power Up.
Armament: N/A
Crew: 3

HUMAN ROCKET (LATE-20TH CENTURY)

Speed in Space: 2
Communications: 4
Handling: 4
Sensors: 6
Structure: 5
Armour: 3
Traits: High Signature, Crew, Fragile, Fault Locator, Power Up, Turbo Boosters, Shielding, Emergency Backup System.
Armament: N/A
Crew: 4

HUMAN ROCKET (LATE-21ST CENTURY)

Speed in Space: 3
Communications: 5
Handling: 5
Sensors: 6
Structure: 6
Armour: 4
Traits: Low Signature, Crew, Fault Locator, Turbo Boosters, Shielding, Emergency Backup System.
Armament: 1x Heat Ray Cannon.
Crew: 6



SPACESHIPS

HUMAN LIGHT SPEED SHIP (LATE-21ST CENTURY)

Speed in Space: 5
Communications: 5
Handling: 5
Sensors: 5
Structure: 7
Armour: 5
Traits: Low Signature, Crew, Fault Locator, Turbo Boosters, Shielding, Emergency Backup System, Interstellar.
Armament: 1x Heat Ray Cannon.
Crew: 6

HUMAN LIGHT SPEED SHIP (MID-22ND CENTURY)

Speed in Space: 6
Communications: 7
Handling: 6
Sensors: 6
Structure: 8
Armour: 6
Traits: Low Signature, Crew, Fault Locator, Turbo Boosters, Shielding, Emergency Backup System, Interstellar.
Armament: 1x Heat Ray Cannon, 1x Light Laser Cannon.
Crew: 8

Expansion Era – 2100-2300

By the start of the 22nd century, with light speed ships being sent out into the cosmos at the rate of one a month, humanity had set its sights on new horizons.

The technology from these ships was adapted and used to create huge freighters with which to transport materials to these newly claimed worlds, ready to build scientific outposts from whichever further exploration could begin.

Many of these freighters were on a constant circuit, taking the raw materials and Mechnoid workers to these new worlds, and bringing back samples for research on Earth. Built to last, with incredibly strong hulls, some of these Freighter vessels were in use for centuries, constantly making their way up and down the space ways.

ADVENTURE SEED: ADRIFT

In the Stellar Secunda System, some 14,000 light years away from Earth, Dr Raul Brooke is a scientist on a research mission to the moon of a recently colonised planet. Dr Brooke and his team have observed the moon for some time now, and have detected a recurring signal being transmitted from its surface. Distant scans have shown up nothing capable of sending such a signal, and so he has assembled a small crew in an Exploration Ship to go and investigate...

The Mission: Take an Exploration Ship to the remote moon and discover the source of the mysterious signal.

What's going on: A small number of creatures live on the moon; the survivors of the civilisation that once occupied the planet below. They were forced up here 50 years ago, when Draconians invaded their system, and now their life support machines are running out. They have been sending out the signal as a kind of white flag – they don't want their species to be wiped out, and fear that the humans will finish them off...

Antagonists: Gibson Crane, a military officer who has been dispatched to deal with any life forms discovered on the moon.

Ships: Human Exploration Ship (Mid-23rd Century).

Tasks: Stop Crane from calling in backup, and find a way to repair the alien outpost.

Problems: There's at least one member of the alien civilisation planning to take out the planet below them to stop the human 'invaders' from getting their hands on it, and erasing the final remains of the once great civilisation that lived there.

During this era, Exploration Vessels became the most common type of human spacecraft. Effectively an updated version of the earlier rocket ships, they served the purpose of exploring planets neighbouring those claimed by Earth, and to slowly expand humanity's foothold in these new regions of space while the Light Speed Ships continued to venture out deeper into space.

It was in the Expansion Era that humanity first began to ally itself with several of the other races it encountered during its travels. Although there was no formal agreement (although each species did send a representative to sit at the Shadow Proclamation), there was a general understanding among these races as to where different boundaries of space began and ended. Sometimes these boundaries were hotly contested, and minor skirmishes broke out from time to time.

The first Earth Battleships began to patrol the borders, equipped with only light weaponry – more as a safeguard than in preparation for any greater war.

Ships in this era are starting to become a little more streamlined. They're designed for greater speed and better manoeuvrability. To a trained pilot, they can be a fun thing to fly around, but to an untrained novice, they can look complex and dangerous!

HUMAN FREIGHTER SHIP (MID-23RD CENTURY)

Speed in Space: 5
Communications: 6
Handling: 6
Sensors: 6
Structure: 7
Armour: 5
Traits: High Signature, Crew, Shielding, Emergency Backup System, Spaceship Scale, Interstellar.
Armament: 1x Targeted Missile.
Crew: 12

Colony Era – 2300 -2450

In the 23rd and 24th centuries, Earth was massively overcrowded and polluted. Although steps had been made over the preceding two centuries to move some population centres to either the Moon or to Mars, the ultimate plan of relocation did not come into effect until 2329, when the 'Earth Colony' project finally kicked into gear.

For centuries, the vast freighter ships leaving Earth had been transporting materials and robot workers to the various planets the Human Empire had claimed for its own. As the population on Earth rose and rose, these new worlds were being filled with gleaming new cities, vast new places for humans to live.

When the 'Earth Colony' project finally began, huge Colony Ships were able to take several billion people at a time on a journey to their new home on a distant world.

Although technology had advanced at this point so that the journeys would no longer take the lifetimes they did for the original explorers, they were still long and arduous, and not everyone felt that it was for the best that Earth was being abandoned.

What started out as a plan to allow the richest of the world a chance to move somewhere new away from the 'riff raff' quickly became something else entirely – a system whereby those undesirable peoples could be shipped off out of sight and out of mind.

Colony Ships were often places of violent crime and debilitating disease, and few chose to make the trip by choice. To combat these problems, Earth's war fleets were expanded, both to keep an eye on

HUMAN LIGHT SPEED SHIP (MID-23RD CENTURY)

Speed in Space: 8
Communications: 8
Handling: 7
Sensors: 7
Structure: 8
Armour: 7
Traits: Low Signature, Crew, Fault Locator, Turbo Boosters, Shielding, Emergency Backup System, Interstellar.
Armament: 1x Heat Ray Cannon, 1x Medium Laser Cannon.
Crew: 10

HUMAN EXPLORATION SHIP (MID-23RD CENTURY)

Speed in Space: 4
Communications: 5
Handling: 6
Sensors: 7
Structure: 6
Armour: 5
Traits: Low Signature, Crew, Shielding, Emergency Backup System. Interstellar.
Armament: 1x Targeted Missile.
Crew: 4



ADVENTURE SEED: FATAL INFECTION

In 2334, Melise Brooke, her husband Johan Travis and their three children Sasha, Toole and Raye, are among the first people to leave Earth looking for a new life on a distant colony. They're heading to Tracey Outpost in the Proxima Centauri System – the first of many outposts established by Melise's descendants. The Colony Ship they're travelling on is carrying 900 passengers, but several of them have begun to fall victim to a mysterious new plague.

The small medical team on the ship are unable to identify the cause, and their task is not helped by the disappearance of several of the infected humans...

The Mission: Discover the cause of the infection, and stop it spreading to the rest of the colonists.

What's going on: The growing traffic on Earth's space lanes has disturbed an old Cyberman ship, which has lain dormant in the colds of space for almost 400 years. One of the original ships to leave Mondas as it travelled back to the Solar System, this vessel never made it to its destination.

Power to the engines was cut, and rerouted to the life support systems, holding the crew of three Cybermen in suspended animation all this time. Now they've awoken, and are slowly poisoning the

crew with a combination of chemicals that makes them easier to transport to their ship for Cyber Conversion.

Antagonists: Model I Cybermen. Three originally from Mondas, plus four more already converted from the colonists. A new Cyberman is converted once every 3 action rounds until the conversion chamber is shut down, or the Cyberman ship is destroyed.

Ships: Human Colony Ship (Mid-24th Century), Cyberman Saucer Mk. I (see pg. 94).

Tasks: Discover the source of the infection, locate the Cyberman ship, destroy the conversion chamber.

