

DOCTOR WHO

ADVENTURES IN TIME AND SPACE BBC



MEDICINE MAN

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 **CONTENTS****INTRODUCTION****3****WHAT'S GOING ON****3****WELCOME TO PROSPERITY****4**

The Gold Nugget Saloon 4
Player Character Opportunities 5
Are You Calling Me a Liar? 6
Grave-Digging 7

THE CURE-ALL EFFECT**8**

I'm OK Now 8
You Don't Look so Good 9

DOC PORTER**9**

Following Porter 10

THE DINOSAUR**11**

Cave Encounter 11
Forest Encounter 12

COMANCHES**12**

A Comanche in Distress! 13
Hunting Party 13

THE NIGHT SHIFT**14**

Betrayed! 14

EXPLORING THE MINE**15**

Front Entrance 15
The Secondary Entrance 16
Spelunking 16
The Control Centre 16

ESCAPE!**18****EPILOGUE****18**

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INTRODUCTION

Medicine Man is intended to be a fast-moving adventure that should take a single evening to play. It pits the characters against an old enemy that is trying to resurrect their race. The characters arrive at a small mining town in the American Old West and discover strange happenings, mostly involving a travelling snake oil salesman. The clues lead to a new gold mine that was quickly and suspiciously abandoned. Once they discover the true threat the characters have to grapple with the thorny question of how to deal with it.

WHAT'S GOING ON

Millions of years ago, the Silurians feared an apocalypse and put their entire race into stasis. The cataclysm they feared never came to pass and the Silurians continued to sleep as humanity evolved. Occasionally, a human who unwittingly unearths one of these Silurian pods.

This is exactly what happened in Colorado, 1877. Mining magnate Harlan Grainger found a gold lode and immediately laid claim to it, purchasing the mountain and building a railroad from Denver to his new town of Prosperity. Many settlers flocked to the new town in spite of a hostile Comanche Indian tribe in the region, hoping to find work or even prospect on their own.

Unfortunately, Grainger's initial dynamite blasting in the mountain caused a fracture that buried a Silurian pod and destroyed its upper level. Only the Triad, the three leaders of the pod, survived. Believing that humans to be an aggressive and hostile species and unable to use force due to depleted numbers, the Triad decided that the best way to deal with them was to change the atmosphere and reintroduce prehistoric flora and fauna to make it more conducive to Silurian life.

The Triad consists of Melchor, Ekon, and Sarka. Melchor is the guardian; he controls the Ceratosaurus. Sarka is the medical scientist; she created the plague, the drug, and the hypnotic machine. Ekon is trying to unbury old equipment so that he can begin the process of changing Earth's atmosphere. Ekon then intends to awaken other Silurian pods.

The first thing the Triad needed to do was stop the mining before it damaged more equipment and any remaining Silurians that happened to survive. Ekon also needed a workforce to aid him in unearthing the equipment. Sarka found an answer in Doc Porter, a travelling salesman hawking elixirs. She hypnotised him and then let a plague loose in the town. Doc Porter's elixir was the only cure. Once the townsfolk started using it, they became susceptible to hypnotic manipulation.

The local Comanche tribe was not so fortunate. When its members caught the plague, no cure was forthcoming. When the Silurians did turn their attention toward them, it was only as a food source for the Ceratosaurus. Furthermore, the Silurians strengthened the settlers' fear of the Comanche through hypnosis to the point that any Comanche is now shot on sight. Between the settlers and the dinosaur, the Comanche have not been able to get to the mountain or into town to get the elixir or deal with the threat.

Currently the Triad's plan is almost complete. The Atmospheric Converter is already drawing power from the magma beneath the mountain (which is actually a dormant volcano). Within a couple of days the machine will be ready to start changing the atmosphere, warming the Earth significantly. The Triad then plans to seed the world with spores and fauna while contacting other pods. By the end of the summer of 1877, the world could be overrun with Silurians.



AN INVESTIGATIVE SANDBOX

Medicine Man does not have a strict sequence of scenes; once the characters arrive, different groups can choose different actions based on what clues intrigue them the most. Some players might insist on travelling to the mine during the first night, some might decide to go grave-robbing and catch a glimpse of the hypnotised miners, and some may decide to just go to sleep and wait for the next clue to arrive. You have to be ready for all situations.

Be familiar with the adventure; read through it a couple of times to ensure that you understand the basic elements. Do not worry about the order of events; just follow actions of the player characters and pace the events and supporting characters accordingly. Some groups might cut to the chase in short order, while others will take longer figuring out what is going on. As long as you have a passing command of the elements, you should be able to draw the adventure to a satisfying conclusion.



A gold mine is only a short walk (about half a mile) from the town; indeed the town would have been built atop of it if not for the rough terrain. A small river cuts across the land, dividing the town and mine from the woods (where the Comanche live). The river is not too deep and horses can cross it; during the day it is patrolled by a couple of Pinkerton deputies.

The characters can hear the sounds of piano playing and singing coming from the saloon. A character with a background in Earth History and making even a cursory observation of their surroundings can make an Ingenuity + History roll (Difficulty 9) to realise that they are in the Old West, somewhere on the eastern edge of the Rocky Mountains. Judging by the wooden buildings and several tents on its outskirts, this is a relatively new town.

As its dark, most citizens are either at home or in the saloon; very few people are walking in the street. Most men are obviously armed, although they tend to wear their guns cross-draw (as opposed to the 'Hollywood Rig' that one commonly associates with gunfighters).