Problems: The Cybermen are a difficult enemy to face, as they're constantly able to upgrade your own people and turn them against you. If the characters aren't careful, they could find themselves infected too.

Tricky Bits: Getting the characters in a position to destroy the Cyberman ship. Can they blow it up using the Colony Ship's basic weapons, or is the ship out of range, so they need to try to get onboard the Cyberman Saucer to sabotage it themselves?

the people being transported off-Earth, and to patrol the borders more heavily than ever before. As humanity has ventured out deeper and deeper into space, claiming more and more worlds for its empire, so too had other races been watching, and plotting to take the spoils of Earth's explorations for themselves...

Ships in this era are an odd assortment. The Light Speed Ships are designed for fast space travel and exploration, and are some of the finest craft ever devised.

Freighters and Colony Ships on the other hand are large lumps of metal, designed to ferry cargo – human or otherwise – around. They're largely set on their routes, and trying to manoeuvre them away from their pre-set destination is a cumbersome and awkward task.

HUMAN LIGHT SPEED SHIP (MID-24TH CENTURY)

Speed in Space: 9

Communications: 8

Handling: 7

Sensors: 8

Structure: 8

Armour: 8

Traits: Low Signature, Crew, Fault Locator, Turbo Boosters, Shielding, Emergency Backup System, Interstellar.

Armament: 1x Heat Ray Cannon, 1x Heavy Laser Cannon.

Crew: 12

HUMAN EXPLORATION SHIP (MID-24TH CENTURY)

Speed in Space: 5
Communications: 6
Handling: 6
Sensors: 7
Structure: 6
Armour: 6
Traits: Low Signature, Crew, Shielding, Emergency Backup System, Interstellar.
Armament: 1x Targeted Missile.
Crew: 4

HUMAN WARSHIP (MID-24TH CENTURY)

Speed in Space: 6
Communications: 5
Handling: 5
Sensors: 6
Structure: 7
Armour: 7
Traits: Low Signature, Crew, Shielding, Emergency Backup System, Spaceship Scale, Interstellar.
Armament: 1x Targeted Missile, 2x Heavy Laser Cannon.
Crew: 8

Empire Era – 2450-2700

The First Great and Bountiful Human Empire! Humanity is well and truly a universal species, these days. With colonies spread out across more than a hundred worlds, and Interstellar ships venturing out ever deeper into space, in a very short period of time mankind has gone from being confined to one small blue marble to being one of the major players on the galactic stage.

Of course, such a status doesn't always mean the best of things. While the Empire might have ruled over all these colonies, there were many that it chose to forget about; leaving them to their own, often corrupt, local governments.

The space lanes between Earth and its outposts were more crowded than ever before, with the vast Freighter ships continuing to transport materials back and forth, and Warships patrolling the heavens. They were

always en route somewhere – the borders of Earth's empire had never been so hotly contested. Centuries-old agreements about where sectors of space began and ended were falling apart as greedy members of many races – including humanity – decided that they wanted a few more stars for themselves.

Eventually, it was the constant threat of invasion, combined with the Orion war against Androids, that led to the downfall of Earth's first great empire, leaving space largely empty and cutting off the final ties to those early, optimistic years of space adventure.

It wasn't all grit and misery, though. For the lucky humans who continued to live on Earth and its neighbouring planets, space was still something to be enjoyed and played with. Small, personal craft became all the rage, and improvements in technology meant that you could pop to the Moon and back in an afternoon, or take a trip to Venus for the weekend to watch the most extraordinary sunsets. Like it often is under such situations, the success or failure of Earth's Empire Era was all a matter of perspective...

In this era, it's the military that gets all the advancements in space travel technology. Maintaining an empire is more about keeping up your army than looking after your citizens. The ships are brutalist, designed for the purpose of fending off potential attackers, and not designed to inspire or thrill. Equally, this is the era of small personal craft for the rich among society. Craft that go at incredible speeds, but run out of power in record time. Great for short hops from planet to planet, not much use for anything else...

HUMAN COLONY SHIP (MID-26TH CENTURY)

Speed in Space: 6
Communications: 6
Handling: 7
Sensors: 6
Structure: 7
Armour: 8
Traits: Low Signature, Crew, Shielding, Emergency Backup System, Spaceship Scale, Interstellar.
Armament: 1x Short Range Laser Blaster, 1x Light Laser Cannon.
Crew: 16



HUMAN WAR COMMAND VESSEL (MID-26TH CENTURY)

Speed in Space: 8
Communications: 7
Handling: 5
Sensors: 6
Structure: 7
Armour: 8
Traits: Low Signature, Crew, Shielding, Emergency Backup System, Spaceship Scale, Escape Pods, Interstellar.
Armament: 2x Heavy Laser Cannon, 1x Orbital Defence System.
Crew: 12

HUMAN WAR SHIP (MID-26TH CENTURY)

Speed in Space: 8
Communications: 6
Handling: 5
Sensors: 6
Structure: 7
Armour: 7
Traits: Low Signature, Crew, Shielding, Emergency Backup System, Spaceship Scale, Interstellar.
Armament: 2x Heavy Laser Cannon.
Crew: 12

SPACE PIRATE SHIP (MID-29TH CENTURY)

Speed in Space: 8
Communications: 7
Handling: 5
Sensors: 6
Structure: 7
Armour: 8
Traits: High Signature, Crew, Shielding, Emergency Backup System, Spaceship Scale, Escape Pods, Interstellar.
Armament: 1x Heavy Laser Cannon, 1x Asteroid Blaster.
Crew: 9

Renaissance Era and Beyond – 2900 and later

They say that things come in cycles. Certainly, such a thing is true of the way in which humans venture out to colonise space. Almost a millennium after man took its first steps towards the stars, it found itself back in a similar position. By now, Earth was largely empty and had very little connection to its outermost colonies, but it was in these places that the human spirit for exploration continued to thrive. Slowly and steadily, scientists began to strip back the wreckage of old ships from Earth's vast Empire Era and re-engineer them, using the latest developments in science and technology to prepare them for the next great expansion ever outwards.

The journey of space travel never ends, and that's perhaps more true when it comes to humanity than almost any other species in the entire universe. Mankind would continue to expand its borders ever

Post-Empire Era - c.2700 - c.2900

In the two centuries after the First Great and Bountiful Human Empire fell, space became a dangerous place. Freighters continued their endless toil back and forth through the space lanes, but where once their cargoes would have been full to bursting with the spoils of war or the materials needed to build a distant outpost, they were now filled only with the occasional precious find or a handful of refugees trying to make their way back to Earth – a place many of them had never even seen before.

More common were the ships of pirates and scavengers, people who made their living by gathering up the scraps of Earth's once-great empire, and selling it on for as much as they could make. Often, the buyers weren't human at all, but other races looking to get a foothold in space for themselves.

outwards, and would still be doing so in the dying days of the universe, when with the help of Professor Yana, the final survivors of humanity construct a rocket to reach their final Utopia. The scope for ships at this point is more-or-less endless. Humanity has fractured into so many different sub-species that you can create ships using any of the traits listed earlier in this section, and have them do as many wonderful things as you can possibly imagine. The next frontier to be explored is time but that's a discussion for another supplement...

JUDOON SPACESHIPS

Much like the Judoon themselves, their ships are large, cumbersome and a little bit simple. Designed for the purpose of imprisoning and transporting their quarry, much of the interior space is taken up

with various prison cells designed to fit most types of species from across the universe. The Judoon, although employed as the police force of the Shadow Proclamation, largely see themselves as 'free agents', and as such don't always follow protocols as closely as their paymasters might like. Creatures incarcerated in a Judoon ship may die before the captain of the ship returns them to a place of justice to be tried.

The controls are deceptively simple: literally 'take off', 'land' and a steering system. That doesn't mean the ship is easy to pilot, though – quite the opposite! To a Judoon, these are the best systems in the world; they don't need to worry about anything but moving the ship in the direction they want it to go. A human, or other species, trying to pilot such a ship would likely find it increasingly frustrating, with none of the kind of response they'd expect from a usual spaceship!