THE GOLD NUGGET SALOON

The first place the characters are likely to enter is the Gold Nugget Saloon. Characters anticipating a 'classic Western Saloon' might be disappointed to find that the saloon has real doors (a necessity given the threat of Comanche attacks).

Inside, the saloon resembles more the 'classic' Western scene, with several tables and a bar. A man plays a small piano by the rear wall with a woman singing next to him. Based on those offering encouragement, her name is 'Pearl.' Gamblers,

WELCOME TO PROSPERITY

The TARDIS lands in an alley between the Gold Nugget Saloon & Hotel and Frank's General Store in the mining town of Prosperity, Colorado. It is a warm summer evening not long after the sun has set and the air is crisp, not the cool October afternoon it is supposed to be. It is not even Tombstone or 1888. If you include a Prologue (see the *Doctor Who: Adventures in Time and Space* rules), then the Doctor notes these facts, but wants to ascertain where they are anyway, as he will need to recalibrate the TARDIS' circuits. At least he is fairly certain that they are still on Earth.

Like most small Western towns (at least in the cinema!), Prosperity has one main thoroughfare, unsurprisingly named 'Main Street,' although informal streets run parallel on either side. The Railroad station sits a block to the south, where one end heads toward Boulder and the other end up toward Sentinel Mountain. Indeed, an entire mountain range is laid bare to the west and the city is nestled in a valley in the foothills.





including the mining foreman, play cards at one table near the door, and three African-Americans sit at a corner table. A character making an Awareness + Ingenuity roll (12) can tell that these three men are confused and agitated.

At some point Sheriff Pullman enters the bar for drinks, providing the characters with another person to interview. Tom Grady, the bartender and manager of the saloon (Grainger owns it) asks the characters if they need rooms for the night.

Player Character Opportunities

Where are we? While this question is likely to garner strange looks, any citizen can tell them that they are in Prosperity, Colorado. The answerer suspects that the characters are not local and perhaps didn't know the town was here, given that Grainger only started mining in May. Now it's mid-July and the mine has shut down. Most folks are preparing to leave. If the players ask, there is no sign of anyone actually packing and leaving, which is unusual for a mining town.

The Agitated Men: The three African-American men are three cousins, Charlie, Nate, and Jacob Plunkitt. They travelled to Prosperity from Denver due to advertisements for miners in the local papers, but when they arrived in Boulder they'd heard that Grainger had shut the mine. Believing this to be 'friendly dissuasion' due to their countenance, they

decided to come to Prosperity anyway. Unfortunately, when they arrived today they learned that it was true; Mr. Grainger personally told them that he made a mistake in thinking that there was substantial gold in the mine, blaming it on a prospector's trick.

Note: If the characters have not picked up on the fact that nobody is leaving town, one of the cousins mentions it. They still believe that they are not being told the truth, but they find it hard to believe that a whole mining town would just shut down in order to make them go away. There are quicker ways to do that if someone were so inclined and Mr. Grainger seems like an honest man.

'Sheriff' Joe Pullman: Sheriff Pullman and his four deputies are Pinkerton agents who were hired by Mr Grainger to keep the town safe from Comanche attacks. Pullman's law-enforcement duties were supposed to end with the appointment of an actual sheriff, but the town never got chartered. Pullman is not particularly bothered by strangers, although he warns the travellers to keep an eye out for 'Indians.'

Fred Bell: Fred Bell is the miner foreman and the local card sharp. He is disappointed that the mine is closed, but without gold, there is no reason to mine. A character making an Awareness + Ingenuity roll (15) notices that Frank does not entirely believe the excuse, but if pressed for a reason, he admits that he doesn't know why. He just has this 'nagging feeling.'



Pearl Connor: Pearl is a saloon girl with a pretty voice. Like the other saloon girls, she flirts with the characters; Tom Grady actually encourages this (characters with a strong knowledge of Earth History, especially the American Wild West, notes that this is unusual; saloon owners were always afraid of their girls getting married and ending their employment) as he believes he is leaving soon anyway. Pearl is curious by nature and may follow the characters if she suspects them of being secretive. On the other hand, she is all about having adventures and has always yearned for something more. She actually makes good companion material.

ARE YOU CALLIN' ME A LIAR?

Whether or not the characters enter the saloon, a scuffle breaks out inside that spills out into the street. Virgil Simms, a very intoxicated miner, starts spouting off about the "monster in the mine." A couple of other miners in the saloon challenge him, saying that, "there's no monster in the mine, just like there's no gold." Virgil gets agitated at this and insists that he saw the gold, but the monster attacked them before they could extract it. He also rages that the monster "ate Michael!"

At this point, one of the other miners, Sam Farley, implies that Virgil's only saying these things because he's drunk. Virgil responds to this 'insult' by slugging Sam in the face. A

fight between the two men ensues that sends them both out into the street. A few miners are cheering them on and, if the characters do not intervene, Sheriff Pullman soon wades in and restores order, telling both men to "go home and sleep it off!"

If the characters talk to Virgil, he reiterates his story to them. Virgil recalls that the original cave did have some minor gold seams and that Grainger ordered some blasting; this ended when one of the blasts caused a massive cave-in that left the tunnel intact and opened up many new ones. While exploring these new ones a monster, some kind of giant lizard, attacked. Poor Michael Brewer was closest to the creature, which snatched him up and tossed him around like a rag doll. Virgil and the others fled. They told their story to Grainger and he didn't believe them, although he did retrieve Michael's broken body. Grainger suspended operations until the 'wild animal' could be dealt with.

At this point, the very drunk Virgil falls into unconsciousness. Sheriff Pullman calls on a couple of his deputies to take Virgil home to his wife, Mary.

Should any of the characters be looking at the crowds, they might, with an Awareness + Ingenuity roll (15) notice that another man, Gary Preston, is looking a little rattled. Gary was with Virgil that day and, while he does not remember anything different than Grainger shutting down the mine



because of a lack of gold, he feels that there is something familiar about what Virgil is saying. If a character thinks to get Gary drunk enough, then he will remember the events as Virgil does, and imparts roughly the same information before he passes out from intoxication.

Speaking with any other miners garners the same story; Mr. Grainger ordered some blasting and got frustrated when the digging failed to uncover any major seams. He decided to shut down operations. Unfortunately, Michael Brewer was caught in one of the explosions and died. He is buried in the town cemetery.

GRAVE-DIGGING

While a bit morbid, the characters could try digging up Michael Brewer's body. This is easier said than done, as the townsfolk do not take kindly to grave robbers. The characters either need to convince Grainger of the necessity of the situation (no easy task) or they need to do it secretly during the night (which might allow them to witness *The Night Shift*). Digging up the body takes time and the characters are likely to be spotted; in any event it would be difficult to hide the evidence of digging come morning.

If the characters do dig up Michael's body, they find it badly mauled and decomposing. An Ingenuity + Medicine roll (15) indicates that something very big and nasty tore him apart and there is nothing in these mountains capable of his wounds; they look like the result of a large alligator attack. An Ingenuity + Science roll (15) indicates that the marks could not be from a known creature, perhaps genetic manipulation or an alien was involved.

Alternatively, if grave-robbing is not something that they want to pursue, the characters could meet with the town doctor, Francis Booth. Dr. Booth is asleep at this time of night, but he can be roused. If awoken at this time of night, his wife berates them for not waiting until morning. Dr. Booth tells them that Michael was killed in a dynamite explosion – a defective stick delayed blowing up until the poor man had gotten too close.

If Dr. Booth is convinced to exhume the body then he sticks to his story, claiming that the mauling is consistent with shredding, but an Awareness + Ingenuity roll (12) indicates that he is trying to convince himself of his diagnosis; something in the back of his mind is telling him that he is wrong. If a character gets a good success in a Presence + Convince roll, he breaks through Dr. Booth's



resistance who wonders why he had not noticed the bite marks before. Of course, the moment he imbibes the elixir again, he will forget all about it.

Perceptive characters that make an Awareness + Medicine roll (12) can notice that Dr. Booth keeps a few bottles of 'Doc Porter's Cure-All Elixir' on a shelf along with other medicines. A 'cure-all' sounds like a snake-oil brew, not something that a legitimate doctor, even in the 1870s, would subscribe to. If asked about it, Dr. Booth says that a medicine man travels here on occasion and peddles it; Dr. Booth is dubious about its effects, but the townsfolk seem to love it. He keeps a few bottles on hand as a placebo and he admits that, regardless of its effects, the brew is mighty tasty.



THE CURE-ALL EFFECT

At some point, the characters are going to learn about the townsfolk's obsession with Doc Porter's Cure-All Elixir. There are a number of ways for this to happen; the easiest is just having a character notice the ubiquitous appearance of the product all over town. Dr. Booth also keeps a few in his office. Here are a few other ways to put the Elixir in the characters' sights.

I'M OK NOW

After sleeping off his intoxication, Virgil Simms woke up and took a swig of the elixir. Not only did it cure his hangover, but he does not remember what he was babbling about. If the characters question him about the events that he described in the mine, Virgil now tells them that he never did see much gold and that poor Michael died in a dynamite accident.

DOC PORTER'S CURE-ALL ELIXIR

Prior to Silurian manipulation, Doc Porter's Cure-All Elixir really was just a tasty cocktail. Sarka manipulated it into being something more. First, it eliminates the effects of the immune system inhibitor virus while strengthening the immune system to quickly shake off viruses and diseases that the imbiber already had. Also, the elixir subtly transforms the chemical balance in the brain to make it susceptible to a hypnotic broadcast.

A character can determine these properties with an appropriate Awareness + Medicine roll (12) using any gadget capable of making medical scans. Furthermore, a Good success enables the character to determine that a high level of intoxication lessens the hypnotic effects. In any case, the character will realise that there is no cure, but simply not imbibing the mixture for a few days should be enough to cleanse the system.

Once a character imbibes the elixir all previous programming kicks in. While under its effects, the character can only break free when confronted with incontrovertible evidence. This requires a good success on an Ingenuity + Resolve roll; you should set the target number based on how convincing the evidence is (most rolls would be at 12). Alternatively, a character can attempt to break another's conditioning with an Ingenuity + Convince roll against the target's Ingenuity + Resolve. Finally, a character who is heavily intoxicated can also shake off the conditioning, but only when on the verge of passing out.

It is important to note that, once the conditioning is broken, a character remembers events clearly, but does not remember being manipulated or hearing commands broadcast into his mind. Characters that have been used by the Silurians for digging do vaguely recall dreaming about mining.



Obviously, this scene can be played out with other characters as well, especially if the player characters recruit them in their investigations. For example, if the Sheriff sees the Ceratosaurus, he tries to deny it, but if he makes a Good success on an Ingenuity + Resolve roll then he remembers that, "something tore up Michael real good; it could be this thing!" Of course, as with Dr. Booth above, once the character imbibes in the elixir he forgets everything.