ADVENTURE SEED: JUDOON PRISON BREAK

A Judoon squadron are transporting a dangerous prisoner back to the Shadow Proclamation for interrogation and trial. They've been travelling for almost three weeks, and there's at least another 10 days before they're scheduled to meet with another Judoon ship to transfer the prisoner to high security. When the characters arrive, they find themselves in one of the ship's prison cells. Something has deliberately steered the TARDIS off course and brought them here, and they can't leave until they've found whatever it was that's caught the old girl's attention. Before they have a chance to call a Judoon officer across to release them from the cell, disaster strikes!

The ship is hit by something travelling very fast, and it's come off the better for the crash. With a hole gouged in the side of the Judoon ship, the prison doors are opened, meaning our characters are free to make their escape and find the source of their being there... but it also means the Judoon's most dangerous prisoner is on the loose!

The Mission: Discover what's brought the TARDIS off course, catch the escaped prisoner, and save the ship from crashing into a nearby asteroid!

What's going on: The alien prisoner has concealed a small device on board, activating it in this asteroid field to engineer the accident and give them a chance to escape. This same device is what's brought the TARDIS off course too, and the

travellers won't be able to leave until they've retrieved the device and switched it off.

Antagonists: 'The Prisoner', The Judoon

Tasks: Find and deactivate the alien device, repair the faults with the ship.

Problems: Although they're trying to *help* the Judoon, the characters were seen exiting a cell after the crash; it doesn't matter if the records show the cell should have been empty, it clearly makes them prisoners!

At least two of the ship's systems have been locked out during the impact (see pg. 87), and will need to be repaired to stop the ship from crashing into some of the larger asteroids nearby. The hole in the side of the ship means that characters cannot move about without spacesuits.

Tricky Bits: Ensuring that while the Judoon treat the characters as prisoners and potential suspects in the impact, they also provide the right level of assistance to allow the characters to get on with the myriad tasks at hand.



JUDOON JUSTICE TRANSPORTER

Speed in Space: 4
Communications: 4
Handling: 2
Sensors: 8
Structure: 8
Armour: 10
Traits: Extra Fingers (Judoon), High Signature, Energy Drain, Emergency Backup System, Out-Dated Technology, Shielding, Spaceship Scale, Ablative.
Armament: 2x Heavy Laser Cannon.
Crew: 8

This type of ship appeared in *Smith and Jones* (see **The Tenth Doctor Sourcebook**).



SONTARAN SPACESHIPS

For a race that has spent the last 50,000 years fighting the same war, the Sontarans have been through very few designs of spaceships. The intensity of the war with the Rutans means that very little time is spent trying to upgrade and engineer new craft – and Sontaran engineers are hard enough to come by at the best of times! They're usually far more eager to get out on the battlefield and meet the enemy face-to-face. Well, face-to-chest, for a Sontaran. Well, face-to-tentacle, when they're fighting the Rutans...

There are three standard classes of Sontaran ship. The largest by far is the Battle Station, a giant round ship with all the engines constructed inside six giant 'legs' that stick out from the top and bottom of the structure. The central cavity of the ship houses war rooms and transportation shells, in which the Sontaran Troopers prepare for deployment in the battlefield. Each regiment of Sontarans is tied to one of these Battle Stations, which are usually situated at the back of the battlefield, sending their troops forward towards victory.

For missions further afield than the immediate battlefield, Battle Cruisers are deployed, each carrying up to 10 Sontaran Troopers. These Cruisers are often used to scope out planets of potential value to the Sontaran war effort, and report back directly to the Battle Station, advising on the best position to move towards orbit. Short-range missions are conducted in the small, spherical battle pods.

SONTARAN BATTLE POD MK. I

Speed in Space: 5
Communications: 3
Handling: 10
Sensors: 6
Structure: 5
Armour: 4
Traits: Extra Fingers (Sontaran), Low Signature, Shielding, Targeting System, Thrill Ride, Hover (10m), Fragile, Concealed, Agile, Crew, Energy Drain
Armament: 1x Light Laser Cannon, 1x Rocket Pod
Crew: 1

This type of ship appeared in *The Time Warrior* (see **The Third Doctor Sourcebook**), *The Sontaran Experiment* (see **The Fourth Doctor Sourcebook**) and *The Two Doctors* (see **The Sixth Doctor Sourcebook**).

SONTARAN BATTLE POD MK. II

Speed in Space: 6
Communications: 3
Handling: 10
Sensors: 7
Structure: 6
Armour: 6
Traits: Extra Fingers (Sontaran), Low Signature, Shielding, Targeting System, Thrill Ride, Hover (15m), Concealed, Agile, Crew, Energy Drain.
Armament: 1x Medium Laser Cannon, 1x Rocket Pod
Crew: 1

This type of ship appeared in *The Sontaran Stratagem* and *The Poison Sky* (see **The Tenth Doctor Sourcebook**).

With a distinctive diamond pattern across their surface, these Battle Pods are among the most recognisable spaceships in the universe, and often wash up in galactic backwaters, where lone Sontaran Troopers have been sent on reconnaissance missions, or have ended up following a blunder in battle. The ships are only large enough to hold a single Sontaran, the rest being filled with weapons systems and scanners to assess the strategic importance of their location.

SONTARAN BATTLE STATION

Speed in Space: 3
Communications: 10
Handling: 1
Sensors: 8
Structure: 11
Armour: 9
Traits: Extra Fingers (Sontaran), Low Signature, Shielding, Escape Pods, Self-Destruct System, Spaceship Scale, Ablative.
Armament: 2x Heavy Laser Cannon, 1x Targeted Missile, 1x Orbital Defence System
Crew: 12

This type of ship appeared in *The Sontaran Stratagem* and *The Poison Sky* (see *The Tenth Doctor Sourcebook*).

SONTARAN BATTLE CRUISER

Speed in Space: 4
Communications: 5
Handling: 5
Sensors: 4
Structure: 5
Armour: 5
Traits: Extra Fingers (Sontaran), High Signature, Energy Drain, Spaceship Scale, Ablative.
Armament: 2x Medium Laser Cannon, 1x Rocket Pod
Crew: 4

This type of ship appeared in *The Invasion of Time* (see *The Fourth Doctor Sourcebook*).

SYCORAX SPACESHIPS

While most spaceships are made out of some form of metal, the Sycorax instead use hollowed-out asteroids to traverse the spaceways. These ships are able to pass largely undetected through the universe, getting close enough to scan a planet for mineral wealth long before they're noticed as a potential threat to the world below.

Although the ships can be among the largest in use (although in many cases, large portions of the craft remain solid rock), they are relatively primitive, using salvaged technology in order to fly.

They are almost all equipped with some kind of teleport facility to allow the Sycorax aboard to bring their spoils directly to them without needing to dirty their hands with the local populace of the planets they strip.

SYCORAX EXPLORATION CRUISER

Speed in Space: 3
Communications: 2
Handling: 2
Sensors: 4
Structure: 12
Armour: 3
Traits: Abduction Beams, Low Signature, Outdated Technology, Spaceship Scale,
Armament: 1x Targeted Missile
Crew: 12

This type of ship appeared in *The Christmas Invasion* (see *The Tenth Doctor Sourcebook*).



ASTEROID DAY



ASTEROID DAY



the conspiracy and Whitaker and Grover were lost in Deep Time when the Doctor sabotaged their time machine, and they were never seen or heard from again. (See *Invasion of the Dinosaurs* in *The Third Doctor Sourcebook* for more about this adventure).

While Whitaker and his prototype time machine were lost in the distant past, the concept of a working time machine was a source of great fascination to UNIT, which has long sought to master a method of time travel to better defend Earth. Hence, Operation Ticktock, an attempt to recreate Whitaker's experiments and create a stable, artificial time eddy to allow time travel.

And now it has borne fruit and, in a secret laboratory beneath the Natural History Museum in London, UNIT scientists have created a stable time eddy that leads into Earth's distant past.