YOU DON'T LOOK SO GOOD

A townspeople might suggest Doc Porter's Cure-All Elixir to any character who looks as if she might need it, especially if the character has an odd appearance, strange manner of dress or speech, or simply looks confused. This townspeople also helpfully notes that the elixir has cured all manner of ailments around town and "right quick, too!" The townspeople might be a little reluctant to offer his own bottle, but he helpfully notes that Dr. Booth keeps a stock and Doc Porter comes into town occasionally (as it happens, he arrives whenever you need him).

DOC PORTER

Doc Porter arrives in mid-morning, coming from the opposite direction of the mine (towards Boulder). He drives a carriage with his logo emblazoned on the side. He has fresh cases of elixirs loaded inside. No sooner does he arrive in town then he is swamped by townsfolk, many brandishing old bottles so he can pour the mix in or swap bottles at a discount.

Doc Porter is a short, heavy-set man with a top hat and long beard. He is normally quite the showman and he laments that the townsfolk don't even let him try to convince them; while he's happy to take their money he feels cheated somehow. If the characters persist in pushing him on the secret of his elixir, Doc Porter explains that it's really an alcoholic cocktail, nothing more. If the characters mention that his 'cocktail' is laced with special ingredients, Doc Porter pleads ignorance. He does not realize that he has been conditioned by the Silurians, nor does he remember being captured and imprisoned by them. A character that convinces him to push past the hypnotism (as under **Following Porter**, on page 10), is in for a surprise. Doc Porter immediately goes insane, babbling about the "monsters in the cave."

When Doc Porter goes insane Sheriff Pullman takes him into custody until Dr. Booth can have a look at him. Once inside the cell the only thing that calms Doc Porter down is writing implements. He starts making prehistoric cave sketches on the wall, including rough sketches of lizard people (Silurians). A character making an Awareness + Knowledge roll (15) recognises the imagery as similar to that of cave drawings. A character making an Ingenuity + Medicine roll (12) will realise that Doc Porter is traumatised. With a Good success, the character will realise that Doc Porter's trauma has triggered something primal, like a racial memory.

The Silurians are concerned if Doc Porter does not come back in the evening and Melchor enters town to investigate. If he cannot retrieve Doc Porter it is of no importance; the Atmospheric Converter is almost ready to begin operation.



FOLLOWING PORTER

With the exception of his regular forays into Prosperity, Doc Porter spends all of his time camping on the other side of the mountain. He believes that he is hunting for herbs and brewing his special elixir. In truth, he simply puts his empty bottles at the mouth of a secondary cave and takes the new bottles offered by the Silurians. He then returns to town a few days later.

Sarka has thoroughly manipulated Doc Porter's mind. She can actually approach him and he treats her as he would an old friend, completely forgetting about her after she leaves. The secondary cave exits the mountain on the far side, maintaining the fiction that Doc Porter leaves town, possibly for Boulder, and returns when he has more elixir to sell.



Characters looking to follow Porter can do so by following the wagon tracks out of town. There are only a few wagon tracks in and out of town (most travellers take the train), but the characters can find a set of tracks regularly veering off the path and around the mountain with an Awareness + Survival (12) roll (it is so easy that they may wonder why no one else has ever bothered to follow Doc Porter to get the secrets of his elixir).

If they travel this way, they soon find Doc Porter's camp. He generally sleeps inside his wagon (to keep the snakes away) and has a small fire and spit. Notably, there is no still or mixing equipment here; Doc Porter is obviously not brewing elixir in the wilderness. If the Doc is here (which he will be, unless the characters follow the tracks while he is in town), then he treats them as friendly fellow travellers. He sticks to the fiction that he is between towns and looking for herbs. He also offers the characters a taste of his special elixir.

Unlike the townsfolk, Doc Porter's mind is heavily conditioned. If the characters try to break his conditioning, (see **Doc Porter's Cure-All Elixir** on page 8) then Doc Porter gets a +4 on all rolls to retain the conditioning. Should they break his conditioning in the wilderness, then Doc Porter goes insane, pointing at the mountain and screaming as he flees the camp in the other direction. If the characters do not stop him, Doc Porter runs into town and is promptly locked up until Sheriff Pullman can decide what to do with him.

The characters can follow the wagon tracks up to the secondary entrance with an Awareness + Survival roll (15). See **The Secondary Entrance** on page 16 for details.

ODD FOOTPRINTS

Obviously, a large dinosaur running around is going to leave tracks, both on the ground and against the tree limbs that are damaged when a large, heavy creature barrels through them. These tracks are greatest on the road leading up to the mine and the ground between the mine trail and the woods. A character in the area making an Awareness + Ingenuity roll (15) spots the signs, while an actively searching character notices them with an Awareness + Survival roll (12).

Once the tracks are found, it takes an Ingenuity + Survival roll (15) to note that the tracks loop between the mine entrance and the woods beyond the river (the Ceratosaurus primarily keeps the Comanches away). An Ingenuity + Science roll (12) determines that the creature is a rather large lizard; a Good success identifies it as a dinosaur-like creature. A character with an appropriate scientific background might even be able to determine its species.



THE DINOSAUR

What the Comanche refer to as the “Great Beast of Sentinel Mountain” is a dinosaur, a Ceratosaurus to be exact. The Ceratosaurus is a theropod that is 20 feet long, 8 feet tall, and weighs about a half ton. It has three ‘horns’ on its head, a nasal horn and two smaller ones over the eyes. It is naturally lightly armoured, but genetic manipulation by the Silurians has made this armour even more effective.

Melchor controls the Ceratosaurus with a bio-link, a bio-engineered device that sticks to both the temple of the dinosaur and the Silurian controlling it. Melchor can see and hear through its eyes and ears, but he cannot speak through it. The information that he gets via the Ceratosaurus’ senses is hazy and muddled. Should this device be removed (requiring a Coordination + Fighting roll (18), presuming that a character can get close enough) then the Ceratosaurus reverts to its natural instincts.

Humorously, this means that the Ceratosaurus simply claims the river as its territory and snacks on fish (its primary food source). Still, it is dangerous to anyone that comes near it, Human and Silurian alike. Also, there are not enough fish in the river, so it eventually starts hunting humans and livestock.

CAVERN ENCOUNTER

If the Ceratosaurus encounters the characters in the caves, then it has standing orders to chase them out of the mine; the Silurians do not want to risk weakening the hypnotic conditioning by making “Ape Primitives” disappear. Characters being chased by the Ceratosaurus might, with an Ingenuity + Survival roll (15) note that the dinosaur is holding back; it is chasing them just enough to get them out of the mine, but unlike poor Michael Brewer, it is not trying to eat them.

If the Ceratosaurus is ordered to kill any intruders in the mine, then it savagely attacks. Fortunately, this is the narrow part of the mine and there are alcoves, short side caves, and other places where a character can momentarily avoid a grisly fate. Finding one such location requires an Awareness + Subterfuge (or Survival) roll (12). The Ceratosaurus continues to try and bite them or widen the hole, but fortunately Melchor or another Silurian will arrive and call it off, taking the characters prisoner in the process.





FOREST ENCOUNTER

If the characters encounter the Ceratosaurus in the forest, then they are in big trouble. The Ceratosaurus is only allowed to hunt at night and is given strict orders not to attack anyone in town or within a certain radius of a Silurian (such as a night work detail). It also has a 1-mile boundary outside of the cave. Thus, any character that wanders into its path is fair game.

There are a number of ways to escape the dinosaur. The first is to simply outrun it to a safe area (in town, near a Silurian or outside of its set boundary). A character could be lucky enough to run into one of these areas (good fortune if the players are out of ideas and their characters are running for their lives) or an Awareness + Ingenuity roll (12) enables a character that knows about the Comanche village to rationalise why the dinosaur has not attacked the village directly; obviously there is a limit to its hunting ground.

Alternatively, a character that realises that the Ceratosaurus is being controlled can attempt to broadcast a signal that distracts the creature long enough for the characters to get away. This requires a gadget with Transmit function and an Ingenuity + Technology roll (15). Not only is the dinosaur stunned for several rounds, but the feedback affects the attached Silurian as well. On a Good success, the link is permanently severed. In either case, the Silurians now know that there is an "ape primitive" out there with technology that rivals theirs.

COMANCHES

Rather than with reptiles in the caves, the townsfolk are more concerned about Comanche attacks. In fact, there have been no Comanche attacks since the opening of the mines. This is for three reasons; first, the local Comanche band caught the plague and there was no elixir forthcoming from the Silurians. Secondly, the Silurians want to protect their workforce. Finally, the tribe has been whittled down to less than a dozen warriors.

During the plague breakout, most of the local Comanche band fell ill. Scouts went to Prosperity and discovered that the townsfolk were suffering as well. As the Comanche started dying off, however, they realised that the townsfolk were recovering. The Comanche correctly presumed that they had a medicine that countered the many ills that the Comanche were suffering. Unfortunately, when the Comanche sent a scouting party to 'acquire some,' the party was driven off by a great beast.

Over the last month, the Comanche have been under siege. They dare not approach the town during the day, as Grainger has given standing orders to shoot and kill any Comanche as soon as he is spotted (a fact that the Comanche learned the hard way, when one of their warriors attempted to approach under a truce). At night, the "Great Beast of the Mountain" attacks them. The Comanche believe that the settlers are connected to the Great Beast, as the settlers have been having good fortune while the Beast and the plague ravages the Comanche. Currently,



Ekatseena, one of the tribe's few remaining warriors, is preparing a trap for the Great Beast; a giant covered pit. The Comanche are only now ready to try it, but it requires baiting the creature.

There are a number of ways that the characters can meet the Comanche. Here are the most common ways; feel free to make up your own.

A COMANCHE IN DISTRESS!

Comanche warrior Dequan was recently able to get around the dinosaur and the Pinkerton deputies, and tracked Doc Porter's coach; he intended to lay in wait for the quack on his way to town. Dequan was surprised to come across Doc Porter's camp, as it seemed too close to town to be useful. He also followed Doc Porter to a cave. Unfortunately for him, Sarka spotted him and hit him with his poison attack as the frightened Comanche fled.

By the time he had returned to the Comanche village, his body already showed signs of mutation. He barely croaked out that Doc Porter is working with the Great Beast of the Mountain before slipping into unconsciousness. Another warrior, Ekatseena, now leads a party to capture Doc Porter, or any white settler, and demand that they help Dequan. They have taken up a position near the trail and ambush any characters that pass, capturing them and quickly moving to the other side of the river before any of the Pinkerton Deputies can act.

A cure can be created if the character has some of Doc Porter's Cure-All Elixir and some basic chemicals (available in Dr. Booth's office). An Ingenuity +

Medicine (or Science) roll (15) is required to diagnose the problem and, once the components of the antidote can be found, then the proper dosage can be mixed and administered with an Ingenuity + Medicine (or Science) roll (15).

HUNTING PARTY

At some point during the adventure, the Comanche will have finished the trap that they plan to set for the Great Beast. This takes the form of a covered spiked pit, which the Comanche have dug just inside the creature's range (while the Comanche have no knowledge of electronic leashes, they have noticed that the dinosaur stops pursuit in the same general region and placed the trap inside that). Now all they need to do is lure or corral the Ceratosaurus into falling into the pit.