ADVENTURE SYNOPSIS

The characters receive an invitation to the first human expedition into Deep Time. It's the early 21st century and UNIT scientist Dr Mallory Frost has been selected to lead a team back into the late Cretaceous period. But, when the characters arrive, they realise something has gone badly wrong. UNIT have lost contact with the expedition – Dr Frost has vanished into Deep Time.

Unfortunately, something else has come through the other way. A group of Silurians storm the museum, the vanguard of a much larger force. The characters must negotiate with them, work out what happened to Dr Frost and then journey back into the prehistoric past themselves to rescue her. Once there, they discover the truth: a Silurian named Commander Kreston has discovered the time eddy and is planning on leading his warriors to conquer Earth's present. It's Asteroid Day – the day the planetoid is due to hit Earth – and the Silurians would rather not stick around to watch the fireworks.

OPERATION TICKTOCK

Operation Golden Age was a conspiracy of British officials – Sir Charles Grover, General Finch and Professor Whitaker – to return Earth to a prehistoric golden age, allowing them to recolonise the planet with a carefully selected group of colonists. Part of this plan involved using time eddies to bring dinosaurs into the present day, causing London to be evacuated. The Third Doctor and UNIT stopped

PROFESSOR INDIRA MANDAL

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

Professor Mandal is UNIT's most important, least known member. Indira heads up its Temporal Zoology team, the study of the numerous different flora and fauna that have taken root on Earth from elsewhere in the past and the future. She's nominally in charge of Operation Ticktock and, alongside Major Skillicorn, is supervising the proceedings from the safety of London.

SKILLS

Convince 3, Knowledge 4 [Zoology 6], Medicine 5, Science 4, Technology 3.

TRAITS

Biochemical Genius: She can concoct all manner of biological and chemical gadgets.

Friends – UNIT

Keen Senses: +2 on all rolls involving sight or smell.

Obligation – UNIT

Technically Adept: +2 to all Technology rolls.

Voice of Authority: +2 to all Presence rolls.

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

⚙️ THE SILURIAN COUP

In the distant past, the reptilian Silurians ruled Earth until their astronomers observed a planetoid on a collision course with the planet. Determining that a collision would wipe out their civilisation, the Silurians built cities and enclaves deep underground, retreating to them before entering a state of hibernation until the danger had passed. As it turned out, the planetoid turned out to be Earth's Moon, which harmlessly entered orbit, but the Silurians were not to know that.

While most of the Silurians are thankful to be given a chance at survival, one has greater ambitions. Commander Kreston, part of the ruling Triad of the city of Deep Crag, has stumbled upon the time eddies leading from the Cretaceous period to present-day Earth and by interrogating UNIT's expedition learnt of the human race. He intends to enact a boldly ambitious coup, leading his warriors through the time eddy to their future, before waking up those Silurians loyal to him and seizing control of not only his people, but also Earth.

MAJOR ALISON SKILLICORN

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

UNIT's commanding military officer on the scene, Major Skillicorn's job is to avoid a repeat of Operation Golden Age and terminate anything hostile that comes through the time eddy from the other side. She and her team are ready for anything, or so they think...

SKILLS

Athletics 4, Fighting 4, Marksman 4, Science 3 (Zoology 5), Survival 3, Technology 3.

TRAITS

By the Book

Five Rounds, Rapid: Major Skillicorn can shoot in the Runners or Doers phase.

Friends – UNIT: She commands a small unit of soldiers.

Military Rank

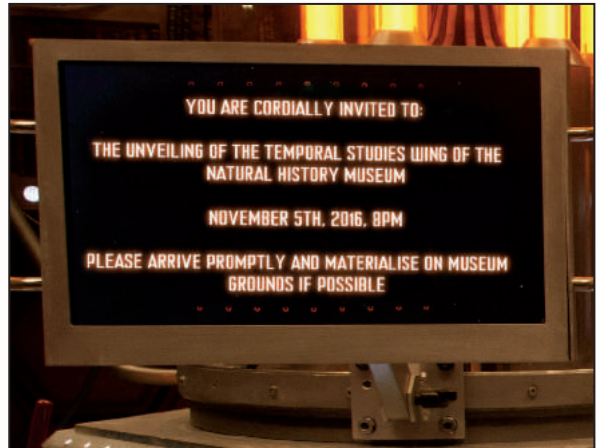
Obligation – UNIT

TECH LEVEL: 5 **STORY POINTS:** 2

⚙️ 1. WINDOW ON THE PAST

Wherever they are in time or space, the characters receive a message out of the blue. It could appear on the Psychic Paper, be displayed on the TARDIS' scanner, or carved into the ruins of an ancient temple they've been exploring. It might be from someone they know, or someone they don't (yet) know – but it's certainly from someone who knows one of them.

The message could be an invitation:



DR ANDREW REID

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

Dr Reid is a brilliant, laconic Scot in his late thirties. He's delighted that he gets to be an actual engineer working on actual time travel and is geeking out about his job and that they've successfully recreated the late, great Professor Whitaker's experiments.

SKILLS

Athletics 4, Fighting 2, Knowledge 5, Science 5, Survival 4, Technology 5.

TRAITS

Boffin: He's a boffin's boffin.

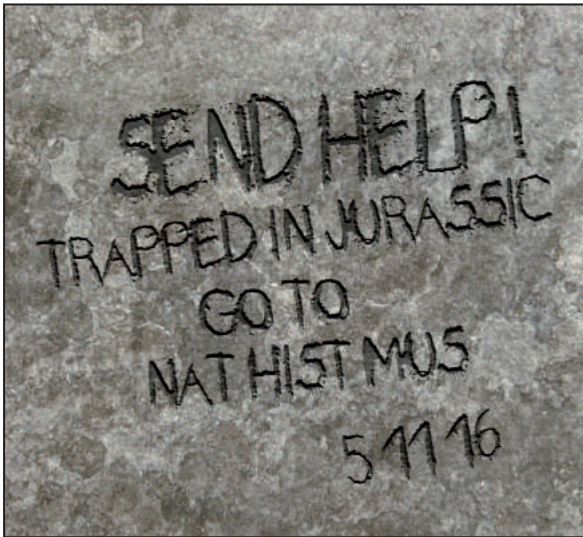
Empathic: +2 to all Awareness rolls involving other people's feelings.

Friends – UNIT

Obligation – UNIT

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

Or it could be a cry for help:



It might even be a new set of orders from their superiors, if they work for the Time Agency or UNIT or Torchwood:

OPERATION TICKTOCK

An experimental time machine has gone wrong. One of our teams is stuck in the distant past. You are to go back in time and retrieve them, whilst avoiding any damage to the time stream.

Report at 2000 hours to the Natural History Museum, London.

Report to Major Skillicorn on arrival.

END

DR MALLORY FROST

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

Dr Mallory Frost is heading up UNIT's first expedition into Deep Time, leading a small group of scientists and soldiers through the time eddy to the Cretaceous period. She's brave, bold and excited by what she's going to find.

SKILLS

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

TRAITS

Boffin: She's the brightest of the bright.

Brave: Mallory fears nothing.

Empathic: She cares greatly about those in her care, and those on her expedition.

Friends – UNIT

Insatiable Curiosity: She can't help but step through the time eddy and see what happens next.

Obligation – UNIT

Technically Adept

Resourceful Pockets: She's always got the right tool on hand.

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

Whatever the nature of the summons, the characters arrive in the main hall of the Natural History Museum. It's closed to visitors and armed UNIT soldiers are present on every door. The vast hall sweeps hundreds of feet above their heads and, dead centre, the skeleton of a huge blue whale hangs over them.

Most striking through is the circular staircase leading down, cordoned off by a velvet rope and guarded by two UNIT privates. A sign on the wall, halfway down the stairs, reads "CLOSED FOR RENOVATION".

They're met by Professor Mandal, who may or may not be expecting them. Walking and talking, she briefs them on the situation so far...