For this expedition, Ekatseena and a few warriors go out on horseback and use slaughtered animals to attract the dinosaur. If the characters are available, then they can join in the hunt. Keeping ahead of the Ceratosaurus requires a Strength + Athletics roll against the dinosaur's Strength + Athletics roll; any character gets a +2 for being on horseback and an additional +2 for following the prepared trail. The Gamemaster should call for rolls whenever dramatically appropriate.

Whether the Ceratosaurus ultimately falls into the pit is up to the Gamemaster. Melchor, if paying enough attention, may sense a trap and recall the dinosaur. Alternatively, the Ceratosaurus might stop short and attack a character that got too close. Once the Ceratosaurus falls in, it is killed by the spikes.

A FEW MORE CLUES

In the first draft of this adventure, Comanche Nocona stole a bottle from town and shared it with some of his tribesmen. That night, they began to walk toward the mountain as if possessed (Melchor summoned some outlying settlers and the beam stretched far enough to touch the Comanche). The other Comanche attempted to stop them, but were only partially successful; the Great Beast had gotten to some of them first. By morning, Nocona and the remaining 'possessed' Comanche no longer remembered the Great Beast; they simply spoke of "going home."

In playtest, this information became an 'info dump' when the characters were caught by Ekatseena over Dequan's illness, as they had already figured out most of what is going on. We recommend you use Nocona's scene only if you need to give the characters some more information about what is going on in the mine (i.e. filling holes in their knowledge); otherwise, you can easily drop this development with little impact on the rest of the adventure.

If a character happens to fall in, then he must make a Coordination + Athletics roll at Difficulty 9 to avoid being impaled (the spikes are placed for dinosaurs, not humans, so there is room between them). If he fails, then he takes 9 levels of damage.



THE NIGHT SHIFT

Each night, Melchor has been using possessed slave labour to work the mines. He uses mind control to bring a few settlers into the cave and then has them remove debris or do whatever other grunt work that he needs doing. Currently, they are finishing burrowing tunnels for the Atmospheric Converter. Characters can hear digging sounds from the mine during late night/early morning hours with an Awareness + Ingenuity roll (18).

If the characters keep watch at night, then Melchor sends for a final work detail to clear out some debris inside the mine. A character can pick up this transmission with a gadget with the Scan function if he makes an Ingenuity + Technology roll (12). He cannot understand it, but it is obviously a hypnotic signal.

Melchor actually approaches the town to send the signal with a handheld device. He generally selects miners living in tents on the outskirts of town. The two night watch deputies ride to the edge of town and stare dead-eyed as Melchor summons half a dozen miners. These miners leave their tents in a zombie-like state and follow Melchor back to the mine.

The characters might confront Melchor; remember that he has a dinosaur for back-up if violence ensues. The zombified miners act as though they are Possessed and Melchor

gets the usual +4 bonus to keep the miners under his control. If the hypnosis is broken, the freed miners flee to town, during which time the Silurians alert the Pinkertons to round them back up. Neither the deputies nor the miners will remember anything once they have had another taste of elixir.

BETRAYED!

Once the Silurians discover that the characters are a nuisance, they send a subliminal signal to the townsfolk that the characters are dangerous criminals that must be brought to justice. 'Wanted: Dead or Alive' posters are made with their names and likenesses and posted all over town. Should the characters be captured then Sheriff Pullman locks them up until the magistrate comes for them (which, unfortunately, could be never). Fortunately, the Sheriff does not know about any particularly unassuming futuristic gadgets and leaves them with the characters (or on a nearby table) unless the Silurians have reason to know about their effectiveness and specifically order Pullman to take them.



If all of the characters end up in jail and cannot figure a way out, then one of the Silurians pays a nocturnal visit to interrogate them. If he feels that they are particularly dangerous or useful, then he has them taken to the Control Centre in the Silurian pod. In a twist of genre, the Comanche can act as



the proverbial cavalry, attacking and creating a distraction to free the characters. Of course, this will simply put the characters into Comanche rather than Silurian custody.

Should the Silurians determine that the characters are from somewhere other than the Earth, then they might find the TARDIS. If so, then they will have some zombified humans bring it to the Control Centre.

EXPLORING THE MINE

Eventually, the characters are going to want to explore the mine and try to figure out what is going on. Finding the mine is routine; a railroad track leads directly to it. If the characters are not being sneaky about their intentions to visit the mine, then Mr. Grainger confronts them before they leave. He warns them that the mine is closed and that he won't be responsible if any more unexploded dynamite detonates on them.

As the characters enter the mine at either entrance, they notice a significant rise in temperature. The mine averages about 100 degrees Fahrenheit and is closer to 110 degrees in the Control Centre.

FRONT ENTRANCE

The front entrance to the mine is open and the rail track runs straight into it, going for another 100 yards before stopping. The main cavern continues on for a further 100 yards, before it suddenly opens into a giant chasm dotted with many holes, probably the entrances to tunnels leading deeper into the mine.

The mine has a security system installed just inside the entrance, designed to look like part of the rock face. This can be revealed with an Ingenuity + Technology roll (12) with any scanning device; relying on perception means that it is only discovered with a Good result. The security system can be disabled with an Ingenuity + Technology roll (15) (or simply shot). If the characters trip the system, then the Silurians are alerted to their presence. If the system is disabled, then the Silurians release the Ceratosaurus to deal with the intruders. It sleeps in an alcove just before the chasm.

Note that if the Silurians do observe the characters and there are anachronisms about them (strange clothes, sonic screwdrivers, and so on) then they may wish to interrogate them. The Ceratosaurus is commanded to corral, not kill, the characters, and one or more Silurians will come to meet them. They immediately take the characters to the Control Centre (see **The Control Centre**).

Presuming that the characters are attacked by the Ceratosaurus, they barely have time to spot the chasm before the creature leaps out and menaces them (see **The Dinosaur**). Once the characters make it to the chasm opening, any character making an Awareness + Science roll (12) notices several gold streams, both within the first part of the mine and exposed to the shaft. Obviously, this mine would be very profitable to Mr. Grainger in spite of his protestations to the contrary. A character that looks up will notice several tunnels bored into the rock and leading outside; these holes allow the Atmospheric Converter to spray chemicals and energy into the atmosphere.



A character making an Awareness + Ingenuity roll (12) or an Awareness and Survival roll (9) notices several metallic 'wires' (around 6 inches thick) snaking up the sides of the chasm. A character with at least a TL 6 understanding recognises the wires as part of anti-gravity generators for lifts. A character who knows this can spot a hidden control panel for the closest wire with an Awareness + Subterfuge (12) roll on the cave wall behind him. Pressing a button brings a hovering 3 foot radius disc with a guard rail up the shaft. The characters can board it and, using a control on the guard rail, descend to the Control Centre. Obviously, use of the lift alerts the Silurians to their presence.

THE SECONDARY ENTRANCE

The rear entrance to the caves is hidden from view and can only be spotted from a distance with an Awareness + Survival roll (15). As with the front entrance, this entrance also has a security system, but the Ceratosaurus cannot attack intruders from this side. Should the Silurians wish to capture someone, they will have to do it themselves.

This entrance only goes about 30 feet into the mine before it opens into a larger room with boxes containing bottles of Doc Porter's Cure-All Elixir, some filled, some empty. Behind this room is another long, thick metal wire that skirts the floor; this provides power to a special lift-cart that brings the Silurian-serum to the bottles waiting to be filled.

SPELUNKING

Ascending or descending the chasm without the lifts is a dangerous prospect given the smoothness with which the holes are bored. A character needs to make a Strength + Athletics roll (18) to descend 10 feet (for perspective, the Control Centre is about a half-mile (2640 feet) below the main entrance cave. This, of course, can be made a bit easier with proper tools and equipment. While slow, spelunking has the benefit of keeping the Silurians in the dark as to where the character is, especially since there are several alcoves and minor caves for a character to duck inside.

A lucky character might even find a winding cavern that leads down to the Control Centre (this could even occur at the entry level, as the initial mine explosion caused fissures that

in effect became de facto tunnels). This requires an Awareness + Ingenuity roll (18). Characters may still need to make Strength + Athletics rolls at various difficulties depending on the nature of the tunnel travelled.

Damaged Pods

Characters that go spelunking might come across isolated rooms of 'pods,' areas where Silurians were being cryogenically stored. These rooms are obviously manufactured, but they have an 'organic feel' to them. These pods were ruined in the explosions, with debris and damaged pods everywhere. Most of the sleeping Silurians died from the shock of the explosion, while others were crushed by debris.



Characters that have not guessed that the Silurians are involved can now do so with an Ingenuity + Knowledge roll (15). Characters that have met Silurians before instantly recognise them, even if their experience is with a different breed.

For an extra jolt of horror/action, a pod could still be functioning, enabling a waking, confused Silurian to leap out at the closest character. This Silurian instinctively heads toward the Control Centre.

THE CONTROL CENTRE

The Control Centre is spread arcade-style around a ring that sits just above a lake of fire (the reawakened volcano). Large catwalks and beams lead to a giant machine in the centre, where Ekon is busy making final adjustments. This is the Atmospheric Converter and it is currently drawing power from the lake below.

If the characters are brought here as prisoners, then they are led into a cell block just off the arcade. Sarka



interrogates them when she has the chance. If the characters come at night then some miners are here as well, clearing away more of the debris that blocks various tunnels. This debris is 'recycled' into the lake of fire.

If the characters come here on their own then the Silurians act accordingly, defending themselves with their sonic weapons and their poison tongues. They demand to know why the characters are helping the "Ape Primitives" when the more civilised race has a chance at survival.

In any case, the characters can try to negotiate, but the Silurians are not prepared to listen. They believe the "Ape Primitives" to be hostile and must destroy them before they can awaken other pods. The characters need to stop them.

The Atmospheric Converter

The easiest way to stop the Silurians is to repurpose the Atmospheric Converter. Ekon has not yet got the

machine to work flawlessly yet; a Boffin character might be able to convince Ekon that he can help with an appropriate Presence + Convince roll, only to turn the tables while at the controls.

The characters can rewire the atmospheric controls to create wintery conditions inside the mine. This requires an Ingenuity + Technology roll (18). Simply shutting off the device requires an Ingenuity + Technology roll (15). Unfortunately, the Atmospheric Converter is drawing a great deal of power from the dormant volcano. Any attempt to shut down/manipulate the Atmospheric Converter creates a backlash that ignites the volcano, causing the mountaintop to explode and destroying everything, including the remaining Silurian pods, with it. If the machine is destroyed or left to idle, then it explodes and causes the volcanic eruption.

If the Atmospheric Converter is set to explode then any remaining Silurians either try to fix it or escape, perhaps menacing the characters later.