THE CRETACEOUS CALLING

The Temporal Studies Wing of the Natural History Museum is where UNIT have been studying the time eddies formed by Operation Golden Age, trying to rebuild Professor Whitaker's time machine. UNIT scientist Dr Andrew Reid has only now been able to repeat Whitaker's experiment, opening a new time eddy into Deep Time. A UNIT team has stepped through the time eddy and into the past – defying UNIT's orders – and vanished. Professor Mandal has been trying to contain the situation, but she's way out of her depth – that's presumably why the characters are here. They've experience with this sort of thing, she assumes.

Once they've caught up, Professor Mandal prepares to lead them past the velvet rope and down the spiral staircase into Temporal Studies. As she does so, the power flickers off and the museum is plunged into darkness. There's the sudden sound of frantic movement downstairs and UNIT soldiers hustle about. Gunfire rings out in the distance and there's the explosion of a grenade or a flash-bang. Major Skillicorn appears at this point if she hasn't already, shouting orders and demanding sit-reps, whatever they are.

Something has come through the time eddy the other way, but it's not Dr Frost or her team. It's dinosaurs... At this point a horde of Compsognathus (see pg. 25) explode out of the wing and swarm the UNIT staff. The size of a turkey, the dinosaurs swarm them and defend themselves if attacked or their path is blocked.

How the characters deal with them is very much up to them – but there's certainly no time to stand around and plan a response. Here are a few ideas:

- They might decide to fight the dinosaurs, in which case use the stats provided on pg. 25. If the characters don't come up with a bright idea quickly, this is Major Skillicorn's preferred option. Five rounds rapid and suchlike.
- They might try to round them up and herd them into another part of the museum – this will likely require a Presence + Convince roll (Difficulty 15), and while not a permanent solution does mean it becomes someone else's problem later on.
- They might try to chase them back through the time eddy, but given that the dinosaurs are

being herded by a Silurian sonic device (see pg. 68), for this to even work they'll need to come up with some way of countering its effects. Once they've done so, it's a relatively easy Presence + Convince test to herd them back through.

- Don't be afraid to have a chase through the halls of the Natural History Museum here, either with the dinosaurs or the Silurians, especially as it gives you the opportunity to foreshadow, or call back, to other adventures. Perhaps the characters run past a portrait of one of them from the Regency era, or the dinosaurs lead them down into the Museum archives where the really odd stuff is kept...
- A character with the Talk to Anything trait (see **The Eleventh Doctor Sourcebook**) might be able to talk dinosaur and try to calm them down with a Presence + Knowledge roll (Difficulty 12). The dinosaurs are still panicked but will tell the character what they are running from: "WALKERS ON TWO LEGS! LOUD NOISE!"

An Awareness + Ingenuity roll (Difficulty 12) will reveal that the dinosaurs aren't running at the guests, but rather running past them. A gadget with the Scan trait will reveal that an ultrasonic device is being used to herd them. Someone else has come through the eddy too.

Just as the characters are getting the situation under control, the Silurians arrive. A squad of four Silurian Warriors (see pg. 45), in full battle gear and carrying sonic devices, burst up the staircase with all the precise tactics of a SWAT team securing a building.



PAST IMPERFECT, FUTURE TENSE

There are a few different ways that the players might decide to deal with the Silurian incursion:

- The characters might decide to fight the Silurians head on, in which case handle it as a normal combat using the statistics for Silurian Warriors found on pg. 45. The Silurians are not suicidal, however, and will retreat back through the time eddy if the fight looks to be going against them.
- The Silurians might be somewhat desperate, but they're not zealots – they can be talked to and reasoned with, and so any serious attempt to defuse the situation through diplomacy has a reasonable chance of working. The Silurians will use any conversation to try to find out as much as they can from the characters about the modern day. You can handle this like a social conflict if you like, with each side trying to find out more about the other.
- Either through cunning or through being overpowered, the characters might choose to surrender. In this case, the Silurians will move to secure the building and then bring a much larger force through to establish a beachhead. Kreston

himself (see pg. 122 for more about Kreston's plan) will then arrive to interrogate the humans and try to find out about the time eddies.

If the characters manage to interrogate a Silurian, or talk with them they will learn the following:

- They've come through the time eddy from the Cretaceous period – Earth's distant past.
- Commander Kreston is their leader.
- He's captured Dr Mallory Frost and is trying to find out more about where she came from. (In actual fact he knows an awful lot about the 21st century already, following his interrogation of her team – he's just probing UNIT's defences before he attacks in force.)

2. CANARY PROTOCOL

Once UNIT's scanners in the Temporal Studies Wing detect non-human DNA passing through the time eddy, the time machine will be turned off and the whole place is locked down. Unless the all-clear is given, UNIT will carry out a controlled demolition in four hours to ensure the building doesn't become a temporal beach head. The clock started ticking the moment the dinosaurs stampeded through the eddy. The characters don't have much time.

CAN'T WE JUST HOP IN THE TARDIS?

So, the characters know Mallory's team is stuck in Deep Time, a captive of a Silurian named Kreston. They also know that the time eddies are a fairly dangerous, unstable mode of time travel. So why don't they just hop into their TARDIS, whiz back 65 million years and pick her up?

Well, first off, they probably could. In fact, there's a lot of fun to be had in the extra level of jeopardy of the TARDIS being lost in the Cretaceous period. It will take an Ingenuity + Technology roll (Difficulty 21) to pilot the TARDIS back to the right point in the 60 million-wide span of the Cretaceous period, reduced to Difficulty 15 if they think to scan for the time eddy's 'exit' point in the past. If they succeed, they arrive in the vicinity of the time eddy. You might like to use the optional rules for time travel mishaps in **The Time Traveller's Companion** for some ideas about where they end up if they fail. Once there, there are plenty of opportunities to separate them from the TARDIS and strand them in Deep Time...



If you'd rather the characters don't just resort to using their own method of time travel, there are a few different ways you could resolve that. Perhaps the TARDIS takes one look at the time eddy and refuses to materialise within a geological era of it. Maybe the Doctor works out where the time eddies leads and remembers what really wiped out the dinosaurs and wants no part in it. Perhaps the potential for altering history this far back is too devastating, and time travel into Deep Time by any other means is inadvisable – or flat-out impossible.

If the companions are hopping into the past on their own ride, skip to **Ticking Clocks**. If not, they're going to have to make their way down into the Temporal Studies Wing to try and find out just what's happened to Mallory.

THE TEMPORAL STUDIES WING

To the casual observer, the Temporal Studies Wing looks rather like the rest of the Natural History Museum, albeit somewhat less dusty. Shelves and glass cases line the wall, filled with the skeletons of prehistoric creatures. However, what's more remarkable are the cases with perfectly preserved dinosaur specimens in, far more complete and in better condition than any found anywhere else. Apart from the bullet holes...

Entranceway

The entranceway to the Wing, directly at the base of the spiral staircase, is sealed with negative pressure on the interior. This is designed to ensure any prehistoric contaminants don't get out. These doors have been forced and there's a dead, or very unwell, Silurian in the middle of the room. The disinfectant sprays are jammed on but can be turned off with a Knowledge + Technology roll (Difficulty 12).

Canteen

The entranceway opens out into a corridor. Directly ahead is the briefing room, to the left is the accommodation and to the right is the canteen. The canteen has space for 20 people and has clearly been in use until very recently. The shelves are ransacked, there are plates everywhere and anyone

feeling the stove will notice it's off but still warm. Whatever happened here happened just a few hours ago.

Briefing Room

The briefing room is where expeditions are prepped for time travel and incoming teams are debriefed. It overlooks the temporal airlock with a large picture window and is full of high-tech equipment, entirely too comfortable leather seats and neatly arranged glasses and water. Nothing here has been used.

Accommodation

Accommodation holds beds for 20 people. Several of them have been slept in, and recently. An Awareness + Survival roll (Difficulty 9) will reveal they were used under six hours ago.