 **ESCAPE!**

Obviously, setting the volcano to explode, especially unintentionally, means that the characters will have to flee quickly. The easiest way to do that is to use one of the lifts. A Boffin can rewire a lift to give it more speed, perhaps even shooting up through an access vent and bringing the lift to a slow landing with its emergency antigravity system. Otherwise, the characters are going to have to run fast, unless they or the Silurians brought the TARDIS into the mountain.

This escape should be exciting and eventful, but not hopeless or fatal. Let the players make enough rolls to make it exciting, but do not penalise them too badly for missing. A character that trips can be helped up or have an opportunity to leap through a convenient fissure to safety.



 **EPILOGUE**

Sentinel Mountain explodes, but it is mostly ash; the lava barely plugs the tunnels inside the mountain. Whether the characters return as heroes, villains or average joes depends on their relationship with the townsfolk throughout the adventure.

If the dinosaur is still at large then it needs to be dealt with, perhaps using the Comanche's trap. Left to its own devices the Ceratosaurus retreats into the mountains and is never seen again. Any surviving Silurians remain hidden to fight another day.

As for the elixir, the townsfolk return to normal after a couple days off the drink. It actually is a powerful medicine and Doc Porter, if he is still sane, can make a good bit of money off the stock he has left. Unfortunately, most of the remainder was destroyed in the volcano and he cannot make anymore. His newer version lacks the health benefits, but is still mighty tasty!

PEARL CONNOR

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

SKILLS

Athletics 3, Convince 4, Fighting 2, Marksman 2, Medicine 2, Subterfuge 3.

TRAITS

Attractive, Brave, Charming, Empathic, Inexperienced, Insatiable Curiosity, Quick Reflexes, Voice of Authority.

EQUIPMENT: Derringer 2/4/6.

TECH LEVEL: 4

STORY POINTS: 15

FRED BELL

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

SKILLS

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

TRAITS

Lucky, Tough, Voice of Authority.

EQUIPMENT: Revolver 2/5/7.

TECH LEVEL: 4

STORY POINTS: 3-5





PINKERTON DEPUTY

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

SKILLS

Athletics 1, Convince 2, Fighting 2, Marksman 3, Subterfuge 2, Survival 1.

TRAITS

Brave, Obligation.

EQUIPMENT: Revolver 2/5/7, Rifle 4/8/12.

TECH LEVEL: 4

STORY POINTS: 1-3

SHERIFF JOE PULLMAN

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

SKILLS

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

TRAITS

Brave, By the Book, Obligation, Voice of Authority.

EQUIPMENT: Revolver 2/5/7, Rifle 4/8/12.

TECH LEVEL: 4

STORY POINTS: 5-7

HARLAN GRAINGER

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

SKILLS

Convince 4, Craft 4, Knowledge 4, Marksman 2, Technology 2, Transport 2.

TRAITS

Indomitable, Voice of Authority.

EQUIPMENT: Revolver 2/5/7.

TECH LEVEL: 4

STORY POINTS: 3-5

GENERAL TOWNSFOLK

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

SKILLS

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

TRAITS

None.

EQUIPMENT: Revolver 2/5/7.

TECH LEVEL: 4

STORY POINTS: 1-3

DR. FRANCIS BOOTH

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

SKILLS

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

TRAITS

Empathic.

EQUIPMENT: Medicine Bag, Revolver 2/5/7.

TECH LEVEL: 4

STORY POINTS: 3-5

COMANCHES

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

SKILLS

Athletics 2, Craft 3, Fighting 3, Marksman 3, Subterfuge 2, Survival 3.

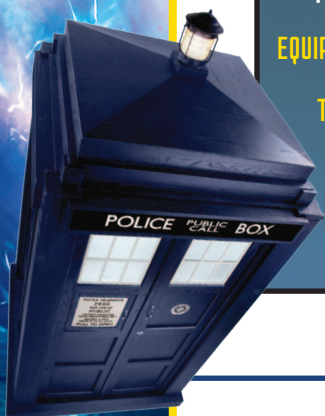
TRAITS

Brave.

EQUIPMENT: Tomahawk 3/5/7, Bow and Arrow 1/3/4.

TECH LEVEL: 2

STORY POINTS: 1-3



EKATSEENA (RED FOX)

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

SKILLS

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

TRAITS

Attractive, Brave, Indomitable, Obsession (kill the Great Beast).

EQUIPMENT: Tomahawk 3/5/7, Bow and Arrow 1/3/4.

TECH LEVEL: 2

STORY POINTS: 6-8

CERATOSAURUS

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

SKILLS

Athletics 4, Fighting 3, Survival 3.

TRAITS

Alien Senses (+4 to smell), Armour (5), Fast (Major), Fear Factor 3 (+6), Natural Weapons (bite 4/L/L), Size: Huge (Major: +1 Speed, +4 to be hit, +2 to be seen).

STORY POINTS: 6-8

SILURIAN



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

Armour (5), Climbing, Environmental (Minor - Extreme Heat), Special - Tongue Attack, Alien Appearance (Major), Weakness (Minor - Cold).

SPECIAL TRAIT - TONGUE ATTACK

A Silurian can whip out his long lizard tongue from its mouth at incredible speed to a distance of three metres. If it comes into contact with a human, it injects poison into them. The infected person will need to make a Strength + Resolve check against a Difficulty of 12 once every hour until a cure is found and administered. For each failure, his body mutates a little. On a Bad Failure, the Difficulty for further checks goes up by +3. On a Disastrous Failure, the victim dies. Mutations can be handled by giving the player Traits, including alien Traits like Alien Appearance or Fear Factor.

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

TECH LEVEL: 6

STORY POINTS: 8-12