Archives

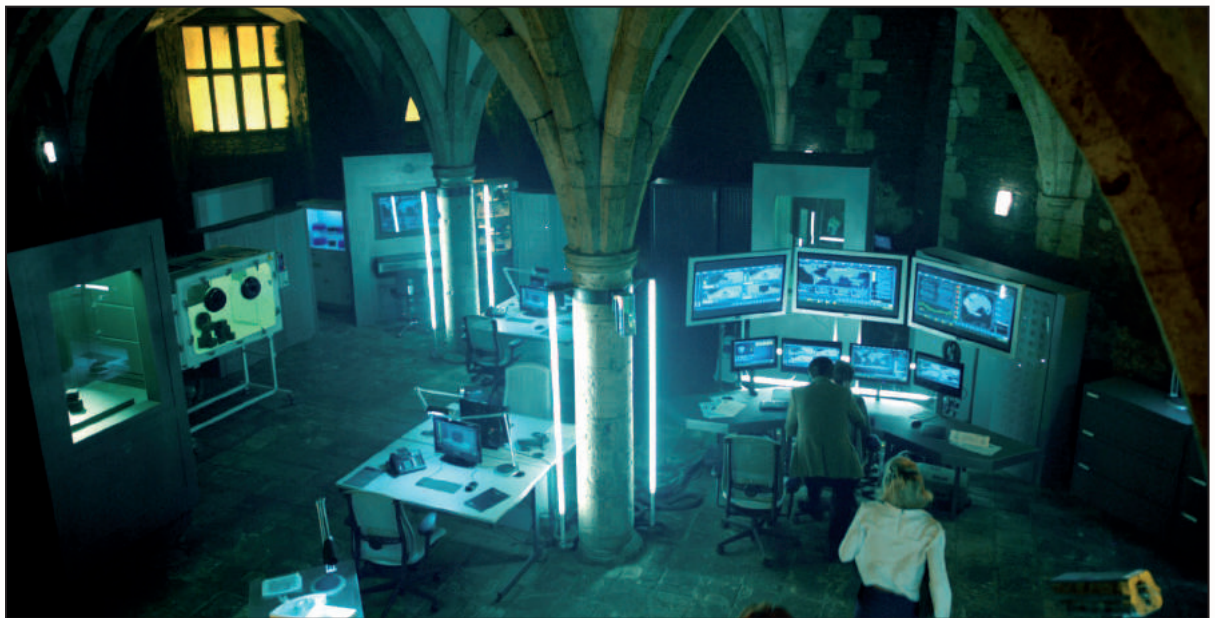
The next floor up is crammed with computers and hard copies detailing all the research information the archive could need. This has been ransacked, and there are clearly volumes missing.

Live Specimen Research

A lab with a small enclosure room off it. Anyone checking the notes will find that the dinosaurs were initially corralled here. Characters making an Awareness + Technology roll (Difficulty 12) will be able to pull up the records of the previous person in the enclosure: a Silurian.

Lecture Theatre

A 100 seat theatre, the lecture theatre is designed to allow people to be briefed en masse on the work



carried out in the Wing. It's deserted but has clearly been used recently. Papers are strewn everywhere.

Temporal Airlock

A temporal airlock leads through to the time machine, as well as the time eddy – itself visible as a swirling vortex of warm air in the middle of the chamber – it's currently produced. The time machine comprises a large steel gantry of scanners, sensors, cameras and other monitoring equipment plugged into huge, hungry generators. Currently it's all swathed in darkness, except for red emergency lighting and an urgently blinking light on the control panel.

There's a spacesuit locker in the corner of the room too – several of the suits are missing. Hiding in one of the spacesuits in the locker is Dr Andrew Reid, inventor of this particular time machine. He can be coaxed out with a Presence + Convince roll.

THROUGH THE ROUND WINDOW

As soon as the Silurians passed through the time eddy, the time machine deactivated itself. It'll take an Ingenuity + Technology roll to reboot its systems and bypass the security protocols – Dr Reid can do this without much bother, but he'll need to be gently persuaded that it's safe to do so. He'll explain that the temporal science is still barely understood.

The time eddy only leads to a single point in the past and can be traversed both ways. Turning the time machine off does not necessarily lead to the time eddy vanishing, and conversely sometimes even when the time machine is activated the time eddy does not appear.

Once activated, a time eddy will appear in the middle of the room. A particularly brave or stupid character might decide to don a spacesuit and leap headlong through. We'll come back to what they find on the other side in a minute. More cautious, sensible types might try to activate the scanners and sensors pointing at the eddy, which allow the scientists to monitor the situation on the other side. To activate them will require an Ingenuity + Technology roll (Difficulty 15).

Here's what the characters can see on the scanners (or if they leap through...) with an Awareness + Ingenuity roll:

- A large creature that looks like a dragon, attacking what seems to be a rocky outcrop.
- The dinosaur has been badly injured. It's wearing some kind of shock collar too.

- Four dead Silurians, spread out on the ground in front of the creature.
- Carbon scoring on the rocks surrounding the creature suggesting it's been fired upon.
- Movement at the top of the rocky outcrop. A small hand, partially trapped under rocks. A child.

Obviously someone needs their help, so what will the players do?

This 'dragon' is actually a Dracorex (see pg. 25), a normally harmless herbivore that eats plant matter. But this particular Dracorex has a much bigger problem than where it's next meal is coming from; it's been fitted with a shock collar and is being forced to attack. The collar is placed around its neck and delivers a shock (1/2/3 damage) every time it attempts to turn and stop attacking the people hiding in the outcrop. It's as much an innocent victim as everyone else. But how do the characters stop it?

- **Hack the collar:** A Story Point or an Ingenuity + Technology (Difficulty 18) roll is enough to isolate the frequency the collar is operating on and turn it off. If anyone is feeling really fancy, then they can clamber up the Dracorex with a Strength + Athletics roll (Difficulty 25). Once on its back, the collar can be physically removed with a Strength + Technology roll (Difficulty 15).
- **Driving it off:** The Dracorex can be chased off but this clearly causes it a huge amount of pain and it will pass out within sight of the characters. This will give them a chance to examine the collar unthreatened but isn't the nicest way to resolve the situation.
- **"I Speak Dinosaur!"** If any of the characters actually do speak dinosaur (see pg. 116), they'll can talk to the Dracorex. It's in agony and can only respond with "Pain! Stop pain! Two-legs in rock cause pain! Stop pain!". A Presence + Convince roll (Difficulty 25) will calm it down long enough for the collar to be turned off or removed.

Once the collar has been removed, the Dracorex will flee as far away as possible – it's a peaceful creature by nature, after all. The characters will then need to go and check



on the Silurians that the dinosaur was attacking. Climbing up the rocky outcropping, the characters find two people cowering inside and a third trapped beneath the rock. It'll take a Strength + Athletics roll (Difficulty 12) to rescue her.

These are Silurians – a couple and their child. They're terrified but once the dinosaur has been dealt with they'll calm down. They introduce themselves as Drest and Canto. Canto is the Chief Scientist for the nearby city of Deep Crag and Drest is her husband. The small child is their daughter, Castra

The Silurians explain that they are scientists from Deep Crag, making final preparations and observations before the planetoid strikes Earth and they enter hibernation. They discovered the time eddy and Dr Mallory Frost's expedition, but as they returned to tell the Triad of it they were attacked by the Scythe Lizard and a group of Silurians. They suspect that Kreston, the military commander of the Triad, has learned of the time eddy already and wants to use it to launch a coup. Mallory attempted to help the scientists but was seized by Kreston's men, who left the Dracorex to finish the job and will soon be returning to hide the evidence.

The characters are on Earth as a planetoid is about to strike. It's Asteroid Day and the Silurians are going to war with themselves.

3. TICKING CLOCKS

As of now the characters have four problems:

- Rescue Mallory
- Help the Silurians persuade the Triad to close the city.
- Stop Kreston.
- Get home.

If your characters came through the time eddy then they will have a far more pressing concern: in 4 hours UNIT plan to destroy the museum, and with it the time eddy. The characters will be trapped in the distant past with no way of getting home. Always remind them of the ticking clock throughout this scene.

If the characters have the TARDIS with them, then it's entirely possible they can park it in the Silurian city somewhere and then go and get Mallory, save Drest and Canto, send the Silurians off to sleep and be home in time for tea and medals. Time is unlikely to be as pressing an issue, in which case you can ramp up the odds in another way – steal their

TARDIS. Either the HADS causes it to dematerialise (its scanners detected the rogue planetoid too) or else Kreston has it brought into Deep Crag itself on the back of a Triceratops.

THAT'S NO ASTEROID

As we now know, the planetoid actually turned out to be the Moon, ending up in orbit around Earth rather than hitting it – but the Silurians don't know that. To them the threat of the impact was enough to build great underground cities and enter hibernation for millions of years. And the characters really shouldn't disabuse them of this notion – after all, if the Silurians don't enter hibernation, they might really get wiped out by the KT event that does for the dinosaurs. Or worse, they might survive and humanity might never evolve...

The obvious place to head first is the Silurian city itself, which is described in some detail on pg. 55. It is being closed up ahead of the impact, with thousands upon thousand of Silurians entering artificial hibernation. As a result the characters will find themselves part of a chain of thousands of Silurians heading back underground, which makes it easy for them to sneak in but also offers lots of dramatic potential in any of the following:

- The characters are separated in the crowd and one of the companions is carried away in the crush.
- The characters having to stop to talk down a panicked Silurian trying to rob a family.
- A Silurian teenager tries to sneak her pet dinosaur into the city
- A herd of tame dinosaurs begins to panic and stampede.
- An opportunistic attack by carnivorous dinosaurs (take your pick from those listed on pg. 22) or a Myrka. This might be the sort of thing Kreston is doing to stir up trouble, with dinosaur control collars fitted to dinosaur packs steered towards the refugee columns to cause mass panic.

While the crowds of Silurians make it somewhat easier for the characters to get into the city, they're only going to be able to get so far without a disguise. Borrowing Silurian Warrior Masks or hoods is the easiest way to go, although it won't hold up to closer scrutiny – a more advanced gadget might be concocted, such as a Perception Filter (see pg.

68). Alternatively, the characters might opt for the up-front approach; the sight of a group of hairless monkeys striding towards the entrance, demanding to see the Triad is going to cause a panic, but it will also be the quickest way to get Drest, Canto and Castra to safety. If everyone's paying attention then no one can kill them with impunity. It's a risky move but, when the world's about to end, everything is a risky move. Plus, Kreston already has Mallory and her expedition captive so the characters will likely be taken to join her straight away.

If the characters decide to sneak in then there are plenty of opportunities for a good chase scene through the surreal internal architecture of the Silurian city.

EXPLORING DEEP CRAG

HAVE WE BEEN HERE BEFORE?

Instead of setting this part of the adventure in Deep Crag, you might instead decide to set the adventure in the Silurian city beneath Cwmstaff in Wales that the Eleventh Doctor, Amy and Rory visit in *The Hungry Earth* and *Cold Blood* (see *The Eleventh Doctor Sourcebook*). If that's the case, you can include some of the Silurian NPCs from that story here instead – you can find some of them detailed on pgs. 72-76.

Deep Crag is described on pg. 55. It is vital, as much a character as any of the Silurians. It teems with life, feeling like an enclosed jungle with the utopian feeling of a classic science fiction city. This should be a culture that feels familiar but at the same time completely alien. Never overlook a chance to drive that home. Here are a couple of details you can use to reinforce this idea:

- Vegetation everywhere. The Silurians live in harmony with their environment. The city is covered in vegetation and life, which in turn softens the lines of the various buildings.
- Scale. The Silurian city is a vast, underground structure. The ceilings in each hall are hundreds of feet high and the buildings are curved and graceful things that are as beautiful as they are functional.
- Scales. The vibrant, varied subspecies of Silurians are everywhere. Don't be afraid to mix them up; maybe Kreston's men are Sea Devil Warriors or the three-eyed Silurians make up the scientific staff. Real life is messy, varied and unpredictable. Make sure the Silurians are too.

While the locations in the city are described in much more detail on pg. 55, what follow are some additional notes to reflect the city as it was before the Silurians entered hibernation.

The Dinosaur Chamber: The hall where the dinosaurs are kept, studied and worked on is a perfect place



for the characters to lose Kreston's warriors or for them to enact their final gambit. The dinosaurs are being placed into hibernation one by one and the hall is full of Silurian dinosaur handlers saying emotional goodbyes to vast animals that can sense something is coming.

This can be the setting for one of the big action set pieces of the adventure so be sure to go all in. If your characters are using the travel pods, Kreston might direct Pterodactyls to dive bomb them. If they're on the ground and being pursued by the hunting dinos, have something large and herbivorous step up to defend them.

The Hall of Warriors: The Warriors will be the second to last Silurians to enter hibernation, just before the scientists. The hibernation chambers therefore stand mostly empty, but the hall is full stocked with grav bubbles, weapons and equipment ripe for the stealing. The Silurian warriors are elsewhere, keeping the peace as best they can, or awaiting Kreston's order to seize power from the Triad.

Eventually, this could be a good location for the characters to flee through on their way out. The grav bubbles all go to the surface and are the fastest way to get there. There's lots of potential for a fun, mad dash to the TARDIS that way.

The Hall of Science: This collection of labs is where the Silurian scientists and astronomers carry out their research. This location serves one of two purposes: it's where most of the captured UNIT expedition are being held (in turn studied by the Silurian scientists or interrogated by Kreston, neither a pleasurable experience) or a place to remind the characters of just how pressing a problem the planetoid is. A massive screen on the wall will show a view of the approaching planetoid, looming large in the sky and accompanied by an ominous countdown.



The Primary and Secondary Hibernation Chambers:

Some half a million Silurians will eventually enter hibernation in these chambers, and most of them are already safely tucked up to sleep. The chambers are packed with throngs of Silurians making their way to their designated hibernation chambers. Emotions run particularly high in this area.

The Hall of Government:

The Hall of Government is packed with Silurian officials making last minute preparations, overseen by the Triad. Antius is the civilian head of government, Kreston, the head of the military, and Canto the scientific head. Canto's seat will be empty, unless the characters have returned him to power. If she's fallen into the hands of Kreston, Canto's seat is instead occupied by Dr Mallory Frost. There are guards behind her and Antius; neither seem happy about that fact.



4. THE LAST WAR OF THE CRETACEOUS

At a dramatically appropriate moment, Kreston will launch his coup. This could be the point at which the characters arrive in the Hall of Government with Canto and Drest or it could be whilst they're somewhere else in the city – perhaps as they wander through the Hall of Warriors or witness the last of the Silurians enter hibernation. He immediately orders his warriors to seize control of the key parts of the city, holding the Silurian scientists and officials at gunpoint. The remaining member of the Triad, Antius, is roughly thrown from his chair too, just to drive the point home. Kreston's in charge now.

If Kreston's left to his own devices, he makes sure the remaining Silurians – including most of his warriors – enter hibernation but he keeps control of the machinery that will eventually wake them up. Then he hotfoots it by grav bubble, accompanied by an elite cadre of warriors armed with technologically superior weaponry, to the surface and slips quietly through the time eddy and into London.

OPTIONAL HAZARDS

The characters probably have enough on their plate in the confusion of the coup, but if things are looking a little easy for them, how about throwing some of the following encounters at them:

- **Release the Dinosaurs!** In the confusion, either accidentally or on purpose a number of dinosaurs escape! The characters must somehow stop them from rampaging about.
- **Sabotage the Hibernation Chamber!** Kreston has sabotaged the hibernation chambers and the characters must fix them before the Silurians inside are cooked. This will take a Knowledge + Technology (Difficulty 20) roll to pull off.
- **Flood the Chamber with Gas!** Kreston releases hibernation gas into the city, forcing the characters to flee or find some way of negating the gas before it sends them to sleep.
- **Close the Blast Doors!** In the chaos, the main doors to the city have been left open! The characters must race up through the city on grav bubbles to get the final few Silurians inside. Knowledge + Technology (Difficulty 20) will close the doors, as will a well-placed Story Point.
- **Open the Blast Doors!** The doors have been closed early and a small group of Silurians are trapped outside. The characters must race to the surface, save them and then close the doors.

Of course, the characters are very unlikely to let it get that far... What happens next is very much up to your characters.

- They make an impassioned speech to Kreston and the Triad, trying to persuade him to stand down by diplomacy (see **Reptiles of the Court**, below).
- They might wait until most of the Silurian warriors are hibernating and then strike at Kreston directly, with force.
- Perhaps they give chase as Kreston heads towards the time eddy, racing through the Silurian city and up to the surface on grav bubbles. Handle this as a chase scene.
- They might flood the city with fumigation gas (Ingenuity + Technology, Difficulty 15), causing Kreston and his warriors to return to their hibernation chambers – but the characters will have to somehow avoid the gas themselves or they'll be joining the Silurians in their slumber too.
- The characters might take control of the hibernation machinery, meaning that even if Kreston does escape to the future he won't be able to revive his warriors. This will take an Ingenuity + Technology roll (Difficulty 18), but Drest and Canto can help if they're on side, reducing the difficulty to 15.

- They could find a way to seal the time eddy – something that's only possible from this side, meaning someone will have to stay behind. It'll take an Ingenuity + Science (Difficulty 24) roll to pull off, but if Dr Mallory is alive she'll be able to help, reducing the Difficulty to 18. She's also willing to sacrifice herself to pull this off too, if none of the characters are forthcoming.

REPTILES OF THE COURT

The issue is this: Kreston believes that the planet will be so drastically different by the time the Silurians wake up that they will need to completely alter their world view. In many regards, he's spot on. The fact that his plan is to make sure that it's just the military who survive is where everything falls apart.

It's entirely possible that your characters can persuade Kreston of the error of his ways. No one has been killed yet. If Kreston admits he was at fault, or at least so panicked by the imminent collision of the planetoid he wasn't thinking straight, then he will be stripped of his position and forced into hibernation, to be dealt with later; but not executed or banished. The Silurians will all go into hibernation and, millions of years later, will wake up and (hopefully) be met with open arms by the human race.

If the characters are the talking kind, the situation can be resolved as a social conflict, with each side



trying to convince the other that they're right. If the characters win, they convince Kreston to peacefully surrender. If Kreston wins, then he has the characters arrested and enacts his plan (see **Survival of the Fittest**, below). This is actually a very versatile way of resolving the situation as you could even use it as a springboard to any of the other options here. This is the end of the Silurians' world and all these characters believe they're acting for the right reasons so with everything on the line, their minds may well change.

STRIKE WHERE YOUR ENEMY IS NOT

If you want to be particularly devious, you might decide that Kreston is freely 'won over' or accepts forced hibernation while a sizeable portion of his force marches through the time eddy and begins to secure the future. If all goes to plan, they'll then find Kreston, revive him in the future and continue with his planned coup.

SURVIVAL OF THE FITTEST

What if Kreston wins? This might simply be through a show of force – Kreston controls the military after all – but in many ways he makes for a far more interesting villain if he's rational and articulate rather than raging and violent. What if his argument is sound and the Silurians listen to him? That the future will need a more martial Silurian race? He might even be persuaded to let some of the scientists survive if they swear fealty to him, rather than the Triad. He's not a monster, but he's also not someone who can easily be turned from a decision once it's made.

The way to pull this off is to emphasise the fact that Kreston isn't actually interested in killing people and that the Silurians really are looking at the end of their time on Earth. This is a culture making the last decisions of its age and banking on them securing it a future. It's difficult, dark stuff and while this ending isn't especially tidy it's also one that both fits the subject matter and conceivably sets up a sequel in the future. Kreston as a respected leader is both a real threat and something that neatly emphasises how different Silurian culture is.

The reverse of this outcome is also pretty interesting too. You might decide to have Kreston and his inner circle banished or, more powerfully, volunteer to leave. The city will still be saved but the issue is left unresolved. From Kreston's perspective this is a

win/win situation. He becomes a figurehead to the warriors left behind and foments unrest long after he's gone while simultaneously being freed up to go to Plan B (see the **Strike where your Enemy is Not** boxout, nearby).

But what happens next? Kreston in charge of the Silurian city isn't the worst outcome by itself – after all, the city will be asleep for the next 65 million years, which should be more than enough time for the characters to concoct a plan to deal with him when he wakes up.

The problem lies if either the characters are captured, and presumably forced to hibernate with the Silurians, or Kreston escapes through a time eddy and into the future. If he does, UNIT are going to have a whole city's worth of angry Silurian warriors to deal with – and if the players are snoozing till the modern day, when they do wake up they might find Earth itself a rather different place, with Kreston ruling a conquered London from Buckingham Palace.

DR MALLORY, I PRESUME?

However they deal with Kreston, the characters have the small problem of finding the missing UNIT expedition before they can return home. What's become of Dr Mallory? She risked her life to help Drest and Canto get away from Kreston's warriors, something that will be noted, but her presence is still going to cause panic.

She – and the characters – are living, breathing proof that in the future Earth no longer belongs to the Silurians and as a result she's perceived as a threat even though she may not be. There are several ways to play out her story:

- **Mallory the Saviour:** Mallory has come up with an audacious plan: to recalibrate the time eddies to open up in the heart of the city, wake the Silurians up and let them out into the modern world where UNIT can help them resettle on Earth. It's a peaceful variant on what Kreston has planned, and for that reason he's dead against it.
- **Mallory the Martyr:** Any of the outcomes above could finish with the hibernation equipment being badly damaged. Instead of the Silurians being forced to stay awake to fix it, Mallory might volunteer to stay behind and enter hibernation with the Silurians. Similarly, if the characters try to close the time eddy, Mallory could be the one who sacrifices herself while the characters escape through it.

- **Mallory the Renegade:** Disguised in Silurian armour, Mallory's been hiding out in the city, hunted by the Silurians as a monster. The characters arriving brings her out of hiding and gives Drest the chance to speak for her.



or perhaps much later, leaving them stranded in Earth's future. There's plenty of adventure potential there, for sure.

THE MEDIUM WAY HOME

The characters could leave a message for their future selves, or allies in another time and place, to come get them in the TARDIS. Possible examples include carving directions into a rock face, writing a message in text speak using fossils or using the city to transmit the shipping forecast for 65 million years, or any other idea besides.

THE SHORT WAY HOME

The shortest way home is to go back the way they came. There are any number of ways to get up there (grav bubbles are fastest) and any number of obstacles you can throw at the characters as they try to escape.

⚙️ AFTERMATH

With Mallory either safely returned home or in hibernation alongside the Silurians, there may be a couple of loose ends to tie up.

If Kreston successfully makes it into the future, the characters will have to track him down and stop the Silurians once and for all. For UNIT groups this will mean lots of action. For more genteel time travellers, there'll be lots more stuff involving stopping the Silurians' technology, negotiating with dinosaurs and making exactly the sort of nuisance the Doctor likes to make of himself.

If the characters come up with the idea of allowing the Silurians to travel through the time eddy as refugees from the past, then they'll have their work cut out negotiating the terms of the resettlement. It'll take all of the characters' diplomatic skills to make both sides agree. If they succeed, what awaits will be a strange new world fraught with all manner of political dangers.

Finally, what about the time machine itself? Surely UNIT can't be allowed to remain in control of a means to travel through time, even if it does just go to one place? How will the characters convince them to seal it away someplace safe? Or will they have to take matters into their own hands...?

⚙️ 5. HOME AND HOW TO GET THERE

With the past – and the future – saved, the characters might find themselves in a rather tight spot, temporally speaking. So how do they get home? Well, there are a number of options they have in front of them.

THE LONG WAY HOME

The most logical way is to enter hibernation along with the Silurians. It will take a Knowledge + Technology roll (Difficulty 15) to convert a chamber to be compatible with humans (or Time Lords, or Oods, or whoever), then it's just a matter of setting the timer and hopping in – or, as above, you might decide that someone's going to have to stay awake to activate the chambers.

Whether the characters do indeed get home this way is left up to you – you might decide they wake up early, plunging them into a(nother) strange new world,

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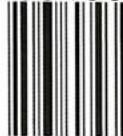
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